

# LOST CHAMPIONS DRAGOON

BY N. JOLLY



BRAND  
SYNCH

**PATHEFINDER**  
ROLEPLAYING GAME COMPATIBLE

Lost Spheres



Publishing



# LOST CHAMPIONS DRAGOON

**Author:** N. Jolly

**Artist:** Bryan Syme

**Developer:** Christen N. Sowards

**Contributing Editors:** Hal Kennette, Siobhan Bjorknas

**Contributing Developer:** Gabriel Jolly

**Layout & Graphic Design:** Christen N. Sowards

**Playtesters:** Aaryn Gulledge, Donald J. Decker, James Duchenwald, Matt Groen, Michael Lefavor, Vanessa Moon

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

**DESIGNATION OF PRODUCT IDENTITY:** The Lost Spheres Publishing company names and logos; the "Lost Champions" and "City of 7 Seraphs" names and logos; all artwork, backgrounds, proper names, and logos; all trade dress, and graphic design elements.

**DECLARATION OF OPEN CONTENT:** All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

Lost Spheres Publishing, ©2018

[www.lostspherespublishing.com](http://www.lostspherespublishing.com)



Welcome to the Lost Champions! In this series, we explore new classes which utilize the combat and magic [Spheres Systems](#). Each of these classes work together to blend both systems into a unique experience that allows players to decide between dazzling magic and exciting martial combat! These classes were designed with this in mind, giving access to both magical and combat talents.

The second of these classes is the mighty dragoon, masters of draconic power and united with powerful drakes. Drawing on power beyond their reckoning, dragoons are avatars of vast power beyond their own understanding, living conduits for the might of dragons.

In addition, each class comes with new archetypes along with new talents for the boxing, equipment, and scoundrel sphere.

## DRAGOON

Known as masters of powers far beyond the control of others, dragoons are the product of fusing martial might with the magical strength of dragons. Blessed with the magical talents of dragons, dragoons are also given an incredible gift by their scaled patrons, a drake companion to assist them. This drake is a loyal (if at times self serving) partner to the dragoon. Some confuse the drake's role, assuming it is a servant, but that is far from the truth. The two are partners in every sense of the word, although the drake is loyal beyond all else to its draconic liege. The one thing that all dragoons share is the ability to call on the power of their dragon, taking its form in a limited fashion. Considered beyond human by some, dragoons often take to the sky, their might raining down on those they would consider beneath them. Rightly feared by others, dragoons run the gamut from strategic generals to dangerous loners. Filled with the might of impossible creatures of scale and magic, dragoons stand as a testament to the awe inspiring might of dragons.



**Role:** Dragoons serve as shock troops in most engagements, their physical prowess being backed up by their incredible teamwork with their drakes. Able to wield considerable magical might, the true power of dragoons lay in their bonds with dragons, enhancing them beyond their normal forms. Mixing steel and magic, dragoons stand in the front lines of combat, using their bond with their drakes to survive any onslaught they could face.



# TABLE: DRAGOON

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Combat & Magic Talents	Caster Level
1st	+0	+2	+0	+2	Casting, blended training, spell pool, dragon bond, drake companion, brutal bond	1 (+2 magic)	+0 (1)
2nd	+1	+3	+0	+3	Drake talent, share spells	2	+1
3rd	+2	+3	+1	+3	Draconic might +1, dragon bond (bite)	3	+2
4th	+3	+4	+1	+4	Drake talent, shared vigor	4	+3
5th	+3	+4	+1	+4	Dragon caller (close)	5	+3
6th	+4	+5	+2	+5	Dragon bond (wings), drake talent	6	+4
7th	+5	+5	+2	+5	Draconic might +2	7	+5
8th	+6/+1	+6	+2	+6	Drake talent, improved dragon bond	8	+6
9th	+6/+1	+6	+3	+6	Dragon bond (advanced bite) dragon caller (medium)	9	+6
10th	+7/+2	+7	+3	+7	Drake talent	10	+7
11th	+8/+3	+7	+3	+7	Draconic might +3	11	+8
12th	+9/+4	+8	+4	+8	Dragon bond (bonded might), drake talent	12	+9
13th	+9/+4	+8	+4	+8	Deathless bond	13	+9
14th	+10/+5	+9	+4	+9	Drake talent	14	+10
15th	+11/+6/+1	+9	+5	+9	Draconic might +4, dragon bond (advanced bite)	15	+11
16th	+12/+7/+2	+10	+5	+10	Drake talent, greater dragon bond	16	+12
17th	+12/+7/+2	+10	+5	+10	United healing	17	+12
18th	+13/+8/+3	+11	+6	+11	Dragon bond (swift), drake talent	18	+13
19th	+14/+9/+4	+11	+6	+11	Draconic might +5	19	+14
20th	+15/+10/+5	+12	+6	+12	Dragon soul, drake talent	20	+15

