## Freebooter's Guide to the Razor Coast

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RAZOR





# THE THE FREEBOOTER'S GUIDE TO THE RAZOR COAST

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## FOREWORD

Steel your resolve and tighten your flesh against the lash of the Razor! Like the blood of a keelhauled sailor blossoming across the surface of still seas, so do the ideas and inspirations of the twisted visions of genius game designer Nick Logue ebb and flow through these pages. Those familiar with Nick's style of sinister horror, cinematic description, and epic challenges that hammer upon the souls of his players know why they have waited for the arrival of Razor Coast, and those unfamiliar will soon know what the hype is all about. I too have waited years and have bled myself into these pages, for Nick has taught me to game without fear. It is time now for the rest of the world to gaze into his creation... so draw your blades and plunge into the vicious waters of the Razor Coast! Yar!

– Tim Hitchcock 2013

# INTRODUCTION THE FREEBOOTER'S GUIDE

Rule the Razor you say? A fool's ambition.

Here land and sea murder at the whim of ancient gods and men's smiles hide a thousand knives. Those deceived into believing that the Kraken's tentacles are more fearsome than its schemes soon find themselves cruelly enlightened. The Razor is too vast and its terrors too countless for even the bravest adventurer to conquer. It won't stop them from trying though, and that means good business for me. I thank the gods daily for sending so many fools into this world.

> - Saldrin Seaheart, local guide and purveyor of "adventuring supplies"

Razor Coast, a devil's paradise, where a man's fortune can bleed out quicker than a spitted pig, and where the dawn sky blazes across endless oceans. Oceans that for centuries hid a lost people of whom legend whisper were born into these wild reaches as the sons of sharks. Here, within in the kraken's clutches, law means little while gold breaks all boundaries and blood, pearls, and rum pay for all sin.

Islands poke their toothy ridges up from the depths, angry and defiant, like the maw of a great leviathan intent on rending and devouring ships. Indeed, beneath the rolling waters stretch miles of jagged shoals and empires of coral reef that cut down vessels like wheat before a scythe. Over the years, these hazards have claimed the ships of hundreds of explorers and freebooters, and throughout the Razor, there are many tales of missing ships and the lost treasures hidden within sunken hulks.

Then there are those places that the colonists call "civilized." Filthy boom ports, their shorelines lined with shantytowns crammed with eager profiteers who come quickly, take what they can, and leave behind ruin in their careless wake - convicts, preachers, and those seeking freedom, new identities, or new lives. Depending on one's morals, there is work aplenty for these newcomers. Rum, whaling, and slavery are all big business, while merchants who deal in the supplies needed to keep these businesses running make cool profits, especially when supplies run low. Few of these ports stay open for more than a few decades, thus their inhabitants invest little in their structures or maintenance. Those with wealth usually live on their ships, traveling from port to port, while those without cobble together wooden shacks sealed with whale fat or tarred paper. When the trade routes change or an island's resources wink out, the shacks are abandoned and the populations venture off to the next boom port to seek fortunes anew.

Conversely, thriving ports are hotbeds of excitement. Ships of all kinds crowd slipshod docks. Oozing with the wretched stench of blubber and blood, merchants hawk their wares to passing sailors, anything from ropes, harpoons, and foodstuffs to more questionable items such as poisons, drugs, or treasure maps. Ashore, a boom port's crowded alleys swim with drunks, vagrants, and others come to make whatever coin they can before the port goes bust. Street pugilists hold brutal matches run by shady managers who hedge bets, beggar bards promise to make legends of incoming freebooters for the coast of a few coins, and painted whores keep their nimble fingers poised to pleasure customers or slit their throats, whichever looses the most gold. Thickly scarred slaves pilfered from all ends of the world walk in heavy irons beneath the yoke of their masters, eagerly awaiting the opportunity to rise up against the cruelness of their fate. Indeed, today's slave is often master upon the 'morrow while near as easily, a master can wake to find himself in leg irons.

Outside of the boom ports, life is far different. The islands of the Razor remain untamed. These are lands

where violent monsoons and lush steaming jungles blanket frothing volcanic isles surrounded by beaches of deep black sand that spill into a crystalline blue sea. They strike a chord both peaceful and ominous, for here beauty and wonder often walk arm in arm with danger and death. Human settlements are few, consisting almost entirely of small tribes of indigenous Tulita. Ongoing struggles between these original heirs of the Razor Coast and foreign colonists keep most them wary, if not entirely hostile. In other regions lurk foul beasts, agents of the mysterious powers of the deeps and wild, feral addicts who chew upon the noxious maht root and fly into frenzied hallucinations during which they drink entrails of their foes.

## LIFE ON THE RAZOR

The gnashing isles and savage lands of the Razor Coast lure adventurers with dangerous exploits upon which they can build their fortunes and carve their names into the annals of history. Here, one's success transforms into legend, while failure leads down the harder road of poverty, suffering, and death. From a distance, its mild temperatures, sparkling waters, and fertile shores seem a utopia. Yet by its very nature, the beacon of paradise draws evil to its breast. Men and women with conquest in their merciless hearts, freebooters who slaughter the innocent for gain, and inscrutable sea monsters all flock to the Razor to find their riches or hunt their prey. Upon the isles, there lies no place for those unskilled with blade or spell, and only the most hardened adventurers make their livelihood on the Razor.

## How To Use This Book

*The Freebooter's Guide to the Razor Coast* is a reference guide designed for use with the Pathfinder Roleplaying Game and your *Razor Coast* campaign. While its primary function is to help players create characters perfect for the *Razor Coast* setting, it contains many elements that a player or Game Master could easily drop into an existing campaign world. Overall, *Razor Coast's* premise involves previously unexplored semi-tropical lands and islands colonized from a distant mainland only within the last few generations, thus creating a golden-age-of-exploration feel.

The book itself provides everything player characters and Game Masters need to get started playing in these new lands. It contains an array of new races, class options, and feats packed with Razor Coast flavor, as well as a detailed overview of Port Shaw, the largest and most prominent settlement in this coastal frontier. It also provides GMs with a gazetteer providing further details on the surrounding isles that lay in wait for the future exploits of daring adventurers. Lastly, it offers a wealth of new equipment, materials, magic items, and spells. If you want to create the perfect characters tailored for adventuring in the Razor, then this book was designed for you.

## CHAPTER ONE RACES OF THE RAZOR COAST

Despite a range of settlers and native inhabitants, Razor Coast remains dominated by humans. Native tribes of the Tulita, the ethnic humans who dwell upon these lands, make up the majority of the populace, while the remainder consists of colonists from distant and foreign parts. Less commonly encountered are the remaining core race humanoids such as dwarves, elves, gnomes, halflings, halfelves and half-orcs. Like colonists, these races are outsiders and not native to the region. Lastly, there are those races native to the Razor Coast that include the gnome-like menehune and the accursed dajobasu.

## HUMAN COLONISTS

The colonists of the Razor Coast are a mixed lot. Some arrive out of desperation for a chance at a new life while others seek to sate their avarice. These colonists stream in from all over Akados and Libynos, many as sailors or pirates wishing for a more settled life, others from seafaring communities, following tavern rumors. A melting pot of maritime cultures, there is no average look to the colonists. Most skin color is either light or once-fair skin brazened by the sun from sea travel and hard work, but duskier tones make a pronounced appearance as well.

#### Language and Religion

Languages: Common

**Favored Religions:** Any. The religious beliefs and practices of immigrants vary as widely as the range of their ethnicities.

#### Names

Newly arrived humans vary wildly according to their point of origin. While some keep their birth names or familial surnames, an equal number leave their old lives behind, adopting new names to reflect their dreams, desires, or trades.

## LANGUAGES OF RAZOR COAST

**Aquan:** Used most often as a pidgin or trade language among seafarers of all stripes.

**Common:** The language the colonists brought with them to the Razor Coast.

**Elven:** Brought by the elves when they established Sammerlock Sails, some Tulita learned the language and passed it down to their children, long after Pele purged the elves from the Razor.

**Giant:** Giant is a common language spoken by Pele's children, the fire giants, as well as other giants, cyclopes, hags, merrow, and ogres.

**Karikanti:** Perhaps the root language for Tulita, or an ancient offshoot, the gatormen of Blacksink Marsh speak this corrupt tongue of an extinguished Tulita tribe.

**Omargwaton:** An ancient civilization, now lost to the area, carved this language upon their structures. Perhaps understood by their degenerate descendants, this tongue now sees some use among the rarest of sages.

**Menehune:** Related to Gnome and Sylvan, the menehune use this language throughout the islands, and look favorably upon those who master it.

**Sahuagin:** An essential tongue for any who trade with the sea devils.

**Tulita:** A patois of related tongues ignorantly dubbed "Tulita" by the newcomers, the range of languages spoken among the indigenous peoples of the Razor Coast share a common root. However, the farther apart two Tulita communities exist, the greater the chance their languages prove mutually unintelligible despite a common origin. Based on rough similarity, these languages fall into three categories: Tulita (mainland), Tulita (coastal), and Tulita (island). In addition, a fourth dialect seldom seen along the Razor is the Aizanes-Tulita of the Aizanes Islands at the farthest eastern reaches of the Razor Sea.

**Ronjoronjo (Sacred Tulita):** Reserved for shamans and chiefs, most Tulita never learn the sacred written word of the people. Although seldom taught to outsiders, some newcomers who claim they were gifted with Ronjoronjo describe a language whose glyphs include pictographs. As Common remains the dominant language among outsiders, most take on Common equivalents of their own names.

**Female Names:** Almyra, Asa, Bess, Bethany, Charity, Chastity, Cynthia, Edith, Elizabeth, Eudora, Fidelia, Florence, Genevieve, Hattie, Hettie, Josephine, Leah, Lenora, Matilda, Mercy, Minerva, Natalie, Orpha, Phoebe, Rowena, Samantha, Theodosia, Winifred.

**Male Names:** Albert, Alonzo, Ambrose, Asar, Barnabas, Bartholomew, Benedict, Calvin, Clinton, Edsmith, Daniel, Ezra, Franklin, Gideon, Harland, Hiram, Horace, Jacob, Julius, Lewis, Lucius, Meeshach, Merrill, Nathaniel, Obadiah, Oscar, Reuben, Roderick, Rufus, Silas, Simon, Thaddeus, Theodore, Uriah, Victor, Zebulun.

### TULITA

The Tulita are native to the wild lands of the Razor Coast. While most foreigners see them as a single ethnicity, the Tulita people encompass a number of different tribes and cultures. As a whole, the Tulita people stand fierce and proud. Individual tribes maintain extremely complex social mores that vary from tribe to tribe, as well as both strong shamanic and monastic traditions. Once a force to be feared, they repelled not only the most ferocious of sahuagin raiding parties, but also brutal attacks by the Karikanti tribes of Blacksink Marsh.

For centuries, they lived in small communities that survived by subsistence farming and fishing. They appeased the spirits of Whale, Turtle and Dolphin with offerings and rituals, hoping to keep the Shark at bay forever. The Tulitas' only contact with other civilizations was limited to their association with a locathah kingdom below the waves.

Although the Tulita have suffered greatly at the hands of the colonists, most continue to cling to their traditional lifestyle. For many, this means moving further inland, or traveling to outlying islands to begin life anew elsewhere, while those in the slums around Port Shaw survive by scraping out what livings they can.

#### Ethnic Variation

The precise number of Tulita ethnicities remains unknown, though there were at one time thought to be over a dozen. During the early years of violent conquest, colonists wiped out at least two of the older and more powerful groups while others have become more reclusive and vanished into the wilds. The four most prominent subgroups are the Kamu, Moamasu, Nakosha, and the Sugalo. Along with these are the distant Aizanes-Tulita of the eastern Razor Sea, though they are seldom found along the Razor Coast.



*Kamu* are squat and tend to be portly, the latter being a characteristic they believe displays their wealth and prominence. They live in matriarchal tribes with highranking females taking up to a dozen husbands. They practice both fire and water magic and enhance their powers with detailed, stylized tattoos.

Kamu treat battle poi as martial weapons.

*Moamasu* are coastal dwellers, slender and light with long black hair. Known as spear fishermen and pearl divers, they can hold their breath for nearly impossible lengths as they pluck natural treasures from the sea floor. They are also skilled artisans known for their detailed coral carvings.

Moamasu treat coral bracers and other coral weapons as martial weapons.

*Nakosha* are fierce but reclusive hunters that live in the inland wilderness. Though extremely short — just over five feet tall — they are famed for their manufacture of deadly poisons and are avid headhunters.

Nakosha do not gain a bonus feat at first level but instead gain the Poison Use ability and cannot accidentally poison themselves when applying poison to a weapon. *Sugalo* are famed as the keepers of Tulita lore. Taxed with the duty of protecting many centuries of deep and secretive oral traditions, they know all there is of the sacred tribal knowledge.

Sugalo add their Wisdom modifiers to any knowledge checks involving the lore of Razor Coast, its people, creatures, or locations.

*Aizanes-Tulita* are the inhabitants of the Aizanes Islands at the farthest eastern extent of the Razor Sea. Their culture has been shaped by centuries of contact with the traders of southern and western Libynos and diverges greatly in many ways from that of their western kin. This is primarily demonstrated in their belief in and devotion to the Loa, elemental spirits of near deific power who hold great influence over every aspect of their lives. While the Aizanes-Tulita still recognize Pele, Whale, Turtle, and Dolphin, their reverence long ago turned to the Loa making them something of a pariah among their kin on the Razor.

Aizanes-Tulita add their Wisdom modifier to Knowledge (nature) checks due to their close relationship with the Loa that comprise the natural world.

#### Language and Religion

**Languages:** Common, Tulita (Aizanes-Tulita in the Aizanes Islands)

**Favored Religions:** Pele, the Three (Whale, Turtle, Dolphin), various island spirits, the Loa (among the Aizanes-Tulita).

#### Names

Tulita names are traditionally unisex: Aikane, Ailani, Alana, Aolani, Eleu, Hawika, Hiapo, Hiwalani, Ikaika, Ka Hiwa, Ka Nui, Kaila, Koa, Konani, Laka, Lalama, Lana, Lea, Leialoha, Maka Koa, Maka Nani, Makamae, Mano, Meli, Nalani, Noa, Nui, Palani, Pili Lani, Polunu, Punahele.

## DAJOBASU

Every so often a Tulita child is born with subtle but disturbingly monstrous features - tough and leathery skin, thick crocodilian teeth, and pale golden eyes. Tribal elders refer to these children as dajobasu, roughly translated as spawn of the Shark God. The birth of such a child is typically viewed as a curse, a dark punishment upon either the child's parents or the village for some transgression against Dajobas. In rare instances, a tribe may instead view the birth of a dajobasu as a gift, believing that the child was sent to strike down the tribe's enemies or liberate them from oppressors. While such individuals become venerated champions, most Tulita treat dajobasu with fearful contempt, quickly ostracizing them from their communities.

Colonial society is no more accepting of the dajobasu. Colonists tend to explain such births as the results of Tulita interbreeding, or as proof of their violent and tainted bloodlines. Ultimately, the precise cause of this phenomenon remains unknown.

Though monstrous by human standards, a dajobasu's features remain subtle enough that at a distance one might easily mistake them for a Tulita. Their skin is similarly colored and they share roughly the same builds and hair. Only on closer inspection does one readily perceive the differences. Their skin is thick with hard ridges, almost like the callused hide of an alligator, and a few even have short, vestigial tails. Their brows are broad, their teeth are wide and jagged, and the pupils of their golden eyes slit sideways. Dajobasu bare a noticeable resemblance to the Karikanti gator men, another group of humanoid also believed to have once been a Tulita tribe cursed by Dajobas.

#### Dajobasu Racial Traits

+2 Strength, +2 Wisdom, -2 Intelligence, -2 Charisma: Social outcasts, dajobasu are physically imposing and strong willed, but generally place little value on acquiring knowledge beyond what they need to survive. **Medium:** Dajobasu are Medium creatures. No bonuses or penalties due to size.

Normal Speed: Dajobasu have a base speed of 30 feet.

Darkvision: Dajobasu can see in the dark up to 60 feet.

**Swamp Dweller:** Dajobasu receive a +2 racial bonus on Stealth and Survival skill checks made in marshy terrain. Dajobasu move through marshy terrain with ease, ignoring difficult terrain in marshy environs.

**Waterborne:** Dajobasu receive a +4 racial bonus on Swim skill checks and may hold their breath for a number of rounds equal to three times their Constitution before they risk drowning.

**Smell Lies:** Dajobasu receive a +4 racial bonus on Sense Motive skill checks made to avoid being bluffed.

**Natural Armor:** Dajobasu have a +1 natural armor bonus.

**Languages:** Dajobasu begin play speaking Tulita and Common. Dajobasu with high Intelligence scores can choose from the following: Aquan, Draconic, Giant, Karikanti, and Sahuagin.

#### Alternate Racial Traits

Swap any of the following racial traits for an existing dajobasu racial trait. Consult your GM before choosing among these new options.

Aquaphobia: On rare occasions, frightful nightmares of a watery death torment a dajobasu from the onset of puberty. Dajobasu with this racial trait can use the supernatural karikanti ability, drowning curse, once per day. Dajobasu with this racial trait avoid water at every opportunity. This ability replaces waterborne.

**Bully:** Dajobasu with this racial trait receive a +2 racial bonus on Intimidate skill checks to demoralize enemies and on Bluff skill checks made to feint in combat. This racial trait replaces the swamp dweller ability.

**Sahuagin Blooded:** These dajobasu appear more piscine than reptilian and are said to have the icy blood of sahuagin coursing through their veins. They have a strong affinity for ocean waters, are amphibious, and have a base swim speed of 20 feet. This racial trait replaces swamp dweller.

#### Favored Class Options

Dajobasu who choose a favored class receive the appropriate bonus from the list below.

**Barbarian:** Add +1/2 round to the duration of the intimidating glare rage power or add +1/3 to the DC to resist the terrifying howl rage power. The player makes this choice during character creation. Thereafter, the class option cannot be changed.

**Ranger:** Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts that live in marshy terrain or belong to the aquatic subtype.

Witch: Add a +1/2 bonus on Stealth checks and Swim checks made by the witch's familiar.

## Menehune

Blessed by the fires of their patron deity Pele, the small and industrious menehune live deep within the Razor Coast's thick tropical forests, far from the eyes of the Tulita and colonists of the coast. Since the coming of the foreign colonists the menehune have maintained little contact with the outside world, though remain on favorable terms with other children of Pele, particularly fire giants. While they were close with the Tulita in centuries past, the race has taken a decidedly neutral position and removed themselves from the affairs of mankind, so much so that few foreigners have seen a menehune and many doubt their existence. Still, the menehune have left behind examples of their culture and craftsmanship throughout the Razor Coast region, with ancient temples, fishponds, stone houses, and long forgotten roads. Similar in size and stature to gnomes, menehune complexions range from light olive to darker skin tones. They have thick visibly raised veins through which races their fiery blood, and they easily flush when angered or excited. Menehune take great pride in their coarse and wild hair, coloring it exotic colors with plant dyes and fashioning it into long spikes with lime, blood, and goat dung.

While they once lived in large cities, the menehune have returned to a simpler life, inhabiting smaller agrarian communities that subsist by herding, farming, fishing, and trading with other menehune villages. During the darkest nights of the year, they hold multi-community burning celebrations, unrestrained parties where they roast slaughtered boars, wrestle, drink fermented goat's milk, trade, tell tales, and meet lovers from neighboring villages.

Despite their reclusive nature, when young menehune come of age they are expected to travel for a few years in order to experience the world before settling down. The menehune people call this tradition "taming the fire." During this time, young menehune wander the Razor Coast, seeking adventure, fortune, philosophy, and whatever else the outer realm might offer them. When their curiosity is finally slaked, the menehune either returns to his former village or adopts a new one and settles down.

#### Menehune Racial Traits

+2 Constitution, +2 Charisma, and –2 Strength: The menehune are physically small but surprisingly hardy, and their attitude makes them naturally agreeable.

**Small:** Menchune are Small creatures and thus gain +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and +4 size bonus on Stealth checks.

**Humanoid:** Menehune are humanoids with the gnome subtype.

Base Speed: Menehune have a base speed of 20 feet.

Languages: Menehune begin play speaking Common, Menehune, and Sylvan. Menehune with high Intelligence scores can choose from the following: Elven, Giant, Gnome, Karikanti, Sahuagin, and Tulita.

**Bond to the Land:** Menehune gain a +2 dodge bonus to AC when in a specific terrain type selected from the ranger's list of favored terrains. This choice is made at character creation, and cannot be changed.

**Energy Resistance (Fire):** Menehune have a resistance 5 to fire.

**Keen Senses:** Menehune received a +2 racial bonus on Perception checks.

**Craftsman:** Menehune receive a +2 racial bonus on all Craft or Profession checks to create objects from metal or stone.



**Pyromaniac:** Menehune are treated as one level higher when casting spells with the fire descriptor, using granted powers of the Fire domain, using bloodline powers of the fire elemental bloodline, using the revelations of the oracle's flame mystery, and determining the damage of alchemist bombs that deal fire damage. This trait does not give the menehune early access to level-based powers; it only affects powers that they could already use without this trait. A menehune with a Charisma score of 11 or higher gains the following spell-like abilities: **1/day**— *dancing lights*, *flare, prestidigitation*, and *produce flame*. The caster level of these effects is equal to the gnome's level; the save DC is Charisma-based.

**Fire Assault (Su):** Once per day as a swift action, menchune can draw upon the elemental power lurking in their veins to shroud their arms in fire. Unarmed strikes with their elbows or hands (or attacks with weapons held in those hands) deal an additional 1d4 points of fire damage per every four character levels. This lasts for a number of rounds equal to the menchune's Charisma modifier plus half his character level. The menchune may end the fire assault as a free action.

**Weapon Familiarity:** Menehune treat any weapon with the word "gnome" in its name as a martial weapon.

**Low-light Vision:** Menehune can see as twice as far as humans in conditions of dim light.

**Cold Vulnerability:** Menehune have a vulnerability to the cold. They cannot possess any racial traits that grants them resistance or immunity to the cold.

#### Alternate Racial Traits

The following racial traits may be selected instead of existing menehune racial traits. Consult your GM before selecting any of these new options.

**Fire in the Blood:** Menehune with this trait gain fast healing 2 for one round anytime they take fire damage (whether or not this fire damage overcomes their fire resistance). Menehune can heal up to 2 hit points per level per day with this ability, after which it ceases to function until the next day. This racial trait replaces the bond to the land and energy resistance (fire) racial traits.

**Innate Magic:** Certain menehune have other innate magical gifts closer to a fey heritage. A menehune can choose one of the following spell-like abilities, which replaces the pyromaniac racial trait.

**Expeditious Retreat Spell-Like Ability (Sp):** A menehune can use *expeditious retreat* once per day, using its character level as its caster level.

**Invisibility Spell-Like Ability (Sp):** A menehune can use *invisibility* once per day, using its character level as its caster level and affecting itself only.

**Traditional Gnomish Magic:** Menehune gain a +2 racial saving throw bonus against illusion spells and effects. Menehune add +1 to the DC of any saving throws against illusion spells that they cast. Menehune with Charisma scores of 11 or higher also gain the following spell-like abilities: **1/day** – *dancing lights, ghost sound, prestidigitation,* and *speak with animals.* The caster level for these effects is equal to the menehune's level. The DC for these spells is equal to 10 + the spell's level + the menehune's Charisma modifier. This racial trait replaces the pyromaniac racial trait.

**Explorer:** Menehune often experience varying degrees of wanderlust, but some become obsessed with seeing as much of the world as possible. These menehune gain a +2 racial bonus on Climb checks and checks for one Knowledge skill of their choice. This racial trait replaces the energy resistance (fire) and craftsman racial traits.

**Obsessive:** Some menchune become devoted to perfecting a specific craft or profession and receive a +2 racial bonus on a Craft or Profession skill of their choice. This racial trait replaces the energy resistance (fire) and craftsman racial trait.

#### Menehune Favored Class Options

The following options are available to all menehune who have the listed favored class, and unless otherwise stated, the bonus applies each time the menehune selects the favored class reward.

**Bard:** Add +1 per every six class levels to the number of people the bard can affect with the *fascinate* bardic performance.

**Druid:** The druid gains energy resistance 1 against acid, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by +1 (maximum 10 for any one type).

**Oracle:** Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

## OTHER CORE RACES

Beyond human colonists, a number of other humanoid races have immigrated to the Razor Coast, including elves, dwarves, gnomes, half-elves, half-orcs, and halflings. Despite the fact that these additional races are not native to the region, players should consider them as core races. Such individuals are most commonly encountered in Port Shaw and similar boom ports, or as crewmembers aboard foreign sailing vessels.

**Elves:** The elves that come to Port Shaw have displayed humility since Sammerlock Sails (see **Appendix II** for additional information) became an enduring testimony of their tragic hubris. Elven merchants invest in many deals with the trading companies and even hire pirates on occasion. Elven colonists prefer the edges of Port Shaw, laboring as gentlemen's gentlemen on plantations if poor, or running those plantations if affluent. For those whom urban life is necessary, the Silk District holds the greatest concentration of elves in Port Shaw.

**Dwarves:** While most dwarves avoid the open seas, greed and opportunity drove a number of these gruff "earthmen" to the wilds of the Razor. Like most immigrants, the dwarves tend to settle in colonized regions such as Port Shaw. In such places, they typically form dwarven ghettos and take up new trades as brewers, craftsmen, merchants, and even whalers.

**Gnomes:** While not quite commonplace, a number of gnomes have relocated to Razor Coast's growing boom ports. Many seafarers consider a gnome aboard a ship a sign of good luck, or at least a promise of good entertainment. Gnomes often fall into careers like shipwrights, mechanics, gunsmiths, and entertainers. They consistently display curiosity towards the stories of the menehune, whom they believe to be their long-lost cousins.

**Halflings:** Halfling colonists coming to Port Shaw, settled primarily within the Jade District. Halflings have worked their way into government, merchant houses, trading companies, craftsmen guilds, and even entertainment - taking every opportunity to advance.

Half-Elves: Unlike most of the other humans, a fair number of half-elves are second or even third generation natives, born to some of the first colonists to permanently emigrate to the coast. Half-elves can be found in any major settlement, but rather than form their own neighborhoods they tend to integrate into human society.

Half-Orcs: Many half-orcs come to the Razor to seek out their fortunes as sellswords. Unlike in many regions that fear their monstrous heritage, such things are quickly overlooked on the coast, where one's survival is often tested by strength and steel. Anywhere laborers, warriors, thugs, and rowers are needed, one can find a few half-orcs in their midst. Still, few folk trust those born of monstrous couplings and the more civilized a region becomes, the tougher it is for the half-orc to survive.

#### Additional Traits

The following traits are appropriate for any non-native core race characters and can be substituted for specific racial traits.

#### Combat Traits

**Pugilist:** You grew up swinging and you still fall back to it. You gain a +1 trait bonus on damage rolls with unarmed strikes, brass knuckles, gauntlets, rope gauntlets, and other hand weapons as determined by the GM.

**Coherent Rage:** Your determination allows you to hold onto a shred of your rational mind at all times. Select one of

the following skills: Bluff, Escape Artist, Handle Animal, or Stealth. You may use this skill normally while raging.

#### **Equipment Traits**

**Fashionable:** You are one of the "betters" within Port Shaw and aren't afraid of showing it. So long as you are wearing clothing and jewelry worth more than 80 gp, you gain a +1 trait bonus on Bluff, Diplomacy, and Sense Motive checks. One of these skills (your choice) becomes a class skill for you.

**Fiddler:** You have a natural talent with the devil's own instrument – the fiddle. You gain a +1 trait bonus on Perform (string) checks and this is a class skill for you.

#### Magic Traits

**Lucky Tattoo:** You were plagued by bad luck until you purchased a "lucky tattoo" from a mysterious traveling artist. On that day, your luck did indeed seem to improve for the better. Once per game session, when called upon to make a d20 roll, you may re-roll one die roll, before you know the results. You must take the second roll regardless of the result. The lucky tattoo isn't a magical tattoo and doesn't take up an item slot on the body.

**Totem Tattoo:** You bear a tattoo depicting one of the totems of the Three (Whale, Turtle, Dolphin). You gain a +1 trait bonus on Will saving throws. The totem tattoo is not a magical tattoo and does not take up an item slot on the body.

#### **Regional Traits**

**Skilled Crewman:** You have spent the majority of your life working on ships. Pick one of the following skills: Acrobatics, Climb, Knowledge (nature), Knowledge (geography), Swim, or Survival. You gain a +1 trait bonus to that skill and it is always a class skill for you.

**Sailor:** Born with an innate love of the sea, you gain a +1 trait bonus on Perception and Profession (sailor). In addition, one of these skills (your choice) is always a class skill for you.

#### Social Traits

**Razor Tongue:** You words are like a steel rapier and cut as sharply. You gain a +1 trait bonus on Bluff checks and Bluff is a class skill for you

**Sea Dog:** Descended from a long line of pirates or just heartless and cruel – a seed of malevolence grows within you. You gain a +1 trait bonus on Intimidate and Profession (sailor) checks. In addition, one of these skills (your choice) is always a class skill.

**Impressive Presence:** Your grandiose posturing often makes it difficult for anyone to concentrate around you. Once per day as a full-round action, you may attempt to distract adjacent foes with a lengthy display of your martial prowess. All adjacent foes must succeed at a Will save (DC 10 + 1/2 your level + your Charisma modifier) or gain the shaken condition. This condition persists for 1 round.

## CHAPTER TWO CORE CLASSES ON THE COAST



## CORE CLASSES

**Barbarians:** There are many kinds of barbarians found on the coast: everything from the drunken brutes, savages, sea reavers, and urban barbarians making there way among the sprawl of Port Shaw.

**Bards:** Bards find high demand for entertainment on the Razor and aboard ships, and there are plenty of ruins for archaeologists to discover, new sports and death defying daredevil acts to perform for new audiences, and companionship to sell.

**Clerics:** The Great Church of Quell dominates the island's colonists, but is not the only god to have a faithful congregation. Many fledgling colonies started in order to pursue religious freedoms, and missionaries come to this wicked place to try to save souls. Of course evangelists seek to sway all on the island to their beliefs, hidden cults spring up anew or are rediscovered from old, and pilgrims

and scholars find that faith is a blessing and a curse in Port Shaw.

**Druids:** Once an unspoiled tropical paradise, Port Shaw and the colonists have polluted the lands around Kai Bay. Aquatic druids seek the purification of the bay and the protection of the oceans while blight druids thrive in the misery and pollutions. Inland Druids among the Tulita carve a tough living in the jungle, mountains, and swamps or on islands far from Port Shaw.

**Fighters:** Fighters abound across Razor Coast, from the native Tulita wishing to protect his way of life to the corsair plying the waves for plunder. There is a great demand for those who wield steel - brawlers, gladiators, and other unarmed warriors willing to fight and die to provide a crass entertainment on a ship's deck - all can find conflict and/or employment in Port Shaw.

**Monks:** For those who have mastered the self, the tropical islands provide endless challenges. From drunken

masters overflowing with rum, or martial artists seeking to learn the secrets of the Tulita warriors, to those who merely seek the serenity and beauty of untouched nature - all can find a path from Port Shaw.

**Paladins:** At first, the high moral code of the paladin and the loose morals that bloom within this corrupt den of vice seem in contradiction; but many come to the Razor to bring reform. Whether freeing the Tulita from their bondage, driving out corruption among the colonists, or seeking out and crushing hidden and evil cults on the islands, a paladin has much to do. With gunpowder prevalent across the Razor, many a holy warrior has traded his sword for a pistol; and others who are skilled tacticians wield a ship's crew against the pirates from the Razor Sea.

**Rangers:** As most of the Razor Coast is still untamed wilderness, rangers find their talents in high demand. From scouts and guides who can track escaped plantation workers across the swamp, to marine skirmishers who wage battle across planked deck, to trophy hunters and trappers who seek the wild game of the island and sell it - rangers can find a profitable home in Port Shaw.

**Rogues:** Across the Razor Coast, colonists see much of their wealth stolen away, and there are many who wish a share of that loot. Pirates, smugglers, and swashbucklers ply the sea and raid merchant ships fat with cargo. Cutpurses, cat burglars, and charlatans prey on the rich plantation owners and merchants, and bandits and thugs work the docks and outskirts for a few meager coins. Rogues are almost synonymous with Port Shaw.

**Sorcerers and Wizards:** The arcane arts draw practitioners to the Razor, whether to plumb the mysteries of the Tulita or to defend against the awesome power of the open sea. Providing protection for ships from pirates, curses, and foul weather for a hefty fee attracts many an arcanist. And with the stench of gunpowder, bombers, alchemists, and spellslingers are attracted to the Razor, as well as those sorcerers who wish to tap into their primal connections with the sea, mountains, lava, or verdant jungle. Port Shaw has its fair share of spell casters.

## CLASS ARCHETYPES

The unique challenges found on the Razor Coast, as well as the aquatic environment surrounding Port Shaw, have given rise to several unique archetypes. The core class archetypes that follow are included in this chapter. Characters may take more than one archetype if they meet the requirements.

#### **Barbarian Archetypes**

Barbarians represent those individuals who refuse to relinquish their primal connections to the lands and waters of the Razor Coast. They embody the power of the raging sea, punishing storms, fiery volcanoes, and fierce determination of its true people.



#### Surf Scavenger (Archetype)

Surf Scavengers live along the coast, fearlessly embracing the pounding waves and the beasts that plague the Razor's waters.

Water Born (Ex): A surf scavenger has a favored terrain of water (both above and below the surface, including aboard a ship or along shorelines), representing their innate love of the waves. This ability functions as the ranger class feature and the surf scavenger's bonuses in the water improve by +2 at 5th level and every five levels thereafter. However, he does not gain any additional favored terrains. This ability replaces fast movement.

**Surf Rider:** At 3rd level, a surf scavenger gains a +1 bonus on Acrobatics,

Knowledge (nature), and Swim checks made in aquatic terrain, including aboard a ship or along shorelines. These bonuses improve by +1 every three levels after 3rd. This ability replaces trap sense.

**Rage Powers:** The following rage powers complement the surf scavenger archetype: bestial swimmer, guarded stance, increased damage reduction, quick reflexes, raging swimmer, and swift foot.

#### Shark Surf Scavenger (Optional)

Some surf scavengers favor the dark side of the native's traditions and look to the power of the shark. These barbarians look to a more bloodthirsty, vicious aspect of the water.

**Rage Powers:** The following rage powers help distinguish a shark surf scavenger from a regular surf scavenger: animal fury, primal scent, and scent.

#### Cannibal King (Archetype)

While many tribes live in relative peace with their surroundings, some view their neighbors as little more than food.

**Strength of the Flesh (Su):** At 3rd level, the cannibal king can recover lost strength by devouring the flesh of his opponents. Devouring a slain opponent reduces the number of rounds the barbarian needs to recover from his fatigue by 1 for every 3HD of the opponent to a minimum recovery time of 1 round. A cannibal can only devour the flesh of a single opponent per rage. Furthermore, he can only gain the benefits of cannibalism by feasting upon the flesh of creatures of his same monster type (for example, humanoid). This ability replaces trap sense.

#### Bard Archetypes

The Razor is not renowned for its written heritage; therefore, oral tradition is the primary means of preserving culture and history – and bards are its chroniclers. As the custodians of history, their vivid imagery and rousing stories captivate the imagination, making the participants part of a shared experience that keeps ancient and contemporary traditions alive. Great leaders, legendary heroes, and monumental events live through their words and actions. It is said that a single name or word can be more powerful than a thousand blades. Bards are living proof that the adage is sometimes correct.



Presented below are two examples of this belief. One is the beacon of hope for an oppressed people, and the other seeks the hidden truth concealed in myth.

#### Voice of the Three (Archetype)

The voice of the Three is the cultural guardian of Tulita tradition and history, and the magical defender of the Tulita people. He keeps the spirits of Whale, Turtle, and Dolphin alive in the hearts and minds of his people while protecting them against the evil forces that threaten the natural balance and bring harm to the Tulita.

**Keeper of Tradition (Ex):** Voices of the Three gain Lingering Performance as a bonus feat at 1st level. The feat's benefits are doubled for Tulitas affected by his bardic performances. This ability replaces bardic knowledge.

**Bardic Performance:** A voice of the Three gains the following types of bardic performance.

*Fortune of Turtle (Su):* At 1st level, a voice of the Three can use performance to bestow good luck to allies. The bard and all allies within 30 feet gain a +1 luck bonus on attack rolls, skill checks, and saving throws. These bonuses increase by +1 at 5th level and every six levels thereafter. The targets must be able to hear the bard throughout the performance. This ability is language-dependent and requires audible components. This performance replaces inspire courage.

Speed of Whale (Su): At 3rd level, a voice of the Three can imbue allies with additional speed and agility. The bard and all allies within 30 feet gain a +5 foot enhancement bonus to their base speed and a +1 dodge bonus to AC. This enhancement bonus to speed increases by +5 feet for every four levels the bard has attained beyond 3rd (+10 feet at 7th, +15 feet at 11th, +20 feet at 15th and +25 feet at 19th). This ability has no effect on other modes of movement, such as burrow, climb, fly, or swim. This ability replaces inspire competence.

Spirit of Dolphin (Su): At 8th level, a voice of the Three can embolden allies with increased self-determination. Each round, the bard makes a Perform (oratory, percussion, wind, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by magic that usually impedes movement, such as paralysis, solid fog, slow, and web may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. This ability does not work on effects that don't allow saves. The subject may also use the Perform check result in place of its CMD to resist all combat maneuver checks made to grapple the target or in place of its CMB on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. Spirit of dolphin relies on audible components. This ability replaces dirge of doom.

**Falsehood of Shark (Su):** At 2nd level, a voice of the Three can see through lies and uncover the truth. The bard gains a +4 bonus on saving throws made against illusions,

and a +4 bonus on Sense Motive checks made to avoid being bluffed. This ability replaces well-versed.

#### Legend Chaser (Archetype)

Stories of lost civilizations, blasphemous temples, and haunted ruins echo through the ages. The average person is content to recount these frightening tales around the safety of a warm hearth, but the legend chaser defies danger and seeks these mystical locales and their treasures. The legend chaser depends upon his intellect, guile and a bit of luck to uncover secrets hidden in a forbidden jungle, a monster's den, or a dusty library on his quest for knowledge and fortune.

**Bits and Pieces (Ex):** A legend chaser adds half his class level on Appraise, Knowledge (geography), Knowledge (history) Knowledge (local) and Perception checks, Diplomacy checks made to gather information and Spellcraft checks to identify the properties of a magic item (minimum 1). This ability replaces bardic knowledge.

**Bardic Performance:** A legend chaser gains the following types of bardic performance.

*Nick of Time (Su)*: At 1st level, a legend chaser can use performance to spot hidden dangers. Each round he makes a Perception check. Any ally (including the bard) within 30 feet may use this check in place of his own saving throw against traps and magical attacks made by enemies that benefit from concealment, but not total concealment. Nick of time does not work on effects that do not allow saves. This is a mind-affecting ability that uses audible components. This performance replaces countersong.

Helping Hand (Su): At 6th level, a legend chaser can grant temporary hit points to another creature within 30 feet. This effect functions as a *false life* spell that lasts as long as the target can hear the legend chaser's performance; however, unwilling creatures can be affected if they fail a Will save (DC 10 +  $\frac{1}{2}$  the bard's level + the bard's Cha modifier). Creatures that are targets of this ability are immune to this ability for 24 hours. The bard cannot target himself with this ability. This effect requires audible components. This performance replaces suggestion.

Against The Odds (Su): At 8th level, a legend chaser can grant another creature within 30 feet the rogue's improved uncanny dodge and evasion abilities. The effect lasts as long as the target can hear the legend chaser's performance. The bard cannot target himself with this ability. If the target already has improved uncanny dodge, the bard's levels stack with the target's to determine the minimum rogue level required to flank the target. If the target already has evasion, it gains the improved evasion ability. This mind-affecting effect requires audible components. This ability replaces dirge of doom.

**Remove Danger (Ex):** At 2nd level, a legend chaser gains a bonus equal to half his class level on Disable Device checks. He may also disarm magical traps with Disable Device as a rogue's trapfinding ability. This ability replaces versatile performance.

**Uncanny Dodge (Ex):** At 2nd level, a legend chaser gains uncanny dodge, as the rogue class feature of the same name. This ability replaces well-versed.

**Stuff of Legends (Ex):** At 5th level, once per day, a legend chaser can choose to roll two dice instead of one for any Reflex save, keeping the best result. He can use this ability one additional time per day for every five levels he possesses beyond 5th, to a maximum of four times per day at 20th level. This ability replaces lore master.

#### **Cleric Archetypes**

Clerics are the intermediaries between the forces of divinity and their worshippers. Clerics heal the injured, tend to the sick, inspire their followers, and seek converts throughout the world. Few mortals encounter divinity during their lifetimes; therefore clerics act as their religion's emissary and earthly defender. Armed with a diverse repertoire of magical powers, combat abilities and devout faith, clerics serve as leaders, counselors, warriors, and prophets. Some wield the very flames themselves as a divine instrument, while others control the forces of nature to awe worshippers and smite enemies.

Presented below are two examples of divine intermediaries. One is the emissary of the fiery mountains of lava and ash, and the other harnesses the power of weather to defend his faith.

#### Volcano Child (Archetype)

Clouds of ash, smoldering magma, and intense heat conjure images of eternal damnation and torment, but the volcano child calls the mountains of flame and lava home. Pele is the benefactor of many among their ranks, but she is not alone in their patronage. Some indigenous monsters worship gods borne from fire, and the invaders brought their fiery deities with them as well. Irrespective of their chosen deity, the volcano child's mastery of fire makes him a formidable champion of his faith.

**Spawn of Magma:** A volcano child must choose the Fire domain. He does not gain a second domain. If the cleric worships a deity, that deity must be one that grants the Fire domain. All level-dependent effects of the granted powers from the volcano child's domain function as if he were two cleric levels higher than his actual cleric level. This does not allow him to gain domain-granted powers earlier than normal. In all other respects, this works like and replaces the standard cleric's domain ability.

**Diminished Spellcasting:** A volcano child's number of non-domain spells per day for each spell level is one less than normal (for example, a 4th-level volcano child has three cantrips, two 1st-level spells, one 1st-level domain spell, one 2nd-level spell, and one 2nd-level domain spell). If this reduces the number of spells per day for that level to 0, he gains only the bonus spells he would be entitled to based on his Wisdom score for that level, plus his domain spell for that level. **Bonus Feat:** All volcano children gain Elemental Focus as a bonus feat. The volcano child must choose fire as the energy type.

Lava Walker (Su): A volcano child suffers no harm from being in a hot environment. This effect functions as an *endure elements* spell, except that it does not protect the cleric from cold environments.

**Keeper of the Flame (Su):** As a swift action, a volcano child can imbue one melee weapon with the flaming weapon special ability. The weapon retains the flaming special ability for a number of rounds per day equal to 3 + the volcano child's Wisdom modifier. The effect's duration need not be consecutive rounds. Alternatively, the volcano child can imbue the weapon with the flaming burst special ability; however, the costs are doubled, i.e. one round of usage counts as two rounds.

**Apostle of the Flame (Su):** At 3rd level, a volcano child can choose to convert positive energy or negative energy from his channel energy class feature into fire energy, dealing fire damage to all creatures in the affected area. When channeling energy in this manner, the fire damage is calculated as if the volcano child were two cleric levels lower than he actually is. Creatures may make a Will save, as normal, to halve the fire damage. This ability is affected by feats that affect the cleric's channel energy ability.

#### Caller of Storms (Archetype)

Since the dawn of time, weather has altered the course of history. Violent cyclones have smashed mighty armadas into driftwood and transformed coastal cities into mounds of shattered stone. Fierce winds fell the mightiest cannons, while driving rains turn battlefields into slick quagmires of mud and water. Weather can be used to evoke awe or wreak devastation, yet the caller of storms does not view nature in such absolutes. For these clerics, they are the instrument that makes nature serve their chosen religion.

**Storm Chaser:** A caller of storms must choose the Weather domain. He does not gain a second domain. If the cleric worships a deity, that deity must be one that grants the Weather domain. All level-dependent effects of the granted powers from the caller of storm's domain function as if he were two cleric levels higher than his actual cleric level. This does not allow him to gain domain-granted powers earlier than normal. In all other respects, this works like and replaces the standard cleric's domain ability.

**Storm Vision (Ex):** A caller of storms ignores any penalties weather applies on Perception checks. When a caller of storms misses an enemy because of concealment provided by fog, rain, sleet, mist, wind or other weather effects, he may reroll his miss chance percentile roll as if he had the Blind-Fight feat. If the caller of storms already has the Blind-Fight feat, this ability functions as the Improved Blind-Fight feat.

**Master of Storms:** Beginning at 3rd level, a caller of storms may recall his domain spells that he had prepared

and then cast that day. The spell is then prepared again, just as if it had not been cast. The caller of storms may recall each domain spell that is at least one level lower than the highest level cleric spell that he can cast (for example, a 5th-level caller of storms may recall his 1stlevel and 2nd-level domain spells once per day). The caller of storms can recall each domain spell only once per day, even if he has a feat or owns a magic item that allows him to recall spells, such as a *pearl of power*. This ability replaces channel energy.

**Storm Walker (Ex):** At 5th level, weather effects do not impede the caller of storm's movement. He takes no penalties when moving across icy, snowy or muddy surfaces whether natural or magical. He is at no risk of falling and is not denied his Dexterity bonus to AC when moving across such areas, and he does not treat them as difficult terrain. He is treated as if he were one size category larger than he actually is in windy conditions.

#### Fighter Archetypes

Fighters represent a broad swath of combat techniques and martial philosophies, but they all share a common purpose — to master the art of war. Countless hours of repetition transform mind, muscle, and weapon into a singular force of might and devastation. However, the roads they take towards this shared goal often differ. Some master the intricacies and nuances of a single weapon. Others forego this specialized path and uniquely adapt diverse powers and skills to conquer their chosen environment.

Presented below are two examples of these approaches. One is a daring soldier of the high seas, and the other is deadly expert with his chosen weapon.

#### Buccaneer (Archetype)

The swashbuckling hero of the waves, the buccaneer's daring and athleticism make him the undisputed master of ship-to-ship combat. Part warrior, part sailor, and all courage, the buccaneer's exploits are the stuff of legend on the decks of every oceangoing vessel and in the salty taverns of every seaport.

**Buccaneer:** At 1st level, a buccaneer adds Acrobatics and Escape Artist to his list of class skills and removes Handle Animal and Knowledge (dungeoneering) from his list of class skills.

**Weapon and Armor Proficiency:** Buccaneers are proficient with all simple weapons, martial weapons, light armor, and shields (except tower shields).

**Sea Legs (Ex):** At 2nd level, a buccaneer gains a +1 bonus to his CMD to resist trip and bull rush attempts while standing in a moving vehicle or on watery terrain, such as a beach or swamp. This bonus increases by +1 for every four levels above 2nd. The buccaneer can also charge in these environments, ignoring any obstacles or difficult terrain. This ability replaces bravery.

**Rope Expert (Ex):** At 3rd level, a buccaneer gains a +3 bonus to Acrobatics, Climb and Escape Artist checks employing the usage of a rope. This includes climbing a rigging, walking a tightrope, swinging from a rope or untying bonds. When performing a skill with a rope, he can take 10 on Acrobatics checks even while distracted or threatened and take 10 on his Climb checks even when in immediate danger or distracted. This bonus increases by +1 for every four levels above 3rd. This ability replaces armor training 1.

Derring-Do (Ex): At 5th level, a buccaneer deals extra damage until the end of his turn whenever his movement through an enemy's threatened area would provoke an attack of opportunity. This extra damage is 1d8 points + 1 point for each opponent that can make an attack of opportunity against the buccaneer. At 9th level, this extra damage increases to 2d8 points + 2 points per opponent. At 13th level, this extra damage increases to 3d8 points + 3 points per opponent. At 17th level this damage increases to 4d8 + 4 points. The buccaneer also deals an additional 1d8 points of damage whenever he moves through an opponent's square during the same turn. The buccaneer must successfully complete his move through the threatened area to gain this benefit. The extra damage is not multiplied on a critical hit, but is added to the total. This ability replaces weapon training 1, 2, 3 and 4.

**Ride the Sails (Ex):** At 7th level, a buccaneer may charge an enemy by leaping down from a height of at least 10 feet and landing in a square adjacent to that enemy. A buccaneer who uses this ability and lands on his feet also denies that opponent's Dexterity bonus to AC until the end of the buccaneer's turn. This ability replaces armor training 2.

**Blood Pirate (Ex):** At 11th level, a buccaneer who scores a critical hit with his derring-do or ride the sails ability may make an Intimidate check to demoralize all enemies within 30 feet as a free action. Enemies that cannot see both the buccaneer and the enemy he hit are unaffected. The buccaneer cannot use this ability while prone. This ability replaces armor training 3.

**Gods of the Sea (Ex):** Upon reaching 15th level, once per day a buccaneer can reroll an attack roll or saving throw. The buccaneer must take the result of the second roll even if it is worse. This ability replaces armor training 4.

Hit the Deck (Ex): At 19th level, a buccaneer gains evasion when he is on a vehicle or watery terrain, such as a beach or swamp. Evasion can only be used if the buccaneer is wearing light armor or no armor. This ability replaces armor mastery.

#### Harpoonist (Archetype)

A mainstay on all whalers, the harpoonist wields his trusty weapon with deadly accuracy and lethal force against man and beast alike. The thought of falling prey to the harpoon's wicked barb is the stuff of nightmares for every mariner and the sea creatures they hunt. Whaler (Ex): At 1st level, a harpoonist gains both the Quick Draw and the Two-Handed Thrower feats as bonus feats. This ability replaces the 1st-level fighter bonus combat feat.

**Reel 'Em In (Ex):** At 2nd level, a harpoonist gains a +1 bonus to CMB and CMD on grapple checks with a harpoon. This bonus increases by +1 for every four levels after 2nd. This ability replaces bravery.

**Rapid Retrieval (Ex):** At 3rd level, a harpoonist can retrieve a harpoon attached to 50 feet of rope or less as a move action unless the harpoon is imbedded in a creature or object. Whenever a harpoonist moves a target with his grapple check, he can move both himself and his target up to his full speed rather than half his speed. This ability replaces armor training 1.

**Harpoon Master (Ex):** At 5th level, a harpoonist gains a +1 bonus on attack and damage rolls with harpoons. This bonus increases by +1 per four levels after 5th. This ability replaces weapon training 1.

**Long Haul (Ex):** At 7th level, a harpoonist gains the Far Shot feat as a bonus feat, even if he does not meet its prerequisites. At 11th level, the range increment for his harpoon increases by 5 feet. At 15th level, the range increment for his harpoon increases by 5 additional feet. This ability replaces armor training 2, 3 and 4.

**Sink the Barb (Ex):** At 9th level, when a harpoonist attacks with a harpoon as a readied action, the attack inflicts damage normally, and the target is subject to a grapple maneuver as a free action. At 17th level, the harpoonist may perform this ability as a standard action. If the attack hits, he may use the attack roll as the combat maneuver check. This ability replaces weapon training 2 and 4.

**Skewer (Ex):** At 19th level, when a harpoonist confirms a critical hit with a harpoon, the harpoon rips through the target and can imbed itself into an adjacent stationary object in line behind it. The harpoonist must be able to trace a line starting at his space and passing through the target and object to accomplish this feat. If the damage dealt by the harpoon exceeds the object's hardness, the harpoon imbeds itself into the object, which pins the target. The Difficulty Class to escape is the harpoonist's CMB while grappling with a harpoon. This ability replaces armor mastery.

**Weapon Mastery (Ex):** A harpoonist must choose a harpoon.

#### **Ranger Archetypes**

Unlike their xenophobic druidic cousins who view themselves as nature's guardians, rangers straddle the boundaries between the civilized world and the untamed wilderness. They believe that the bountiful fruits and wild game of the forests, jungles and rivers are resources meant for conscientious harvesting and not inanimate commodities for grand scale exploitation. In that vein,

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rangers consider themselves as just another predator in the ecosystem's food chain. Although they form close bonds with their animal friends, they recognize that the cycle of life, death and renewal are part of the natural order.

Presented below are two archetypes that embody these ideals. The first is a pioneer of the last frontier, the uncharted depths of the sea. The second is a hunter of men, a macabre practitioner of nature's oddest and most gruesome magic.

#### Deep Sea Tracker (Archetype)

The rangers of the seas must forego the traditional tracking and survival methods of their terrestrial cousins and uniquely adapt to their aquatic environment. Over time, these adept explorers of the watery depths acquire the skills and abilities of other aquatic denizens.

**Scan the Seas (Ex):** A deep sea tracker adds half his level (minimum 1) to Perception skill checks made to detect sound underwater. He can also notice subtle disturbances to the surface of any body of water, allowing him to follow and identify the source of the disturbance. The Survival DC to follow and identify the disturbance's source in stagnant water, such as a pond or lake, is 25, and the Survival DC modifier is +1 for every ten minutes since the trail was made. The DC increases to 30 for water with a current, such as a river or ocean, and the Survival DC modifier is +1 for every minute since the trail was made. He cannot follow or identify tracks made underwater. This ability replaces wild empathy.

**Fish Out of Water (Ex):** When a deep sea tracker fights an enemy without a swim speed in water terrain, he gains a +1 bonus to attack and damage rolls against that enemy. At 5th level and every five levels thereafter, the bonus increases by +1. This ability replaces favored enemy.

**Net-and-Trident Combat Style (Ex):** At 2nd level, a deep sea tracker has the option of selecting net-and-trident as his combat style. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th and 18th levels. He can choose feats from this combat style, even if he does not have the normal prerequisites. If the deep sea tracker selects net-and-trident, he can choose from the following list whenever he gains a combat style feat: Exotic Weapon Proficiency (net), Net Adept, Net and Trident, Two-Weapon Fighting, Weapon Focus (net) and Weapon Focus (trident). At 6th level he adds Net Maneuvering and Net Trickery to the list. At 10th level he adds Greater Two-Weapon Fighting to the list.

**Ocean Goer (Su):** At 3rd level, the deep sea tracker must select Water as his favored terrain. He gains a swim speed equal to half his land speed, and all the benefits of having a swim speed. He can also endure cold climate effects as if using *endure elements*. This ability replaces 1st favored terrain.

**Hunter's Bond (Ex):** Starting at 4th level, when a deep sea tracker gains the hunter's bond ability, he must choose an animal companion. The deep sea ranger must select an animal with the aquatic subtype.



**Amphibious (Ex):** At 8th level, a deep sea tracker gains the aquatic subtype, the amphibious trait and a swim speed equal to his land speed. He never takes pressure damage from deep water. This ability replaces 2nd favored terrain.

**Scent (Ex):** At 13th level, a deep sea tracker gains the scent ability. He can use this ability to follow or identify scents underwater. This ability replaces 3rd favored terrain.

Echolocation **(Sp):** At 18th level, a deep sea gains the ability to use *echolocation* at will. The deep sea tracker treats his ranger level -3 as his caster level. *Echolocation* functions only underwater. This ability replaces 4th favored terrain.

#### Headhunter (Archetype)

The macabre headhunter is feared and reviled throughout the civilized world for severing his foes' heads and shrinking them into grisly trophies. However, the practice serves more than a ceremonial purpose. The headhunter extracts mystical energy from his victims and uses it to bolster his own body and mind.

Shrunken Heads (Su): At 1st level, headhunters master the craft of magically absorbing the spiritual energy of their slain foes, which shrinks the heads to a fraction of their former size. Headhunters refer to the ritual as zanza. The ritual binds the shrunken head's energy to his creator. To use a head for this rite, the headhunter must deal damage to the victim in combat, and the enemy cannot be defenseless or helpless. Zanza allows the headhunter to absorb one of the victim's four spiritual essences, which are Battle, Knowledge, Magic and Vitality. The headhunter can only possess one head for each essence at any one time; therefore the headhunter cannot have two heads with the Spirit of Battle at once. All of the shrunken head's abilities are based upon the victim's Hit Dice and are fixed at the time of its creation. The headhunter can have any combination of shrunken heads in existence at any one time; however the victims' combined Hit Dice cannot exceed his headhunter level + his Wisdom modifier. Zanza automatically fails, if the headhunter attempts to add shrunken heads beyond

this limit; however, the headhunter can discard shrunken heads and replace them with new ones. Discarded shrunken heads permanently lose their magical properties, and the headhunter loses the benefits gained from the discarded head. *Zanza* cannot be performed on creatures immune to critical hits, constructs, and creatures lacking a discernible head. *Zanza* takes 24 hours to perform, and it consumes 25 gp of material per Hit Die of the victim. Presented below are the benefits derived from each of the spirits.

*Spirit of Battle:* The headhunter gains one of the victim's combat feats, (his choice), subject to the following limitations. He cannot gain a feat that is not innate to the victim, i.e. a feat granted by a magic item, or a feat requiring class features or character levels from a class other than ranger. Otherwise, he gains the combat feat even if he does not meet its prerequisites.

*Spirit of Knowledge:* The headhunter gains the ability to speak and understand a number of languages that the victim spoke. He can speak and understand one language plus an additional language for every two Hit Dice above 1st. The headhunter chooses the languages he wishes to speak and understand from the victim's languages.

*Spirit of Magic*: The headhunter gains the ability to recall a spell he previously cast if the victim could cast the spell as a spell-like ability. He can recall one spell per day. The spell is then prepared again, just as if it had not been cast. The headhunter must be of sufficient level to cast the spell, otherwise the spell fails.

*Spirit of Vitality:* Everyday at dawn, the shrunken head grants the headhunter temporary hit points equal to double the victim's Hit Dice + the victim's Constitution modifier.

You're Next (Su): At 4th level, the headhunter can use a shrunken head to terrify his enemies. As a standard action, the headhunter visibly displays one of his shrunken heads. All living creatures within 30 feet of the shrunken head and within line of sight to the shrunken head must make a Will save or be shaken for 1 round per Hit Die of the victim. A creature belonging to the same creature type as the shrunken head is frightened for 1 round per Hit Die of the victim. The DC of his save is equal to  $10 + \frac{1}{2}$ the shrunken head's Hit Dice + the headhunter's Wisdom modifier. A creature that successfully saves is not subject to the same head's effect for 24 hours. The headhunter can use the shrunken head in this manner once plus one additional usage at 3 Hit Dice and every three Hit Dice thereafter before the shrunken head becomes nonmagical. This ability is a mind-affecting fear effect. It replaces Hunter's Bond.

#### Rogue Archetype

Trade breathes life into the Razor Coast, bringing exotic goods and valuable commodities from distant lands to Port Shaw's inviting shores. Yet there are some products and services that do not enjoy the same welcome as others. In a similar vein, there are merchants who prefer avoiding costly tariffs by concealing their materials from customs officers. In either circumstance, such transactions require the expertise of a specialist, and no one is more adept at sneaking illegal goods into a city or hiding valuables from governmental authorities than the blockade runner. He employs many variant skills and abilities, but they all boil down to two common denominators: hide whatever you can, and if that fails, remove yourself from the situation as quickly as possible.

Presented below is an example of this daring smuggler. For many of Port Shaw's wealthiest merchant houses, a skilled blockade runner is worth his weight in gold.

#### Blockade Runner (Archetype)

The blockade runner relies upon subterfuge, a quick tongue and a few parlor tricks to sneak his nefarious goods onto the city's black market or past unsuspecting customs inspectors. Although he frequently deals with contraband, the blockade runner's ability to conceal his wares allows him to move freely about most cities, mingling with wealthy merchants and shady fences with equal familiarity and comfort.

**Rehearsed (Ex):** A blockade runner adds ½ her level to Bluff skill checks made to fool someone or convey a secret message and to all Disguise skill checks. Blockade runners can create a disguise in 1d3 x 5 minutes of work rather than the normal 1d3 x 10 minutes of work. This ability replaces trapfinding.

**Tight Squeeze (Ex):** When an unobserved blockade runner attempts to hide, he may make an Escape Artist skill check and a Stealth skill check and use the better result. If he has sufficient time to take 20 on either check, he may instead roll an Escape Artist skill check and a Stealth skill check and combine the results. The combined result is treated as if it were a Stealth skill check opposed by the observer's Perception skill check. The blockade runner must decide to use this option before rolling the combined check, and he must abide by its results. This ability replaces trap sense.

Now You See Him (Sp): Whenever a blockade runner selects the minor magic or major magic rogue talent, he can use his Charisma score in place of his Intelligence score when casting an illusion spell. This applies to determining the level of spell he can cast as well as the saving throw's DC. In addition, the blockade runner can cast any illusion spell one additional time per day. This ability replaces uncanny dodge.

**Slew Foot (Ex):** The blockade runner can make an Escape Artist check in place of a combat maneuver check when attempting to trip an opponent. This ability replaces improved uncanny dodge.

**Rogue Talents:** The following rogue talents complement the blockade runner archetype: black market connections, camouflage, fast stealth, major magic, minor magic, and quick disguise.

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Advanced Talents: The following advanced rogue talents complement the blockade runner archetype: hide in plain sight, master of disguise, and rumormonger.

#### Wizard Archetype

In the eyes of the casual observer, wizards are seen as aloof intellectuals more at home in a library than in a perilous dungeon. While that perception may hold true in most worlds, those who practice arcane magic throughout the Razor are a different breed. For instance, the native Tulitas believe that mystical energy literally courses through the blood of its practitioners. Guided by a powerful fetish spirit, physical pain unravels magic's deepest mysteries and bestows great might upon the wizard willing to spill his own blood for magical power.

Presented below is an example of the Razor's wizards. The scrimshaw fetishist practices an unusual form of selfmutilation to increase the formidable power of his magic.

#### Scrimshaw Fetishist (Archetype)

The scrimshaw fetishist's mind and body are literally one. His mind deciphers the arcane code of magic, while his body serves as its actual receptacle. Unlike all other wizards, the scrimshaw fetishist has no need for a spellbook, because literally, he is the spellbook. He records his spells on his skin using a scrimshaw fetish containing a powerful magical spirit. Because of the unique relationship between the physical and mystical world, the scrimshaw fetishist can empower his magic by spilling his own blood.

Scrimshaw Fetish (Su): At 1st level, a scrimshaw fetishist establishes a magical bond with a scrimshaw fetish containing a powerful magical spirit. The fetish must be an object that pierces the skin, such as a nose ring, an earring or a similar item, and it must pierce the skin to have any effect. If the scrimshaw fetish is damaged, it is restored to full hit points the next time the scrimshaw fetishist prepares his spells. If it is destroyed, it can be replaced in the same manner as a wizard replacing a bonded object. At the time of its creation, the scrimshaw fetishist must imbue the fetish with one of the following three powers-boost body, boost mind or boost spells. Once created, the fetish's power cannot be changed, and its abilities can be used once per day (unless the Empower Fetish ability is employed to increase the number of usages - see below for details). The scrimshaw fetishist can have only one fetish in existence at any time. He cannot use a fetish created by another wizard. This ability replaces arcane bond. Each power bestows the following abilities:

*Boost Body:* The scrimshaw fetishist can use the fetish to boost his physical abilities to the detriment of his mental abilities. To do so, the fetish burrows into the skin dealing 2 points of Intelligence damage to the wizard, while granting a +2 enhancement bonus to his Strength, Dexterity and Constitution. The enhancement bonus lasts for a number of minutes equal to his scrimshaw fetishist level. Alternatively, the scrimshaw fetishist may double the Intelligence damage and the enhancement bonus; however, doing so costs an extra usage. He cannot increase the Intelligence damage or enhancement bonus any further.

*Boost Mind:* The scrimshaw fetishist can use the fetish to increase his acumen by weakening his body. To do so, the fetish burrows into the skin dealing 2 points of Strength damage, while granting a +4 enhancement bonus to his Intelligence. The enhancement bonus lasts for a number of minutes equal to his scrimshaw fetishist level.

*Boost Spells:* The scrimshaw fetishist can use the fetish to apply metamagic feats that he already knows to his spells without using up a higher level spell slot. To use this ability, the fetish burrows into the skin dealing 2 points of Constitution damage. The fetish then allows the wizard to apply a metamagic feat that takes up a spell slot one level higher than the actual spell to any spell that he has prepared for the day. He must cast that spell within the next hour; otherwise, the designated spell loses the benefit bestowed by the metamagic feat. Alternatively, the scrimshaw fetishist may double the Constitution damage and apply a metamagic feat that takes up a spell slot two levels higher than the actual spell. Doing so costs an extra usage.

**Spell Blood (Su):** Scrimshaw fetishists record their spells on their skin; therefore, they are unable to write or read magical scrolls, even with the *read magic* spell. Instead, the fetishist acquires the ability to cast spells etched onto his body by enduring physical pain. This allows him to potentially cast any spell that he has on his body and is capable of casting, even if the spell is not prepared. The spell is treated like any other spell cast by the fetishist, including casting time, duration, and other effects dependent on his level. The spell cannot be modified by metamagic feats or other abilities.

To use this ability, the wizard designates the spell he wishes to cast, and then digs the fetish into his skin to draw blood. The fetish deals 1d6 points of nonlethal damage per spell level of the chosen spell. Because the fetishist suffered damage while casting the spell, he must make a concentration check to cast it successfully. The DC for this check is 10 + ½ damage dealt + spell level. For the purposes of this ability, a natural 1 always fails. The fetishist can cast spells in this manner a number of times per day equal to his Intelligence modifier. This ability replaces Scribe Scroll.

**Spell Body:** The scrimshaw fetishist records his spells on his body, rather than a spellbook. The fetishist's starting spells and the process of replacing spells or adding new spells onto his body is identical to the process of doing the same to a wizard's spellbook. A Medium creature's body is the equivalent of a 200 page spellbook, while a Small creature and a Large creature are the equivalents of a 100 and 400 page spellbook respectively. This ability replaces spellbooks.

**Empower Fetish (Su):** The scrimshaw fetishist can gain an additional daily usage of the fetish's boost body, boost mind or boost spells power. An additional daily usage replaces the wizard's bonus feat at 5th, 10th, 15th or 20th levels.

# CHAPTER THREE BASE CLASSES

## DISCIPLE OF DAJOBAS

Dajobas, the Devourer of Worlds, increases the ranks of his followers not through rousing speeches and lavish pageantry, but by infecting his chosen servants with vile dreams and cursed maws. Mortals rarely turn to Dajobas' bloody kiss of their volition; however, some lost souls willingly embrace his insatiable hunger. What emerges from submitting to Dajobas' will is a frightful nightmare, a twisted being racked by a raging fever of carnage and bloodlust that is set loose upon the world with a single purpose in mind—to devour every living creature in a futile effort to appease the voracious appetite of the Shark God.

**Role**: Disciples of Dajobas lead cabals of like-minded worshippers in evil plots to convert others to their faith by force. Disciples of Dajobas typically spearhead guerilla raids against coastal towns and villages and launch assaults against unsuspecting ships in a quest to swell their ranks and coffers. Disciples of Dajobas are inherently ambitious, making them ideal candidates to infiltrate other organizations and infect others with their bloody kiss while retaining their anonymity. However, the Disciple of Dajobas' insatiable appetite for gore and living flesh make it difficult to remain hidden for too long. In the end, hunger has a will of its own.

**Alignment**: Dajobas' bloodlust makes it impossible to be any alignment other than evil.

#### Hit Die: d8

#### **Class Skills**

The Disciple of Dajobas' class skills are Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis) and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

#### **Class Features**

The following are class features of the Disciple of Dajobas.

Weapon and Armor Proficiency: The Disciple of Dajobas is proficient with all simple weapons, plus the sharktooth club and a punch dagger fashioned out of a Large shark's tooth. He is also proficient with light armor, medium armor and shields (except tower shields).

**Spells**: A Disciple of Dajobas casts divine spells drawn from the Disciple of Dajobas spell list. He can cast any spell he knows at any time without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

To learn or cast a spell, a Disciple of Dajobas must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Disciple of Dajobas' spell is 10 + the spell level + the Disciple of Dajobas' Wisdom modifier.

The Disciple of Dajobas can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table 1-1. In addition, he receives bonus spells per day if he has a high Wisdom score (see Chapter 1, "Ability Scores" of the Pathfinder Roleplaying Game).

A Disciple of Dajobas begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new Disciple of Dajobas level, he gains one or more new spells as indicated on Table 1-2. (Unlike spells per day, his Wisdom score does not affect the number of spells a Disciple of Dajobas knows. The numbers on Table 1-2 are fixed.)

Upon reaching 5th level, and at every third Disciple of Dajobas level after that (8th, 11th, and so on), a Disciple of Dajobas can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level Disciple of Dajobas spell that he can cast. A Disciple of Dajobas may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

**Hunger Domain:** A Disciple of Dajobas must select the Hunger domain. He does not gain the bonus spells listed for the domain, nor does he gain bonus spell slots. The Disciple of Dajobas uses his level as his effective cleric level when determining the power and effect of his domain powers. If he has cleric levels, one of his two domain selections must be the Hunger domain. Levels of cleric and Disciple of Dajobas stack for the purpose of determining domain powers and abilities, but not for bonus spells.

**Blood Frenzy (Ex):** The sight and smell of fresh blood fuels Dajobas' insatiable hunger. Starting at 1st level, a Disciple of Dajobas can rage, as per the barbarian special ability, a number of rounds per day equal to 2 + his Constitution modifier. At each level after 1st, he can rage for 1 additional round. The Disciple of Dajobas can enter blood frenzy as a free action, but he can do so only after he sees or smells blood, including his own, spilled in combat. The Disciple of Dajobas can end the rage as a free action; however, the Disciple of Dajobas does not experience fatigue at the end of the rage. Other than the preceding exceptions, blood frenzy functions as rage. Spells and feats that affect rage also apply to blood frenzy. These rounds of rage stack with any rounds of rage that the Disciple of Dajobas might have from levels of barbarian.

**Razor-Toothed Maw (Ex):** The Disciple of Dajobas can transform its mouth into a wide, gaping maw of razor sharp teeth that grants him a bite attack. The bite is a primary attack or a secondary attack if the Disciple of Dajobas wields manufactured weapons. The bite deals 1d4 points of damage (assuming the Disciple of Dajobas is Medium; 1d3 points of damage if Small; 1d6 points of damage if Large). The Disciple of Dajobas can change its mouth into a razortoothed maw and back again as a move action. The bite damage increases to 1d6 points at 5th level, 1d8 points at 10th level, 1d10 points at 15th level and finally 1d12 points at 20th level (assuming the Disciple of Dajobas is Medium).

**Speak with Sharks (Ex):** The Disciple of Dajobas gains the ability to speak with sharks as if he were under the effect of *speak with animals*.

#### TABLE 3-1: DISCIPLE OF DAJOBAS

SPELLS PER DAY											
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Blood frenzy, hunger domain, razor-toothed maw 1d4, speak with sharks	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Expert swimmer	2	_		_		_
3rd	+2	+3	+1	+3	Blood in the water	3	_				_
4th	+3	+4	+1	+4	Rage power, speak with gators	3	1			_	_
5th	+3	+4	+1	+4	Shark god made flesh 1/day, razor-toothed maw 1d6	4	2		_		—
6th	+4	+5	+2	+5	Swim like a fish	4	3				_
7th	+5	+5	+2	+5	Rage power	4	3	1	_	_	—
8th	+6/+1	+6	+2	+6	Shark god made flesh 2/day	4	4	2			_
9th	+6/+1	+6	+3	+6	Amphibious	5	4	3	—	_	—
10th	+7/+2	+7	+3	+7	Rage power, razor-toothed maw 1d8		4	3	1		—
11th	+8/+3	+7	+3	+7	Shark god made flesh 3/day	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Red blessing	5	5	4	3		_
13th	+9+4	+8	+4	+8	Rage power	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Shark god made flesh 4/day	5	5	5	4	2	_
15th	+11/+6/+1	+9	+5	+9	Razor-toothed maw 1d10	5	5	5	4	3	
16th	+12/+7/+2	+10	+5	+10	Rage power	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Shark god made flesh 5/day	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11		5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Rage power	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Shark god made flesh 6/day, razor-toothed maw 1d12	5	5	5	5	5	5

**Expert Swimmer (Ex):** At 2nd level, the Disciple of Dajobas gains Skill Focus (swim) as a bonus feat. He can always take 10 while swimming.

**Blood in the Water (Ex):** At 3rd level, the Disciple of Dajobas gains the scent extraordinary ability. This ability functions only underwater.

**Rage Power (Ex):** Starting at 4th level, and every three levels thereafter, the Disciple of Dajobas gains one of the barbarian's rage powers. The Disciple of Dajobas' barbarian level, for purposes of determining his eligibility to select certain rage powers, is equal to his Disciple of Dajobas level minus 3. Barbarian levels stack with his Disciple of Dajobas' levels for the purpose of qualifying for rage powers.

**Speak with Gators (Ex):** At 4th level, the Disciple of Dajobas gains the ability to speak with crocodiles (alligators) as if he were under the effect of *speak with animals*.

Shark God Made Flesh (Su): At 5th level, a Disciple of Dajobas gains the ability to turn himself into any Small or Medium shark and back again once per day, as per the druid's wild shape special ability. Changing form (to animal or back) is a standard action and does not provoke an attack of opportunity. The Disciple of Dajobas can use this ability an additional time per day at 8th level and every three levels thereafter, for a total of six times at 20th level. At 8th level, the Disciple of Dajobas can change into a Large shark. At 11th level, the Disciple of Dajobas can change into a Huge shark. At 14th level, the Disciple of Dajobas can change into a dire shark. Spells and feats that affect wild shape also apply to shark god made flesh. Disciple of Dajobas levels do not stack with druid levels for wild shape abilities. Other than the preceding exceptions, shark god made flesh functions as wild shape.



**Swim Like a Fish (Ex):** At 6th level, the Disciple of Dajobas gains a swim speed equal to its base speed, and all the benefits of having a swim speed.