## CLASS ABILITIES:

**Alignment:** Any.

**Hit Die:** d8

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

**Class Skills:** The dragoon's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

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

**Proficiencies:** Dragoons are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

**Casting:** A dragoon may combine spheres and talents to create magical effects. A dragoon is considered a Mid-Caster. She may use either Wisdom or Charisma as her casting ability modifier and must make this choice at 1st level. (Note: all casters may select a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** A dragoon gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.



**Blended Training:** A dragoon gains combat or magic talents according to Table: Dragoon, gaining her choice of combat or magic talents at each level she would gain a talent. Dragoons use their casting ability modifier as their practitioner modifier.

**Dragon Bond (Su):** At 1st level, as long as a dragoon is adjacent to her drake companion, she can spend 1 spell point as a move action to draw upon its draconic might to empower herself for 1 minute. If she does so, she gains a +2 bonus to either her Strength, Dexterity, or Charisma score and she gains temporary hit points equal to her class level + her casting modifier which last until this ability ends. She can expend her martial focus as a free action to refresh these temporary hit points. At 8th level and again at 16th level, these bonuses increase by +2 (to +4 at 8th level and +6 at 16th level).

At 3rd level, she also gains a bite attack as a primary natural weapon which deals 1d6 natural damage. Due to the mystical nature of the transformation, the damage of this natural attack is unaffected by her size.

At 6th level, she also grows a pair of wings which give her a flight speed of 60 feet (good maneuverability).

At 9th level, whenever she uses her draconic bond, as long as her drake companion is within 60 feet of her when she does, it gains temporary hit points equal to her class level + her casting modifier for the duration of this ability. It can expend its martial focus as a free action to refresh these temporary hit points.

At 12th level, whenever she uses her draconic bond, as long as her drake companion is within 60 feet of her, it gains the benefit of her draconic might class feature.

At 15th level, her bite attack instead deals 1d10 damage and has its critical range increased to 19-20/x2.

At 18th level, she can instead use this ability as a swift action.

**Drake Companion:** At 1st level, a dragoon forms a close bond. A dragoon gains a legendary drake companion (see below).

**Brutal Bond:** At 1st level, both the dragoon and her drake companion gain the Berserker sphere as a bonus talent. In addition, the dragoon uses her class level in place of her base attack bonus to determine the effects of Berserker sphere abilities.

**Drake Talent (Ex):** At 2nd level and every even level thereafter, a dragoon's drake companion gains a combat talent; although it may not select the beastmastery sphere or any other sphere talent which would grant it a familiar, animal companion, eidolon, or drake companion.

**Share Spells (Ex):** At 2nd level, a dragoon may use a magical sphere ability with a target of "You" on her drake companion (as a touch range spell) instead of on herself. A dragoon may use a magical sphere ability on her drake companion even if it would normally not affect creatures of the companion's type (dragon).

**Draconic Might (Ex):** At 3rd level, as long as a dragoon is within 60 feet of her drake companion, she treats her base attack bonus as 1 higher for the purpose of her combat maneuver bonus and the effects of combat talents which rely on her base attack bonus. At 7th level and every four levels afterwards, this increase to her base attack bonus increases by 1, to a maximum of 5 at 19th level (this does not allow her to treat her base attack bonus as though it was higher than her dragoon level).

**Shared Vigor (Su):** At 4th level, as long as a dragoon's drake companion is within 60 feet of her, whenever the dragoon or her drake companion would take damage, they can choose to reduce the other's temporary hit points instead of taking the damage themselves.

**Dragon Caller (Su):** At 5th level, as a standard action, a dragoon can call her drake companion. This functions as teleport ability of the warp sphere, using the dragoon's caster level. When used, the drake companion appears adjacent to the dragoon (or as close as possible if all adjacent spaces are occupied). If



the drake companion is out of range, the ability is wasted. The dragoon can spend 1 spell point to increase the range of this ability to medium.