**Amphibious (Ex):** At 9th level, the Disciple of Dajobas gains the aquatic subtype and the amphibious special quality.

**Red Blessing (Su):** At 12th level, the Disciple of Dajobas' bite attack in shark form or with his razor-tooth maw infects a humanoid target with lycanthropy (Fortitude DC 15 negates). The victim becomes a wereshark. If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

#### Disciple of Dajobas Spells

**0-Level Disciple of Dajobas Spells**—bleed, create water, daze, detect magic, detect poison, disrupt undead, guidance, read magic, resistance, virtue

**1st-Level Disciple of Dajobas Spells**—bane, bless, bless water, cause fear, command, comprehend languages, cure light wounds, curse water, detect chaos/evil/good/law, detect undead, disguise self, divine favor, doom, endure elements, enlarge person, hide from undead, inflict light wounds, magic weapon, obscuring mist, protection from chaos/evil/good/law, remove fear, shield of faith, true strike

**2nd-Level Disciple of Dajobas Spells**—aid, align weapon, augury, bull's strength, command undead, cure moderate wounds, darkness, darkvision, death knell, desecrate, find traps, fog cloud, gust of wind, hold person, inflict moderate wounds, remove paralysis, resist energy, restoration (lesser), scare, shatter, silence, spiritual weapon, undetectable alignment, zone of truth

**3rd-Level Disciple of Dajobas Spells**—animate dead, bestow curse, blindness/deafness, call lightning, contagion, cure serious wounds, deeper darkness, dispel magic, halt undead, heroism, inflict serious wounds, magic circle against chaos/evil/good/law, magic vestment, prayer, protection from energy, rage, remove blindness/deafness, remove curse, remove disease, speak with dead, suggestion, summon nature's ally III (crocodile or shark only), vampiric touch, water breathing, water walk

**4th-Level Disciple of Dajobas Spells**—blight, chaos hammer, control water, cure critical wounds, dismissal, divination, divine power, freedom of movement, geas (lesser), inflict critical wounds, magic weapon (greater), neutralize poison, order's wrath, poison, restoration, solid fog, summon nature's ally IV (crocodile or shark only), tongues, unholy blight

**5th-Level Disciple of Dajobas Spells**—break enchantment, command (greater), commune, cure light wounds (mass), dispel chaos/evil/good/law, disrupting weapon, flame strike, ice storm, inflict light wounds (mass), insect plague, mark of justice, raise dead, righteous might, scrying, shout, slay living, summon nature's ally V (crocodile or shark only), symbol of pain, symbol of sleep, true seeing, unhallow

**6th-Level Disciple of Dajobas Spells**—antilife shell, banishment, blade barrier, blasphemy, bull's strength (mass), cone of cold, create undead, cure moderate wounds (mass), disintegrate, dispel magic (greater), forbiddance, geas/quest, harm, heal, inflict moderate wounds (mass), legend lore, heroism (greater), summon nature's ally VI (crocodile or shark only), symbol of fear, symbol of persuasion, undeath to death

## TABLE 3-2:DISCIPLE OF DAJOBAS SPELLS KNOWN

Spells Known										
Level	0	1st	2nd	3rd	4th	5th	6th			
1st	4	2	—	_	—	_	—			
2nd	5	3	—	—	—	—	—			
3rd	6	4	—	—	—	—	—			
4th	6	4	2	—	—	—	—			
5th	6	4	3	—	—	—	—			
6th	6	4	4	_	—	_	_			
7th	6	5	4	2	_	—	_			
8th	6	5	4	3	_	_	_			
9th	6	5	4	4	—	—	—			
10th	6	5	5	4	2	_	_			
11th	6	6	5	4	3	_	_			
12TH	6	6	5	4	4	_	_			
13th	6	6	5	5	4	2	_			
14th	6	6	6	5	4	3	_			
15th	6	6	6	5	4	4	_			
16th	6	6	6	5	5	4	2			
17th	6	6	6	6	5	4	3			
18th	6	6	6	6	5	4	4			
19th	6	6	6	6	5	5	4			
20th	6	6	6	6	6	5	5			

## Yohunga

The Tulita people uphold a spiritual connection to those invisible beings and forces that govern the world in which they dwell. Life remains a journey connected to the supernatural world, where the spirits of the land and sea, the child ancestors, and the dread gods whisper the secrets of existence to those mortals whose souls travel into the realms beyond time and reality. A yohunga is one born with an elder soul, born knowing the names of these spirits, for they are his very kin and his blood. They whisper in his dreams and he in turn empowers them by crafting for them a tikiman, a tiny wooden sculpture inside which they may manifest and manipulate. This allows these entities to gain a semblance of mortality and add a spark of life to the yohungas' tikimen.

**Role:** The yohunga achieves his power through contacting the spirits and forces that exist in other realms and giving them a tikiman into which they can manifest. Each tikiman is a tiny construct fabricated of wood, bone, shells, hair, and other similar materials. Using nearly forgotten rituals, a yohunga animates the tikiman by sacrificing of his own mana to seduce supernatural forces to empower it. Thus, the yohunga gains his powers by feeding these mysterious entities, while they gain the ability to experience mortality.

Alignment: Any

Hit Die: d8.

## HUNGER DOMAIN

#### Deity: Dajobas

**Granted Power:** Once per day you may eat the flesh of a slain foe as a ritual, and recover a spell slot of up to the foe's hit dice in level. You also gain the Chosen of the Shark God feat as a bonus feat.

Touch of Blood (Sp): As a melee touch attack, you leave a smear of blood upon your target that cannot be washed off unless first dispelled. Any follower of Dajobas or shark attacking an individual bearing this blood smear gains a +1 profane bonus on attack rolls. In addition, any creature with the scent or keen scent ability or blood sense (see "New Feats" below) can unerringly track this individual while they are in the same body of water, regardless of distance. The blood smear wears off after 1 hour per caster level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Eyes of the Shark* (Su): At 8th level, your eyes can become dead black orbs like those of a shark. This grants you temporary blindsense 30 ft. or extends your blindsense by an additional 30 feet if you already have that ability. In addition, the eyes grant a +10 bonus to all Intimidate checks. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

**Domain Spells:** 1st—enlarge person, 2nd—death knell, 3rd—vampiric touch, 4th—blight, 5th—insect plague, 6th—disintegrate, 7th—creeping doom, 8th—sympathy, 9th—energy drain.

### **Class Skills**

The yohunga's class skills are Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

#### TABLE 3-3: YOHUNGA

										A CONTRACTOR OF A CONTRACTOR OF A CONTRACTOR OF A CONTRACTOR A CONTRAC	
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Cantrips, Mana Pool, First Tikiman, Tiki Power	1	—	—	_	—	
2nd	+1	+0	+0	+3	Tiki Power	2	—				
3rd	+2	+1	+1	+3	Mana Increase, Tiki Power	3	—	—	—	—	
4th	+3	+1	+1	+4	Tiki Power	3	1	—	_	—	
5th	+3	+1	+1	+4	Mana Increase, Second Tikiman, Tiki Power	4	2				
6th	+4	+2	+2	+5	Tiki Power	4	3				
7th	+5	+2	+2	+5	Mana Increase, Tiki Power	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Tiki Power	4	4	2	_	_	—
9th	+6/+1	+3	+3	+6	Mana Increase, Tiki Power	5	4	3	_	_	
10th	+7/+2	+3	+3	+7	Third Tikiman, Tiki Power	5	4	3	1	_	_
11th	+8/+3	+3	+3	+7	Mana Increase, Tiki Power	5	4	4	2	_	—
12th	+9/+4	+4	+4	+8	Tiki Power,	5	5	4	3	_	—
13th	+9/+4	+4	+4	+8	Mana Increase, Tiki Power	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Tiki Power	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	Mana Increase, Tiki Power	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Tiki Power	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Mana Increase, Tiki Power	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Tiki Power	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Mana Increase, Tiki Power	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Fifth Tikiman, Tiki Power	5	5	5	5	5	5

#### TABLE 3-4: YOHUNGA SPELLS KNOWN

Level			Spo	ells Kno	wn			Level	evel Spells Known						
	0	1st	2nd	3rd	4th	5th	6th		0	1st	2nd	3rd	4th	5th	6th
1st	4	2		—	_	_		11th	6	6	5	4	3	_	_
2nd	5	3		—	—		—	12th	6	6	5	4	4	_	_
3rd	6	4			—		_	13th	6	6	5	5	4	2	—
4th	6	4	2				—	14th	6	6	6	5	4	3	_
5th	6	4	3		—		—	15th	6	6	6	5	4	4	_
6th	6	4	4		—		—	16th	6	6	6	5	5	4	2
7th	6	5	4	2				17th	6	6	6	6	5	4	3
8th	6	5	4	3			—	18th	6	6	6	6	5	4	4
9th	6	5	4	4	_		—	19th	6	6	6	6	5	5	4
10th	6	5	5	4	2		_	20th	6	6	6	6	6	5	5

#### **Class Features**

The following are the class features of the yohunga.

Weapon and Armor Proficiency: Yohungas are proficient with all simple weapons as well as the conch gauntlet, sharktooth club, ieku, and tewhatewha. Yohungas are also proficient with light armor and shields.

**Spells**: A yohunga casts divine spells drawn from the yohunga spell list. He can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

To learn or cast a spell, a yohunga must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a yohunga's spell is 10 + the spell level + the yohunga's Charisma modifier.

A yohunga can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table 2–7. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*).

A yohunga's selection of spells is extremely limited. A yohunga begins play knowing four 0-level spells and two 1st-level spells of the yohunga's choice. At each new yohunga level, he gains one or more new spells as indicated on Table 2–8. (Unlike spells per day, his Charisma score does not affect the number of spells a yohunga knows. The numbers on Table 2–8 are fixed.)

Upon reaching 5th level, and at every third yohunga level thereafter (8th, 11th, and so on), a yohunga can choose to learn a new spell in place of one he already knows. In effect, the yohunga "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level yohunga spell he can cast. A yohunga may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

**Cantrips:** A yohunga learns a number of cantrips, or 0-level spells, as noted on Table 2–8 under "Spells Known." These spells are cast like any other spell, but they may be cast any number of times per day. Cantrips prepared using other spell slots, due to metamagic feats, for example, consume spell slots as normally.

**Mana Pool:** A yohunga begins play with a pool of mana points, supernatural energy he can feed his tikiman to make it perform supernatural feats. The number of points in a yohunga's mana pool is equal to 1/2 his yohunga level + his Charisma modifier.

The mana pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. In order to focus his mana into his tikiman, the yohunga uses a specially crafted fetish necklace carved into an exact likeness of the tikiman's face. If a tikiman is destroyed, this necklace shatters violently, dealing 1d6 points of damage per HD of the tikiman.

At 3rd level, and every other level thereafter a yohunga gains an additional +1 mana points.

**Tikiman:** A yohunga begins play with a tikiman, a Tiny construct he creates. The tikiman is bonded to his creator, can understand and follow his instructions, and does so without question. To activate his tikiman, the yohunga imbues it with his own mana, mystic energies that collect in his blood that connect him to the spirit world. So long as he maintains at least 1 point of mana in his mana pool (see below) he can animate the tikiman, also granting it a spark of intelligence. The spark of intelligence grants the tikiman the ability to use skills and special tiki powers chosen by yohunga as the tiki progresses. If the yohunga's mana is ever completely depleted the tikiman becomes inanimate until he rests and replenishes his mana pool. At 5th-level and every five levels thereafter, the yohunga can create an additional tikiman.

When first created, a tikiman has the following statistics:

#### TIKIMAN

Alignment same as creator; Tiny construct

Init +6; Senses darkvision 60 ft., low-light vision; Perception +1

#### DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 5 (1d10)

**Fort** +0; **Ref** +2; **Will** +1

Defensive Abilities improved evasion; Immune construct traits

#### OFFENSE

Speed 20 ft.

Melee bite +2 (1d3-1), dagger +2 (1d2-1/19-20)

**Space** 2-1/2 ft.; **Reach** 0 ft.

#### STATISTICS

#### Str 8, Dex 15, Con —, Int 1\*, Wis 12, Cha 7

\*assumes the yohunga has at least 1 point of mana in his mana pool.

Base Atk +1; CMB +1; CMD 10

Feats Improved Initiative

Skills Stealth +11

**SQ** alertness, improved evasion, empathic link, share spells, spark of intelligence

#### SPECIAL ABILITIES

**Alertness (Ex):** While an animate tikiman is within arm's reach, the master gains the Alertness feat.

**Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

**Empathic Link (Su):** You have an empathic link with your tikimen that extends up to a 1 mile distance. You can communicate empathically with the tikiman, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared.

**Share Spells:** A yohunga may cast a spell with a target of "You" on his tikiman (as a touch spell) instead of on himself. A yohunga may cast spells on his tikiman even if the spells do not normally affect creatures of the tikiman's type (construct).

**Spark of Intelligence (Su):** If a yohunga has at least 1 mana point in his mana pool, the tikiman becomes animate and gains a single point of intelligence. If the yohunga exhausts his mana pool, the tikiman loses his intelligence and becomes inanimate.

**Tiki Powers** At 1st-level and every level thereafter, a yohunga use his spiritual connections and mana to imbue his tikiman with additional tiki powers. Some powers are permanent, though most require the yohunga to spend mana to activate them.

#### Permanent Tiki Powers

Animal Caller (Ex) At your command, your tikiman can accurately emulate the sound of any jungle animal native to Razor Coast. Your tikiman must have the jungle king ability to choose this power.

**Climb (Ex):** You empower your tikiman with the skills to be a great climber. The tikiman gains 20 climb speed.

**Hit Die Increase (Ex):** You increase your tikiman's total hit dice by +1. Adjust the tikiman's ability scores, hit points, saving throws, skills, and feats according to the monster advancement rules in the *Pathfinder Roleplaying Game Bestiary*. However, because the tikiman is a construct, its size does not change.

If you gain an ability score boost, you cannot apply the boost to the tikiman's Constitution or Intelligence.

You can take this power more than once, each time increasing the tikiman's Hit Die by +1.

**Improved Bite (Ex)** The tikiman increases his bite one size category as per the feat Improved Natural bite. The tikiman must have the jungle king power to take this power. You can take this power more than once each time increasing the tikiman's bite by one size (maximum large).

**Improved Natural Armor (Ex):** You reinforce your tikiman giving it a +2 bonus to its natural armor. This power can be taken once for every five hit dice the tikiman possesses.

**Jungle King (Ex):** As long as he has a spark of intelligence, the tikiman gains Acrobatics and Survival as class skills.

**Saboteur (Ex):** As long as he has a spark of intelligence, the tikiman gains Disable Device and Stealth as class skills.

**Spy (Ex):** As long as he has a spark of intelligence, the tikiman gains Disguise and Perception as class skills.

**Swim (Ex):** you empower your tikiman with a swim speed equal to its base speed. You may select this power more than once. Each additional time it is selected, increase the tikiman's swim speed by 10 feet.

**Thief (Ex):** As long as he has a spark of intelligence, the tikiman gains Sleight of Hand and Stealth as class skills.

**Weapon Training (Ex):** You imbue your tikiman with the ability to use a specific weapon. As long as your tikiman has a spark of intelligence, it gains weapon proficiency with the chosen weapon. You can take this power more than once, each time selecting a new weapon in which the tikiman gains proficiency.

#### Mana Cost Tikiman Powers

**Arsonist (Ex):** By spending a point of mana with a snap of its fingers, the tikiman can produce a small flame capable of igniting combustible materials. The flame is 1 to 2 inches in height and burns for a number of rounds equal to the tikiman's hit dice level. You can terminate the effect as a swift action.

Autonomous Repair (Su): You can focus a point mana into the tikiman granting it the temporary ability to repair its damage spontaneously, effectively giving it fast healing 1. The tikiman repairs 1 point of damage each round. Unlike fast healing, fast repair allows the tikiman to reattach severed parts, though it cannot repair body parts that are completely destroyed. Autonomous repair functions as long as the tikiman is above –1 hit points. It does not function if you are not on the same plane the tikiman. Once activated, autonomous repair lasts for a number of hours equal to your yohunga level.

Autonomous repair can be increased by 1 hit point per round for every additional mana point spent (maximum 5). The tikiman must have at least 11 HD before selecting this power.

**Blindsight (Ex):** By spending a point of mana you temporarily imbue your tikiman with the supernatural ability to perceive things as if it had blindsight out to a range of 30 feet. The tikiman can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as it has line of effect to the target. The yohunga must be at least 11th level before selecting this power.

**Blink (Sp):** By spending a point of mana, the tikiman gains the ability to *blink* as per the spell. The caster level is the same as your yohunga level.

A tikiman must have 7 HD before it can gain this power.

**Blowgun, Paralysis Darts (Sp):** By expending a point of mana, the tikiman can coat a blowgun dart with a paralytic toxin. If the tikiman makes a successful ranged attack with his blowgun, the victim suffers from an effect identical to a *ghoul touch* spell with a caster level equal to your yohunga class level.

A tikiman must have at least 5 HD and weapon proficiency (blowgun) before it can gain this power.

**Blowgun, Poison Darts (Sp):** By expending a point of mana, the tikiman can exude enough noxious poison to coat a dozen blowgun darts. You must choose the type of poison produced at the time he imbues his tikiman with this ability. You can choose any injury based poison with a CR no greater than half your yohunga level. If the darts go unused, any coated darts remain poisonous for the next 24 hours before wearing off. You can take this ability multiple times, each time selecting a different type of poison.

A tikiman must have at least 7 HD and weapon proficiency (blowgun) before it can gain this power.

**Blowgun, Sleep Powder (Sp):** By expending a point of mana, your tikiman can use its blowgun to exhale a giant cloud of magical sleeping dust. All creatures within a 30-foot radius must save or be affected by a *deep slumber* spell, with a caster level equal to your yohunga class level.

A tikiman must have weapon proficiency (blowgun) before it can gain this power.

**Breath Weapon (Su):** By spending a point of mana you grant your tikiman the power to exhale a cone or line of magical energy, gaining a breath weapon. Select either acid, cold, electricity, or fire. Thereafter you can spend a point of mana to make the tikiman breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per each HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + 1/2 the tikiman's HD + your Charisma modifier. The tikiman must have at least 9 HD to gain this power.

**Damage Reduction (Su):** By spending a mana point you temporarily imbue the tikiman's body with mystical strength, granting it damage reduction. Choose one alignment: chaotic, evil, good, or lawful. The tikiman gains DR 5 that can be bypassed by weapons that possess the chosen alignment. The alignment must be opposite to one of your own alignments. The DR lasts for a number of hours equal to your yohunga level. At 12 Hit Die, you can spend 2 mana points to increase the protection to DR 10. A tikiman must have at least 7 HD before selecting this power.

**Deliver Touch Spells (Su):** If the tikiman has 3 HD or higher, you can spend a point of mana to allow it to deliver touch spells on your behalf. If you are in contact with your tikiman at the time you cast a touch spell, you can designate the tikiman as the "toucher." The tikiman can then deliver the touch spell just as the yohunga would. As usual, if the yohunga casts another spell before the touch is delivered, the touch spell dissipates.

**Dodge (Ex):** By spending a point on mana, you imbue your tikiman with the uncanny ability to dodge deadly attacks. The tikiman gains a temporary +4 dodge bonus to AC for a number of rounds equal to the tikiman's hit dice.

**Energy Attacks (Su):** You spend a point of mana to charge your tikiman's natural attacks with energy. Pick one energy type: acid, cold, electricity, or fire. All of the tikiman's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. You can spend additional points of mana to increase the energy damage by 1d6 points per point of mana, however you can never imbue an amount of mana that exceeds more than half the tikiman's hit dice. The tikiman must have at least 5 HD before gaining this power.

**Energy Resistance (Ex):** You can spend a point of mana to make your tikiman resistant to a particular energy type. Pick one energy type (acid, cold, electricity, fire, or sonic). The tikiman gains resist 5 against that energy type. The effect lasts for a number of hours equal to the tikiman's HD. This resistance increases by 5 for every 5 HD your tikiman possesses, to a maximum of 15 at 10 HD. This power can be selected more than once. Its effects do not stack. Each time you imbue a tikiman with this power, it applies to a different energy type.

**Frightful Presence (Ex):** By spending a point of mana, the tikiman can radiate a frightful presence that causes all opponents within 30 feet to make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + 1/2 the tikiman's HD + your Charisma modifier. If you have at least 4 more Hit Dice than the tikiman's opponent, that opponent becomes frightened instead. Foes with more HD than you are immune to this effect. The tikiman must have at least 11 HD level before selecting this power.

**Grow (Sp):** By spending a point of mana the tikiman temporarily triples in size, becoming a large construct for a number of rounds equal to your yohunga level. In its new size, the tikiman gains +10 to all attacks and damage roles but takes a -3 penalty to Reflex saves. It also increases its base speed by +10 ft. A tikiman must have 5 HD before it can gain this power.

**Immunity (Su):** You spend a point of mana to make your tikiman temporarily immune to a specific energy type. Pick one energy type: acid, cold, electricity, fire, or sonic. The immunity lasts for a number of rounds equal to your yohunga level. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. The tikiman must have at least 5 HD before selecting this power.

Magic Attacks (Su): You can spend a point mana to infuse your tikiman's attacks with magic. Thereafter tikiman

treats all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. Spending two points allows the tikiman to enchant its attacks to bypass DR based on alignment.

**Merge into Tikiman (Su):** As a full-round action, you can spend a point of mana to place yourself inside one of your tikimen, taking control of the construct as if under the effects of a *magic jar* spell. This transformation includes all of your gear. While merged in this way, you are protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting you are suspended until you emerge from the tikiman (although durations continue to expire).

You can cast spells while inside the tikiman by taking control of the construct for the duration of the casting. Any material components used for these spells are taken from your gear, even though they are otherwise inaccessible. You can direct all of the tikiman's actions while merged, can perceive through its senses, and can speak through its voice.

You can remain within the tikiman for a number of rounds per day equal to your yohunga level. You can end this effect at any time as a swift action, emerging in a square adjacent to the tikiman if able. If the tikiman is destroyed while you are merged with it, you are immediately ejected, take 4d6 points of damage, and are stunned for 1 round.

**Scent (Ex):** By spending a point of mana the tikiman gains the scent ability and can use it to track individuals with the Survival skill. This effect lasts for a number of hours equal to the tikiman's hit dice.

The tikiman must have the jungle king power to take this power.

**Scrying Tikiman (Sp):** If your tikiman has at least 14 HD, you many spend a mana point to scry on your tikiman (as if casting the scrying spell).

**Shared Vision (Sp):** By spending a point of mana you can see through your tikiman's eyes, seeing exactly what he sees. If there is no light, you also gain *darkvision*. You can use this ability a number of rounds equal to your yohunga level. There is no range to this effect, but you must be on the same plane as your tikiman. You can end this effect as a free action.

**Sneak Attack (Ex):** You can spend a point of mana so your tikiman can make a sneak attack as a rogue with a level equal to the tikiman's hit dice.

A tikiman must have 3 HD before it can gain this power.

**Speak with Creator (Ex):** A yohunga can spend a point of mana to communicate verbally with his tikiman, as if using a common language. Other creatures do not understand the communication without magical help. The effect lasts for a number of rounds equal to the tikiman's HD.

**Speed Burst (Ex):** You can spend a point of mana to make your tikiman double its base speed. Speed burst lasts for a number of rounds equal to the tikiman's hit dice.

**Spell Resistance (Ex):** You can spend a point of mana to imbue your tikiman with spell resistance for a number of hours equal to your yohunga level. The tikiman's spell resistance is equal to 11 + your yohunga level. This spell resistance does not apply to spells you cast. A tikiman must have 9 HD before it can gain this power.

**Trap Master (Ex):** By spending a point of mana, the tikiman can detect traps. Once detected, the tikiman may use disable device to remove the traps as a rogue with a level equal to your Yohunga level. The tikiman must have the thief power to take this power

**Uncanny Leap (Sp):** You can spend a point of mana to make the tikiman magically leap its full base movement in any direction from a standing position.

Wild Scream (Sp): You can spend a point of mana to command your tikiman to utter an ear-splitting scream that emulates a *shout* spell with a caster level equal to your yohunga level.

### Yohunga Spells

Yohungas gain access to the following spells. While most of these spells are found in the Pathfinder Roleplaying Game, all spells marked with an asterisk (\*) appear in Chapter 11 of this book.

**0-Level Yohunga Spells**—create water, cure minor wounds, daze, detect magic, detect poison, guidance, know direction, light, mending, message, purify food and drink, read magic, resistance

**1st-Level Yohunga Spells**—*alarm, ant haul, burning hands, calm animals, cause fear, charm animal, cure light wounds, detect animals or plants, detect snares and pits, detect undead, endure elements, enlarge person, entangle, feather fall, goodberry, longstrider, make whole, obscuring mist, pass without trace, ray of enfeeblement, shield, sleep, summon nature's ally I, unseen servant, ventriloquism* 

**2nd-Level Yohunga Spells**—alter self, barkskin, bear's endurance, bull's strength, cat's grace, create pit, cure moderate wounds, detect thoughts, delay poison, eagle's splendor, fog cloud, fox's cunning, glide, glitterdust, gust of wind, haste, invisibility, misdirection, owl's wisdom, protection from arrows, resist energy, scare, scorching ray, see invisibility, soften earth and stone, spider climb, summon nature's ally II, summon swarm, touch of idiocy, tree shape, wood shape, wind wall

**3rd-Level Yohunga Spells**—aqueous orb, contagion, cure serious wounds, deep slumber, dimension door, dispel magic, displacement, dominate animal, hold person, fireball, fire shield, fly, heroism, invisibility (greater), locate creature, lightning bolt, magic circle against chaos/evil/good/law, meld into stone, minor creation, neutralize poison, nondetection, plant growth, poison, protection from energy, quench, ray of exhaustion, reduce person (mass), remove disease, seek thoughts, spiked pit\*, stoneskin, stone shape, summon nature's ally IV, tongues, wall of fire, wall of ice, water breathing

**4th-Level Yohunga Spells**—acid pit\*, bestow curse, bear's endurance (mass), bull's strength (mass), cat's grace (mass), contact other plane, command plants, contagion, command water, cure critical wounds, confusion, dismissal, eagle's splendor (mass), freedom of movement, fox's cunning (mass), giant vermin, hold monster, insect plague, make whole (greater), magic jar, major creation, overland flight, owl's wisdom (mass), planar binding (lesser), remove curse, repel vermin, restoration, sending, solid fog, summon nature's ally V, teleport, wall of stone **5th-Level Yohunga Spells**—awaken, banishment, commune with nature, control winds, creeping doom, dispel magic (greater) ethereal jaunt, heal, heroism (greater), hungry pit\*, invisibility (mass), make whole (mass), plane shift, repulsion, sequester, simulacrum, spell turning, summon nature's ally VI, teleport (greater), true seeing, stoneskin, wall of thorns

**6th-Level Yohunga Spells**—antipathy, binding, chain lightning, circle of death, control water, dimensional lock, discern location, dominate monster, find the path, geas/ quest, incendiary cloud, ironwood, liveoak, mass cure light wounds, maze, mislead, move earth, protection from spells, shadow walk, stonetell, summon nature's ally VIII, sympathy, teleportation circle, wall of stone

See.

Halgein's Res



## CHAPTER FOUR BRIEF HISTORY OF THE RAZOR

## YEAR OF THE SHARK

It was in year of the Shark, at the rise of first blood moon when the omens of the Maku Arun rode in wicked silence across the black waters, towering vessels with their great sails billowing in the balmy winds of paradise like pale and ravenous ghost vultures. Five times the size of a Tulita war canoe, these foreign ships hammered through the waves, spitting smoke from dozens of angry metal maws. Like Lakano Mua, the Red Misery and other legendary dragons of old, they sailed into Kai Bay blotting out the sky with their stretched canvas wings.

Soon after the first explorers stepped ashore, merchant cogs, three-masted frigates, and whaling ships arrived in droves. Giant dromons and slave barges from the far off hell of Carcass laid siege to the Tulita as well. All manner of strange men and women rode these wooden monstrosities. Humans, elves, dwarves, orcs, and other races soon established settlements in the area, though the Razor's savage mysteries as swiftly snuffed out most.

The Tulita believed the old gods of the sea sent these travelers and attempted to accommodate their needs at first, but it soon grew apparent these newcomers' ways were not in accordance with the Tulitas'. Many abused Tulita hospitality and destroyed land the People held dear. The travelers butchered the Whale, spreading a red stain of blood across the ocean, until this totemic defender of the Tulita ceased to visit Kai Bay or treat with the shamans. Other newcomers sold whole tribes into wretchedness at the pox-ridden slave markets of Carcass.

## THE FIRST TULITA WARS

Some of the Tulita, seduced by newcomers' weapons and riches, delayed the tribes' responses to these affronts, but finally the stalwart among the many Tulita tribes went to war. The resulting conflicts sprayed the coast in blood. In the end, the newcomers' steel and powder proved too much for even the fiercest or smartest Tulita. The original inhabitants of the Razor Coast, fragmented in their leadership and outnumbered by ever-arriving waves of foreign ships, tore apart from within, as some Tulita swore allegiance to the newcomers in exchange for powerful, easyto-use weapons – and then turned to settling past feuds.

So it came to pass that the mighty Tulita, who once slaughtered the aboleth enclaves of Shaldroon and pushed their hideous skum armies back into the depths, suffered dismal defeat. In the wake of the war, the newcomers forced the Tulita Grand Lodge to grant honors, land, and the titles of chief and elder to the most powerful and influential of their conquerors.

The Tulita became prisoners in their own lands. Many believed mother Pele had turned her back on them, and hundreds converted to the myriad religions of their oppressors. Others fled to outlying islands or retreated deeper into the monster-ridden interior. One way or another, the invaders forced them from their sacred enclave of Kai Bay forever.

After the conflict, more explorers, adventurers, merchants, farmers, missionaries, and whalers arrived, accumulating in the settlement of Port Shaw, which grew like a tumor. Kai Bay, once a paradisiacal cove forbidden to all but blessed pilgrims and the great kings of the Tulita peoples, now housed Port Shaw, a den of unwashed whalers and scurvy pirates. Their continued predations drive Whale further from the shore each passing year. Grandfather Turtle, his eggs snatched from beaches and senselessly smashed by the newcomers, no longer visits the Razor. Dolphin's cries are silenced, strangled in the fishing fleet's vast nets. The Razor stands on a precipice between the old and the new.

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# CHAPTER FIVE PORT SHAW

Port Shaw stands as the largest and most infamous of the Razor Coast's boom ports. It sits upon the most strategic point along the coast, near dead center, overlooking Kai Bay at the headwaters of the sacred River of the People. This location made Port Shaw a bustling hub for all sea trade as well as the center of trade and foreign culture. Not surprisingly, Port Shaw is not the first settlement built on this prized location. The surrounding region once marked the heart of ancient Tulita culture. Upon the crucible where Pele's fires smoldered in the sea and birthed land, Port Shaw now squats, dumping its muddy waste into the onceblessed waters.

# HISTORY

Founded by the notorious Captain Aldrin Shaw, the secluded waters of Kai Bay proved the ideal location for the renegade privateer to build his growing fleet of freebooters. Upon his initial landing, Aldrin launched several violent and brutal campaigns against the native Tulita, and in the wake of his butchery, he claimed the bay as his own. Captain Shaw and his men built the port town by hacking plank and board from the surrounding forest and constructing dozens of long piers that pierce the sanctity of the bay like so many knives. They raised houses, chandlers, inns, warehouses, taverns, and brothels to lure trade and accommodate the host of explorers and treasure hunters who descended like locusts upon the ripe, virgin coast.

Port Shaw attracted a dangerous breed of brigand and cutthroat, and the bayside settlement quickly grew perilous for any traveler off his guard. Smugglers, pirates, outlaws, and outcasts filled out the population. In Port Shaw, the streets are unruly, the docks deadly after dark, and the only law in town remains the crushing iron fist of the Municipal Dragoons.

# Port Shaw — Player's Overview

#### Large city

Qualities notorious, prosperous, racially intolerant (Tulitas), rumormongering citizens, strategic location

#### DEMOGRAPHICS

#### Government council (The Lodge)

Population 21,432 (12,819 humans (colonist); 4,112 humans (Tulitas); 1,286 elves; 857 halflings; 645 dwarves; 610 gnomes; 429 half-elves; 383 half-orcs; 291 other)

#### **NOTABLE NPCS**

- \* Barrison Hargrove, Council of Elders (male human)
- \* Alastair Crimmeran, Council of Elders (male elf)
- \* Nakuakaua, Council of Elders (male human [Tulita])
- \* Gregory Bonedeuce, Commandant of Municipal Dragoons, Commander of Fort Stormshield,
- \* Captain of Bonedeuce's Pride (male human)
- \* Commander Aeron Chambers, Sorcerer Supreme of Municipal Dragoons, First Officer of
- ✤ Bonedeuce's Pride (male human)
- Milliauka, spiritual leader of the Tulita (male human [Tulita])
- Mokoli Ali'i, rumored leader of the independent Tulita tribes (male human [Tulita])

#### MARKETPLACE

Base Value 13,600 gp; Purchase Limit 100,000 gp; Spellcasting 7th

Minor Items 4d4; Medium Items 3d4; Major Items 2d4

#### DISTRICTS

- ✤ Silk: Home to Port Shaw's artisans and artists.
- *★ Jade:* The lair of Port Shaw's wealthy upper crust.
- \* *Bawd*: Entertainments abound: narcotics, gambling, prostitution, pugilism, and more.
- \* Tide: The mercantile heart of Port Shaw encompassing trade, fishing and whaling.
- \* *Plantation Plains*: Slave estates growing pineapples, taro, sugar cane, and mangos.
- \* *The Outskirts:* Tulita ghetto struggling against disease, famine and aggressive predators.

# Port Shaw Today

Port Shaw is divided into loose districts. Like many a boomtown, there are no legal boundaries of any kind, and the districts themselves grow and shrink with each passing year. The Dragoons patrol each, though anarchy reigns in Tide and Bawd districts after dark. They blithely ignore most murders, assaults, and robberies unless a powerful member of the Lodge takes an interest or a violent act disrupts a wealthy merchant's lucrative business endeavors.

# People of Port Shaw

There are honest, hardworking people in Port Shaw right alongside those who would turn a quick coin by exploiting someone else's labor. Among hopeful colonists, subjugated and oppressed Tulita, swaggering pirates, and exotic sailors, life ekes by on the coast, and one never knows whom one might meet around the corner.

# The Lodge

After the war against the Tulita ended, the victorious colonists determined to police both themselves and the conquered Tulita natives, and so co-opted the Tulitas' political organization, renaming their own ruling body the Lodge after it.

Once revered for their experience and spiritual wisdom, Lodge members no longer number among the most sage of the Tulita. Since the conflict, most who sit the Lodge are merely wealthy foreigners or Tulita puppets who dance to their tune. Today's Lodge "Elders" are mere merchants with their hands on the gold, pearls, and sunken treasure beneath the Razor's waves, as they busily rape the bounty of the coast's natural treasures.

Other Elders are displaced or disgraced aristocrats who fled their own lands and now play god in Port Shaw. Most of these bought their titles with gold and mercenary blades and now take obscene liberties, indulging their every debauched whim. Port Shaw's ruling body does little good for its citizens, while parasites suck as many riches from the region as possible – then retire in luxury.

# Citizens of Note

Elder Barrison Hargrove: Considered the most influential member of the Lodge, the Hargrove family has been a staple on the Port Shaw community since its early days. Barrison Hargrove makes no effort to hide his dislike of all Tulita.

## Elder Alastair Crimmeran

A member of the Lodge since shortly after its founding, this aged, blue-blooded elf simply purchased the title Elder. Crimmeran represents the elven interests in Port Shaw and often accompanies the Elven Ambassador, Viscount Senegar Deepwarder.



#### Elder Nakuakaua

This Tulita still holds the title Elder due to skilled manipulations rather than being some colonist's puppet. He is not fast to act, fearing a misstep could cost him all, but holds steady on his commitment to find ways to gain greater power for himself and his people.

## Municipal Dragoons

The Lodge created the Municipal Dragoons to ensure order in Port Shaw, their capital city – for themselves, not their citizens. When drunken whalers wreak mayhem in the streets and pirates prey on fat cargo freighters with abandon, the Elders' precious profits stand in jeopardy.

They formed the Dragoons, a force of sellswords and militiamen, most of whom were pirates or smugglers before signing up for a regular salary, to keep the streets safe at night and the waters pirate-free. Though they bedeck themselves in royal blue uniforms with tasseled shoulders and carry shining sabers, in practice the Dragoons bear more resemblance to a gang of pirate marauders than civic peacekeepers – only these cutthroats are on the Lodge's leash.

Gregory Bonedeuce, the current leader of the Dragoons, commands Fort Stormshield and captains Bonedeuce's Pride, the most impressive man-o-war ever to slice the waves of the Razor Sea.

# The Districts

The following are the major districts of Port Shaw, but many smaller neighborhoods cling to the cracks between them or nestle within their larger fellows.

#### Silk District

Home to Port Shaw's artisans and artists, where many of the town's tailors, coopers, dressmakers, apothecaries, and other artisans ply their trades and keep their quarters. More than a few artists exiled from their homelands maintain exhibition halls and meager residences in Silk. The avantgarde of Port Shaw are a mishmash of artists from diverse cultures, hailing from all across the world.

Tulita traditional arts and performance (most notably their dance and musical traditions) add to the mix, making Silk District a melodious and entertaining quarter to visit both day and night. Many of the Tulita arts practiced and taught here cater distinctly to tourists and are highly demystified – watered down and oversimplified to cater to the lowest cultural denominator. The lure of Silk District's coin and pleasures commercializes the natives' culture; an aspect of Port Shaw constantly criticized by the remaining traditionalist Tulita tribes along the Razor.

#### Dontorian's House of Haberdashery

This famous hat and fashion shop, located in Silk District, produces the most capital hats on the coast.

Everyone on the docks or among the rich and famous of the city's Jade District wears a Dontorian design. Each hat is perfectly tailored to the customer's brow to provide either a piratical or noble flair as requested. A quite fetching standard hat costs 10 gp. Finely made top hats – dashing! – cost 25 gp, and a Dontorian special design – there are no words – costs 100 gp.

#### Sagacious Samuel's Magic Emporium

Adventurers seeking potions, lotions and other magical accouterments can track down this stately shop, on the edge of Silk and Tide, garishly decorated with arcane symbols and the shimmering illusion of an elven maiden enticing passers-by. Owner Sagacious Samuel offers any potion available in Chapter 15, "Magic Items" of the Pathfinder Roleplaying Game. He also offers scrolls of any 5th level or lower wizard/sorcerer spell.

#### Native's Delight

The Tulita have long tradition of tattooing their own in a style that much of the rest of the world considers exotic. The Native's Delight in Silk District keeps a staff of several native craftsmen skilled in this Tulita style of tattooing, and many seek out their mastery of ink, some regulars even frequenting almost daily.

## Campus of Cartographers and Explorers Guild

This former plantation offers members of the Guild a safe and respectable place to stay at the edge of Silk District. The guild converted several of the outer buildings to new purposes, including communal housing for visiting junior members, guesthouses for important persons, and a summer cottage for the hunt club.

The Cartographers and Explorers Guild is detailed in Chapter 6: Organizations.

## Jade District

The lair of Port Shaw's wealthiest upper crust – or at least where most aristocrats of the Coast maintain their "city residences." Many of the richest citizens of Port Shaw also own plantations on the outskirts of the city, or spend some of the year aboard luxurious pleasure barges, intermittently restocking at Jade.

Shops and upscale markets cater to these displaced aristocrats, offering the latest fashions from far-off portsof-call and every decadent tea, spice, textile or other amenity the rich simply cannot live without. The personal bodyguards of these pampered debutants prowl the streets here. Many of these warriors fashion themselves after the knights of distant Foere across the ocean and swear oaths of allegiance to the loathsome aristocrats they serve, displaying whatever ridiculous crest or insignia their employer takes for a coat-of-arms. The oaths of these ruthless mercenaries are only as binding as the weight of their masters' gold; still, anyone who looks like they do not belong in Jade gets tossed.

## The Kraken's Gullet

Located right inside Jade District on Hargrove Boulevard, a red roof caps this impressive three-story, allkoa-wood inn. Sculpted in the shape of its namesake, a large tentacled kraken, the roof glowers down on all who enter. Here those with the gold can hobnob with Port Shaw's upper crust, while noteworthy local nobles and merchants rub elbows with respected officers and sea captains.

The Gullet maintains a strict dress code for its common room, and they allow no riffraff in smelly armor past the door. A patrol of Dragoons is always present outside the Gullet to see that the code is enforced. At the Gullet, rooms are spacious, secure, clean and beautifully decorated, and its third level suites supply a breathtaking view of either the mountains or the sea, depending on the room's facing.

## The Invisible Hand Society Parlor

This parlor is the meeting place of members of the Razor Coast Trading Company and maintains a well-disciplined security force on hand. As befitting of its status, members and guests must follow the dress code, but it allows former military members to wear parade armors. Most of the successful merchants and several business owners within Port Shaw have membership here.

## Coppers from the Heavens

Even within Jade District money can be hard to come by, but for those who are willing to deal with the devil, riches are within reach at Coppers from the Heavens. This small sandstone building hosts one of the most successful moneylenders in the city, LaBuel Rouge (CN human male rogue 7), who charges usury rates from those desperate enough to agree to his terms. LaBuel keeps two minotaurs on staff to protect him and keep his building secure.

## Fort Stormshield

Fort Stormshield is over 100 years old, built even before the founding of Port Shaw by an elven shipping guild attempting to reclaim territory once held by elves during Sammerlock Sails' intrusion into the Razor. These elves purchased the plateau east of present-day Port Shaw and erected Fort Stormshield to protect them from pirates. They abandoned the Fort when their guild – overwhelmed by sea raider's predations – fled the area. Elder Hargrove, rumored to be the architect of the pirates' full-blown war on the elven shipping fleet, purchased the fort for a pittance. Now the Municipal Dragoons of Port Shaw use the fort as their base of operations.

Stormshield's name stems from its design, with fortress wall constructed from thick stone blocks and mortar, strong enough to resist the Razor's punishing tropical storms.

#### **Bawd** District

The low-burning, smoky tar lanterns of Bawd call sailors and other visitors to her dark twisting alleys and dock-ways, luring them to experiment with exotic and far-ranging

narcotics, to lose their shirts (and occasionally their teeth) at gambling dens, to enjoy Port Shaw's infamous houses of ill-repute, and to attend her myriad entertainments: performances from the Speckled Eyes snake charmer's guild, baboon fights, gourd-gazing seers, legendary scorpion baths, noose races, and other wild spectacles.

Bawd district is also home to The Broken Skull tavern, a well-known pugilists' den, where nightly matches of grit, stamina, and blood on sawdust entertain the drinking crowd. Gangs and guilds of beggars and thieves are a constant nuisance in this quarter, most of who kick up "tribute" to the Municipal Dragoons in exchange for freedom to pursue their business interests. Gang wars occasionally break out resulting in bloody mayhem that can go on for weeks at a time. Eventually the Dragoons step in and quell these conflicts, usually by taking the highest offer from one warring faction and wiping out their adversaries.

#### The Broken Skull

Located in the heart of Bawd District, where both tightfisted women of loose morals and slow-swaggering rogues with quick blades prowl, the Broken Skull shines like a beacon to the downtrodden.

Because of the noise and general bedlam, few rent rooms at the Skull. Most occupants of the dingy quarters below street level are contenders waiting for a shot at one of the Skull's esteemed prizefighters. The rooms are damp and dirty. They reek of sweat, blood, and urine.

Pit fights are the tavern's true draw. No-holds-barred bare-knuckle contests rage from sundown to sunrise. The pit's five current favorites bash newcomers pulpy to the crowd's delight. Betting is forbidden by official order of the commandant, Gregory Bonedeuce, but most of the patrons gamble to their hearts content anyway. Dragoons do not come here, and it is commonplace for pit fights to spill over into full-fledged tavern brawls.

## The Sailors' Kiss

Within the Bawd District, this unassuming tattoo parlor services the sailors and other residents that make their home within Port Shaw. The artists working at the Sailors Kiss often only tattoo from the preconceived and well-practiced designs that cover the interior walls here like artwork displays. The Sailors Kiss specializes in green ink tattoos.

## Miss Molly's Bathhouse and Laundry

This large, three-story building has a large water tank atop it painted with a buxom lass, elbows deep in soap suds. A sailor looking to wash the stink of the sea off his skin and clothing would find no better place to do so. A steaming hot bath runs a silver piece every half hour. Clothes are cleaned and mended for 2 cp for each article. The famous Miss Molly posed for that water tank painting well over a dozen years ago, but it has weathered well as she pays good coin for skilled artists to touch it up whenever necessary.

# FIDDLIN' IN PORT SHAW

Residents of Bawd go mad for a good fiddle tune. The sounds of fiddles sing throughout Bawd day and night, and most bards who plan to earn their way choose this stringed instrument most favored by the common people of Port Shaw. Pirate, sailor, trader, Tulita, knifer, and noble alike all enjoy the twangy screech of a fiddle played with relish. Truly spectacular fiddlers in Port Shaw can do no wrong so long as they are plucking at their strings. There is a strange tradition related to the fiddle in this city of corruption and scum – anyone who can saw a good fiddle can do as they please while playing, and anything they do when "the devils are a'fiddlin' through 'em" is excused.

Perhaps the most noted example of this tradition occurred 7 years ago when Thodris Blount kicked in old Wigby Dernt's skull, leaving a gory mess on the floor, but the crowd just clapped and stomped to the tune of his smoking fiddle strings while he stamped Wigby to mush. Afterwards, there was much back patting and laughter, and they casually slipped old Wigby's corpse into the tide before continuing their imbibing.

Gregory Bonedeuce – a highly talented fiddler in his own right – occasionally takes advantage of this tradition to duplicate Blount's escapades against inconvenient persons.

## Captain's Wheel

This small inn has a good reputation of comfort for those who can afford it. The Captain's Wheel is popular with senior officers on leave from their ship, as well as with older sailors who have done well for themselves.

## Spyglass and Hook

This spacious inn with its interior courtyard is notorious for the rowdy behavior of its guests. The inn's sign has an old brass spyglass and hook hand mounted to it and contains no writing. It is run by an old peg-legged sea cook by the name of Torch, and his wife, and they cater to a rambunctious crowd. Rooms can be pricey, but those who are light of coin can make do with camping in the courtyard for a more modest weekly fee.

## The Pig's Whistle

The sign above this tavern displays a pig-headed man in a naval uniform blowing a boatswain's whistle. This hospitable eatery serves hot pork dishes and rum. On any given night, the Pig's Whistle is a packed location, with many of the seats and booths filled and a fiddler or two playing a lively tune.



#### Tide District

The docks of Tide District are the epicenter of the town, where the constant comings and goings of merchant, fishing, and whaling vessels create permanent bedlam on the boardwalks. For the right price, few goods or services in the world cannot be procured in Tide. In this bustling district ships restock their holds, off-load their cargo, and trade their goods from distant shores in exchange for local commodities, angling to fetch a handsome price in a far-off port.

#### The Run Aground Tavern

This ramshackle little cabin of a tavern in the Docks District is a haven for the many destitute, good-hearted folk of Port Shaw. The owner, Falgor Finney, a kindly old dwarf, allows the homeless and penniless a seat at his bar, a free tankard of ale, and a bowl of stew whenever he can spare it. Other innkeepers in Port Shaw call the poor souls who make up Finney's clientele "driftwood" and never allow them past their thresholds.

#### Chapterhouse of the Church of Quell

Located at the edge of Tide and Silk, the Chapterhouse once served as the heart and soul of Port Shaw. People citywide made the journey each day to worship at Quell's altar. Fishermen prayed for the bounty of the sea, captains for a peaceful voyage, and simple folk for Quell to keep the great waves and monsoons from their shores. A young priest from the mainland recently reopened the Chapterhouse and is often found caring for Port Shaw's poor and holding regular services.

#### Old Fish's Supplies

From the outside, this ramshackle building seems nothing more than a small warehouse converted into a bait and tackle shop. Its grimy windows, well-worn exterior, and none too clearly marked sign drooping by a single rusty chain above the doorframe do not speak highly of the quality of products peddled inside. However, for those in need of hard to find bait, tackle, or other fishing gear, or fishing gear and fish trap repair – this is the place to find it.

#### Imperial Mercantile League Warehouse and Inn

A squat, sprawling warehouse connected a small townhouse, this building flies the Imperial Mercantile League flag above it. Any members of the League can stay within the townhouse for a minimal fee, as well as quartering any shipments within the warehouse.

The Imperial Mercantile League is detailed in **Chapter 6: Organizations.** 

#### Nets and Knots

The Tulita frequent this small, dingy shop famed for its sturdy, well-crafted fishing nets and fiber ropes.

The proprietor, a retired skipper named Hale, is always willing to buy the native's nets and resell them to many of the port's fishing and whaling ships.

#### The Eight Pence

This old tavern sits within a stone's throw of the docks. Once an old meat pie building, it has since expanded, now catering to those sailors with too much coin and not enough sense to spend it wisely. Certain other comforts besides a hot meal of chowder or water ale are available here for the right price as well.

#### Outskirts, Plantations, and Beyond

Beyond the outer periphery of Port Shaw, the endless jungle interior of the island presses against the colonists' attempt to tame the land. Only the most adventurous mainlanders try to brave the interior, and only the desperate or bereft live in the Outskirts.

#### **Plantations**

Fields of pineapple, taro patches, sugar cane, mango trees and other delicacies worth a king's ransom ring the interior-facing side of Port Shaw. These sprawling estates look like paradise from a distance, their colorful treasures undulating in the cool breeze. Closer inspection reveals the perspiry sheen of indentured Tulita workers and the hash beatings of their overseers.

The plantations are a place of misery. Their verdant lands no longer belong to the native peoples who now work them, slaving away for barely enough food to feed their families. The conditions at different plantations vary. Some owners treat their indentured workers as valued employees, others like rented mules.

#### The Sewers

The citizens of Port Shaw avoid the sewers at all costs, and all manner of horrible tales tell of the unnatural inhabitants within. Work on the sewers halted after over 100 Tulita workers lost their lives. While the newly placed foreign members of the Council of Elders cared nothing for the senseless deaths of the natives, they eventually decided further attempts to expand the sewers would waste time, not to mention good slave labor.

As a result, the small sewer system of Port Shaw remains woefully inadequate. While the brilliant design of its seawater intake system far outstrips most other cities' sanitation solutions, the insufficient size of the sewers causes numerous problems. Pockets of explosive sewer gas accumulate in tunnels, and drainage conduits often flood during high tide, blocking sewage from depositing into the once pristine, now cesspool-like Kai Bay. Pollution of the seawater in the harbor is only one of many concerns, although it is likely responsible for the deadly sewagetainted water elementals that prowl the harbor and the tunnels below the city. The Dragoons bar anyone from entering the sewers without their Writ of Official Business. This does not keep interested parties of adventurers from probing the murky depths below Port Shaw without such sanction, chasing hastily discarded valuables or rumors of lost treasures left behind by either the prior elven settlers or former occupants of the catacombs. Those brave and desperate enough to face such dangers for a chance at profit are known as "sewer pirates", the most noted of whom is Lester Farrows.

# LINGUISTIC CROSSOVER

Port Shaw is a melting pot, and several words from different languages (especially Tulita) have worked their way into the common tongue. Some of these include Mahga Ah'i, which meant to "light a fire" but has come to mean "fire your weapon"; Mai'a refers to the bananas grown on the island, Upena means net, and Eke is used for bags and sack but occasionally to reference an unpleasant spouse of either sex.

#### The Outskirts

Life on the Razor forces many of the unfortunate and impoverished to eke out meager existences beyond Fort Stormshield on the outskirts of Port Shaw, subsisting as outcasts at the edge of a harsh wilderness teeming with monsters. Most of the local Tulita linger in the Outskirts, as do those who need to hide from the rulers of Port Shaw without leaving the city's shadow.

In the Outskirts, struggling against disease, famine, and aggressive predators, some proud Tulita cling to life with the strength of their ancestors, even as their gods turn away from them. Others have lost hope. More than half the Tulita population living here toils under the backbreaking yoke of the plantation owners. Many of the rest – brothers, fathers and sons – take berths on whaling ships, leaving their loved ones to struggle in their wake.

Those left behind hope their loved ones on the waves will return with enough gold to buy their freedom and perhaps some land. However, those who depart rarely return, as slavers often raid the whaling fleets and make a beeline for Carcass with their human cargo. These unfortunates' orphaned families persist in the Outskirts, filled with hope, anger, and despair in equal measure.

# CHAPTER SIX ORGANIZATIONS

In the wild, near lawless lands of the Razor Coast, even those without country or cause remain bound to codes of conquest and piracy, and allies become a vital commodity. The following collection gangs and guilds operate throughout the waters and boom ports of the Razor. Some law abiding, some more freewheeling, adventurers seeking allies, shipmates, or trading alliances can seek them out, either as resources or to join their ranks.

PCs who join the ranks of an organization earn the added benefit of picking up new Organization Traits, lesser feat-like abilities that provide them specific, but minor advantages. Only an organization's members benefit from the Trait.

# IMPERIAL MERCANTILE LEAGUE

## "Rule through Riches"

Touting itself a legitimate trading company, the ruthless members of the Imperial Mercantile League have bullied and butchered their way to the top of the sea trade. Organized by a group of struggling city-states and retired pirates, the League specializes in the export of drugs, poisons, and similarly contraband items readily available in Port Shaw. In the world beyond the Razor Coast, The Imperial Mercantile League portrays itself as a reliable and highly respected company when in fact they readily sell their services to the wealthy foreigners performing such tasks as smuggling, blockade runs, and outright piracy.

The average Imperial Mercantile League member operates aboard a cargo ship, plying the ocean and sea trade routes. Each ship might have many junior members serving under an experienced captain, else might be owned and operated by a single merchant with a paid complement of sailors, soldiers, and cutthroats. These ships are a force to be reckoned with, and though showing restraint with other League members, they are willing and able to attack any other ship on the open seas if the payout seems worthwhile. The Imperial Mercantile League operates on the principle that nothing should stand in the way of an individual's right to avarice, not even the League itself. No matter what the endeavor, so long as there is profit to be made, a League member is sure to undertake it. Each member worries about themselves first and others later.

Within Port Shaw, the headquarters and main storage for the Imperial Mercantile League claim space in a squat warehouse connected to a small townhouse. A conniving, ruthless bloated half-orc woman by the name **Eliza Mudborne** runs the townhouse. She is a notorious spendthrift, and fancies herself as quite the fetching catch, much to the dismay of handsome new recruits.

The League is always looking for fresh talent, and all membership requires is signing aboard a League ship for a three-month tour of duty. At the end of the tour, the League offers membership along with a tattoo of the Sphinx of Boros on the left forearm, or the right if there is no left forearm to ink. League members rank themselves by profit, wealth, power, and prestige. Anyone who achieves these gains renown within the organization quickly. Risky ventures, coming out ahead in backbiting deals and desperate gambles that pay off sizably are also considered acclaim worthy.

# Traits

Members of the Imperial Mercantile League can take the following campaign traits at character creation or by taking the Additional Traits feat.

**Sure-footed Seaman:** You have devoted much time to training and working while serving at sea. While aboard any vessel afloat on water, you gain a +1 trait bonus on Acrobatics and Climb checks. One of these skills (your choice) becomes a class skill for you.

**Bravado:** You are defiant and able to present a false show of bravery even when you are anything but. You gain a

35 😓

+1 trait bonus on saving throws versus enchantment spells and effects.

**Expert Duelist:** In your youth, you spent countless hours perfecting the art of the duel, focusing your feints on defeating a single foe. You gain a +1 trait bonus to your Armor Class so long as you are adjacent to a single foe. This trait bonus does not apply to your Armor Class for touch attacks or when you are denied your Dexterity bonus.

# Cartographers and Explorers Guild

# "To The Edge of The Map"

"Here be monsters" inscribed on any map calls out as a challenge to those who wish to see the edges of the world. The Cartographers and Explorers Guild is based out of Cantelburgh on the mainland of Akados but casts its members in all directions in an effort to expand the known world. In backwater ports and seedy towns, one can find a guild house full of great beast hunters, brave explorers, and bookworm librarians.

The edge of the map is an unknown that taunts Guild members, spurring them to discover what lies beyond it. Cartographer members often act as navigators aboard ships, updating and double-checking existing maps in the hope that an opportunity to expand those maps might present itself. Explorer members work at filling in the details on those maps, and often many clerks and librarians chronicle travel guides for others.

The Cartographers and Explorers Guild has a sizeable campus area on the outskirts of the Silk District. Once a plantation before Port Shaw expanded to engulf it, the Guild bought it up and made it the center of its operations in this part of the world.



# Gaining Prestige

The Cartographers and Explorers Guild's primary motive is to seek out and expand their knowledge of distant locations, maps, trade routes, and undiscovered wonders. Similarly, those protective of the Guild and its members also gain renown.

# THE MAKI

## "The Accursed Walking"

In the year after the seven storms, a plague spread through the Tribes of the Children of Papauku, a strange and incurable flesh-rotting disease of supernatural origin. At a gathering of the priests, the same illness suddenly struck down the high chieftain. In the wake of this tragedy, the mad prophet Aolani Akuto revealed his belief that the chief fell prey to a terrible curse known as Makti. Cast upon the people by the serpent Walutahanga — the gathering disbanded the counsel and fled in fear. Soon after, the sickness began spreading. Leaders felt they had little choice but to banish from their tribes those who became sick. Known as the Maki (or diseased ones) these exiled victims bonded together for survival. In scattered tribes, they search the coasts for the fabled waters of Tapu, a cove partially fed by a sacred spring whose waters the people believe will lift the curse. In the meantime, the Maki walk the wild beaches and bays of the Razor Coast, searching the many sand bars, coral beds, jagged volcanic rocks, lost wrecks sunken beneath the seas, and other unseen water hazards to salvage whatever treasures they can to support themselves.

Ever wandering, the Maki can be encountered anywhere along the coastline, stopping at various locations to camp for a week or two while scavenging. Only on rare occasions do the Maki attempt to enter a boom port or other encampments, and then only to trade salvage for what resources they can. Most colonists remain unaware of their plight and willingly deal with them, while Tulita settlements tend to shun them. Regardless, if given the opportunity, they set up small kiosks and booths in ports such as Port Shaw, where they sell magic items and salvage for basic goods.

# Traits

Members of the Maki can take the following campaign traits at character creation or by taking the Additional Traits feat.

**Scavenger**: You have a fast eye for picking out valuable objects. As a swift action you can use your Appraise skill to spot the most valuable item within your line of sight quickly.

**Improvised Crafting**: You can make functional items from what others consider junk. This includes armor, basic tools, clothing, wave boards, and weapons. Whenever you encounter wreckage or rubbish, you can rummage through it for a number of rounds equal to half the cost in gold pieces of the item you wish to craft in order to produce enough materials to build the desired item. Any items you construct from junk are considered inferior, but functional. Anything crafted as a result imposes a -1 penalty to either Skill checks, attacks, or damage rolls that determine how individuals use the crafted item.

# THE BROKEN

## "Return the Razor Coast to its Rightful People"

In darkness and secrecy, the Tulita whisper of a legendary band of resistance fighters battling to liberate their people from the shackles of foreign oppression. The Broken are folk heroes among most Tulita, but plantation owners and their allies brand them as a rabble of bloodthirsty criminals. While the Broken frequently resort to sabotage, arson, and murder to achieve their goals, many Tulita view their violent acts as a necessary means to correct the brutal injustices perpetrated against the Tulita people.

Irrespective of how Port Shaw's residents perceive The Broken, the upper echelon of Tulita religious hierarchy covertly supports the organization with logistical assistance and sanctuary. Tulita pledged to the old ways share their leaders' sentiments. The Broken draw inspiration from these spiritual leaders, but itself lacks centralized governance.

The Broken fight against the crimes committed against their people by foreigners, and they strive for a return to the old ways of living in balance with nature. They will not rest until the land returns to the tropical paradise it once was. The organization operates against the laws of Port Shaw but for the betterment of the Tulita. Yet many members of the Broken have felt the stinging lash of zealous overseers, engendering within them a blood thirst, and as a result, for as much good as the Broken may grant to those it helps, many – including innocents – have suffered for their actions.

## Traits

Members of the Broken can take the following campaign traits at character creation or by taking the Additional Traits feat.

**Uncanny Stealth:** A skilled hunter, when tracking your prey you move with absolute silence and purpose You gain a +1 trait bonus on Stealth skill checks and Stealth is a class skill for you.

**Revered Brother:** Your facial tattoos reveal your affiliations. Whenever you encounter Tulita who have not given their loyalty to the colonial powers, you can make a Diplomacy check to sequester aid either in food, basic equipment, lodging, or transportation of a value equal to 5 gp multiplied by your character level.

# CHAPTER SEVEN RELIGIONS THE RAZOR COAST

# Beliefs of the Tulita

The Tulita believe that their people arose when the fires of the goddess Pele met the cold spray of the sea. Where these sparks struck water at the edge of Papauku (the Maternal Earth) and cooled in great clouds of steam, the first of the Children of Papauku emerged — the Tulita. Beloved of Pele yet ever fearful of her wrath, the Tulita took their canoes upon the surface of the Father Ocean and spread far and wide across the face of the world and its many islands that comprise what is now known as the Razor Sea. However, the sacred waters of Kai Bay, where they believe Pele's fiery wrath first formed their people, has ever remained a holy ground open to only pilgrims and the sanctified shamans of their tribes. That this sacred enclave is now polluted by the presence of foreign invaders and the urban sprawl that is Port Shaw has done much to shake the faith of the Tulita in their old ways and the powers of their gods and goddesses.

# **Pounua Carvings**

Tulita shamans mark their most sacred lands with huge, wooden posts elaborately carved with the designs and faces of revered deities. Known as Pounua Carvings these great posts can be interpreted by shamans to tell a story. They connect the spirit of the people to Pele through Maternal Earth and Father Ocean, and document their spiritual lineage and mutual obligations to both gods and ancestors. Others tell of their legendary past, marking sites of historical significance such as ancient battlegrounds or places where ancient leaders received divine epiphanies.

# GODS OF THE RAZOR

The native Tulita have a rich religious history of gods, ancestral heroes, and divine arbiters. Following are the primary deities revered by the Tulita of the Razor Coast and surrounding islands — or at least those who have not converted to the foreign ways of the mainland colonists.



# Great Pele, Mother of Fire

**Portfolio:** Anger, flames, islands, land, lava, lightning, righteous vengeance, storms, volcanoes, wind

Alignment: Chaotic Neutral

Domains: Chaos, Destruction, Earth, Fire, Weather

Subdomains: Ash, Rage, Smoke, Storms

Symbol: Smoking volcano

Garb: Traditional Tulita garb with headdress and tiki mask

Favored Weapon: Battle poi

Form of Worship and Holidays: Ritual prayers held before a great bonfire or on special occasions at the rim of an active volcano crater. The use of fire resistant magic is forbidden in these rituals, causing severe burns to many adherents

**Typical Worshippers:** Tulita, fire giants, menehune, creatures of elemental fire, fire cults

Pele is the mother figure and creator to the Tulita peoples. Said to reside in the volcano of Fiery Heart north of Port Shaw, only the extremely devout or extremely foolish would dare to approach her fuming home. Fiery, furious, and full of wrath it was by her will that the isles of the Razor bubbled up from the oceans, and this activity continues as she brings the smoldering lava from her heart to pierce the cold waters to continually make new islands. Despite her role as the creator of the People, the Tulita do not picture her as a maternal figure but rather as a vengeful matriarch who demands of them purity and devotion lest they face the purifying wrath of her molten anger. She is a ruthless defender of her islands and her children and can be called upon to rain vengeance and fury upon those who would dare to exploit them.

# Lakua Mao, The Red Misery

**Portfolio:** Combustion, dominance, misery, pain, suffering **Alignment:** Lawful Evil

Domains: Destruction, Fire, Law, Scalelykind, War

- **Subdomains:** Arson, Catastrophe, Dragon, Slavery, Tactics, Tyranny
- Symbol: Draconic eye with a flaming pupil
- **Garb:** Scaled armor, fire-blackened robes, scars from ritual burns
- Favored Weapon: Spear
- Form of Worship and Holidays: None known, but likely included burning of live sacrifices
- Typical Worshippers: Deranged cultists, madmen, arsonists

One of the Atua, Lakua Mao is an ancient deific dragon that lives beyond the sky. In ancient times, she is said to have raged across the world burning and devouring everything in her path. Legends tell how Lakua Mao almost defeated Pele, however she finally extinguished the dragon's fires by throwing her into the ocean. During this battle, some tribes of Tulita was able to imprison several of Lakua Mao's draconic children in magical cauls and inter them in sacred places where they would siphon their magical energy to use it for their own purposes. Now the cults of Lakua Mao are all but extinct as an organized religion. Only a few madmen and pyromaniacs on the fringes of society seek to venerate her name by destroying in fire the world around them.

# THE GREAT TOTEM GODS: THE THREE AND DAJOBAS

According to Tulita legend, during a time known as the Dawn Wars, the first children of the Sky and Earth were born — the totem gods Dolphin, Turtle, Whale, and Shark. When the children of Sky and Earth fought against the Dread Atua, the Shark Totem, Dajobas, betrayed his family and sided with the elder gods after he was promised command over the seas.

At the height of the Dawn Wars, the remaining totems Dolphin, Turtle, and Whale, now called the Three, drove Dajobas into the metaphysical out-of-space, known as "The Deeps" which lies at the beginning of the world.

The Tulita consider every dolphin, turtle, whale and shark as one of their avatars.

## Tumatenga, Grandfather Turtle, Old Angry Face

**Portfolio:** Balance, focus, industriousness, law, longevity, patience, stubbornness

Alignment: Lawful Good

- Domains: Glory, Law, Liberation, Protection, Nobility, War
- Subdomains: Defense, Honor, Loyalty, Leadership, Revolution
- Symbol: Stylized turtle, viewed from above
- **Garb:** Traditional Tulita garb, usually with a tortoise shell shield, amulet, or tattoo to identify with Turtle

#### Favored Weapon: Net

Form of Worship and Holidays: The nights of the new moon when sea turtles climb the beaches to lay their eggs. Groups of warriors are assigned to protect these laying grounds until the turtles have hatched and crawled safely back to into the waves.

Typical Worshippers: Tulita leaders, warriors

Tumatenga, the great turtle spirit is one of the great totem spirits of the Tulita known as the Three. In the timeless years, Tumatenga was forced to subdue and tame his wilder and less disciplined siblings in order to protect the fledgling race of mankind. By his example, he brought the people law and balance along with the darker aspect of defense, the art of war.

Tohoraha, Whale, The Lore Keeper, The Watcher

**Portfolio:** Creativity, intuition, energy, history, prudence, the sea, tribes, vigilance

Alignment: Neutral Good

Domains: Animal, Knowledge, Travel, Water

Subdomains: Exploration

Symbol: Stylized whale with its nose touching its tail

**Garb:** Traditional Tulita garb and gray sealskin robes with white headdresses

Favored Weapon: Tewhatewha

Form of Worship and Holidays: Sacrifices of valuable goods made over the deepest parts of the sea. Known as the Running, twice a year when the whale pods pass through the area on their great migrations, worshippers take canoe and seek these travelers out in order to pray to them and ask their blessing. A canoe that is sunk in this sometimes dangerous endeavor is considered to have been ill favored.

**Typical Worshippers:** Tulita whale riders, totemic tribes, fishermen

The great traveler of the waves, Tohoraha is the Whale, the force that embodies the Deeps and the many secrets they hold. It is said that everything that has ever transpired upon or beneath the waves is known by Tohoraha and is remembered, so Tulita and mainlander sailors alike are known to make small offerings to him in order to propitiate him for any past offenses they may have committed. Even the basest pirate has been known on occasion to pitch a chest of gold or spill the blood of some valuable prisoner overboard to prevent any potential wrath from the Whale. Whalers have the hardest time with this as their very purpose is an affront to Tohoraha, yet more than one whaling vessel has been known to make offerings in hopes of averting his anger nevertheless.

# Papahu, Dolphin, The Herald

Portfolio: Compassion, love, freedom, magic, messages, tribal brotherhood

Alignment: Chaotic Good

**Domains:** Charm, Liberation, Luck, Trickery

Subdomains: Love, Freedom

Symbol: Leaping Dolphin

Garb: Traditional Tulita Garb with blue robes

Favored Weapon: Short sword

- **Form of Worship and Holidays:** Every full moon, the followers of Papahu take tot heir canoes to hunt sharks in honor of their goddess. Each shark jaw taken is dedicated to Dolphin and incorporated into icons and shrines
- **Typical Worshippers:** Tulita explorers, messengers, arcane spellcasters, fighters of oppression, lovers

One of the Three, Papahu is precocious and wild. She embodies both love and freedom. She was the first to give the gift of sorcery to the people, teaching them the arts of scrying and how to shapeshift into her form. When Pele learned she had taught mortals how to use magic, she became angered with her. To avoid her wrath, she fled from her Pele and dove into the raging seas.

# Dajobas, The Shark God, Devourer of Worlds

**Portfolio:** Cannibalism, carnage, hunger, the ocean, war, blood, sharks, alligators, swamps, ruin

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Hunger, Water

Symbol: Open shark's jaws

- **Garb:** Bloodstained tatters of whatever was being worn before transforming into wereform. Scars from the infecting bite are prominently displayed among weresharks.
- **Favored Weapons:** Sharkstooth club or punch dagger fashioned out of a large shark's tooth.

Form of Worship and Holidays: Blood moon (the full moon when a group victims of newly infected by the Kiss of Dajobas make their first transformation into weresharks). Worship usually takes place in the form of ritual infection of new populations of victims or wanton slaughter and devouring of such populations. There is little organized worship.

# **Typical Worshippers:** Weresharks, sahuagin, sharks, cannibalistic pirates

Cast off by his worshippers, Dajobas was hurled into the black depths of the ocean's deepest rift where the night-waters flow cold and the only sustenance are cold bloodless things, tube worms, and wretched slimy sacs of spur-like bone. There he wallows, his hunger raging, and dreams darkly of revenge and slaughter. His bloody dreams streak through sea and mist, cling like barnacles to passing ships, or crawl a-land, spewed out by the sea like venomous humors. These cancerous thoughts, born from Dajobas' rage and hunger sometimes take hold in the hearts of sahuagin warlords, hunting dire sharks, blood-drenched corsairs and vikings, and priests of other sea gods, led astray by the Shark God's promise of terrible power.

# The Loa

The Tulita tribes of the Aizanes Islands far to the east of the Razor Coast have their own religious practices influenced by the generations of Libynos traders that have landed upon their shores. These semi-deific elemental spirits are known as the Loa and are considered to have great influence upon every aspect of their worshippers lives in even the smallest things, so that the Aizanes-Tulita seek to propitiate one or more of the Loa before undertaking most tasks, great or small. The rituals for these undertakings are quite elaborate sometimes and usually involve some sort of fetish or spirit object.

Though each Loa is its own entity, they are all considered part of a greater divine whole, individually something less than a deity but together a complete faith system. As a result, a follower of the Loa may have one that they revere in particular yet makes obeisance and draws any clerical powers from all of them collectively.

Most of the Tulita along the Razor Coast are completely unfamiliar with the Loa, however, as few of the Aizanes-Tulita make the journey that far west across the Razor Sea.

# Loa

Portfolio: Varies Alignment: Any Domains: See Below Subdomains: See below Symbol: Each Loa has its own individual veve as described below **Garb:** A mixture of traditional Aizanes-Tulita garb and Libynos robes with an assortment of fetishes worn as jewelry

#### Favored Weapon: See below

Form of Worship and Holidays: Few and varied formal times for ceremonies, but multiple rituals for different circumstances and occasions

#### Typical Worshippers: Aizanes-Tulita, Libynos tribes, traders

Aizan is the Loa with dominion over Water, especially the sea. She is often called the Mistress or Mother of the Sea. Often considered a deity of commerce, her colors are gold, yellow, and white, and her veve is a palm frond. She is regarded as the archetypal Priestess (and her husband Loco is likewise 'the great Priest'). Her domains are Luck, Magic, Travel, and Water. Her subdomains are Divine, Oceans, and Trade. Her favored weapon is the pouwhenua.

Damballa, ruler of Air, may be a super-Loa. She is considered by the Aizanes-Tulita to be the goddess of the sky, and is sometimes called the primordial creator of all life. Her colors are blue and white, and her veve is a pair of serpents. Her domains are Air, Chaos, Creation, Sun, and Weather. Her subdomains are Cloud, Light, Storms, and Wind. Her favored weapon is the shortbow.

Legba (often "Papa Legba") is the intermediary between the Loa and humanity. The patron Loa of speech and understanding, he is the first and last spirit invoked in any ceremony involving the Loa, as his permission is required. He opens and closes the doorway to the spirit-world. His only color is white, and his veve is either a dog or a crutch (or cane). Papa Legba's domains are Animal, Knowledge, Law, Protection, and Strength. His subdomains are Defense, Memory, Loyalty, Resolve, and Thought. His favored weapon is a quarterstaff.

Oggun, lord of Earth, presides over hunting and metal. Some claim he has dominion over both politics and war. He is the patron Loa of smiths. His colors are brown and green, and his veve is a blade (machete or saber). He is the archetypal Military General (Fighter). His domains are Animal, Earth, Nobility, and War. His subdomains are Fur, Heroism, Leadership, Metal, and Tactics. His favored weapon is a longsword.