At 9th level, this ability's default range increases to medium, and the dragoon can spend 1 spell point to increase its range to long.

**Deathless Bond (Su):** At 13th level, if a dragoon is reduced to 0 or fewer hit points (but is not dead) and her drake companion has 1 or more hit points, she gains the benefits of the Diehard and Deathless Initiate feats.

**United Healing (Su):** At 17th level, as long as a dragoon is within 60 feet of her drake companion, if either herself or her drake companion would recover hit points, she may choose to allocate that healing to whomever she wishes.

**Dragon Soul (Ex):** At 20th level, a dragoon changes her type to dragon (if it wasn't already). Whenever she uses her draconic bond, she no longer has to select a single ability score, gaining the listed effects for all of the listed ability scores. In addition, she no longer needs to expend her martial focus to recover the temporary hit points gained from draconic bond, instead refreshing them instantly at the beginning of her turn.

## ARCHETYPES

### MECH DRAGOON

**Machine Drake:** A mech dragoon must select the construct variant for their drake companion. Unlike a normal construct drake, its saving throws are not affected by selecting this variant.

This ability alters drake companion.

**Gadgets (Ex):** At 1st level, a mech dragoon gains the gadgets class feature from the technician class, using her casting modifier in place of her Intelligence modifier (if it would be different) to determine the amount of gadgets the mech dragoon can craft and their saving throws and treating her mech dragoon level as her technician level for

the purpose of their effects.

This ability replaces berserker bond.

**Customized Weapon (Ex):** At 1st level, a mech dragoon gains one of the following inventions (as well as an improvement of her choice):

- Improved Crossbow
- Improved Firearm
- Improved Melee Weapon

At 6th level and every five levels afterwards, she gains an additional improvement to her chosen invention.

This ability replaces dragon bond, dragon bond (wings), dragon bond (bonded might), and dragon bond (advanced bite)

**Technical Specialization (Ex):** At 5th level, a mech dragoon gains one of the following technical insights of her choice, gaining any new gadgets or modifications to gadgets that would normally be granted (such as Chemical Insight's new uses for the detonator gadget):

- Chemical Insight
- Demolition Insight
- Electrical Insight
- Gunpowder Insight
- Mechanical Insight
- Medical Insight
- Steampower Insight

At 9th level and every four levels afterwards, she can select an additional technical insight from the list above.

This ability replaces dragon caller, deathless bond, and united healing.

**Resilient Design (Ex):** At 9th level, a mech dragoon's drake companion is not destroyed upon reaching 0 hit points or fewer, instead surviving until its negative hit points are equal to or exceed two times its hit dice. At 18th level, the cost to repair it upon being destroyed is 10 gp x its hit dice and can be done as a full round action.



This ability replaces dragon bond (advanced bite) and dragon bond (swift).

### **SPELLSCALE**

More fixated on magic than might, spellscapes are dedicated to the secrets of magic, choosing to expand upon this knowledge. While physically less imposing, spellscapes make up for this their magical talents, as well as those of their drakes.

**Magical Drake:** At 1st level, a spellscale's drake companion gains the Basic Magical Training feat. In addition, the drake companion is able to use the dragoon's spell points as her own whenever she is within 60 feet of her. If either the dragoon or her drake companion uses a spell point, the other is unable to do so for 1 round. At 2nd level and every even level afterwards, the drake companion gains a magical talent of the spellscale's choice. At 3rd level and every odd level thereafter, the drake companion increases its caster level by 1.

This ability replaces brutal bond, drake talent, and shared vigor.

**Mystic Might (Ex):** At 3rd level, as long as a spellscale is within 60 feet of her drake companion, both herself and her drake companion gain a +1 bonus to their caster levels. At 10th level and again at 17th, their caster levels increase by an additional +1 each.

This ability replaces draconic might.

### **VIOLENT BRUTE**

Magic is but an afterthought for the violent brute, whose focus lies more in the heart of combat. Beasts of battle and little else, violent brutes embody the soul of combat, living for strife.

**Hardened Warrior:** Violent brutes use a d10 to determine their hit points and use their level to determine their base attack bonus.

This ability alters the hit die and base attack bonus of dragoons.