Samedi (often "Baron Samedi"), the Loa of Death, is also a spirit of Fire. The most fearsome of all the Loa, his is the realm most closely associated with the Aizanes-Tulita beliefs commonly called *voudu*, or death-magic. His colors are red and black, and his symbol is a coffin. His 'wife', the Loa "Maman Brigitte," is technically a cohort in his black arts, though more often his servant than partner. His domains are Darkness, Death, Fire, Law, Luck, and Repose. His subdomains are Ancestors, Fate, Loss, Souls, and Undead. His favored weapon is the trident.

# IMPORTED GODS

Though a deep and complex system of religious beliefs existed on the Razor long before the first mainland explorer set foot there, the newcomers nonetheless brought their own religions and deities with them. Veneration of these mainland deities is primarily found aboard trade ships and in major settlements like Port Shaw, and almost all colonists and traders with any sort of religious beliefs revere these gods (over those of the native cultures). However, more than a few of the Tulita have converted to these religions as well.

Almost any religion found upon Akados or Libynos is represented somewhere upon the Razor, but only those that are extremely commonplace or have been represented within the Razor Coast campaign are presented here. Feel free to include additional religions among the colonists that now inhabit the Razor.

Several of the gods and domains presented herein appeared originally in Bard's Gate by Necromancer Games and are updated here for your convenience.

# **CREATION DOMAIN**

The Creation domain first appeared in Bard's Gate by Necromancer Games. It is updated here for your convenience.

#### Deity: Damballa

- **Granted Power:** You gain a +2 bonus to all checks related to the Craft skill.
- **Touch of the Maker (Sp):** You can cast *mending* at will using your cleric level as the caster level. When you do so, damage to the object is not only repaired, but the object gains the masterwork quality for 1 round per caster level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.
- Penetrating Damage (Su): At 8th level, you can imbue a weapon with a single material or alignment to allow it to penetrate damage resistance. It will not change the weapon type, however (bludgeoning, piercing, or slashing). This can include a special ability such as holy or axiomatic, for example, or the actual composition of the weapon such as cold iron or adamantine. Multiple changes can not be made with a single use of this ability, though multiple uses (even by different individuals) can be used to stack qualities on a single weapon. The changes created by this ability last for a number of rounds per day equal to 1/2 you cleric level. The rounds do not need to be consecutive.
- **Domain Spells:** 1st—bless water/curse water, 2nd make whole, 3rd—stone shape, 4th—polymorph, 5th—fabricate, 6th—permanency, 7th—control weather, 8th—polymorph any object, 9th—time stop.



# Quell, The Sea King, Lord of the Blue

**Portfolio:** Oceans, seas, sailors, maritime exploration and trade, sea ports

Alignment: Chaotic Good

Domains: Community, Travel, Water, Weather

**Subdomains:** Home, Exploration, Oceans, Flotsam, Storms, Trade

Symbol: Sea king seated upon a giant clam shell throne

**Garb:** Practical shipboard clothing in blues and grays and long coat with a blue collar

Favored Weapon: Harpoon or trident

- Form of Worship and Holidays: Equinoxes are special celebrations of the seasons and tides with the sounding of conch shells and the giving of gifts. Daily prayers are held with the changing of the tides.
- **Typical Worshippers:** Explorers, sea traders, sailors, people that rely on the sea for their livelihood

Quell is a god of ancient Hyperborea that has found his way into the pantheon of every culture to occupy Akados since the days of that great empire. He represents the dangers of a life upon the sea and those who brave them either to earn a living or for the sake of adventure. Most major ports have a Chapterhouse of Quell where a sea priest conducts blessings upon the fleets and provides guidance of coming weather patterns. As a god of hearth and home for seafarers, the Chapterhouses of Quell also do charitable work for the poor and destitute of their home cities seeking to ease suffering, feed the poor, and heal the sick. They only charge those who can afford to pay for their services from.

Quell has become the most prevalent god upon the Razor Coast, certainly within Port Shaw, and perhaps supplanting even the veneration of the native gods by the Tulita, such is his influence. Many Tulita that look to the sea for their survival and feel abandoned by their totem gods have turned to the worship of Quell in hopes of capturing some of the prosperity that seems to cling to the mainlander colonists.

# Belon the Wise, God of Travel, Wanderer in White

Portfolio: Common sense, magical knowledge, overland journeys, roads, travelers, worldly wisdom

Alignment: Neutral Good

Domains: Knowledge, Magic, Travel, Trickery

Subdomains: Arcane, Deception, Exploration, Memory

Symbol: Clear quartz crystal or flawless diamond

Garb: Travelers clothes and long white traveling cloaks

Favored Weapon: Quarterstaff

Form of Worship and Holidays: Offerings of silver given at the beginning and end of long journeys.

**Typical Worshippers:** Rangers, bards, wandering wizards, those who make their living traveling.

Belon appears to his worshippers as an elderly man wearing flowing white robes and carrying a walking staff. Belon is the embodiment of things learned upon the road, be they magical or mundane knowledge. Priests of Belon often serve as guides, educating themselves in local customs in order to afford better traveling conditions for those in their care.

## Bowbe

Portfolio: Berserk rage, blood letting, violence

Alignment: Chaotic Neutral

Domains: Chaos, Strength, Vengeance, War

Subdomains: Blood, Ferocity

Symbol: Crossed Sword and Hammer of Bowbe

Garb: Furs, skins and pelts, over battle armor

Favored Weapon: Greatsword, warhammer

Form of Worship and Holidays: Great feasts and blood sacrifice precede battles. After battle, the treasures, arms and armor of defeated foes are offered to the god. Those that he doesn't keep belong to the victors. His priests specialize in wild cursing and imaginative insults.

Typical Worshippers: Barbarians, raiders, reavers, and plunderers

Bowbe is the embodiment of barbarian wrath and frenzy. He appears as a mighty barbarian dressed in the pelt of Urson the Great Bear, whom he can summon to his side by tossing the pelt to the ground and calling its name. Bowbe carries the greatsword *Bm'fob* in one hand and the warhammer *Wytch-Killer* in the other.

Bowbe revels in war and the slaughter of his foes. His battles against giants are legendary, as is his hatred for the undead, arcanists, lawyers, guardsmen, and most other civilized authority figures.

Unlike other gods, Bowbe aids only those who take his

name in vain. Thus it is not uncommon to hear berserkers cursing their god for his indifference as readily as they curse their foes. Bowbe only grants the raising of one of his followers if that follower immediately seeks blood vengeance against his killers. Bowbe grants no healing spells higher than 4th level.

#### Kunulo

Portfolio: Chaos, frenzy feeding, oceans, sea creatures, shipwrecks, whirlpools

Alignment: Neutral Evil

Domains: Death, Destruction, Evil, Water

Subdomains: Catastrophe, Fear, Flotsam, Oceans

**Symbol:** Tentacles wrapped around a gaping maw in the midst of a whirlpool

Garb: Sea-foam green and black vestments

Favored Weapon: Trident

Form of Worship and Holidays: Sacrificial victims are flung into the waves or fed to ravenous sea beasts. Midsummer and midwinter are Kunulo's most holy days.

Typical Worshippers: Pirates, evil sea creatures

An evil sea deity, Kunulo is largely unknown to surfacedwellers. Usually depicted as a combination of sea serpent, shark, and squid, Kunulo is the embodiment of pure, alien evil, combining the ruthless law of nature and the cruel chaos of the sea. As such he is revered by evil pirates who feed his minions victims that are bound and thrown, still alive, into the sea.

# Pekko, God of Ale and Spirits

**Portfolio:** Ale, brewing, camaraderie, harvest festivals, spirits, travel

Alignment: Chaotic Good

Domains: Chaos, Community, Good, Plants, Travel

Subdomains: Friendship, Growth, Home

Symbol: Beer barrel suspended from a pole

Garb: Brewer's apron

Favored Weapon: Quarterstaff

- Form of Worship and Holidays: Harvest Festival, Feast of Fools, Brewer's Fest
- Typical Worshippers: Most often revered by gnomes, halflings, dwarves, and humans

Pekko takes many guises among his worshippers, often appearing as a gnome, human, or dwarf of portly girth, wearing a leather apron and carrying a beaker for measuring and sampling ale. In all guises he carries a staff in one hand and a barrel of ale over his shoulder. Pekko may be boisterous and emotional, laughing one minute or brooding and tearful the next, but always quick to recover and share his good mood once again.

# Vanitthu, God of the Steadfast Guard

Portfolio: Defense, justice, law, righteous combat, sieges

Alignment: Lawful Neutral

Domains: Healing, Law, Protection, War

Subdomains: Defense, Loyalty, Tactics

**Symbol:** A gray shield emblazoned with a stylized black fortress tower

Garb: A gray tabard with a black tower sigil

Favored Weapon: Spear

- Form of Worship and Holidays: Prayers are often said to Vanitthu at the start of sieges or by guardsmen prior to heading out on the beat.
- **Typical Worshippers:** Barristers, judges, guards, professional soldiers, military officers, and nobles

Some claim that Vanitthu is the son of the great god Anumon; others go so far as to say that Vanitthu is yet another aspect of the great god (this schism has caused considerable conflict within the faith). In either case, Vanitthu is the embodiment of martial perfection, law, the strength of the state, and the punishment of the guilty. A grim and resolute deity, Vanitthu is always shown bearing a spear made of lightning and a polished mithral shield. He often appears to his followers on the field of battle, especially to those engaged in or defending against sieges.

# **VENGEANCE** DOMAIN

#### Deity: Bowbe

- **Granted Power:** Once per four levels starting at 1st level, you may select a foe or group of foes (be it by race, nationality, character class, or monster type), which are forevermore your sworn enemies. When encountering these sworn enemies, you may enter a rage as a barbarian of your level (though without any rage powers unless you already possess them). You may enter this rage once per day but only when faced with a sworn enemy. If you already have the rage ability, this does not count against your normal uses of that ability.
- **Exacting Touch (Sp):** You can cast *doom* as a touch spell on anyone who has previously wounded you or affected you with an offensive spell using your cleric level as the caster level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.
- **Cold Revenge (Su):** At 8th level, you can create the effects of a *symbol of pain* against anyone within 60 feet whom you have faced in combat more than 24 hours previously. Only the selected target is affected by the wracking pains, and no saving throw is allowed. Once the effect is created, the targets distance from you no longer matters; the effects continue until you dismiss them or their duration expires. You can use this ability on multiple targets during a day but never on more than one at a time. The pain that is inflicted lasts for a number of rounds per day equal to 1/2 you cleric level. The rounds do not need to be consecutive or against the same target.

**Domain Spells:** 1st—*true strike*, 2nd—*rage*, 3rd *locate object*, 4th—*shout*, 5th—*finger of death*, 6th *disintegrate*, 7th—*destruction*, 8th—*discern location*, 9th—*soul bind*.

# CHAPTER EIGHT PRESTIGE CLASSES

Following are new prestige classes available for use with your *Razor Coast* campaign.

# GRAND CAPTAIN OF THE HIGH SEAS

Many have procured the title of captain and set off on the high seas. Those who do so take great risks in the name of adventure. Some never return to port, lost at sea forever — raging storms, brutal sea monsters, and ruthless pirates have all claimed more than their fair share of ships over the centuries. Of those who survive, even thrive, on the high seas, only the best of the best garner the title of Grand Captain of the High Seas.

**Role:** A grand captain of the high seas is a born leader who opts to ply her skill aboard a ship on the roiling waves of the oceans. Any character interested in such a leadership role can become a grand captain. Those entering the class tend to be rogues and bards more than other classes, due to the synergy with Charisma abilities and an abundance of skill points. The least likely to enter are primary casters such as clerics, druids, and wizards due to the lack of spell casting progression.

**Alignment:** The grand captain of the high seas is open to characters of any alignment, though most tend to stay away from chaotic alignments simply due to the nature of command structure aboard a ship.

#### Hit Die: d8

## Requirements

To qualify to become a grand captain of the high seas, a character must fulfill the following criteria.

**Skills** Climb 4 ranks, Knowledge (geography) 4 ranks, Profession (sailor) 7 ranks, Swim 5 ranks

**Feats** Leadership, Seaworthy, Skill Focus (Profession [sailor])

**Special** Must own a ship and be generally recognized as her captain.

## **Class Skills**

The grand captain of the high seas' class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (geography) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

## TABLE: GRAND CAPTAIN OF THE HIGH SEAS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+1	Commanding aura +1, old salt, trustworthy mate
2	+1	+1	+1	+1	Renowned leader, loyal crew
3	+2	+1	+1	+2	Commanding aura +2
4	+3	+1	+1	+2	Getting the most
5	+3	+2	+2	+3	Commanding aura +3

# **Class Features**

All of the following are class features of the grand captain of the high seas prestige class.

**Weapon and Armor Proficiency:** A grand captain of the high seas gains no proficiency with any weapon or armor.

**Commanding Aura (Su):** At first level, a grand captain of the high seas gains a commanding aura that she can project to affect all her crew. She selects one of the options listed below. At each additional class level, she may select a new aura; however, she can only project one commanding

aura at a time. At first level the bonus granted by the aura to her crew is +1; the bonus increases to +2 at 3rd level and +3 at 5th level. Activating her aura requires a move action, and if she chooses she can deactivate it as a swift action. All her crewmembers aboard her own ship are affected by her aura. At 3rd level, her aura also affects her crewmembers who are off her ship but within 60 feet of it. At 5th level, her aura extends to all her crewmembers within 120 feet of her ship.

*Master of Artillery:* The captain grants her bonus as a morale bonus on all ranged attacks made with siege weapons and artillery, such as cannons, ballistae, and so forth.

*Master of the Bow:* The captain's bonus applies as a morale bonus to all ranged attacks made by individual ranged weapons such as longbows, slings, and crossbows.

*Master of Defense:* The captain's bonus applies to all crewmembers' armor class as a dodge bonus.

*Master of Evading:* The captain's bonus applies to each Location's armor class as a dodge bonus.

*Master of Preparedness:* The captain's bonus applies to all initiative checks, both for individuals as well as Mates making ship-based initiative rolls.

*Master of Sail:* The captain must be 5th level to select this ability. Her commanding aura bonus increase's the ship's speed.

*Master of Spells:* The captain's bonus applies to all Knowledge (arcana), Spellcraft, and Use Magic Device checks; in addition, the bonus applies to all caster level checks such as those made to overcome spell resistance.

*Master of the Strong Mind:* While this aura is active, all crewmembers may make two saving throw checks against all mind affecting spells, and take the better of the two checks.

*Master of the Sword:* The grand captain of the high seas grants her commanding aura bonus as a morale bonus to all melee attacks made by crewmembers. This bonus applies regardless of the type of melee weapon wielded by the crewmember.

*Master of Watch:* All crewmembers gain a bonus to Perception and Sense Motive equal to the captain's commanding aura bonus.

**Old Salt (Ex):** The grand captain of the high seas is a master of her ship. As long as she is onboard her own ship, she gains a circumstance bonus to all Profession (sailor) checks equal to her class level.

**Trustworthy Mate (Ex):** If the grand captain's cohort serves as her First Mate, the cohort's level can be as high as one level less than the captain's level, rather than the normal two levels. If the mate ever gains enough XP to gain a level such that his level would be equal to the captain's, he remains at his current level, one XP away from gaining his next level.

**Renowned Leader (Ex):** The grand captain of the high seas gains a bonus to her Leadership score equal to her class level.

**Loyal Crew (Ex):** Serving under the grand captain of the high seas is viewed as a privilege among sailors. Starting at 2nd level, she adds double her Charisma bonus to the ship's Loyalty score rather than simply adding her Charisma bonus.

**Getting the Most (Ex):** A grand captain of the high seas is an expert at getting the most out of her ship. Starting at 4th level, her ship gains several benefits. Its carrying capacity as calculated as though its Strength were 4 points higher; this bonus has no effect on the ship's actual Strength score, but rather the captain is adroit at arranging cargo and supplies in such a way as to take best advantage of the ship's existing construction. Second, the ship gains a +2 bonus to speed as long as it maintains some means of propulsion: active sails, running engine, oar crew, and so forth. Finally, the ship's maneuverability rating is improved by one step.

To gain these benefits, the captain must be aboard the ship the majority of the time. If her ship is ever sunk or lost, she may acquire a new ship. She must spend a minimum of 20 hours per day aboard this new ship for one month before gaining these benefits again.

# Pakeha

Pakeha is a Tulita word used to represent those of foreign ancestry who, for whatever reason, abandon the ways of their former culture to live among the Tulita. Many runaway seamen and escaped convicts – not to mention members of the Cartographers and Explorers Guild – settle among Tulita communities by choice. While not a requirement, most pakeha acquire a moko or facial tattoo to prove their devotion to their adopted people.

**Role:** While any character could opt to enter this class, it provides the most benefit to a character with at least a few levels of barbarian. Fighters and rangers also gain useful abilities. Spellcasters gain the least from this class, since it does not progress their spellcasting abilities.

**Alignment:** While a pakeha can be of any alignment, most are going to favor good or neutral alignments, simply because of the teachings of the Tulita. In addition, such a character is less likely to be of lawful alignment, with an equal chance of chaotic and neutral alignments along the Law-Chaos axis.

Hit Die: d10

## Requirements

To qualify to become a pakeha, a character must fulfill the following criteria.

Race: Any non-Tulita.

Skills: Survival 5 ranks

Feats: Endurance, Great Fortitude

**Special:** Must undergo special rites from a Tulita shaman to become adopted by a tribe.

## **Class Skills**

The pakeha class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Heal (Wis), Knowledge (nature) (Int), Perception (Wis), Perform (oratory) (Cha), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

#### THE PAKEHA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	1	0	1	Blessing of Turtle, bonus language
2	1	1	1	1	Chieftain's tales
3	2	2	1	2	Blessing of Whale, increased movement
4	3	2	1	2	Heart of a savage
5	3	3	2	3	Blessing of Dolphin

# **Class Features**

All of the following are class features of the pakeha prestige class.

**Weapon and Armor Proficiency:** A pakeha gains no proficiency with any weapon or armor.

**Blessing of Turtle (Su):** Turtle teaches his followers to be true to one's tribe, above all else. When performing the aid another action, the pakeha grants his partner a +4 bonus, rather than the normal +2 bonus. In addition, when he flanks a target with a Tulita or another member of this class, each gains a +3 to attack rolls rather than the normal +2.

**Bonus Language (Ex):** The pakeha learns to speak—but not read or write—the Tulita language. His proficiency in the language is weak, and he has a difficult time expressing complex thoughts. To do so requires a DC 15 Intelligence check. As he advances in the class, the DC reduces by 2 each level until the check is removed upon gaining 5th level.

**Chieftain's Tales (Su):** His ongoing time spent with the natives of the Razor Coast has taught the pakeha the power

of the spoken word. Beginning at 2nd level, he can recite Tulita tales that inspire and encourage the natives of the Razor Coast. All Tulita and pakehas within 60 feet who can hear the pakeha (including the pakeha himself) gain a +2 morale bonus on attack and damage rolls. The bonus lasts for as long as the paheka speaks plus 1 round. Reciting an inspirational story in this manner requires a standard action to initiate and a move action each round to maintain the ability.

**Blessing of Whale (Su):** Whale teaches his followers to be true to the world around them. Beginning at 3rd level, the pakeha gains a circumstance bonus on Perception and Sense Motive checks equal to his class level. In addition, he can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect him.

**Increased Movement (Ex):** Beginning at 3rd level, the pakeha learns to move faster than normal for a member of his race. His base speed increases by 10 feet, as long as he does wear heavy armor or carry a heavy load. This bonus stacks with other bonuses to the character's speed, such as a barbarian's fast movement ability.

**Heart of a Tulita (Ex):** Civilization slips further from the grasp of the pakeha. Beginning at 4th level, he gains the rage ability, as a barbarian. He may rage for a number of rounds per day equal to his Constitution modifier plus his class level. This class feature otherwise functions exactly like the barbarian's class feature. He does not gain any rage powers or other benefits of the barbarian class. If the character already had rage from another source (such as levels of barbarian), instead add his class level to the number of rounds per day he can use his rage.

**Blessing of Dolphin (Su):** Dolphin teaches his followers to be true to oneself, that without being true to your values you cannot be true to your tribe or to the world around you. The pakeha gains a +4 bonus to saving throws against mind affecting effects. Should he ever fail a saving throw against a mind affecting effect, he can attempt a second save at the start of his next turn, even if the spell of effect normally would not allow such an attempt. In addition, he gains immunity to all natural poisons.

# Pele Liberator

For centuries, Pele and her children lived in harmony with the land of the Razor Coast. Pele provided them the very land they lived upon, bubbling up her lava to form the land and, especially, the islands. She graced the region with warmth, so that plants and trees bearing fruit would be abundant and animals plentiful. She regulated the sea temperature to ensure coral would grow and fish would thrive. While many people viewed volcanic eruptions as the wrath of the gods, the Tulita knew better; volcanic eruptions were a sign that Pele loved them and deemed them worthy of new lands to live upon.

Then the usurpers arrived. Elves intent on dominating the jungle; humans intent on enslaving her people. Like any mother protecting her children, Pele aids her believers. She grants special abilities and protections to her most devout followers, so they may lead her people to victory over the usurpers and restore her land as she intended it — free.

**Role:** A PC, especially a Tulita cleric or druid, looking to take on the role of liberator will find this class suitable for the task. A human or other race who worships Pele could be called to this class as well, as long as such a worshipper was sympathetic to the cause of the Tulita. Non-divine spell casters cannot enter this class.

**Alignment:** The Pele liberator is only available to clerics of Pele, so any character selecting this class must be able to meet the requirements of gaining spells from Pele.

Hit Die: d8

## Requirements

To qualify to become a Pele liberator, a character must fulfill the following criteria.

**Skills:** Knowledge (religion) or Knowledge (nature) 5 ranks, Spellcraft 5 ranks.

**Feats:** Skill Focus (Knowledge [religion]) or Skill Focus (Knowledge [nature])

Spellcasting: Able to cast 3rd level divine spells.

**Special:** Must worship Pele and possess the Liberation domain.

# **Class Skills**

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The Pele liberator's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), Knowledge (nature), Knowledge (religion), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

## **Class Features**

All of the following are class features of the Pele liberator prestige class.

Weapon and Armor Proficiency: A Pele liberator gains no proficiency with any weapon or armor.

**Pele's Blessing (Ex)** Pele grants the Pele liberator special blessings to aid him in his fight. He gains resistance to fire and acid 5 at first level; this increases to 10 at 2nd level and 15 at 3rd level. If the Pele liberator already has fire or acid resistance from the fire or earth domains, respectively, this bonus stacks with the bonus from the domain. In addition, the Pele liberator adds his class level to his cleric or druid level to determine the effects of his Liberation domain abilities. For example, a cleric 5/ Pele liberator 3 is treated as an 8th level cleric for purposes of determining the effects of his Liberator domain powers.

**Cleansing Flames (Su)** A number of times per day equal to his Wisdom modifier, the Pele liberator can call forth flames that aid his allies and lay low his enemies. He picks a location within 100 feet of his current position and in line of sight, and calls forth a 20' radius blast of fire at that location. Allies in the area of effect are healed for 1d8 points of damage for every 2 caster levels possessed by the Pele liberator, to a maximum of 10d8 at 20th caster level, while enemies suffer the same amount of fire damage.

At 4th level, the range increases to 200 feet and the radius of the effect increases to 30 feet; in addition, allies in the area of effect are cured of the following conditions: entangled, sickened, paralyzed, petrified, or nauseated. Enemies in the area are nauseated for a number of rounds equal to the Pele liberator's caster level. A successful Fortitude save (DC 10 + the character's Pele liberator level + the character's Wisdom modifier) instead leaves the victim sickened for half the normal duration.

**Smite Invader (Su)** Beginning at 3rd level, a Pele liberator can smite invaders of Pele's lands. A number of times per day equal to her character level, he can call out to Pele to aid him in a battle against those who would do harm to the Tulita. As a swift action, the Pele liberator chooses a target within sight. He adds his Charisma bonus (if any) to attack rolls and his class level to damage rolls made against that target. In addition, while smite invader is in effect,

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	0	0	0	1	Pele's blessing	—
2	1	1	1	1	Cleansing flames	+1 level of existing divine spellcasting class
3	2	1	1	2	Smite infidel	+1 level of existing divine spellcasting class
4	3	1	1	2	Improved liberation	+1 level of existing divine spellcasting class
5	3	2	2	3	Domain, lava burst	+1 level of existing divine spellcasting class

## THE TULITA LIBERATOR

the Pele liberator gains a deflection bonus to AC equal to his Charisma bonus against attacks made by the target of his smite.

The smite invader remains in effect until the target is dead or the next time the Pele liberator rests and regains his uses of this ability.

At 5th level, the Pele liberator also adds his Wisdom modifier to attack rolls, and gains her character level to damage rolls instead of just his class level.

**Improved Liberation (Su)** At 4th level, the Pele liberator's powers from the Liberation domain improve. He adds his Wisdom bonus to the number of uses of liberation and the range of his freedom's call ability doubles.

**Domain (Ex)** At 5th level Pele grants special blessings to the Pele liberator. He may select another domain from those available to clerics and druids of Pele.

Lava Burst (Su) A number of times per day equal to his Wisdom bonus, the Pele liberator can call forth a fiery burst of lava from the ground beneath his enemies. As a standard action that does not provoke an attack of opportunity, he may target any creature within 20 feet per caster level to whom he has line of sight. If the creature fails a Reflex saving throw (DC 10 plus 1/2 character level plus Wisdom modifier), it is caught in the jet of lava and suffers 1d10 damage per caster level on the first round, half that amount on the 2nd round, and half again on the 3rd round. If the initial saving throw is failed, the target receives no save in the 2nd and 3rd rounds. If the initial saving throw was successful, the target takes half damage in the first round, half again in the second round, and no damage in the 3rd round.

# SHAW SHERIFF

Most people go about their day, not really worrying who enforces the laws. Maybe they don't care, or maybe they just assume they can't change things when corruption rules the roost. They keep their heads down and stay out of trouble, and hope some feigned slight doesn't lead them to trouble. If their neighbor or friend has trouble, well, then they should've kept their head lower.

A few people, though, cannot stand by while corrupt law enforcement—or worse, no law enforcement—runs roughshod over their community. History, of course, tells tales of many such freedom fighters—brave men and women who organize rebellions and overthrow the corrupt stain upon their land.

And then there are those who simply declare themselves the law and dare others to ignore their self-claimed authority. They have different methods, but all have the same goal—stabilizing their community to make it better for everybody. **Role:** The Shaw sheriff could, theoretically, come from any class. Primary spellcasters are the least likely to enter, as the class will not advance their spellcasting. Fighters and rogues are best suited for the class, though others such as rangers and paladins could certainly find themselves in such a role. The Shaw sheriff is a master of blade and pistol, and learns to use the two weapons in concert.

**Alignment:** While a character willing to take on the role of Shaw sheriff is likely to be non-evil, a character of any alignment could enter this class and benefit from the abilities.

Hit Die: d8

## Requirements

To qualify to become a Shaw sheriff, a character must fulfill the following criteria.

**Feats:** Alertness, Exotic Weapon Proficiency (firearms), Martial Weapon Proficiency (rapier) or Martial Weapon Proficiency (longsword), Quick Draw, Two-Weapon Fighting

**Skills:** Bluff or Diplomacy 5 ranks, Knowledge (local) 3 ranks, Perception 4 ranks, Sense Motive 5 ranks.

**Special:** The character must publicly declare himself to be the sheriff of Port Shaw.

## **Class Skills**

The Shaw sheriff's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 6 + Int modifier.

#### THE SHAW SHERIFF

Level	Base Attack Bonus		Ref Save	Will Save	Special
1	1	0	1	0	Enmity, sneak attack +1d6
2	2	1	1	1	Respect I, trick shot
3	3	1	2	1	Informants, sneak attack +2d6
4	4	1	2	1	Trick shot
5	5	2	3	2	Respect II, sneak attack +3d6
6	6	2	3	2	Trick shot
7	7	2	4	2	Deputies, sneak attack +4d6
8	8	3	4	3	Respect III, trick shot
9	9	3	5	3	Sneak attack +5d6
10	10	3	5	3	I am the law, trick shot

## **Class Features**

All of the following are class features of the Shaw sheriff prestige class.

**Weapon and Armor Proficiency:** A Shaw sheriff gains no proficiency with any weapon or armor.

**Enmity (Ex):** The character earns the enmity of the Municipal Dragoons, who place a price on her head. Any who captures or kills the Shaw sheriff can collect a reward equal to the character's total level x 200 gp. In addition, Dragoons receive a morale bonus to attack rolls made against the Shaw sheriff equal to her class level.

**Sneak Attack:** This ability functions exactly like the rogue's class feature, and if the character has sneak attack from another source the damage stacks.

**Trick Shot (Ex):** The Shaw sheriff's skill with his firearm improves, and he learns to perform a trick shot, chosen from the list below.

*Blast and Slice:* You simultaneously fire your pistol and swing your blade at your foe, forcing him to decide which attack to defend against. Your foe may apply his Dexterity bonus to his AC against only one of your two attacks. This is a special standard action; resolve each weapon attack separately.

*Blasting Charge:* The Shaw sheriff learns to defend herself and make devastating attacks, in the name of defending herself from Dragoons or to enforce the law in Port Shaw. Whenever she makes a charge attack against a foe, she can also fire a single round from her highway pistol at the target during the movement phase of the charge. Both the ranged attack and the charge attack must be against the same target, and she suffers the standard Two-Weapon Fighting penalties while making the attack. The firearm attack does not provoke attacks of opportunity from her intended target, but does provoke normally from any other creature who threatens her.

*Concussive Shot:* When wielding a blade and pistol and using both to attack your foe, you can cause the thunderous clap from your pistol to daze your target. You fire your pistol as your first attack in a full-attack sequence at a target within reach of your melee weapon. If your attack succeeds, your target must make a Fortitude save (DC 10 + your class level + your Dex modifier) or become dazed until the start of your next turn. The Shaw sheriff must be 8th level to pick this trick shot. This trick can be used as part of a full-attack.

*Deafening Blast:* The roar of your firearm potentially deafens your foe. You place your highwayman pistol close to the ear of any target within 5' of you and pull the trigger. Rather than attacking for damage, you position your weapon in such a way as to focus the blast on the auditory senses of your foe. The target must make a Fortitude saving throw (DC 10 + your class level + your Dex modifier) or

become deafened for 1d3+1 rounds. The Shaw sheriff must be 8th level to select this trick shot. This trick can be used as part of a full-attack.

*Deflective Aura:* When wielding a bladed weapon in one hand and a highwayman pistol in the other, the Shaw sheriff receives a shield bonus to her AC equal to one-half her class level plus 1. She loses this bonus if she's flat-footed or otherwise denied her Dexterity bonus to AC.

*Distracting Blade:* The Shaw sheriff can weave her sword in a distracting pattern. She makes a Bluff check, opposed by the target's Sense Motive. If the target fails, the Shaw sheriff adds her class level to the attack roll, which must be made with her pistol. This is a standard action.

*Deflective Blast:* Whenever the Shaw sheriff is successfully attacked by a melee weapon while wielding a highwayman pistol in one hand and a blade in the other, she may attempt to use her firearm to deflect the blow. After being successfully attacked, the Shaw sheriff may shoot her highwayman pistol at the hand of her attacker. This attack is made against the target's full AC rather than the touch AC (if that optional rule is in play). If the shot is successful, the Shaw sheriff's foe must make a Fortitude save with a DC equal to 10 plus the damage dealt; if the save fails, the damage incurred by the Shaw sheriff is reduced by the amount of damage inflicted on the foe.

For example, if the Shaw sheriff is struck by a greatsword for 17 points of damage, and her shot with her highwayman pistol inflicted 14 points of damage on her foe, the foe must attempt a DC 24 Fortitude save; if the saving throw fails, the Shaw sheriff only suffers 3 points of damage.

This attack counts as an attack of opportunity in the round.

*Feigned Shot:* As a special feint action, you cause your foe to believe you're about to fire your pistol and instead skewer him with your blade. Add your class level to your Bluff check to feint; in addition, if your pistol has any enhancement bonus, you may also add that to your Bluff check.

*Ricochet:* You can fire your highwayman pistol at a target that has full cover. You must be able to bank your shot off another object—such as a wall, ceiling, pillar, table, and so forth—to make this attack. Doing so requires a standard action, and precision-based damage (such as from sneak attack) cannot apply. Your target receives a +8 cover bonus to AC and your attack targets his full AC rather than his touch AC. To use ricochet, your target must be within the first two range increments of your gun.

*Pistol and Sword:* When wielding a one-handed blade (longsword, rapier, etc.) in one hand and one-handed firearm in the other (such as a highwayman pistol), you may treat the firearm as a light weapon for purposes of calculating Two-Weapon Fighting penalties.

Sneaking Shot: If you have successfully hidden your pistol from your target's view by making a Sleight of Hand check opposed by his Perception, you may fire the weapon as your first attack in a full-attack action. Your target suffers a -4 penalty to his AC against this initial attack and may not take an attack of opportunity against you for firing a ranged weapon in melee combat; if your attack succeeds, you deal damage normally and your target is flat-footed against the rest of your attacks until the end of your turn.

**Respect (Ex):** By the time the character earns her 2nd level, the populace of Port Shaw grudgingly respects the job she does, even while the Dragoons continue to hunt her and maintain a price on her head. Starting at 2nd level, any non-Dragoon must make a Will saving throw (DC 10 + class level + Shaw sheriff's Charisma modifier) before taking actions to capture or kill the Shaw sheriff. If the citizen fails the saving throw, he will take no actions directly towards capturing or killing the Shaw sheriff for 24 hours. If the citizen makes the save, he or she is free to attempt to collect the reward on the character's head. Note that just because a citizen of Port Shaw makes the save does not mean he or she *will* attempt to capture or kill the PC to collect the reward—only that the citizen could if he or she so desired.

Starting at 5th level, the saving throw DC increases by +4 and citizens of Port Shaw actively seek to aid the Shaw sheriff in avoiding Dragoon capture. A citizen who fails the Will save will, if asked by the Shaw sheriff, takes minor actions to aid her escape from the Dragoons such as fibbing about knowing her whereabouts, allowing her to run through her home to escape out the backdoor, and so forth.

At 8th level, the Shaw sheriff has gained near hero status in Port Shaw. The citizenry can sense the overthrow of the Dragoons is near and actively aid the sheriff. The saving throw DC to potentially claim the reward on her head increases by another +4 (for a total DC of 10 + class level + Charisma modifier + 8) and citizens of Port Shaw actively and openly support the sheriff. For example, they will clearly lie and say they haven't seen her even if presented proof of conversing with the sheriff not 5 minutes ago.

**Informants (Ex):** The Shaw sheriff's good will earned with the people of Port Shaw has earned him important information at crucial points. The Shaw sheriff develops relationships with a number of minor NPCs equal to his Charisma modifier (minimum 1). These informants provide him vital information about the goings on within Port Shaw, especially in regard to the activities of the Dragoons. Once per day, the Shaw sheriff can make a Diplomacy check to gather information as a free action. If she's successful on this check, it indicates one of her sources has provided her the information she desires. If the check fails, the Shaw sheriff and her allies can still attempt a standard gather information check. **Deputies (Ex):** The citizens of Port Shaw actively seek to aid the Shaw sheriff. Her number of informants doubles, and she can make the special gather information check three times per day now.

I Am the Law (Ex): The non-Dragoon citizens of Port Shaw rally around the Shaw sheriff, viewing her and her allies as legitimate authority figures within the city. If pressed into a situation where a citizen was forced to pick between a Dragoon and the Shaw sheriff, the citizen will choose the Shaw sheriff's side. The Shaw sheriff now has four times her Charisma modifier in informants, and she can make use of those informants via gather information once an hour as a free action. In addition, due to constant whispers and notes, the Shaw sheriff knows exactly where all Dragoon patrols and commanders are within the city limits at all times.

# OLD SALT

A sailor's life is the sea, and his ship is his home. Anybody can be a sailor—at least, anybody with a stomach to avoid motion sickness. But only the most experienced, the most crusty, become an old salt. An old salt has likely spent a lifetime at sea, and any time not spent at sea was spent in port towns up and down the coast drinking and carousing—but always thinking of the waves.

**Role:** An old salt spends his life at sea. While any class including NPC classes—can easily enter, it's most valuable to non-caster classes.

**Alignment:** While sailors tend towards neutral alignments on at least one axis, old salts are not limited to any alignment. Throughout the world, old salts of every alignment are sailing the high seas at any given time.

Hit Die: d8

## Requirements

To qualify to become an old salt, a character must fulfill the following criteria.

**Skills:** Climb 5 ranks, Profession (sailor) 5 ranks, Swim 3 ranks.

**Feats:** A Life at Sea, Seaworthy, Skill Focus (Profession [sailor])

## **Class Skills**

The old salt's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

#### THE OLD SALT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	1	1	0	Sailing expertise
2	1	1	1	1	Pidgin
3	2	2	2	1	Mate's boon
4	3	2	2	1	Repel boarders
5	3	3	3	2	Extraordinary sailor

## **Class Features**

All of the following are class features of the old salt prestige class.

Weapon and Armor Proficiency: An old salt gains no proficiency with any weapon or armor.

**Sailing Expertise (Ex):** An old salt has a steady hand and a clear mind aboard a ship, and knows exactly how to accomplish his job—he knows the right knot to hold the mainsail in place until better repairs are made, he perfectly stacks cargo in the ship's hold, and so forth. He adds his class level as a circumstance bonus to any Profession (sailor) checks made while aboard a ship.

Pidgin (Ex): An old salt has spent a lot of time in myriad port towns. Strangers quickly need to learn to adapt or go hungry and thirsty. By the time he achieves 2nd level, the old salt has been to enough places and met enough people to pick up a smattering of most common languages. He couples this miniscule knowledge with a broad smile and hand gestures to effectively communicate even when he doesn't speak the language. He makes a special Intelligence check, adding his class level in addition to his Intelligence modifier. Alternately, if he has ranks in Linguistics, he may use that skill while still adding his class level. Common languages (as determined by the GM, but likely including those of the core races found in the Pathfinder Roleplaying Game) have a DC of 10; uncommon languages (again, determined by the GM but likely including common monster races such as giants and goblinoids) have a DC of 13. Rare languages (those used by monsters and races not commonly seen, such as aboleths) have a DC of 20. The old salt can only communicate the most basic of needs-where to find food or supplies, for example. He cannot carry out a long conversation, and even this brief exchange is made in broken language and incorrect grammar—just enough to get the point across.

# LOYALTY SCORE? MATE ACTIONS? HUH?

Both the grand captain of the high seas and the old salt prestige classes use concepts from the **Frog God Games** book *Fire as She Bears*. If you're using that book to resolve sailing actions—and really, you should be—everything here makes sense. If, for whatever reason, you've opted not to use that product, you can easily ignore the class features of these two prestige classes; there should still be enough other material in each class to make the class worthwhile for your PC if that's a niche you wish to explore.

**Mate's Boon (Ex):** An old salt is worth his weight in gold to a Mate aboard a ship when trouble breaks out. If a Mate has an old salt among the crew he commands, he gains a +2 bonus to checks appropriate to the task. For example, a Gunnery Sergeant Mate would gain a +2 to his ranged attack roll while a Navigator would gain the bonus to Knowledge (geography) and Profession (sailor) checks made to navigate the ship. An individual Mate can only receive one such bonus, even if he commands more than one old salt. At 5th level, the bonus increases to +4.

**Repel Boarders (Ex)**: An old salt is an expert at shipbased combat. When fighting while in the rigging, he doesn't lose his Dexterity bonus to AC, even while climbing to gain a better position. In addition, if his foe has lost his Dexterity bonus due to climbing, the old salt is considered to have higher ground, even if he is physically lower in the rigging. He can take 10 on Climb checks, even while in combat or otherwise threatened. Finally, he adds his class level to Climb checks made to navigate ship's rigging, to Acrobatics checks to swing through the rigging, and other skill checks as deemed appropriate by the GM.

**Extraordinary Sailor (Ex):** The old salt is a master of the sea, and it seemingly bends to his will. He takes only half the standard penalty from high winds (see *Fire as She Bears* by **Frog God Games**); if he has the Storm-Tossed Gunnery feat from *Fire as She Bears*, the penalties are instead reduced to one-quarter normal (rounded down). He may always take 10 on Profession (sailor) checks, even when threatened or under pressure.

# CHAPTER NINE EQUIPMENT

# Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Failure	Speed 30 ft.	Speed 20 ft.	Weight
Light Armor								
Naval Dress Armor	25 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lbs
Padding Armor	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lbs
Sharkhide shirt	50 gp	+3	+4	-1	15%	30 ft.	20 ft.	18 lbs
Tulita Leaf Armor	500 gp	+3	+5	0	15%	30 ft.	20 ft.	20 lbs
Wooden Armor	20 gp	+3	+3	-1	15%	30 ft.	20 ft.	25 lbs
Medium Armor								
Armored Coat	50 gp	+4	+3	-2	20%	20 ft	15 ft	20 lbs
Sharkhide Armor	50 gp	+5	+3	-3	20%	20 ft.	15 ft.	25 lbs
Shield								
Body Shield	30 gp	+4	+2	-10	50%		_	45 lbs
	50 gp		12	10	5070			15

# Armored Coat

This leather coat is often worn over naval dress armor by officers, along with pirate captains and others seeking more protection from weapons but wish to quickly escape the armor if washed overboard.

The coat can be donned or removed with a move action. If worn over other armor, use the better AC bonus and worse value in all other categories. An armored coat has no effect when worn with heavy armor. If wearing magical armor and a magical armored coat, only the coat's magic effects apply until removed.

# Body Shield

This thin koa wood shield is the length of a person or more, and acts like a tower shield in all regards, including the encumbrance penalty.

**Special:** An additional function, when placed into the water it acts like a long board vehicle. The natural saps found in the wood provide some traction for those who would stand upon it but provide no other game effect.

# Naval Dress Armor

The naval dress armor is more appropriate for uniformed sailors, fancy pirate outfits, and other more distinguished individuals. While wearing the naval dress armor, you gain a +2 circumstance bonus to Diplomacy and Intimidate skill checks to influence a person from that organization.

# Padding Armor

Representing most sailors' rough-and-tumble clothes, and usually made out of discarded sails, burlap sacks and other sturdy materials, padding armor offers little protection but is better than no armor at all.

# Sharkhide Shirt and Sharkhide Armor

These two sets of armor act the same as hide armor of the same name, except made from sharkskin. Because of the hide used in making it, whenever the wearer is grappled by hand the grappler will sustain 1 slashing damage for each round the grapple continues.

# Tulita Leaf Armor

The Tulita adapted the elvish techniques for treating leaves to make armor for themselves. Leaf armor is always masterwork quality and has the same game statistics as masterwork studded leather, except it contains no metal.

# Wooden Armor

The Tulita treat wood plates and attach them to a leather suit, to make water safe armor that is more resistant than leather alone. The armor is buoyant and has no armor check penalty for swimming.

# WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type <sup>2</sup>	Special
Light Melee Weapon								
Cup-Hilt Dagger	50 gp	1d3	1d4	19-20/x2	—	P or S	1 lb	—
Docker's Hook	6 gp	1d4	1d6	x2	_	2 lbs	S	trip
Hook Hand	10 gp	1d3	1d4	x2	_	1 lb	S	disarm
Dne-Handed Melee Weapons								
Adze	_	1d4	1d6	19-20 x2		2 lbs.	S or B	fragile
wo-Handed Melee Weapons								
Pouwhenua (short spear)	_	1d4	1d6	x3	_	6 lbs	Р	brace, double, monk
Pouwhenua (quarterstaff)	1d4	1d6	x2		6 lbs	В	double, monk	
lartial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	<b>Type</b> <sup>2</sup>	Special
ight Melee Weapons								
Conch Gauntlet	20 gp	1d4	1d6	19-20/x2		2 lb	S or B	Fragile
Dne-Handed Melee Weapons								
Belaying Pin	_	1d4	1d6	x2	10 ft.	3 lbs	В	_
Club, Sharktooth	5 sp	1d4	1d6	x3		3 lbs.	B or S	_
Cup-Hilt Rapiers	75 gp	1d4	1d6	18-20/x2		Р		
leku (War Oar) 1h	15 gp	1d6	1d8	x3		8 lbs	S	_
wo-Handed Melee Weapons								
leku (War Oar) 2h	15 gp	1d6	1d8	x4	_	8 lbs	S	reach
xotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	<b>Type</b> <sup>2</sup>	Special
ight Melee Weapons								
Battle Poi	5 gp	1d3 fire	1d4 fire	x2	—	2 lbs	fire	—
Bracers, Coral	30 gp	1d4	1d6	x3	—	2 lbs.	S	Bonus to AC, rake (see below)
Spined Sea Whip	25 gp	1d3	1d4	x2		1 lb.	S	Trip
Urchin Spine Bracers	50 gp	1d4	1d6	х3		2 lbs.	Ρ	Bonus to AC, rake (see below)Ranged Weapo
Net	20 gp	_	_		10 ft.			—
wo-Handed Melee Weapons								
Tewhatewha 15 gp	1d4/1d4	1d6/1d6	x3	_	8 lbs.	P or B		brace, double
ne Handed Firearm								
Highway Pistol	2,350 gp	see chart	see chart	5 ft.	3 lbs	B and P	_	
anged Weapons								
Irchin, Throwing	10 gp	1d4	1d6	x2	10 ft.	1 lb.	Р	See below

<sup>2</sup> A weapon with two types is both types if the entry specifies "and," or either type (wielder's choice) if the entry specifies "or."

## Adze

This small axe-like tool consists of a wide blade or stone or shell, set into hefty wooden shaft. It is usually used to carve wood sculptures or boats, however it can be effectively wielded in combat.

#### Features: fragile

## Battle Poi

Poi is the performance art of dancing with weighted chains. The battle poi is an adaption of the Tulita, whereby the chain's weighted ends are whale oil-soaked torch heads. A battle poi is a two-handed exotic weapon.

**Benefit:** While the flaming weights look impressive, their true purpose isn't to burn the opponent, but instead it is used to distract them. So long as the flames are lit they provide the wielder a +4 bonus to Bluff checks to attempt to feint in combat. Furthermore, on a confirmed critical hit, the additional damage is considered fire damage.

In addition to dealing bludgeoning damage, the weights can be used to make range disarm or trip attacks.

Igniting the weights is a standard action, weights burn for 2d6 rounds before the oil burns out. The flames burn with the brightness of a torch and similarly, can be used to ignite flammable objects. Extinguishing the flames requires a full-round action.

## Belaying Pin

Used on most sailing ships, belaying pins are readily available weapons for self-defense as well as for dispensing disciplinary measures. A belaying pin functions as a club.

# Conch Gauntlet

These gauntlets are fashioned from hard conch shells bearing sharp ridges that stud the back of each hand.

**Benefit:** The wielder can choose to inflict either slashing or bludgeoning damage.

**Special:** Fragile. Weapons and armor with the fragile quality cannot take the beating that sturdier weapons can. A fragile weapon gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon. If a fragile weapon is already broken, the roll of a natural 1 destroys it instead. Masterwork and magical fragile weapons and armor lack these flaws unless otherwise noted in the item description or the special material description.

## **Coral Bracers**

These bracers made of jagged coral strapped to tanned whale hide are wrapped around the wielder's forearm. Anyone trained in their use gains a +1 shield bonus to their AC while they are equipped.

However, when a wearer of coral bracers takes the flurry of blows action and two or more attacks in the flurry succeed, she receives an additional rake attack against the same foe as a free action. The -2 flurry penalty applies to this attack. If successful, the coral of the bracers drags across the enemy's flesh, leaves gouges, and inflicts an additional 1d6 points of slashing damage. A *Mai'kal* (Tulita monk) may wear these bracers (and gain the shield bonus) without losing their class abilities.

# Cup-Hilt Dagger

Sometimes called a *main-gauche*, this dagger actually has a large triangular hand-guard and quillons. When using a cup-hilt dagger and fighting defensively, using total defense, or using Combat Expertise and taking a penalty of at least –2 to your attack, you gain an additional +1 dodge bonus to AC. This bonus stacks with the bonus for using a cup-hilt rapier. **Price:** 50 gp.

# Cup-Hilt Rapier

The cup-hilt rapier has quillons as well as a large bell-shaped guard over the hand. This guard can be used defensively in combat. When using a cup-hilt rapier and fighting defensively, using total defense, or using Combat Expertise and taking penalty of at least -2 to your attack, you gain an additional +1 deflection bonus to AC. This bonus stacks with the bonus for using a cup-hilt dagger. When using a cup-hilt rapier and using the Attack with Opposition or Stop-Thrust feats (see **Appendix 5: The Book of Indulgences** in the Razor Coast Core Book for more details) for more details), you gain a +2 bonus to AC against your opponent during that action. **Price:** 75 gp

## Docker's Hook

Theses common instruments used by dockhands to help load and unload cargo are shaped like a fishhook attached to a perpendicular handle. It is treated as a Sickle.

## Highway Pistol

Smaller and lighter than a normal pistol, the highway pistol trades concealment for more limited range, but also opens up access to new feats, specific to the weapon, as well as to new uses of existing skills. See **Chapter 10** for more details.

**Special:** The damage dealt by a highway pistol decreases by 1d4 for every range increment after the first, to a minimum of 1d4. Normal range increment penalties also apply.

		10 Feet Dmg				
Highway Pistol	3d4/ 19-20x3	2d4/x3	1d4/x3	1d4/x2	1d4/x2	1d4/x2

**Size:** Normally, without a holster, you can only carry four pistols at one time: one in each hand and two through your belt. A highway pistol is smaller and lighter, allowing you to fit three through your belt.

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**Concealment:** Normally, pistols are too large to conceal using the Sleight of Hand skill. Not so with a highway pistol. A highway pistol grants a +2 to Sleight of Hand checks used to conceal it, but this incurs a -1 penalty to attack rolls.

# Hook Hand

Those who lose a hand and have no recourse to magical healing may resort to using a hook.

Your opponent cannot use a disarm action to disarm you of a hook hand. Hook hands generally do not interfere with routine activities but you cannot use another weapon two-handed if you have a hook hand attached. You cannot use any type of weapon if both your hands are hook hands, and you may have trouble with routine activities.

It takes 1 minute to attach or detach a hook hand.

# Ieku (War Oar)

Adapted from the oars used with their canoes, the Tulita adapted this weapon for self-defense against mainland foes. This 6-foot oar has a hardened paddle, sharpened for use as a bladed polearm. It grants reach, while choking up more on the handle allows the wielder to use it like a battle-axe.

## Net

Anglers most often use nets, but desperate or skilled individuals use nets in combat to entangle their enemies. This has become a popular weapon of bounty hunters and slavers.

# Pouwhenua (Carved Staff)

These fighting staffs are elaborately carved and decorated with images of family ancestors, spirits, animals, and scenes from nature. They possess a broad head for potent impact when striking. Pouwhenua are fighting staffs that are long-handled with a club-like broad head for striking on one end and a sharpened point on the other. This weapon can be used a double weapon (with all associated benefits and penalties), one end acting like a quarterstaff and the other as a spear; or as either weapon. A plain pouwhenua is free to acquire, but an elaborately carved staff costs a minimum of 100 gp.

# Sharkstooth Club

These clubs, also called leiomano by the Tulita, are usually made of koa wood, which is incredibly sturdy but lightweight. The sides of the club are then studded in ridges or rows of sharks' teeth. Any feats the wielder possesses that apply specifically to the club (such as Weapon Focus) also apply to the sharkstooth club. Some times weapon-makers insert a dagger into the hilt of the club.

# Spine Sea Whip

This weapon is a roughly 7-foot long braid of seaweed. Embedded in the end are anywhere from 12 to 18 sea urchin spines. This weapon is a light exotic weapon, deals 1d4 damage for Medium creatures, and — unlike a standard whip — can affect creatures wearing armor as normal. Any feats that apply to a standard whip (such as Exotic Weapon Proficiency) also apply to the spined sea whip. Unlike the standard whip, the spined sea whip does not have reach it threatens at 5'.

# Tewhatewha

This double weapon is favored by many Tulita warriors. Entirely carved from one solid piece of wood, one end resembles a fat flattened axe-shaped blade about half a foot wide. The head rests atop 5-foot shaft that tapers into a sharpened point. From a cord tied through holes in the bottom of the axe-head dangle brightly colored feathers used to distract opponents. Sometimes designs were carved into the wide flat portion of the head. While the weapon looks like an axe, it is instead wielded making forward strikes and counter attack slashes

**Tulita Affinity:** Tulita warriors treat tewhatewha as martial weapons.

# Throwing Urchins

The carcasses of dozens of giant barbed sea urchins wash up daily in Kai Bay. Intact urchins are coated in koa resin and left to bake in the sun for days. Thereafter they make vicious throwing weapons. The spines of one of these urchins splinter in the flesh of a foe, causing terrible pain. Anyone struck with a throwing urchin suffers a -1 penalty to attacks, saves and skill checks until receiving a DC 20 Heal check to painstakingly remove the shards (which takes 1 minute), or the application of curative magic. This penalty may stack from multiple urchin spine wounds, but never exceeds -4.

# Urchin Spine Bracers

These bracers are identical to coral bracers except they are studded with dozens of sea urchin spines. The spines of one of these urchins splinter in the flesh of a foe, causing terrible pain. Anyone struck with the bracers suffers a -1penalty to attacks, saves and skill checks until receiving a DC 20 Heal check to painstakingly remove the shards (which takes 1 minute) or curative magic is applied. This penalty may stack from multiple urchin spine wounds, but never exceeds -4.

# OTHER EQUIPMENT

# Common Equipment on the Coast

On the docks as well as throughout Port Shaw, characters may purchase numerous products from overseas: exotic fruits and vegetables, strange alcoholic spirits from island kingdoms thousands of leagues away, the latest fashions from the East and West, supplies for whaling, fishing and any other nautical pursuits, and any daily amenities. In addition to all the equipment found in the Pathfinder Roleplaying Game, Chapter 6, dockside chandlers also sell the following items:

#### Ambergris

This valuable substance, harvested from the intestines of sperm whales, is used to make perfumes. It is very rare and difficult to obtain, and a gallon usually runs at least 30 gp.

#### Baleen

The comb-like filters located in the mouths of baleen whales, once cut into strips, make hoop skirts, umbrellas and combs. The going price is 10 gp per foot.

#### Cigars

Locally produced Tulita cigars are priced at 1 gp per cigar. High quality imported Montrose cigars are valued less at 5 sp each. The cheapest and often only option for most sailors and whalers is the poorly made Jeagervilles, priced at a bargain 2 cp each. Tobacco plantations inland from Port Shaw, many owned by Barrison Hargrove, produce most of these cigars.

#### Fine Tea Leaves

Green (1 gp per ounce), black (5 sp per ounce), chrysanthemum (4 gp per ounce), and Heaven's Leaf (10 gp per ounce) are all available.

#### Ice

Freshly chipped from the bergs, this ice can be purchased for 2 gp per pound.

## Kava Root Extract

This pulped root is a potent muscle relaxant used by the Tulita in religious rites and for recreation. It costs 3 sp per ounce. Anyone who ingests kava takes 1d6 nonlethal damage (Fort save DC 15 for half damage); however, it also acts as a *potion of slow poison*.

#### Sextant

This item is a necessity on board any vessel and used to determine course and heading when no land is in sight. Any Profession (sailor) check made at sea by a character without a sextant takes a -8 modifier. A masterwork sextant gives any character a +5 to their Profession (sailor) check. A sextant costs 35 gp, a masterwork version costs 150 gp.

## Sperm Oil

Burning hotter than whale oil (see below), sperm oil is often used to work metals. It also makes a very effective lubricant for anything with moving parts and can be applied to swords, firearms and metal tools to protect them from rusting in the Razor Coast's balmy environment. Sperm oil costs 10 gp per gallon.

## Tar

A bargain at 3 sp per gallon, tar is a commodity to any shipwright or captain. The black greasy substance is applied to hulls, planks and masts to protect them from the salt water and blistering sun.

## Whale Oil

Used to light lamps and lanterns, the need for this substance is what fuels the aggressive whaling trade of the region. Whale oil is 5 gp per gallon, and each gallon yields five flasks.

# ILLICIT ITEMS

In the lawless lands of the Razor flows a steady stream of illicit contraband. Profitable substances such as drugs and poisons are all readily available and freely traded. In addition to those listed in the Pathfinder Roleplaying Game, the Razor Coast boasts number of other substances not found elsewhere in the world.

## Drugs

While the Razor Coast is well known for the hallucinogenic leaves that grow on the Isle of Maht, there exist a few other, lesser-known drugs.

## DRAGONSMOKE

Type inhaled; Addiction moderate, Fortitude DC 16 (or voluntary to feel the effects); Price 25 gp

**Effects** 1 hour; +1d2 temporary Wisdom, +2 alchemical bonus on Fortitude saves verses fatigue. The smoke deals 1d4 Int damage and causes delusions

#### DESCRIPTION

The effects of dragonsmoke alter the user's thoughts and perception of reality, causing disorientation and hallucinations accompanied by intense euphoria and a pervasive sense of wellbeing. While affected, the character suffers from *lesser confusion*. Will save negates the secondary effect for that round.

## Sarpa Heads

- Type ingested; Addiction none; Fortitude DC 19 (or voluntary to feel the effects); Price 90 gp
- **Effects** 1d4 days; 2d4 Wisdom plus the ability to see ethereal objects. The drug deals 1d3 points of Dexterity and 1d2 points of Charisma damage, plus a 25% chance of being affected as if under the effects of a *nightmare* spell.

#### DESCRIPTION

When eaten, the head of a sarpa fish triggers intensely vivid delusions which users describe as being able to see into another world or parallel reality., While many describe the effects as pleasurable, some take a darker course in which the individual suffers from horrid and terrifying

visions. Tulita shamans have been known to boil down the heads into a broth which they use as a medicine. The effects of the broth are far more mild, and last only for a few hours.

## UNGICHI OYSTER

Type ingested; Addiction low; Fortitude DC 14 (or voluntary to feel the effects); Price 125 gp

**Effects** 1 hour; +1d4 Constitution. Following the primary effects, the user becomes *exhausted*.

#### DESCRIPTION

Ungichi oysters were traditionally consumed by Tulita deep water spear fishermen to help them hold their breath on long dives. Their popularity has since spread to colonists, largely through whorehouses who tout it to their patrons as an aphrodisiac.

## Poisons

## DART FROG VENOM

Name	Туре	Initial Dmg	Secondary Dmg	Price
Dart frog venom	Injury or ingested DC 19	1d3 Con	1d6 Con	1500 gp

The venom from this small tree frog is highly toxic, capable of killing a healthy human in a matter of hours. When threatened, the frog excretes the toxin, making it unpalatable to predators. A well-trained handler can harvest two doses of the venom from a single frog per day, with a successful DC 20 Craft (poison) check.

# VEHICLES

## Simple Vehicles

## LONG BOARD

Squares 1 (5 ft x 10 ft) Cost 50 gp

#### DEFENSE

AC 9; Hardness 5 hp 30 (oars 20, if any) Base Save +0

#### OFFENSE

Maximum Speed 30 ft. (muscle); Acceleration 30 ft. CMB +1; CMD 11 Ramming Damage 1d8

#### STATISTICS

Propulsion muscle or currentSailing Check Survival (when using muscle); Profession (sailor) (when using current)

Control Device oars

Means of Propulsion 1 oars Crew 1 Decks 1 Cargo/Passengers up to 1 passenger

#### OUTRIGGER CANOE

Squares 1 (5 ft x 15ft to 30ft) Cost 450 gp

#### DEFENSE

AC 9; Hardness 5 hp 30 (oars 20, if any) Base Save +0

#### OFFENSE

Maximum Speed 30 ft. (muscle); Acceleration 30 ft. CMB +1; CMD 11 Ramming Damage 1d8

#### STATISTICS

Propulsion muscle, sail, or current

**Sailing Check** Survival (when using muscle); Profession (sailor) (when using current or sailing)

Control Device oars

Means of Propulsion 1 oar

Crew 1 to 3

Decks 1

Cargo/Passengers up to 2000 lbs/3 passenger

**WAR CANOE** Squares 1 (30 ft x 130ft) Cost 2,250 gp

## DEFENSE

AC 2; Hardness 8 hp 30 (oars 20, if any) Base Save +0

#### OFFENSE

Maximum Speed 30 ft. (muscle); Acceleration 30 ft. **CMB** +8; **CMD** 18 Ramming Damage 4d8

#### STATISTICS

Propulsion muscle or current

**Sailing Check** Survival (when using muscle); Profession (sailor) (when using current)

Control Device oars

Means of Propulsion 1 oar

**Crew** 80

**Decks** 1

Cargo/Passengers up to 8 tons/80 passengers

# Sailing Ships

For those enterprising souls who wish to make their own way as merchant captains, sailors, freebooters, smugglers, or even as feared pirates; their first stop is the docks to enquire about a ship. The following ships are available for sale on the docks to any who possess the coin.

## Rita

Once owned by Harok McFarrows, he named this simple and sturdy fishing sloop after his late wife. Harok's cousin Relgin is auctioning the *Rita* because Harok awaits the gallows and Relgin is no seaman. Rumors of a curse on Harok and his family make the ship a difficult sell, and Relgin recently lowered his asking price to a pittance.

#### Cost: 1,500 gp

## Baron of the Tide

This sleek darkwood freighter once belonged to the infamous smuggler Baron Desmond Shade. After his capture on the high seas through the joint efforts of *Bonedeuce's Pride* and the *Albatross* – followed by Shade's summary execution – the Dragoons now own the *Baron of the Tide*. Gregory Bonedeuce seeks to sell the ship in order to fill the Dragoons' coffers. The *Baron* handles extremely well and is faster than any other ship on the Razor save the *Quell's Whore*; however, the vessel lacks both armament and the endurance to withstand cannon or tentacle.

Cost: 9,550 gp.

#### Salvation

A large cog freighter, the *Salvation* once carried grain, flour and vegetables to far-off colonies. She is seaworthy and very sturdy. Never a ship to carry valuable cargoes, no one ever bothered to outfit the *Salvation* with cannons.

#### Cost: 12,000 gp

## Black Rider

Among the more infamous ships to sail the Razor in recent years, the *Black Rider* was a slaver, responsible for over three decades of misery ferrying unfortunate captives to Carcass. The docks and taverns buzz with the tale of how Bethany Razor, Captain of *Quell's Whore*, boarded the *Black Rider* last month, slew the crew and liberated the captives. Bethany and her crew steered the slave ship back to Port Shaw, and now Captain Razor looks to sell it. Black Rider is very durable but also slow. Her helm was designed for the flea-bitten orcs who piloted her, and only someone of considerable strength can steer her. The Black Rider mounts no cannon, but her former owners outfitted the ship with two large ballistae. Bethany's asking price is not high, and she feels obligated to warn any prospective purchaser that, with the capture of the Black Rider being so recent, many captains remain unaware she changed hands.

Until the *Black Rider's* capture, even the Dragoons held standing orders to fire upon and board the vessel on sight. Thus, Dragoon frigates returning from long-range patrols likely have yet to receive news of the *Rider's* capture, and trouble might ensue.

On the other hand, the ship's nefarious reputation may prove useful if the future owner plans to enter pirate waters. Other raiders usually give the *Black Rider* a wide berth, and are unlikely to question the intentions of anyone aboard her.

#### Cost: 10,500 gp

#### Thunderstrike

This three-masted warship saw recent action in a campaign against the Pirate Confederacy far to the Razor's east. Unable to afford repairs, her captain, Tomas Garell himself a pirate badly wounded in the fighting – seeks to sell his ship and put the grim memories of sea battles behind him. The Thunderstrike is a fine warship, outfitted with four sixers (cannons firing 6-pound balls), two on each side, and a long nine (a cannon firing a 9-pound ball) at her prow. If properly repaired, the Thunderstrike proves formidable against other warships, even if technically outclassed by Dragoon frigates. However, Thunderstrike lost a great deal of rigging in her last engagement, and this reduces her speed. Until someone pays a dry dock to repair her damage, Thunderstrike's helm answers awkwardly. With this detriment in mind, Tomas Garell is selling her for a reduced price.

Cost: 11,200 gp

# CHAPTER TEN FEATS

# A LIFE AT SEA

You have the experience of a veteran sailor.

**Benefit:** You receive a +2 bonus to any two of the follow skills: Craft (ships), Knowledge (nature), Perception, or Profession (sailor). If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. You may take this feat a second time, the bonus applying to the two other skills

# CATCH THEM NAPPING (FIREARM)

A sneaky maneuver puts your highway pistol against your enemy's exposed flesh, where a successful hit will cause substantial damage. **Prerequisite:** Dex 13, 3 ranks in Stealth or Bluff, Base Attack Bonus +4, Exotic Weapon Proficiency: firearms

**Benefit:** To Catch Them Napping, you must be within melee range and unexpectedly place the muzzle of your highway pistol against an opponent's bare flesh. After you successfully Catch Them Napping, provided you take no other attack actions, you may fire on this opponent as an immediate action, scoring an automatic critical hit should your highway pistol's ranged attack succeed. An attempt to Catch Them Napping does not normally provoke an attack of opportunity from your opponent.

There are three ways to place the muzzle of your highway pistol against the flesh of your opponent unexpectedly, and thus Catch Them Napping: feinting, sneaking, or with a concealed weapon.

*Feinting:* During combat, if you stand within melee range of an opponent and successfully feint with a melee weapon in one hand while holding a highway pistol in the other hand, you Catch Them Napping. Provided you have taken no more than a 5 ft. step to remain within melee range of that opponent for the remainder of the round, your foe starts the next round in the Catch Them Napping condition.

Alternately, you may feint with a melee weapon then draw your highway pistol as a free action using the Quick Draw feat. Due to the press of combat, apply a -4 to your ranged attack when you eventually decide to fire as part of this Catch Them Napping maneuver.

However, if opponents are still denied their Dexterity bonus to AC when you fire, there is no ranged attack penalty for firing as part of this Catch Them Napping maneuver.

*Sneaking:* If you begin the round hiding from your opponent and, as a part of a full-round action, take only a 5 ft. step to enter melee range with your highway pistol, you catch them Napping. Alternately, if you use Stealth to move silently and undetected by your opponent more than 5 ft., and end your round within melee range, you Catch them Napping.

However, if you fail your Stealth check you do not Catch them Napping and you provoke an attack of opportunity from your foe immediately upon failing the check.

*Concealed Weapon:* If you successfully conceal your highway pistol using the Sleight of Hand skill, and your opponent is flat-footed, you may make a Bluff check with a -8 circumstance penalty to draw your weapon unexpectedly and Catch them Napping. In exchange for a -1 to the attack roll, a highway pistol grants a +2 bonus on both your Sleight of Hand and Bluff checks when attempting to Catch them Napping with a concealed weapon. The Quick Draw feat adds an additional +2 to your Bluff check when attempting to Catch them Napping with a concealed weapon.

**Special:** If you Catch them Napping, but do not shoot your opponent on the same initiative round in which you Catch them Napping, when you choose to fire opponents with a higher Dexterity than you gain an attack of opportunity against you. In the case of tied Dexterity, no attack of opportunity occurs. Resolve attacks of opportunity first.

If you Catch Them Napping and the opponent is unarmed, you gain a +6 bonus to Intimidate checks against that opponent. You gain no benefits to Intimidate from using Catch Them Napping on creatures immune to critical hits.

You can only use the Catch Them Napping feat with a highway pistol.

# DANCE OF RUIN (COMBAT)

You lure your foes into attacking you, but step aside at the last moment and watch as their attack splinters or shatters an object nearby.

Prerequisites: Dodge, Dexterity 15.

**Benefit:** When you are standing adjacent to or on top of an object or piece of terrain, you may take a –4 to your AC for any one attack an opponent makes against you to lure their attack toward the nearby target. If they miss you, they must immediately make a Sunder combat maneuver check on the object or piece of terrain. If successful, shards from the Sundered object or terrain inflict 1d4 points of damage on the attacker (no save).

# Helmsman

You are most at home at the helm of a ship. When controlling the ship you and the vessel become one, and your skill as a sailor allows you to save your vessel from certain destruction.

Prerequisite: Profession (sailor) 3 ranks, Seaworthy.

**Benefit:** When manning the helm of a ship you may substitute a Profession (sailor) check for any Reflex saves made by your vessel against attacks, spells, or other effects. In addition, your vessel gains a +2 dodge bonus to its AC.

Normal: When your vessel is targeted with an effect requiring a Reflex save, your ship makes a Reflex save and may not use a helmsman's Profession (sailor) skill.

# HIGHWAYMAN (FIREARM, TACTICAL)

**Benefit:** Your utter dedication to concealed firearms grants mastery over highway pistols in combat and gives you special tricks for defending against foes also armed with them.

**Prerequisite:** Dex 15, Exotic Weapon Proficiency: firearms

**Normal:** The Highwayman feat enables two tactical maneuvers.

*Deflect Shot:* To use this maneuver, when within 5 feet of your foe employ an attack of opportunity or a readied action to knock your opponent's weapon aside, deflecting their gunfire into a second target of your choice. You make a CMB check against your opponent's ranged attack roll (rather than his CMD, as normal). If your CMB roll is higher than your opponent's, you deflect your opponent's shot into the desired target.

Use your opponent's original ranged attack roll at -5 to determine if the deflected attack hits the new target.

# THE STANDOFF

In a standoff, no combatant pulls a trigger; instead, they freeze, highway pistols pointed, just waiting to see who twitches first. All combatants are considered to have made a successful Catch Them Napping attempt and, as a result, each has an immediate action to fire against the other(s). The standoff lasts for at least one full round, during which no combatant in the standoff may fire.

## Entering a Standoff

There are three ways Catch Them Napping may create a standoff: through a readied action, during a feint, or if you get caught while sneaking up on a foe.

*Readied Action:* You can always ready an action to shoot an opponent who tries to shoot you (often with the triggers, "if she tries to shoot me with her highway pistol" or "if anyone pulls a concealed pistol"). However, if both you and your foe have the Catch Them Napping feat and your opponents are within melee range when they trigger your readied action, then you and your foe(s) enter a standoff, starting on your new initiative.

During a Feint: If an opponent within melee range feints with a melee weapon as part of an attempt to Catch Them Napping on you during combat, but you successfully Catch Them Napping with a concealed weapon before their next attack, then instead of firing, a standoff occurs, starting on the higher of your two initiatives. The reverse occurs if you feint with a highway pistol and your foe uses a concealed weapon to Catch Them Napping on you before your next attack.

*Caught Sneaking:* If, as part of an attempt to Catch Them Napping, you fail your Stealth check and your

If your opponent's opposed roll is higher, you fail to deflect the attack. In the case of a tie, the combatant with the higher total Reflex save modifier wins. If this is still a tie, make opposed Dexterity checks to resolve the tie.

*Fearless in the Fray:* To use this maneuver, when threatened by a foe's melee weapon give up your Dexterity bonus to armor class for one full round. As a full round action take careful aim and add +2 to your highway pistol attack roll and add your Dexterity bonus to your highway pistol damage roll.

**Special:** If you use the Deflect Shot maneuver to make an attack of opportunity against a foe who succeeded in a Caught Them Napping maneuver against you, then a successful Deflect Shot attack causes your opponent's gun to fire at the target of your choice whether your foe intended to shoot or not.

You can only use the Highwayman feat with a highway pistol.

opponent both has the Catch Them Napping feat and is armed with a highway pistol, then when you are within 5 ft., your opponent may choose to abruptly turn on you and initiate a standoff.

#### Breaking a Standoff

After the first round, in initiative order, combatants decide whether to use their Catch Them Napping immediate action to pull the trigger and end the standoff. Once one combatant fires, everyone in the standoff makes a simultaneous ranged attack roll to shoot their opponent, also as an immediate action. Successful attacks automatically score a critical hit.

The player with the highest attack roll takes half damage from this attack. In the case of a tie involving multiple combatants, all the players with the highest attack roll take half damage. Everyone else participating in the standoff takes damage as normal. The attacks triggered when a combatant ends a standoff do not alter any characters' initiative orders.

Alternately, on your initiative, you may decide to attack an opponent other than a foe with whom you maintain a standoff. If you do, you lose the immediate action to fire your highway pistol and instead make your attack on the other foe normally. However, your opponent(s) in the standoff still hold immediate action(s) to fire on you, and you no longer receive a Reflex save to reduce the damage from the shot(s).

There are no attacks of opportunity between the members of a standoff, and if you use the readied action from a Deflect Shot attack against a member of a standoff shooting you, you lose your immediate action to shoot against all foes in the standoff.

# FAST DEFLECT FIREARM

With an eye always on your opponent's muzzle, you react swiftly when it swings your way.

**Prerequisite:** Dex 13, **Exotic Weapon Proficiency:** highway pistol, a standoff

**Benefit:** +5 to all *Deflect Shot* attacks (see Highwayman for details) resulting from a successful attack of opportunity against a highway pistol in a standoff.

**Special:** You can only use the Fast Deflect feat with a highway pistol in a standoff.

# Improved Catch Them Napping -Firearm

You are expert at placing your highway pistol against your enemies' flesh before they can react.

**Prerequisite:** Dex 15, Catch Them Napping, Base Attack Bonus +8

**Benefit:** You receive a +2 bonus to feint and Stealth checks used to Catch Them Napping. The circumstance penalty to your Bluff checks for unexpectedly drawing a concealed weapon reduces to -6. You receive a +2 bonus on your ranged attack roll to shoot your foe after you Catch Them Napping.

**Special:** You can only use the Improved Catch Them Napping feat with a highway pistol.

# INSCRIBE MAGICAL TATTOOS (ITEM CREATION)

You can enchant the tattoos that you craft.