**Reduced Casting:** A violent brute may combine spheres and talents to create

magical effects. A dragoon is considered a Low-Caster. She may use either Wisdom or Charisma as her casting ability modifier and must make this choice at 1st level. (Note: all casters may select a casting tradition the first time they gain the casting class feature.)

This ability alters the casting class feature.

**Twin Terror (Ex):** At 3rd level, whenever a violent brute and her drake companion are within 60 feet of the same creature, they both gain a +1 bonus to damage rolls against that creature. At 7th level and every four levels afterwards, this bonus increases by +1 (to a maximum of +5 at 17th level).

This ability replaces draconic might.

## **NEW TRAITS**

**Scout's Eyes (General):** You ignore the -5 penalty on Perception checks when using the Scout sphere's scout ability.

**Talented Knuckle (Combat):** You are treated as though you possessed 2 additional brute, boxer, or open hand talents when determining the damage of your unarmed strikes.

## **NEW BOXING TALENTS**

**Extra Trigger:** You can select an additional trigger for your counter punch ability. If you would be able to gain a new trigger due to increasing your base attack bonus, you can choose to retrain this talent into another boxing talent of your choice.

**Forceful Smash (Counter):** Whenever you successfully attack with your counter punch, you can make a bull rush attempt against the target as a free action which does not provoke attacks of opportunity. You can choose to move along with the target as a free action, although this movement provokes an attack of opportunity, and you must end this movement adjacent to the creature. At base attack bonus +10, the target falls prone at the end of this movement.



**Loopy Blow (Counter):** Whenever you successfully attack with your counter punch, the target must make a successful Will saving throw or be treated as though under the effects of a confusion spell for 1 round. If the target is battered, they must roll twice on the confusion table, taking the higher result. At base attack bonus +10, this talent lasts for an additional round.

**Knuckle Crusher (Counter):** Whenever you successfully attack with your counter punch, all natural attacks the target possesses (including unarmed strikes) take a -2 penalty to damage rolls for 1 round. For every +4 points of base attack bonus you possess, penalty lasts for an additional round. At base attack bonus +10, this penalty increases to -5 and the target also takes a -1 penalty to attack rolls with natural attacks.

## NEW EQUIPMENT TALENTS

**Dagger Bravo:** Whenever you wield a dagger properly sized for you, its critical range is changed to 18-20/x2 (although its critical multiplier cannot be increased) and its range increases to 30 feet. At +10 base attack bonus, its range increases to 50 feet. Associated Feat: Weapon Focus (dagger)

**Dagger Dancer:** You can draw or sheath a dagger as a free action and you gain a +3 circumstance bonus on attack rolls to confirm critical hits with daggers. At +10 base attack bonus, this circumstance bonus increases to +6. Associated Feat: Critical Focus

## NEW SCOUNDREL TALENTS

**Forgettable Theft:** Whenever you successfully steal an object from an opponent with the steal combat maneuver, the opponent must make a successful Will saving throw or forget that they owned the stolen object for 1 minute. If the opponent is presented with evidence of their previous ownership of the object (such as the object having their name on it or being reminded of

their ownership), they immediately gain an additional saving throw. When you have at least 10 ranks in Sleight of Hand, this effect instead lasts for 1 hour, and the creature must make an additional saving throw at the end of its duration or completely forget that they owned the stolen object.

**Humiliating Trick:** Whenever you successfully perform a dirty trick combat maneuver, the target of your dirty trick takes a -5 penalty to Diplomacy checks and a -2 penalty to damage rolls for 1 minute, although the penalty to damage rolls can be removed in the same action required to remove the effects of the dirty trick. In addition, if that creature fails a Diplomacy check, they are treated as though they had failed by 10 or more. When you have at least 10 ranks in Sleight of Hand, these penalties are doubled and its duration is increased to 10 minutes.

**Ranged Mark:** You can use the marked target ability of the Scoundrel sphere at a range of close.





## THE DRAGOON IN HYRAEATAN

Dragoon wyrmriders are frequently seen in the garrisons along the Lattice-walls of the City of Seven Seraphs, reinforcing the ranks of the Ashborn. Similarly, the Orchard District has a goodly number of the bonded warriors around the Forts including an elite wing of them including Stonewing Citadel, an aerie carved into the petrified body of a colossal behemoth.