**Prerequisites:** Craft (calligraphy, paintings, or tattoos) 5 ranks, caster level 5th.

**Benefit:** You can create magical tattoos, magic items inked directly onto the flesh of a willing or helpless creature. Both you and the recipient of the tattoo (if the recipient is not yourself) must be present during the entire tattooing process. Magic tattoos must be placed on a part of the body normally able to hold a magic item slot, but they do not count against or interfere with magic items worn on those slots. A single slot can only hold one magical tattoo (non-magical tattoos and tattoos acquired from the tattooed sorcerer archetype do not count against this limit). Tattoos may be inscribed on the following slots: belt, body, chest, feet, hands, head, neck, shoulder, ring (up to two), or wrist. They cannot be inscribed on armor, eye, headband, or shield slots.

Magical tattoos are difficult to destroy short of killing their owners. Still, their effects can be temporarily suppressed by dispel magic or stronger spells such as break enchantment, erase spell, or mage's disjunction. The suppression lasts for the spell's duration or in the case of permanent spells, for a number of hours equal to the caster level. Physically removing a magical tattoo with a sharp instrument or defacing it with fire or acid can destroy it as well. Doing so is a full-round action that not only requires the target to be willing or helpless, but also provokes attacks of opportunity. At least 2 points of damage per caster level of the tattoo must be dealt to destroy a magical tattoo in this manner. The attacker must deliberately target the tattoo, therefore they are not destroyed as a result of spells like *fireball* that target an area or even spells that target individuals.

Magical tattoos follow the rules for magic item creation as though they were wondrous items, except that they can use the Craft (calligraphy, painting, or tattoo) skill. New magical tattoos can be researched and designed using the guidelines for pricing new magic items.

# IRON STOMACH

You can stomach with ease those situations, food, and creatures that make others queasy.

Prerequisites: +2 base Fortitude save.

**Benefit:** You are never nauseated and are immune to any creatures' abilities that rely on stench. In addition, you gain a +2 circumstance bonus to any Fortitude saves against ingested poisons or toxins.

# New Uses For An Old Feat – Quick Draw

#### **Quick Draw (Combat)**

You can draw weapons faster than most.

Prerequisite: Base attack bonus +1

**Benefit:** You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. You can draw a concealed highway pistol as a free action. Adds a +2 to your Bluff roll when attempting to Catch Them Napping with a concealed weapon. Adds a +2 to the ranged attack role used to resolve a standoff.

A Character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

**Normal:** Without the feat you may draw a weapon as a move action, or (if your base attack bonus is +1 of higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.
## MAD-TIKI (MANA)

You can temporarily increase one of your tikiman's HD, however you risk losing control of your tikiman.

Prerequisite: the ability to control two tikimen

**Benefit:** When you gain an additional tikiman, you can imbue it with a bonus number of Hit Dice equal to your Charisma modifier. However, this procedure is not without cost. Whenever you roll a 1 to determine the actions of your tikiman, the creation goes haywire and tries to hid in the shadows, stalk you and your companions, and tries to kill them all off.

**Special:** You can take this feat multiple times, each time applying the effect to a new tikiman

## MANA-EATER (MANA)

Feeding the flesh and blood of your enemies to your tikiman temporarily boosts its mana.

Prerequisite: Mana, any evil

**Benefit:** feeding your tikiman the blood or flesh of an enemy temporarily boosts its abilities as if you had a single mana point in your mana pool, even if you have exhausted your mana pool. The temporary boost lasts for 1 hour per every 3 HD of the creature sacrificed.

## ORCA'S TAIL (COMBAT)

With a great sweep of your body, you knock the legs out from under all the opponents who dare approach you.

**Prerequisites:** Improved Trip, Improved Unarmed Strike, base attack bonus +12

**Benefit:** When you make a trip combat maneuver against a foe, if you succeed you may attempt to trip another single adjacent foe as well.

## PIRATICAL NERVE

You have faced down the fury of the sea, mere men and monsters cannot inspire fear in you.

**Prerequisites:** Profession (sailor) 3 ranks, Iron Will. In addition, you must have faced near certain death at the hands of the sea (either an aquatic monstrosity, a storm of epic proportions, or a similar calamity).

**Benefit:** You gain a +4 to Will saves against mind– affecting fear effects. In addition, you cannot be coerced or shaken through the use of the Intimidate skill under any circumstances.



## PISTOL WHIP

With a flip of your wrist you grab your pistol by the muzzle and make melee attacks.

Prerequisites: Quick Draw

**Benefit:** As a free action, you reverse a light or small pistol in your hand and attack with the butt as if it were a light mace or a special monk weapon.

**Special:** You can choose to deliver nonlethal damage with the butt of a highway pistol, but still incur the normal -4 penalty to do so.

## QUICK CHANGE

You may change forms in the blink of an eye, flesh flowing like quicksilver.

**Prerequisites:** Level 6+, must possess the alternate form ability, or the ability to change shape (such as the doppelgangers shapechange ability, a *polymorph* spell, or a druid's wild shape class feature).

**Benefit:** You may change shape or form as a swift action as opposed to a standard action. Pick one animal form only. This feat can be taken multiple times, each time choosing a different animal.

## Seaworthy

You have spent a great deal of your life on the high seas and a seafarer's life is second nature to you.

**Benefit:** You gain a +2 competence bonus to all Profession (sailor) checks. In addition you gain a +2 circumstance bonus to all Acrobatics checks made to balance while onboard a seafaring vessel of any kind, and a +2 circumstance bonus to all vision–based Perception checks made at sea.

## Sewer Pirate

You spend a majority of your time in the sewers and have mastered the nuances of this dark, winding, and unpleasant smelling environment.

**Benefit:** When in a sewer, you gain a +4 circumstance bonus on Perception and Survival checks. In addition, whenever you make a Survival check to avoid getting lost, you may roll twice and take the better of the two results.

## SHAPECHANGE CASTING

You have learned to harness magical energies irrespective of your current physical form.

**Prerequisites:** Must possess the alternate form (or similar) ability, caster level 1st

**Benefit:** You can complete the verbal and somatic components of spells while in an alternate form. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

Furthermore, you can use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in an alternate form if that form cannot naturally speak.

## Skilled Swimmer

You have a certain grace in the water that most other swimmers lack without being raised in the water or spending most of their life there.

Prerequisite: 5 ranks in Swim

Benefit: You gain +4 to all swim checks against fatigue.

## Skilled Swimmer, Improved

Others marvel at you style within the water, you move as the fish do, unimpeded by the water.

Prerequisite: 10 ranks in Swim, Skilled Swimmer

**Benefit:** You only go underwater if you fail a Swim check by 10 or greater .

## STEPPING FEINT

You are skilled at using footwork in harmony with your attacks in order to trick an opponent as you close with them.

Prerequisite: Int 13, Combat Expertise, Improved Feint.

**Benefit:** You may feint as part of a move action spent to move up to your base speed, allowing you to close the distance to your opponent and feint at the same time. You may not use Stepping Feint on a move action in which you are drawing a weapon, as part of a charge, or as part of an attempt to Get the Drop (see the Sinister Indulgence Brace of Pistols for more on this feat) on your foes.

Normal: Using Improved Feint allows you to feint as a move action.

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## Swim-By Attack (Monster, Fighter)

You can move before and after it makes an attack while swimming.

Prerequisite: Swim speed.

**Benefit:** When swimming, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round it makes a swim-by attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

## TRANCE DANCER

The call of the drums takes you far beyond this place and time. The fight is just a dream unfolding in slow motion around you and your mind and body cannot be overwhelmed.

**Prerequisites**: Iron Will or Still Mind class feature, Perform (dance) 4 ranks

**Benefit**: As a full-round action, you can attempt to focus your thoughts to resist the effects of negative physical conditions including becoming dazed, exhausted, fatigued, or stunned. Furthermore, you can stave off the personal effects of enchantment magic. Your immunity against the effects of these conditions lasts for as long as you can maintain the dance, however after the trance ends, you suffer the full effects of any conditions or enchantments. You can attempt to perform the dance with a successful perform (dance) skill check. The DC of this check is equal to the DC of the effect targeting you +1 per each additional round you attempt to fight the effect. A failed check ends the performance.

## WAVE SLIDING

Centuries before the coming of the foreigners Tulita's mastered the art of using wooden planks, small canoeseven their own bodies to riding the waves.

#### Prerequisites: Survival +4, Swim +4

**Benefit:** Using the natural motion of the wind and sea, you can coast along with the movement of water. Wave sliding allows you to rapidly travel along with the direction of a wave or current, either with a canoe, wave board, or with your body.

Determine water movement in terms of its velocity (speed and direction). Water follows the general movement of the tides, going either towards or away from the coast, however you can also travel freely through magically created currents. On average, wave sliding allows you to travel through water at about 60 ft. per round. While varying water conditions can increase speeds up to 300 ft. per round, rough seas or stormy weather can make travel even more difficult.

#### WAVE SLIIDING

Base Speed	Hour	Day	Conditions	Swim DC			
30 ft	3 mile/hour	24 miles/ 8 hours	Calm Water	DC 10			
60 ft	6 mile/hour	48 miles/ 8 hours	Rough Water	DC 15			
90 ft	9 mile/hour	72 miles/ 8 hours	Stormy Water	DC 20			
120 ft	12 mile/hour	96 miles/ 8 hours	Stormy Water	DC 25			
150 ft	15 mile/hour	120 miles/8 hours	Stormy Water	DC 30			

Wave sliders can move perpendicular to the wave's direction with a successful Swim check (difficulty per composure of the water), the wave slider takes a move action at the speed of the wave along the length of the wave.

If using a watercraft, you replace the Swim skill check with an Acrobatics Skill check.

# CHAPTER ELEVEN SPELLS

## BUOYANCY

School Transmutation; Level Sorcerer/Wizard 2

**Components** V, S, M (a piece of nautilus shell worth at least 20 gp)

Casting time 1 standard action

Range Medium (100 ft. + 10 ft./level)

Target One creature

Duration 1 round/level

Saving Throw Yes (Fort negates); Spell Resistance Yes

This spell makes the target creature either more buoyant or less buoyant in water, and moves the creature up to the surface by 20 feet per round, makes it neutrally buoyant, or sinks it by 40 feet per round, as the caster directs. It provides no protection against the bends or against the cold of the depths and can be used offensively to sink foes into the oceanic abyss. In this case, the target creature is entitled to a saving throw to negate the effect. Even if it fails, it can use its own movement to counteract partially the rising or falling movement of the spell.

If cast on a friendly creature, this spell's ability to generate neutral buoyancy makes it possible for creatures carrying heavy gear not avoid sinking to the seafloor.

## DEEP DIVE

School Transmutation; Level: Sorcerer/Wizard 5

**Components** V, S, M (a manganese nodule from the seafloor worth at least 50 gp)

Casting time 1 standard action

**Range** Touch

Target One creature per two levels

Duration 1 hour/level

#### Saving Throw: None; see text (harmless); Spell Resistance: Yes

This spell grants the target creatures immunity to the effects of deep water, including immunity to all normal cold (and resist 10 versus magical cold) as well as darkvision to 120 feet and immunity to the bends and surfacing effects.

## PRIMAL WARRIOR

School Transmutation Level Druid 3, Ranger 3 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

A feral gleam fills your eyes when you cast this spell as primal instinct guides your actions. While under the influence of this spell, you cannot take any action requiring higher thought, such as casting spells, using magic items or making Intelligence-based skill checks. When you make melee attack rolls and weapon damage rolls with a simple weapon, natural weapon or an unarmed strike you may add your Wisdom modifier as an attack and damage bonus in addition to your Strength modifier. This bonus also applies to rolls made to confirm critical threats you score. You may also add your Wisdom modifier as an attack bonus to your CMB when you make grapple attacks, bull rush attacks or overrun attacks. Whenever an enemy leaves your threatened area, you may make an attack of opportunity against that enemy, even if you would not normally be entitled to do so. The extra damage from your Wisdom modifier is not multiplied on a critical hit, but is added to the total.

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## RAIN OF PUMICE

School evocation; Level Druid 2, Sorcerer/Wizard 2

Casting Time 1 standard action

**Components** V, S, M (a fist-sized chunk of pumice from a volcano)

Range Medium (100 ft. + 10 ft./level)

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level

Saving Throw Reflex partial (see text); Spell Resistance Yes

Magical glass and porous stones, spit from a volcano's heart, rain down upon casting this spell, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. The pumice liquefies upon contact with the ground and becomes a sticky morass of fast-drying concrete. The entire area is treated as difficult terrain. Any creature in the area that does not move or takes only a 5 ft. step during its turn must make a Reflex save or they are stuck to the concrete. Creatures trapped in this manner cannot move and take a -2 penalty on attack rolls and a -4 penalty to Dexterity. Huge and larger creatures as well as flying creatures cannot be stuck to the concrete.

Creatures stuck to concrete can break free by making a DC 17 Strength check or by dealing 15 points of damage to the concrete with a bludgeoning weapon. Creatures striking at the concrete do not need to make an attack roll. Hitting the concrete is automatic, after which the creature that hit makes a damage roll to see how much damage he dealt to the concrete. The concrete dissolves into water when the spell expires, and all stuck creatures are freed.

## **ROGUE WAVE**

School transmutation (water); Level Cleric 2, Druid 2, Sorcerer/Wizard 3

Casting Time 1 standard action

Components V, S

Range Medium (100 ft. + 10 ft./ level)

Area Water in a volume of 5 ft./level x 5 ft./level x 1 ft./level

**Duration** Instantaneous

Saving Throw Reflex partial (see text); Spell Resistance No

You create a wave of water that travels in a direction designated by you. The wave continues moving in that direction until it reaches its maximum range at which time the wave suddenly dissipates. Living creatures struck by the wave are subject to a bull rush attack. Its CMB for bull rush checks uses your caster level in place of its base attack bonus, with a +7 bonus for its Strength score (25), and a +8 bonus for being Colossal. The wave acts as stormy water for creatures making Swim checks. Living creatures standing upright in the water are subject to the bull rush attack and a trip maneuver using the same CMB as the bull rush attack. The wave cannot capsize a boat or ship; however all creatures aboard the vessel are also subject to a trip maneuver. Creatures adjacent to a solid object, such as a railing or a mast, gain a +2 bonus to their CMD to resist the trip attack. Creatures that are tripped in vulnerable locations, such as atop a crow's nest or along the ship's outer railing, are thrown overboard or hurtled to the ship's deck unless they make a Reflex save.

## SECOND SIGHT

School divination; Level Cleric 1, Sorcerer/Wizard 1, Witch 1

Casting Time 1 immediate action

Components V

Range touch

Target creature touched

Duration 10 minutes/level or until discharged

Saving Throw Will negates (harmless); Spell Resistance Yes (harmless)

The subject glimpses the outcome of future events. The subject may reroll an initiative check that he just made. The subject must take the results of the second roll, even if it is worse. The subject can reroll an additional initiative check for every six levels you have (maximum 4 checks at 18th level). The spell ends when the subject runs can no longer reroll an initiative check. If the subject suffers a cumulative -1 penalty on all initiative checks, including the second one, for each successive casting beyond the first.

## SPIRITUAL INTERVENTION

**School** divination; **Level** Cleric 1, Druid 1, Inquisitor 1, Paladin 1, Ranger 1, Summoner 1, Witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

**Duration** 1 minute/level

Saving Throw Will negates (harmless); Spell Resistance Yes (harmless)

You call upon ancient spirits to alert the subject to danger on the battlefield. Whenever an enemy makes an attack of opportunity against the subject, the subject gains a +2 insight bonus to AC against that attack of opportunity with an additional +1 to the bonus for every six levels you have (maximum +5 insight bonus at 18th level).

## Тавоо

School enchantment (compulsion) [mind–affecting]; Level Sorcerer/Wizard 4, Witch 4

Casting Time 1 standard action

Components V

Range Close (25 ft. + 5 ft./2 levels)

Target One living creature

Duration 1 round/level

Saving Throw Will negates; Spell Resistance Yes

You implant a false memory in the subject's mind. The subject believes that he committed an unspeakable act beyond forgiveness. For the duration of the spell, the subject fixates on the act and its consequences. The subject's reaction depends upon the false memory chosen. You can implant one of the following transgressions into the subject's mind.

*Cannibalism*: The subject believes that he ate another member of his race or species. The subject becomes nauseated.

*Incest:* The subject believes that he had an intimate relationship with a family member. The subject becomes confused.

*Kin Slayer*: The subject believes that he killed a family member. The subject becomes frightened.

The spell has no effect if the implanted memory is an accepted practice within the subject's culture. At the GM's discretion, you may implant other false memories with similar effects.

## WALL OF CORAL

School conjuration (creation); Level Druid 4

Casting Time 1 standard action

Components V, S

Range Medium (100 ft. + 10 ft./level)

Effect coral wall whose area is up to one 5-ft. square/level (S)

**Duration** instantaneous

#### Saving Throw see text; Spell Resistance No

This spell creates a reef-like barrier of tightly packed, jagged coral. The wall must rest upon a firm foundation. Any creature forced against a *wall of coral* takes slashing damage equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an AC of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.) Any creature making deliberate physical contact with the wall must make a Reflex save to avoid taking slashing damage from the wall. Any creature that takes damage from the wall must also make a Fortitude save or contract **reef rash**, (disease—contact; *save* Fort; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Cha damage; *cure* 2 consecutive saves).

A *wall of coral* is 1 foot thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Each 5-foot square of the wall has hardness 8 and 12 hit points per foot of thickness. A *wall of coral* in direct contact with water has 15 hit points per foot of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per foot of thickness; however doing so requires the creature to make a Reflex save to avoid taking slashing damage from the wall.

It is possible, but difficult, to trap mobile opponents within or under a *wall of coral*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

## WATERTIGHT

School conjuration (creation) [water]; Level Cleric 2, Druid 2, Sorcerer/Wizard 2, Summoner 2, Witch 2

Casting Time 1 standard action

Components V, S

Range Close (25 ft. + 5 ft./2 levels)

Area one 5 ft. square + 1 sq. ft./level (S)

Duration 1 hour/level

Saving Throw Will negates (object); Spell Resistance No

You create an invisible seal that prevents water from passing through it. The seal must be anchored to two or more solid and diametrically opposed points and be large enough to completely fill the breach, otherwise the seal collapses upon itself and water pours into the opening. Living creatures, including water elementals, objects and other liquids pass freely through the seal as if moving through air. Magical water, such as holy water, also moves through the seal without impediment.

# CHAPTER TWELVE MAGIC ITEMS

## MAGICAL EQUIPMENT

#### CONTORTIONIST NECKLACE

Aura faint transmutation; CL 7th

Slot neck; Price 6,000 gp; Weight 1 lb.

#### DESCRIPTION

This ivory-colored necklace is made from shark vertebrae. The necklace functions only on living, humanoid creatures. The necklace alters the wearer's physiology, making his spine suppler without compromising its structural strength. The wearer gains a +5 competence bonus on all his Acrobatics checks to make jumps or soften a fall, and a +5 competence bonus on all his Escape Artist checks. He also takes damage as if the fall were 20 feet shorter than it actually is.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *feather fall, jump*, creator must have 5 ranks in the Acrobatics and Escape Artist skills; **Cost** 3,000 gp

#### FISHHOOK OF THE HUNTER

Aura strong conjuration; CL 7th

Slot neck; Price 20,000gp

#### DESCRIPTION

This necklace is woven from tough fibrous cord tied to ancient Tulita fishhook carved from whalebone. The fishhook grants the wearer a +4 to his Constitution and once a day the bearer can summon a large fiendish shark or 1d3 fiendish crocodiles as per the spell *summon monster IV*. If the bearer enters a body of water, the fishhook attracts sea creatures nearby equaling the wearers Hit Dice; the sea creatures are friendly and will do the wearers bidding.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *bear's endurance,* summon monster IV Creation 10,000 gp

#### HARPOON BAG

Aura moderate conjuration; CL 9th

Slot none; Price 5,000 gp; Weight 5 lb.

#### DESCRIPTION

This oversized, flexible bag is crafted from a kraken's swim bladder or a whale's bladder. The leathery material stretches over a bone frame, which gives the item its rectangular shape and structural support. The bag holds up to five harpoons, but it weighs the same no matter what's inside of it. Harpoons must spend 24 hours in the bag to benefit from its magical properties.

Harpoons attuned to the bag remain tethered to it by a nearly invisible strand of silk, which is 60 feet long and as strong as steel. However, the silk tether is flammable and severs immediately upon exposure to an open flame. The harpoon's lighter weight doubles the weapon's range increment to that of a normal spear, 20 feet. Second, the silk tether allows the harpoon's wielder to keep both hands free and maintain a grapple with the harpoon, although he suffers a -4 penalty to his CMB and CMD for doing so. Tethered harpoons retain their magical properties until the silk tether is severed. Once severed, the harpoon must remain in the bag for 24 hours to regain its magical properties.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *secret chest, web*; **Cost** 2,500 gp

#### LEI OF CHARMING

Aura moderate enchantment and transmutation; CL 7th

Slot neck; Price 36,000 gp; Weight —

**R** 70

#### DESCRIPTION

This necklace is made of pink, cottage roses. The colorful garland continually grants the wearer a +5 competence bonus on Diplomacy checks. The garland attunes itself to the wearer after 24 hours of usage, which allows the wearer to pacify an unwilling target by placing the garland around its neck. A DC 20 Sleight of Hand check allows the wearer to slip the lei around the neck of an unaware target as if he were taking something from the creature. Otherwise, the wearer must initiate a grapple maneuver with the target and successfully pin him to wrap the lei around its neck. Once the lei is around its neck, the target must make a DC 16 Will save or fall under the influence of the lei's owner, as if affected by a *charm monster* spell. If the target succeeds on his saving throw, it is immune to the lei's effects for 24 hours.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, creator must have 5 ranks in the Diplomacy skill, *charm monster*; **Cost** 18,000 gp

#### **OBSIDIAN GRENADE**

Aura faint evocation; CL 5th

Slot none; Price 800 gp; Weight —

#### DESCRIPTION

This jagged, ovoid-shaped rock resembles an ordinary lump of coal in both size and appearance. An *obsidian grenade* can be thrown up to 30 feet with no range penalties. Upon impacting a hard surface, the grenade shatters into a burst of razor sharp projectiles that deal 5d6 points of slashing damage to all creatures within a 10-foot radius. After impact, obsidian shards litter the ground in the affected area. The shards act as caltrops.

#### CONSTRUCTION

Requirements Craft Wondrous Item, shatter; Cost 400 gp

#### PYROCLASTIC STONE

Aura faint conjuration and evocation; CL 5th

Slot none; Price 1,050 gp; Weight —

#### DESCRIPTION

This small, gray stone of igneous rock polished into a fine sheen can be thrown up to 60 feet. When the stone reaches the end of its trajectory, it explodes in a cloud of scalding ash and flame. The detonation deals 5d6 points of fire damage to all creatures within a 10-foot radius (Reflex DC 14 half), and releases a fine cloud of ash within the affected area. The cloud is stationary and obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attack cannot

use sight to locate the target). The cloud makes breathing and speaking difficult. Spell casters within the cloud have a 20% chance of spell failure when casting spells with verbal components.

A moderate wind (11+ mph) moves the cloud of ash 5 feet per round. A strong wind (21+ mph) moves the cloud of ash 10 feet per round. Wind does not disperse the cloud of ash. The ash cloud settles to the ground 2d4 rounds after detonation, thus dissipating it.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *fireball, fog cloud*; **Cost** 525 gp

#### SCRIMSHAW CAMEO

Aura moderate transmutation; CL 7th

Slot neck; Price 8,000 gp; Weight —

#### DESCRIPTION

This cameo is carved from scrimshaw, and it is covered with intricate carvings depicting images of a whale, turtle, and dolphin. It affixes to a braided, fibrous cord worn around the neck. Once per day, the cameo grants its owner the ability to use each of the following abilities.

Whale: As a swift action, the cameo allows the creature to enlarge itself, as if it were the target of an *enlarge person* spell. This ability remains in effect for 10 minutes.

- *Turtle*: The creature's skin hardens granting it a +2 natural bonus to AC for 1 hour.
- *Dolphin*: The image allows the creature to hold its breath for 1 hour before it risks drowning.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *enlarge person*, *stoneskin*, creator must have 5 ranks in the Craft (scrimshaw) skill; **Cost** 4,000 gp

#### SHARKWARD TALISMAN

Aura moderate transmutation; CL 12th

Slot neck; Price 14,000 gp

#### DESCRIPTION

This talisman gives off no magical aura if *detect magic* is cast upon it unless it is within 60 ft. of a living shark. It appears to be nothing more than a necklace of shark teeth. When a shark draws near, the talisman's potent magic activates granting the wearer a +4 deflection bonus to armor class and granting blindsense out to 60 feet.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *polymorph, shield of faith*; Cost 7,000 gp

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#### SNAPPING JAW

Aura faint conjuration; CL 3rd

#### Slot none; Price 16,000 gp; Weight 5 lbs.

#### DESCRIPTION

This item is made from either a leathery preserved baby gator head or a pried open shark's jaw filled with two rows of razor teeth. When activated the user designates a target within 60 feet, and the *snapping jaw* flies unerringly at them, viciously biting every round on the user's turn. The *jaw* uses the base attack bonus plus Wisdom bonus of the creature that unleashed it as its attack modifier. The *jaw* deals 1d6 damage and distracts its target, penalizing them -2 on attacks, saves and skill checks for as long as it harries them. The user need not be holding the *jaw* to activate it. As long as they are within 30 feet of the *jaw* they can command it. The *jaw* can only be used for 10 rounds total per day; these rounds need not be consecutive.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *spiritual weapon*; **Cost** 8,000 gp

#### SUGARCANE QUARTERSTAFF

Aura moderate enchantment; CL 9th

Slot none; Price 26,000 gp; Weight 4 lb.

#### DESCRIPTION

Early slavers used this +1 merciful quarterstaff to beat rebellious slaves into submission thus earning its moniker as the "slaver's stick." As a symbolic gesture, Tulitas crafted their modified version from the hardened stalk of a sugarcane plant. The weapon allows the wielder to use a dominate person effect (as the spell, save DC 17) upon a creature knocked into unconsciousness by the quarterstaff once per day. The wielder can decide to use the power after the creature becomes unconscious. Doing so is a free action, but the dominate person effect functions only if the quarterstaff dealt nonlethal damage in the same round that the creature became unconscious.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *dominate person*; **Cost** 13,000 gp

#### TAHUNGA SPIRIT FETCHER

Aura strong conjuration; CL 16th

Slot none; Price 58,000 gp; Weight 4 lb.

#### DESCRIPTION

This is a small, ornately carved humanoid statue is crafted from stone or wood. It acts as a receptacle for a powerful, ancestral spirit that bestows its insight and power upon its possessor. The fetcher grants a continual +1 insight bonus to AC and a +1 insight bonus to attack rolls made against humanoids. As an immediate action, the fetcher allows its owner to roll two dice when he makes an attack roll, saving throw or skill check and combine the results. A natural 1 on either die results in a miss, while a natural 20 on either die results in a hit. A natural 20 supersedes a natural 1, if the owner rolls both. A critical hit may be scored by rolling a threat on either attack die. This ability deals 1d10 points of damage to the owner. If this damage reduces the wielder below 0 hit points, the owner must make a DC17 Will save or take 1d3 points of Intelligence damage and 1d3 points of Wisdom damage. This ability can be used 3 times per day.

#### CONSTRUCTION

Requirements Craft Wondrous Item, *trap the soul*, creator must have 10 ranks in the Knowledge (religion) skill; Cost 29,000 gp

#### TIKI MASK

Aura moderate transmutation; CL 12th

Slot head; Price 24,000 gp; Weight 1 lb.

#### DESCRIPTION

This ominous mask of dark wood is carved into the likeness of a humanoid face with an exaggerated mouth filled with oversized teeth, a protruding nose, sunken eyes and an elongated forehead. The eyebrows, forehead, lips and teeth are painted in varying hues of red and ivory. The mask is remarkably lightweight and fits snugly on the wearer's face without any impediment to sight, speech and hearing.

Once per day, after it has been worn for at least 1 hour, the mask can be loosed from the wearer's face and transformed into an animated object. The animated object resembles a Large-sized humanoid with a spindly, wooden torso, arms and legs. The mask acts as its head. The animated object immediately attacks whomever or whatever the wearer initially designates. The wearer can change the designated target or targets as a move action, as if directing an active spell. See the *Pathfinder Roleplaying Game Bestiary* for the statistics of animated objects. The mask remains in this state for 1 turn or until it is slain. It then reverts to its normal form and returns to the wearer's face.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *animate object*, creator must have 5 ranks in the Craft (woodcutter) skill; **Cost** 12,000 gp

## MAGICAL TATTOOS

"A Sailor without a tattoo is like a ship without grog: not seaworthy" – Samuel O' Reilly, tattooist

As mainland colonists ventured into Razor Coast, they discovered the natives' traditions of tattooing and adapted

it for their own use. The early adopters of this new art form were the sailors that made the first journey and returned home with these exotic mementos. This set a pattern among sailors in navies, among merchant marines, and even with pirates. A tattoo shows where you have been and what you have done.

#### BLADE'S KISS TATTOO

Aura faint evocation; CL 1st

Slot tattoo any; Price 720 gp; Weight -

#### DESCRIPTION

A tattoo depicting a dagger, knife, or other melee weapon favored usually by the bearer grants a +1 luck bonus on attack and weapon damage rolls for melee weapons for 1 minute per day.

#### CONSTRUCTION

Requirements Inscribe Magical Tattoo, *divine favor*; Cost 360 gp

#### BLUE BIRD TATTOO

Aura faint enchantment; CL 1st

Slot tattoo body, chest, shoulders or wrist; Price 900 gp; Weight –

#### DESCRIPTION

The blue bird, sparrow, or swallow depicted within this tattoo represents the 5000 miles the bearer has sailed. This tattoo grants a +2 competence bonus on Diplomacy, Intimidate, and Sense Motive checks against sailors and pirates.

#### CONSTRUCTION

Requirements Inscribe Magical Tattoo, hypnotism; Cost 450 gp

#### CANNON'S LONG ARM TATTOO

Aura faint evocation; CL 1st

Slot tattoo any; Price 720 gp; Weight -

#### DESCRIPTION

A tattoo depicting a cannon, flintlock, or even arrows favored by the bearer grants a +1 luck bonus on attack and weapon damage rolls for ranged weapons for 1 minute per day.

#### CONSTRUCTION

Requirements Inscribe Magical Tattoo, *divine favor*; Cost 360 gp

#### COCK & SWINE TATTOO

Aura faint transmutation; CL 3rd

Slot tattoo feet; Price 480 gp; Weight -

#### DESCRIPTION

This colorful tattoo of a cock and swine displays upon the sailor's feet. If the bearer is ever washed overboard, or his ship sinks into the depths; the sailor floats atop the water without risk of drowning. The bearer acts as he is under the effects of the *buoyancy* spell until he reaches land or leaves the water, upon which time the tattoo fades and disappears.

#### CONSTRUCTION

**Requirements** Inscribe Magical Tattoo, *buoyancy*; **Cost** 240 gp

#### COMPASS ROSE TATTOO

Aura faint transmutation; CL 1st

Slot tattoo any; Price 800 gp; Weight -

#### DESCRIPTION

The mapmaker's compass rose that makes up this tattoo grants a +2 competence bonus on Survival checks to avoid becoming lost and allows the bearer to instinctively know which way is north.

#### CONSTRUCTION

**Requirements** Inscribe Magical Tattoo, know direction; **Cost** 400 gp

#### GRACE OF THE PORPOISE TATTOO

Aura faint transmutation; CL 1st

#### Slot tattoo any; Price 1600 gp; Weight -

#### DESCRIPTION

A tattoo of a friendly porpoise (or other mammalian sea creature) grants the bearer a swim speed of 30 feet along with a standard +8 bonus to swim checks and the ability to take 10 even if distracted or endangered. The bearer can also use the run action while swimming, provided he swims in a straight line. This does not provide the ability to breathe water. This effect lasts for 10 minutes per day, split up as the bearer chooses (minimum of 1 minute per use).

#### CONSTRUCTION

**Requirements** Inscribe Magical Tattoo, *touch of the sea*; **Cost** 800 gp

#### HOLD FAST TATTOO

Aura faint transmutation; CL 3rd

Slot tattoo hands; Price 976 gp; Weight -

#### DESCRIPTION

This tattoo places the words "hold" and "fast" – one word per hand – and together the words grant a +4

competence bonus on Climb checks and Acrobatic checks to balance for 30 rounds per day, split up as the bearer chooses.

#### CONSTRUCTION

**Requirements** Inscribe Magical Tattoo, *certain grip*; **Cost** 488 gp

#### MERMAID'S BLESSING TATTOO

Aura faint conjuration; CL 1st

Slot tattoo any; Price 1440 gp; Weight -

#### DESCRIPTION

This tattoo of a mermaid allows the bearer to hold his breath once per day for twice as long as normal (i.e. 4 rounds per point of Constitution instead of 2 rounds) before requiring Constitution checks to continue to hold breath.

#### CONSTRUCTION

**Requirements** Inscribe Magical Tattoo, *air bubble*; **Cost** 720 gp

#### SEA KING'S BOON TATTOO

Aura faint transmutation; CL 5th

Slot tattoo any; Price 2000 gp; Weight -

#### DESCRIPTION

This tattoo showing a crowned merman holding a trident (or other symbol of office) allows the bearer to breathe water as easily as air for a up to 10 minutes per day, split up as the bearer chooses (minimum of 1 minute per use).

#### CONSTRUCTION

**Requirements** Inscribe Magical Tattoo, water breathing; **Cost** 1000 gp

## **TULITA TATTOOS**

The Tulita art of tattooing is as ancient as the ocean. Most among the tribes bear the legacy of their family or the record of their own great deeds inscribed upon their flesh. Some of these tattoos are more than mere decoration or history. Shaman use potent alchemical inks ground from various herbs and plants at specific times of the day or year, and employ old scrimshaw needles filled with the mana of their tribe to inscribe powerful tattoos on the flesh of a warrior in an ancient rite. Only Tulita wise men and women know the ancient rituals necessary to inscribe these pictograms properly.

The spell-like magic of these tattoos can only be activated three times per day. A creature may only bear one of these tattoos. When a Tulita PC reaches 7th level, instead of taking their bonus feat for this level, they may opt to gain a tattoo instead as a rite of passage. If they do not choose to do so at 7th level, they may do so at 11th or higher in lieu of taking a new feat then. Some sample tattoos are described below:

#### CRESCENT MOON

Aura moderate evocation and transmutation; CL 10th

Slot tattoo any; Price special; Weight -

#### DESCRIPTION

As a free action, this tattoo allows its bearer to either generate as many +2 icy burst shurikens as they can hurl in one round and throw them that round as if they were proficient with shurikens, or gain immunity to cold for three rounds.

#### CONSTRUTION

**Requirements** Inscribe Magical Tattoo, *chill metal* or *ice storm, elemental body I, magic weapon*, creator must be a Tulita wise man; **Cost** special

#### RIDGE BACKED WHALE

Aura feint evocation and transmutation; CL 7th

Slot tattoo any; Price special; Weight -

#### DESCRIPTION

This tattoo allows its wearer to either cast *bull's strength* on themselves, or make all unarmed strikes in one round as if they were one size category larger and possessed the Awesome Blow feat (even if they do not possess the prerequisites for this feat).

#### CONSTRUCTION

**Requirements** Inscribe Magical Tattoo, *bull's strength, telekinetic charge*, creator must be a Tulita wise man; **Cost** special

#### SCHOOL OF DOLPHINS

Aura feint evocation and enchantment (compulsion); CL 5th

Slot tattoo any; Price special; Weight -

#### DESCRIPTION

This tattoo allows the PC to cast *aid*, or add a +2 to attack and +2d6 to damage on all attacks made against any shark, wereshark, Dajobas worshipper, or any other monster related to Dajobas in a single round. For more information on Dajobas, see Dajobas, Devourer of Worlds available at www.talesofthefroggod.com.

#### CONSTRUCTION

**Requirements** Inscribe Magical Tattoo, *aid, consecrate,* creator must be a Tulita wise man; **Cost** special

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#### TURTLE

Aura feint abjuration and transmutation; CL 5th

#### Slot tattoo any; Price special; Weight -

#### DESCRIPTION

This tattoo grants the PC a +4 natural armor bonus for 10 rounds, or the ability to cast *shield other*.

#### CONSTRUCTION

**Requirements** Inscribe Magical Tattoo, *barkskin, shield other,* creator must be a Tulita wise man; **Cost** special

#### VIPER'S FANG

**Aura** moderate necromancy [poison] and conjuration (healing); **CL** 7th

Slot tattoo any; Price special; Weight -

#### DESCRIPTION

This tattoo allows the PC to ignore the effects of one dose of poison, or inflict an additional 1d4 Con damage on all unarmed strikes made in one round.

#### CONSTRUCTION

**Requirements** Inscribe Magical Tattoo, *neutralize poison*, *poison*, creator must be a Tulita wise man; **Cost** special

#### VOLCANO

Aura moderate abjuration and evocation [fire]; CL 10th

Slot tattoo any; Price special; Weight -

#### DESCRIPTION

This tattoo allows its bearer to inflict an additional 2d6 fire damage on all unarmed strikes for one round, or gain immunity to fire for three rounds.

#### CONSTRUCTION

Requirements Inscribe Magical Tattoo,

, creator must be a Tulita wise man; **Cost** special

## APPENDIX J NIMAL COMPANIONS 65 OTHER ODDITIES

The uncivilized lands of Razor Coast teem with life, each specimen more surprising than the last. More than one naturalist has disappeared into the jungle-haunted interior just to bring forth what little knowledge exists today of the strange creatures and plants native to the Razor.

## FAUNA

*Kuna Toads:* These small cotlorful toads have long spindly limbs and warty skin splattered in bright, colorful spots of green, purple, and red. Their skin glands produce toxins which, when ingested, produce a mild euphoria in humans. The effect only lasts between 10 to 20 minutes.

*Pekaputa Bat:* Voracious insectivores, these longtailed bats are common throughout the Razor Coast. They settle in large colonies with populations exceeding several hundred in a single location. The colonies travel frequently, settling into different locations daily, quickly infesting areas such as dry-docked ships, warehouses, and other large, unlit structures. Most consider them pests for they quickly produce massive amounts of guano and can carry fleas, ticks, and diseases. Eerily, pekapu bats hunt using low-frequency echolocation, audible with a DC 20 Perception check. They also fly incredibly fast, reaching speeds of nearly 40 miles per hour.

*Haast's Eagle:* Haast's eagles are believed to be the largest of the raptors. Yet despite their immense size, they have one of the smallest wingspans. This lessened wingspan allows the Haast's eagle to soar through light woodlands as it hunts. The bird compensates for this shortened wingspan with an exceptionally long tail, typically 20 inches, which provides additional lift during flight.

Haast's eagles are fearless hunters and are not afraid to attack a larger foe; they especially like the taste of moa flesh, but will hunt any creature — including humanoids — they feel they can kill with their vicious claws.

Female Haast's eagles are slightly larger than males. A female weighs between 22 and 33 pounds, while a male typically weighs between 20 and 26 pounds. Females are typically 4 1/2 feet tall, while males measure 3 feet in height. Wingspans vary from 8 1/2 feet in length up to 11 feet.

#### HAAST'S EAGLE CR 3

#### XP 800

N Medium animal

Init +1; Senses low-light vision; Perception +10

#### DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural) hp 32 (5d8+10) Fort +6; Ref +5; Will +2

#### OFFENSE

Speed 10 ft., fly 60 ft. (average)
Melee 2 claws +8 (1d6+5), bite +8 (1d6+5)
Special Attacks pounce, powerful charge (claws, 4d6+20)

#### STATISTICS

Str 21, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +3; CMB +8; CMD 19 Feats Flyby Attack, Skill Focus (Perception), Skill Focus (Fly) Skills Fly +9; Perception +10

#### ECOLOGY

Environment temperate plains Organization solitary, pair Treasure none

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## Haast's Eagle Companions

- Starting Statistics: Size Small; Speed 10 ft., fly 60 ft. (average); AC +1 natural armor; Attack 2 claws (1d4), bite (1d4); Ability Scores Str 17, Dex 15, Con 13, Int 2, Wis 12, Cha 6; Special Quality low-light vision; Special Ability pounce.
- **4th Level Advancement: Size** Medium; **AC** +2 nat. armor; **Attack** 2 claws (1d6), bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2; **Special Ability** powerful charge.

*Moa:* Moa are the largest of the flightless birds. Unlike most other flightless birds, moa do not possess even vestigial wings. Moa attack with their powerful beaks, and if given the chance will jump and rake with their powerful claws as well.

Moa stand 8 feet tall at the shoulder and weigh about 500 pounds. If a moa raises its long neck to full height, they can reach objects up to 12 feet off the ground.

#### MOA CR 3

#### XP 800

N Large animal

Init +6; Senses low-light vision; Perception +8

#### DEFENSE

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size) hp 37 (5d8+15) Fort +9; Ref +8; Will +1

#### OFFENSE

Speed 40 ft.

**Melee** bite +6 (1d8+4), 2 claws +6 (1d6+4) **Space** 10 ft.; **Reach** 5 ft.

Special Attacks rend (2 claws, 1d8+6)

#### STATISTICS

Str 19, Dex 18, Con 17, Int 2, Wis 10, Cha 7 Base Atk +3; CMB +8; CMD 22 Feats Great Fortitude, Improved Initiative, Run Skills Perception +8

#### ECOLOGY

Environment temperate plains Organization solitary, pair, flock (3-6) Treasure none

## Moa Companions

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Attack bite (1d6), 2 claws (1d6); Ability Scores Str 11, Dex 16, Con 13, Int 2, Wis 10, Cha 7. Special Quality low-light vision. **7th Level Advancement: Size** Large; **AC** +2 nat. armor; **Attack** bite (1d8), 2 claws (1d8); **Ability Scores** Str +8, Dex –2, Con +4; **Special Ability** rend.

*Wetapunga*: Wetapunga are huge grasshopper like insects native to the Razor Coast. Shy and docile herbivores, an adult wetapunga can grow up to a foot in length and weigh nearly half a pound. The Tulita consider wetapunga sacred and believe they carry the lost secrets of their ancestors from island to island.

#### WETAPUNGA CR 1/8

#### XP 50

N Diminutive vermin Init +3; Senses darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size) **hp** 3 (1d8–3)

Fort +1, Ref +3, Will +0 Immune mind-affecting effects

#### OFFENSE

**Speed** 10 ft., fly 10 ft. (clumsy) **Melee** claw –1 (1–5)

Space 1 ft.; Reach 0 ft.

#### STATISTICS

Str 1, Dex 16, Con 8, Int —, Wis 10, Cha 3 Base Atk +0; CMB –1; CMD 4

Skills Acrobatics +3 (+23 to jump), Fly +1; Racial Modifiers +20 Acrobatics to jump

Wetapunga Familiars: The process of making a wetapunga into a familiar grants it an Intelligence score and removes the mindless trait. Wetapunga familiars communicate with their masters and other wetapungas and grasshoppers by way of a strange combination of behaviors, rubbing of the legs, and hormonal excretions. As with other types of familiars, other creatures cannot understand this communication without magical aid.

A wetapunga familiar grants his master a +3 bonus to Acrobatics checks.

## Flora

The following plants are important to various Tulita tribes as sources of food, medicine, and building materials. All are commonly found throughout the Razor Coast. Tulita recognize them immediately. Colonists can attempt a DC 15 Knowledge (nature) or Survival check to properly identify them.

*Akiaki:* This hardwood tree can be identified by its slender trunk, shiny leaves, and dense black wood streaked

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with beautiful cream-colored stripes. Tulita prize akiaki wood for making small for weapons and tool handles. Akiaki is slightly harder than most wood, and tools and weapons carved from akiaki have a hardness of 6.

Tulita often season meats and fish by wrapping it in the leaves of the akiaki when cooking it. Likewise, village witchdoctors use akiaki sap to make medicinal salves to treat burns, boils, and other skin diseases.

*Amiu:* Tulita use these tough, supple vines as binding material for making eel and crayfish traps.

*Darehu:* These ferns grow wild along the coast and swamplands. All parts of the plant are edible. Young shoots are quite palatable when freshly picked, while the roots can be pounded up into a starchy paste that can be eaten like gruel or used to make flour.

*Horopuno:* The hot and peppery-tasting leaves of the horopuno plant can be chewed to relieve pain. A single does relieves 1d4 points of non-lethal damage. The juice from the fleshy leaves of this rocky seacoast plant was applied to boils and other skin ailments.

*Kahikatea:* In the rainy seasons, this tall forest tree bears numerous small red fruits. Tulita pluck the fruits and use them as lures in bird snares.

Tulita priests also value the kahikatea's leaves, placing them atop hot stones to create healing vapors in steam baths. Tulita tattoo-artists also prize charcoal from the heartwood for tattooing a warrior's elaborate facial tattoo, known as moko.

*Keke:* The bark of this small tree is soaked in water for two days in order to release an edible jelly. This jelly is employed in bathing sore eyes. The lacelike inner bark is dried to make a rough natural fiber used for making baskets, clothing, and fishing nets.

*Koa:* Found primarily upon the Koa Islands of Kai Bay, these trees have a hard black wood that is prized among the Tulita for its strength and flexibility. It retains its sap long after being cut so that it, if properly cared for, can remain resistant to dry rot and decay for decades or longer. The trees themselves can live more than a thousand years and are sacred to the Tulita, each tribe harvesting but one tree per year for the weapons and canoes of their chieftains. With the foreign colonization, koa wood is becoming prized on the mainland as well, and large stands of the virgin forests of koa have been clear-cut for export to Akados and beyond.

*Manuka:* Tulita so value this coastal tree that some tribes even cultivate it. Manuka trees bear clusters of orange fruits, known as kopi. If eaten raw, the fruit's hard seeds are extremely poisonous, however they have an edible fleshy covering. To remove the poison, Tulita steam seeds for several hours, then immerse them in running water for several weeks. Seed kernels are then ground into flour and baked into cakes. *Pawa:* Tulita use this large shrub's leafy shoots in ceremonies connected with birth and death as well as for lifting curses. Tulita farmers also burn pawa leaves to drive insects from food crops. Conversely, a branch laid at the entrance of a temple or chapterhouse signifies bad luck. The leaves were chewed to relieve toothache.

*Pomoko:* This black-colored seaweed is most common along the shoals and reefs of the southernmost isles. Tips of shoots chewed to alleviate fatigue, and provide a +1 bonus to Fortitude saves to stave off the effects of exhaustion.

*Ruwa:* The inner bark of young branches from this tree can be bound over wounds to check bleeding and aid recovery providing a +2 bonus to Heal skill checks. Tulita also boil its aromatic leaves to create healing vapor baths.

*Tanekaha:* When bark from this coniferous tree is beaten in a trough of water heated with stones, it produces a red-brown or black dye. Staves, walking sticks and weapon shafts are fashioned from sturdy shoots.

*Tarata:* Tulita mix the flowers and gum from this tree with bird fat and other ingredients to create colorful skin paints and balms.

*Tauhinau:* Warriors fashion the willow-like stems of this forest tree into spears while its hard, dry twigs are used for fishhooks. Its blue-black fruits can be fermented to make a sweet wine.

*Tawatawa*: This small plant produces hard black seeds which the Tulita polish and craft into fine necklaces. Alternately, the seeds can be pounded into a fine oil to gloss the hair. Berries were heated in water for three or more hours, the liquid then applied to the region to relieve nausea. The pulpy fruit is also edible, as are the roots and base of the shoots, provided they are well cooked. The leaves were used for making garments, baskets, mats and twine.

*Titoki:* This massive tree has soft auburn-colored wood with an easily-worked, straight grain primarily used for canoe building. When these trees are felled, builders enact elaborate rituals. Next, they hollowed out the trunk using stone tools and fire. At funerals of some Tulita tribes, mourners wear headbands anointed with titoki oil and scented with the bitter leaves.

*Waiu:* Tulita use this extremely lightweight wood to carve out marker buoys and floats for fishing lines.

## APPENDIX JI CAZETTEER

An archipelago of fire-blackened stone and volcanic earth rises from the bloody waters of the Razor, a slash of islands like a jagged wound on the surface of the sea. This coast was once a sprawling kingdom, ruled by the mighty chiefs of the Tulita. With a wave of their hand, these chiefs commanded the fires of Pele's fury and the winds of the fiercest storms. They danced darkly with old inscrutable gods. Their ancient powers now wane, and a new mandate has come to their home. Foreign ships of wood and canvas prowl the Razor, shedding the blood of the oldest gods with cruel steel harpoons and peeling back their sacred flesh with hook and blade.

Old enemies rise from the deep and even more ancient gods stir from their slumber to lust for blood once more. Meanwhile, Pele, ever fickle, fumes over the invasion of her children's home, threatening a deluge of magma and fiery death at any moment.

The Razor Coast keeps the secrets of thousands of souls, all gone to the depths, bathed in god-fire, or torn apart by unwholesome things in the night. Naturalists plying the waves strive their best to catalogue the thousands of monstrous oddities lurking in her bosom, and cartographers descend on her treacherous waters every year to coax her curves and secrets onto parchment. Even so, hundreds of islands remain uncharted on the Razor's surface, and the horrors inhabited by them are better kept from the world.

Here follows all I can share.

- Malza Trintos, naturalist and explorer of the Razor Coast

## On the Land

## Blacksink Marsh

These dreary wetlands house all manner of poisonous creatures as well as tribes of Karikanti who prey on any

explorers foolish enough to brave the Blacksink. Beneath the marsh lies the ruins of an ancient Tulita culture and some believe the Karikanti gatormen are the cursed descendants of this once august people.



Karikanti Gatorman



#### Dreadsmoke Mountains

West of the waves and beaches, the Dreadsmoke Mountains loom high into the sky, their talon-like shadows scratching at the outskirts of Port Shaw. Ominous enough, these shadows cannot compare to the menace promised by the sulfurous smoke clouds staining the night sky crimson. Magma brewing beneath the Dreadsmoke Range threatens to wipe the city of Port Shaw off the map any day.

Myths and legends shroud these slumbering volcanic behemoths. Some say their fires are the fires of creation, and that they gave birth to the first Tulita, forged by Pele even before the islands sprang from the sea. Others claim the gods erected the mountains to choke and burn away offending newcomers with fire and ash. The latter view may yet hold some credence.

Though the volcanoes have not erupted in recent history, on the day of the last Tulita army's defeat 50 years ago Mount Harbinger began to spew black smoke into the heavens. The clouds thicken with each passing year, and in the past few months smog has darkened the sky. On particularly ill-humored days it even hazes out the sun, turning noon to night. Fire cults have sprung up among the young Tulita, all praying for a cataclysm of magma and flame to purge the newcomers from their land forever.

Mount Harbinger stands closest to Port Shaw. The magma welling in its crater and the rivers of lava burrowing beneath threaten to tear the land apart. Some view the volcano's recent activity as evidence of Pele's displeasure, but the eldest and wisest among the Tulita are quick to remind youngsters that Mount Harbinger is not Pele's chosen home – she resides at Fiery Heart. More than one adventuring party ventured to Mount Harbinger in recent years to investigate its rumblings and tremors, but none returned save a few singed lunatics claiming demons live in the mountain.

Whether demons dwell in the depths of Harbinger or not, one thing is certain - the mountains are home to all manner of fearsome predators. The myriad tribes of fire giants inhabiting the smoldering innards of Dreadsmoke are doubtless the most powerful force in the immediate region. Mount Redmaw stands at the center of the fire giants' power, where their tribal council holds warmoots and their elders decide the course of destiny.

Fiery Heart, the largest mountain in the range, is the domicile of Pele, Goddess of Fire and Wrack, Mother of the Razor Coast. None but Tulita elders dare approach this mountain. The journey alone is harrowing. Venturing through the burning haze of Dreadsmoke's valleys, braving the ever-hungry jaws of fire worms and tribes of zealous giants proves fatal to most who dare. Fiery Heart itself is home to a vortex of elemental chaos impossible for a mortal mind to grasp, much less for a mortal body to withstand.

## Ho'oka'la, Cove of the Dead Gods

This forlorn cove of still water and black sand once housed resplendent altars and temples to the Tulitas' eldest gods. Their names are forgotten now, erased by the scouring of time, negligence, and salt wind. Black wooden idols carved in their fearsome visages still rise from the sand on the beaches here, though no one remembers to what dread pantheon the terrifying faces belonged. No sound rings out on the beach, and even the ocean's caressing waves scorn this rancorous place. The Ho'oka'la's waters are deadly calm, and no fish swim here.

Ho'oka'la was once a place of refuge. No one knows why it was abandoned, but a dread curse has lain on the cove ever since. Some say the cove's idols possess the weak minds of mortals and send them back to the world, either to sow murder and horror or to rekindle the forgotten gods' dark worship.

## Nagshead Hill

This large inland sand dune perseveres by the grace of some dread confluence of winds, whose fierce breath carries sand from the coast and deposits it beyond Port Shaw's city limits. At its peak, depending on the winds, the dune reaches heights of over 600 feet – dwarfing the smaller mountains at the base of the Dreadsmoke range.

Hideous, thousand-pincered insects burrow in the warm sand here. These chitinous titans, called Rippers, rarely stray from the bowels of the dune but sometimes creep forth on moonless nights to feed. On occasion, they also feel the unwholesome urge to reproduce by spewing thousands of eggs into nearby waters. These eggs are too small for the human eye to observe, and more than one fisherman has swum in Ripper-taint or drunk river water infused with the eggs of these strange horrors. The eggs take root in the bowels and a fast spreading sickness results, bloating the victim beyond recognition in hours. Ripperspawn burst forth shortly thereafter and immediately slink towards Nagshead Hill, unless another suitable lair is readily available.

Rumors say Barrison Hargrove even keeps three Rippers as pets, churning through gigantic piles of loose dirt surrounding his plantations. The downtrodden whisper that he regularly feeds them slaves too infirm or diseased to continue their labors.

### Lost Colonies

Ruins and abandoned sites dot the coast and pepper islands – all failed attempts to expand 'civilization' into the Razor. Several governments and private organizations have attempted colonial expansion but so far have met with nothing but failure. Gatormen, giants, or other hazards have overrun some colonies and forts; other colonies just vanish into the jungle leaving behind vacant buildings full

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of unanswered questions. Enterprising scavengers will pick an abandoned site clean within days of discovery, so often there nothing left to point to the true fate of the colonists. There are ruins and abandoned sites all along the coast and islands of the Razor.

## ON THE RAZOR SEA

Small islands, archipelagos, and atolls abound off the Razor Coast. Many are famous fishing sites, once well-kept secrets of the Tulita, now visited daily by the sloops of Port Shaw's anglers. Others are rumored to be perfect locations to dive for saltwater pearls. Motley communities of pirates and outcasts inhabit a token few islands off the coast, while some are rumored to serve as secret bases for notorious pirate captains or to host strange tribes who worship soulsucking night terrors as their gods.

## Anchor Bay

Anchor Bay is the site of the Siege of Dralnor Crackhull, among the greatest of piratical battles and recorded both in song and by the quills of dozens of sages. Here, two great pirate kings and their armadas fought over an unknown but much sought artifact of obscene power rumored to lie beneath the waves of this solitary bay. Legends purport over forty ships clashed, rending each other asunder in the close quarters of the bay. The water ran red with the blood of hundreds of men hacking each other to bits with axe and blade.

During the high point of the bloody siege, an explosion blasted water a mile into the air, and waves of fire coursed across the surface of the bay, incinerating flesh and ship alike in a blossom of white-hot energy. The only evidence these two pirate armadas existed now lies on the bottom of the bay – hundreds of misshapen, half-melted anchors, scored by tendrils of some sinister arcane fire.

The source of the all-consuming explosion is unknown, but horrifying theories abound. One such theory suggests the contested artifact is the cause. Ancient lore speaks of a great black helm adorned with skeletal wings once worn by a demon king named Zaldronagus. Zaldronagus led an army of fiends in a gambit against the heavens, but tasted only the bitter bile of defeat.

Supposedly, when a chorus of angels destroyed Zaldronagus, his helm fell from the sky to an unknown location on the surface of the world. Some claim the helm fell to the floor of this bay. More than one sage suggests the helm lured the pirate armadas there, whispering promises of power and glory, and then consumed their life force in the blast. Sated for now, Zaldronagus' ancient helm harbors his wrathful spite-blackened soul and may yet call others to their doom. Other sages purport the demon assembles a new body for his helm – one of shipwrecks and molten man-flesh, with great cannons for eyes, a back bristling with masts, and the faces of a thousand dead mariners screaming out its hellish visor.



## Bainwright Island

This sliver of forested hell-by-the sea was claimed by a robed man with jaundiced skin and freakishly long rotting fingers named Bainwright. He pays heaps of silver to any slaver with fresh chattel. What he does with these slaves is unknown, but the mysterious man employs some of the coast's best naturalists as well, and those who have worked with him speak of shuddering experiments, lurching beastmen and spastic golems - part man, part animal, and part monster. Ships passing near the isle report inhuman howls tearing from the isle's interior and sightings of misshapen silhouettes skulking along the tree line.

## Beacon Island

A small island, Beacon Island served as an outpost for Port Shaw decades ago. A lighthouse was constructed here to guide merchant ships safely through the network of hazardous shoals surrounding Kai Bay. Five years ago, the last lighthouse keeper and his family disappeared; and since then, this accursed lighthouse stands unmanned. Passing ships report spotting a clutch of wyverns circling the top of the lighthouse.

## Bonedown of the Ancients

Long has Whale watched the shores of the Razor, fed men and protected them from the terrible secrets of the sea's deep reaches. When the whales' long lives of diligent service near their ends, these tireless sentinels come to Bonedown to find their rest eternal. The bones of thousands of whales litter the sea floor here. Their ribs reach up towards the light in silent homage to the oldest gods.

Tulita elders claim whales slain before their time rest uneasy and their murders taint the seas. Tulita who find whale remains always painstakingly carry them to this distant reach of sea and lay them to rest with their ancestors.

With the arrival of foreign whaling fleets, this task is proving impossible. Whales, slaughtered by the hundreds, now lie festering on dozens of beaches or roll about the shallows of coves claimed by innumerable whalers and their ships.

### Carcass

South of Port Shaw across the Razor Sea, at the mouth of the steaming Sea of Bile, lies the single most repulsive community of pus-ridden pirate scum the world has ever seen. Ruled only by the mind-crushing enchantments of the Mage Kings, Carcass is home to slavers, demons, necromancers, cannibals, trolls and worse. Much of the city is built on the broken but still floating remains of over a dozen attack fleets – a massive raft of wreckage held together by weaves of animate kelp and by the several thousand writhing tentacles of some nameless horror beholden to the Mage Kings. Carcass is the single most hideous cesspool in existence, and no half-sane captain steers within 20 leagues of this festering port of sorrow.

## Darkol Island

More than a few unnamed islands in the Razor serve as penal colonies, where pirates, fools and murderers are dropped with a few casks of water and left to fend for themselves. Darkol Island remains the most infamous of them all.

This island's many mines yield silver, iron, and even the odd deposit of adamantine. Most criminals consider a life sentence to Darkol to be far worse than any other fate. The slave-masters of the island prison are notorious for doling out terrible abuses, mutilations and rape as punishment for misbehavior, and the strange monsters that prowl the mines feast on the very souls of the criminals laboring in their depths.

## Dragon's Dredge Rift

The Tulita elders remember the reign of Lakano Mua, the Red Misery, through the old chants passed down the generations. The red dragon's wings blotted out the sun for a hundred years, and his fire reduced entire tribes to cinders. Finally, Lakano Mua boasted his flames could singe Pele's hair from her head, and the goddess of fire and wrack responded with a volcano's fury.

Their savage struggle raged across the Razor for two moons and a day, before Pele finally cast the great wyrm down. Lakano Mua plummeted into the waiting embrace of Father Sea and sank into cold darkness. So hard was the wyrm's fall he shredded through the water and smashed deep into the ocean floor. The crater left behind is now called Dragon's Dredge and is one of the deepest rifts in the sea's depths. The crushing cold of the place squeezes the life of everyone who braves it. Hideous leviathans, misshapen by pressure and the icy clutch of the sea's darkest secrets, roam freely in the rift, occasionally rising from the inky depths to engage in terrifying sprees of violence. Sages whisper of a more frightening secret in the Rift: the dread spirit of Red Misery lives on, they say, awaiting the right time to rise from his grave and reassert his rule of the Razor.

## Halgrin's Rest

Legend speaks of an impossibly huge giant, a being who dwarfed even the Dreadsmoke range. He sailed the seas in a canoe of earthen stone long before the first volcano rose above eternal Father Sea. Halgrin they named this giant, and in an age before time his jilted lover the Storm Goddess slew him, for he chose the freedom of the sea over marriage to her.

She capsized his canoe here, and now strange, gargantuan jags of rock crest the waters of the ocean. Supposedly, a giant skeleton as tall as the Everpines of distant Krajin rests in the deep waters below.

As his last act before the drowning sea invaded his massive lungs, Halgrin buried his spear deep in the ocean floor, where it still rests. His last thrust quelled the sea's wrath, and so long as this spear pierces deep into the heart of the sea floor, Father Sea cannot drown the world. Sages claim the fiercest storms are Father Sea struggling to pull the spear from his insides and rage free upon the land once more.

## Isle of Grey Whispers

Sailors avoid this mist-shrouded isle, claiming the tendrils of fog call to those who draw too near, promising carnal delights, glory and power. These whispering voices persuade listeners that rewards await them on the island's shores. However, as ships draw closer to shore, the fevered utterances change, swearing the promised delights and rewards lie not on the island, but rather in the guts of their fellow crewmates. More than one ship has emerged from the mists festooned in the innards of its crew with a few gibbering survivors cackling into the wind, playing with slippery entrails as if they were piled gold, or embracing hunks of gore as they would lovers.

Rumors abound that Garr Bloodbane buried his treasure on the Isle of Grey Whispers, and that the mists are a curse left by the pirate king's greedy spirit. Tulita elders tell any who listen how the mists circled the isle long before Garr Bloodbane was born. They say the mists are alive, the breath of an old god who betrayed the world in a bid to rule it. As punishment, this fell deity was imprisoned on the island for all time, and its name was obliterated from the Book of Existence.

## Isle of Maht

This island is named for a deadly black root that grows all over it. Maht — also called 'Granpappy Blackskull' — creates a terrifying transformation when chewed or smoked. Users' skin shrivels tight to their bones. Their faces sink and cling to their skulls. Their hair falls out. Eyes weep blood and fingers recede to skeletal claws.

The tribe inhabiting this island uses maht to create mad berserkers to defend it from interlopers. Maldraht maht (roughly translated as "one claimed by the maht") may be pinioned by fifty arrows and not slow their stride until they have chewed the head off the offending archer.

The blood worship of the Maldraht maht defies understanding. Their temples are charnel houses of wholesale slaughter, the only veneration their faceless gods crave. Rumors abound of strange slave ships, floating sacrificial ziggurats, reaping the Razor's other tribes and leaving a tide of gore in their wake. Recent sightings of these floating shrines are on the rise.

## Kakeou

The Tulita tribes who still inhabit this island cling fiercely to the old ways. Offering obeisance to Whale, Turtle and Dolphin, they have staved off foreign invasion; but even so, sharks prey upon their fisher folk with increasing frequency, and more warriors go missing on patrols of the island with each passing week. Friends of these tribes speak of a taboo cove, a forbidden place where an ancient shrine of sacrilege still stands, and of dark shapes moving in its waters.

## Koa Islands

These islands once numbered among the Tulitas' most sacred sites. Here, groves of koa trees lie nestled in secluded glens. The wood from the koa is taboo for anyone but chiefs to use, and they craft clubs and war canoes from the trunks of these majestic trees, only culling one tree each year, per tribe. Now, the foreigners plunder these sacred groves with abandon, hacking down thousand-year-old forests, chopping them to lumber and shipping the precious wood far across the sea for a hefty profit in gold.

Recently though, axe-wielding crews of plunderers have been vanishing in the shaded glens. Survivors claim an unseen beast, silent as shadow, devours those who trespass in the ancient groves. Several merchant captains offer a steep reward to anyone who can eliminate the predator. Those foolish enough to try never return.

## Moonfall Atoll

An age ago, a shining star plummeted to the Razor Coast. Wreathed in fire, this heaven's stone slammed through the sea and dug into the ocean floor like a tick. The tip of the giant meteor still breaches the surface, glittering like a small island of blue steel off the coast. A circle of strange, iridescent coral grew up, entirely enclosing it.

Ancient Tulita lore speaks of a small moon shining silver in the sky, which disappeared the night this strange meteor fell to earth. Destroyed by some unknown force of impossible power, this third moon broke into a dozen pieces, all of which now lie scattered about the world. Moonfall Atoll is said to hold one of the twelve pieces of this shattered moon.

## The Pearl Eye Atolls

The Pearl Eyes consists of nine major islands, all tropical and volcanically formed, but scattered throughout these major landmasses lie an extraordinary number of massive coral ridges and fluorescent atolls in every color of the rainbow. Piercing the waters between islands, the unique and vibrantly colored coral of these atolls often surrounds volcanoes, creating formations like luridly painted eyes. The archipelago is also known as Bloodbane's Knuckles for its many dormant, but smoking volcanoes.

Birthed by an undersea volcanic range, each of the nine major islands has a high point – a bluff, plateau or peak – to which adventurers can climb and from where, weather permitting, one can view both their island and a few surrounding islands.

Most of the Pearl Eye islands hold sources of fresh water, gatherable fruit and wild game. A few of the islets cradle tiny settlements, called cargo pits, populated by either indigenous tribes or the descendants of early explorers. Most cargo pits eagerly trade food and water for woefully scarce mainland goods, such as metal tools and weapons.

This series of small atolls is the source of the Razor's largest and most lustrous pearls. Sought after across the world, they adorn the necks of queens and ladies in courts East and West. The Pearl Eye Atolls are sacred to the Tulita. In the past, to ensure these holy treasure troves remained unspoiled, the tribes never allowed a visitor to claim more than one pearl per season.

Now, under new custodianship, pearl-hungry foreigners – dozens of bands of pearl divers and buccaneers – plunder the Atolls daily. Often small, intercine wars break out over control of this territory, but the Dragoons are happy to ignore the conflicts as long as someone is handing over a hefty supply of the pearls claimed from the depths. Lately, shark attacks in this region have grown to a staggering rate, causing all but the greediest divers to give up this once lucrative profession.

## Sammerlock Sails

This island was once a mighty fortress maintained by the elven kingdoms of Akados. An age ago, these sylvan lords gazed across the ocean at the rich natural wonder of the Razor with envious eyes and arrogance in their hearts. The thought that others might be divinely entrusted to safeguard the glory of the sparkling ocean and lush forested coast unsettled the elves. They dispatched legions of sylvan mariners and gossamer-sailed warships to take possession of the coast. They made the island of Sammerlock Sails their stronghold and soon crossed mithral blades with the warclubs of Tulita chieftains.

In the end, Pele intervened on her people's behalf, raining molten fire down on the elven keep, blanketing the ocean with waves of shimmering heat and scouring the elven armada from the coast. Pele's wrath reduced every last elf to smoke on the wind, and now only charred ruins remain where once a silver-spired, mile-long fortress stood.

Passing ships claim something haunts the island now. Some say the hate-fueled spirits of elven warlords cry into the wind for vengeance. Others claim an elven priestess robbed of life and love when the Pele's fire's came wanders the ruins of the fortress as a banshee, her wails striking deckhands dead.

### Shark's Folly

Nine atolls crest the waves, forming a coral circle of power dedicated to the valiant guardian spirit of the old gods – the Dolphin. Fearless in the face of predators, and striking foes with sharp jabs from their snouts to drive them from the Razor Coast, schools of these majestic creatures held back tides of terror in the distant past. No shark dares come within three leagues of this circle of atolls. The Tulita consider the cerulean waters encircled by the islets to be a sacred refuge. Schools of dolphins dance among the waves here, patrolling this holy site, ever vigilant against intruders.

#### Skull Sargasso

The sea's dead number in the tens of thousands: scallywags blasted from their deck by cannonades; unpopular captains hurled overboard in the dead of night by mutinous crew; the unwary knifed on the docks for a few sullied coppers and swallowed by the tides. These dead men vanish into the deeps, and most are never seen again. Their skulls, however, find a home among tangles of the Skull Sargasso. This strange weed bed stretches over three miles wide, nothing but floating skulls yawning askance amidst putrid swells of rotting seaweed.

Legend says the skulls of the sea-claimed dead all find their way here eventually. Shamans of the Tulita speak of "dead water," a horrid patch that draws the souls taken by the sea's killing clutches. The source of this forbidding sargasso remains a mystery, but the crew of any ship who passes into its skull-bobbing waters always emerges headless.

The oldest crusty dogs to ever helm a ship whisper yet more terrifying tales. They avow the sargasso did not always float in its present location, but that it used to prowl the Razor, a leviathan of seaweed and yellowed bone, preying on anything to cross its putrescent path. Some whisper it is only a matter of time until the sargasso awakens from its temporary torpor and resumes its prowling, unwholesome predations.

## Sloth-Eye's Doldrum

A pirate captain of old, Galgros Sloth-Eye, once called this stretch of still water and mudflats home. His fleet of deadly vessels raided passing freighters and retreated to these treacherous sucking fen-waters when pursued by powerful warships. Talons of craggy rock loom beneath the dark water here, ravaging the hulls of unwary captains' ships, and the Doldrum's mud wallows and shallows make navigation a constant vexation.

Some stretches of quick-mud can slurp a freighter-sized vessel below the slimy brown sea-crud of the Doldrum in seconds, usually taking all hands to suffocating doom. Rumors of Galgros' buried treasure – some say Garr Bloodbane's treasure – lure the heartiest adventurers to explore this dread stretch of mire, while others are drawn by stories of ancient ships of pure mithral and silver – dreadnoughts of the sylvan fleets of Sammerlock, sails armed with magical treasures unlike any found in today's world, lying perfectly preserved in the sludge of the Doldrum.

## The Witch's Teeth

These vicious shoals present one of the sea's most fearsome threats to mariners. The shoals are a labyrinth of coral reefs, jagged rocks, leviathan bones and shipwrecks, all shrouded in a persistent fog called "witch's breath." The winds around the teeth are treacherous as well, turning ships against course every time a helmsman strives to correct. Most vessels that brave the Teeth end up smashed like eggs on the rocks.

Garr Bloodbane often prowled the Teeth, and it is a testament to his skills as a captain that his ship never splintered apart. Today, the only mariner who braves the Teeth from time to time is a fearsome pirate lord named Witch Sader.

<b>AZU</b>	<b>S</b>	Character N	ame		Level_	Level						
		Race	Deity Size						XP			
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Appraise	= Int	+	+	TOTAL	BASE ATTAC	STRENGT	H DEX M	IOD SIZE MO	<u>(8</u> )]]			
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~ .	= STR		·	CMD		+	+	+	+ 10			
<b>a</b> <i>k</i>		+	E		~				E.			
Craft	= INT = INT	+ +		1 A.		NEAF	ONS					
Diplomacy		+							4			
Disable Device		+						ТҮРЕ	RANGE			
Disguise	= Сна	+						TITL	KANGL			
Escape Artist	= Dex	+	+АТТАСК Р	SONUS	2ND	3RD	4TH	CRITICAL	DAMAGE			
Fly		+	AMMUNI		ļ	1	1	ļ	Į			
Handle Animal Heal	= CHA = WIS	+										
Intimidate			+ WEAPON					ТҮРЕ	RANGE			
Knowledge (Arcana)*		+	+									
Knowledge ( <i>Dungeoneering</i> )*	= Int	+	+	ONUS	2ND	3RD	4TH	CRITICAL	DAMAGE			
Knowledge (Engineering)*	= Int	+	+ AMMUNI									
Knowledge (Georgraphy)*	= Int	+	+ [[]]									
Knowledge (History)*	= INT	+	WEAPON					ТҮРЕ	RANGE			
Knowledge <i>(Local)*</i> Knowledge <i>(Nature)*</i>	= Int = Int		+	ONUS	2ND	3RD	4TH	CRITICAL	DAMAGE			
Knowledge (Nature)*	= INT	+	+		2.40	SRD	7111	CRITICAL	DAMAGE			
Knowledge ( <i>Planes</i> )*	= Int	+	AMMUNI									
Knowledge ( <i>Religion</i> )*	= Int	+	+	44				' T	'			
Knowledge*	= Int	+						туре	RANGE			
Linguistics*	= INT	+	ATTACK F	ONUS	2ND	3RD	4TH	CRITICAL	DAMAGE			
Perception	= WIS		+ AMMUNI	TION								
Perform Perform	= Сна = Сна											
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Profession*	= Wis	+	WEAPON					ТҮРЕ	RANGE			
	= Dex	+	+АТТАСКИ	SONUS	2ND	3RD	4TH	CRITICAL	DAMAGE			
	= Wis	+	AMMUNI	TION				]				
Sense Motive		+	+									
Sense Motive Sleight of Hand*	= Dex											
Sense Motive Sleight of Hand* Spellcraft*	= Int		+ NOTES									
Sense Motive Sleight of Hand* Spellcraft* Stealth	= INT = Dex	+	+ NOTES									
Ride Sense Motive Sleight of Hand <sup>®</sup> Spellcraft <sup>®</sup> Stealth Survival Swim	= INT = DEX = WIS		+ NOTES									
Sense Motive Sleight of Hand* Spellcraft* Stealth Survival	= INT = DEX = WIS	+ + +	+ NOTES									
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## Freebooter's Guide

This sourcebook for dark heroic swashbuckling and terror in the Age of Sail contains new races, new archetypes, new core classes, new prestige classes, new spells, new feats, new equipment, new magic items, unique animal companions and more. All flavored to sail you into a fantastical, tentacle and gore-filled, pirate-packed Hawaii that never was. With additional material specific to the *Razor Coast* mega-campaign including new organizations, religions, details on Port Shaw – the adventurers' home base – and a history of the *Razor Sea*.

You decide the fate of the Razor!

"There'll be blood by the bucket-full, boyos!" Captain Bethany Razor



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