Warden circles often find dragoons among them, and while some traditionalists are concerned about the mystical balances a bonded drake may cause a Seraph statuette to become unstable when being placed no evidence supports the fear. Even still, dragoons are often paired with another bonded Circle member from a opposing Light or Dark Parity.

In the Irons a number of Blackblades have raised drake colonies in a special section of cells of the Bladespries to provide an added layer of security against aerial escape attempts. Rumors persist that most of their ranks come from prisoners surviving being incarcerated with them.

House of Heights aspirants often seek drake bonds for the potentially life expanding effects of the linkage, particularly those of the Paths of Incarnation and Union. A small number of these ascendants who succeed have even extended their won immortality to their companions.

## FAVORED CLASS BONUSES

A mountebank belonging to an indicated species below can gain the listed benefit in place of normal benefits (if it is that character's favored class).

**Aasimar**<sup>ARG</sup>: +1/5 of a Life sphere talent.

**Ceptu**<sup>Co7S</sup>: +1/5 of a Mind or Telekinesis sphere talent.

**Changeling**<sup>ARG</sup>: +1/5 of an Illusion sphere talent.

**Dhampir**<sup>ARG</sup>: +1/5 of an Death sphere talent.

**Dwarf**: +1/2 point of damage from a charge while mounted.

**Elf**: +1/6 of a new magical talent.

**Fetchling**<sup>ARG</sup>: +1/5 of a Dark sphere talent.

**Gnome**: +1/5 of an Illusion sphere talent.

**Goblin**<sup>ARG</sup>: +1/5 of an Destruction or Scoundrel sphere talent.

**Halfling**: +1/5 of a Scout sphere talent.

**Half-Elf**: +1/6 of an Extra Drake Power feat.

**Human**: +1/6 of a combat sphere talent.

**Ifrit**<sup>ARG</sup>: +1/5 of a Destruction or Fire Nature sphere talent.

**Judow**<sup>Co7S:SoH</sup>: +1/5 of a Dark sphere talent.

**Kitsune**<sup>ARG</sup>: +1/5 of an Alteration or Illusion sphere talent.

**Kobold**<sup>ARG</sup>: +1/6 of an Extra Drake Power feat.

**Mirrorkin**<sup>Co7S</sup>: +1/5 of an Alteration or Fate sphere talent.

**Orc**<sup>ARG</sup>: +1/2 damage on damage from a Destruction talent.

**Oread**<sup>ARG</sup>: +1/5 of an Earth or Metal Nature sphere talent.

**Rhyzala**<sup>Co7S:SoH</sup>: +1/5 of a Time sphere talent.

**Shadow Fey**<sup>Co7S</sup>: +1/5 of a Warp sphere talent.

**Sylph**<sup>ARG</sup>: +1/5 of a Weather sphere talent.

**Tiefling**<sup>ARG</sup>: +1/6 of a Extra Drake Power feat.

**Undine**<sup>ARG</sup>: +1/5 of a Spirit or Water Nature sphere talent.

**Vanara**<sup>ARG</sup>: +1/5 of an Athletics sphere talent.

**Veryx**<sup>Co7S</sup>: +1/5 of a Mind sphere talent.

**Xodai**<sup>Co7S</sup>: +1/5 of a Fate sphere talent.



## TABLE: LEGENDARY DRAKE

Charges Level	HD	BAB	Saves	Skills	Feats	Special
1st	1	+1	+2	3	1	Darkvision, drake power, low-light vision, immunities
2nd	2	+2	+3	6	1	—
3rd	3	+3	+3	9	2	Natural armor
4th	3	+3	+3	12	2	Drake power
5th	4	+4	+4	15	2	Ability score increase
6th	5	+5	+4	18	3	Natural armor, size increase
7th	6	+6	+5	21	3	Drake power
8th	6	+6	+5	24	3	—
9th	7	+7	+5	27	4	Natural armor
10th	8	+8	+6	30	4	Ability score increase, drake power
11th	9	+9	+6	33	5	—
12th	9	+9	+6	36	5	Natural armor
13th	10	+10	+7	39	5	Drake power, size increase
14th	11	+11	+7	42	6	—
15th	12	+12	+8	45	6	Ability score increase, natural armor
16th	12	+12	+8	48	6	—
17th	13	+13	+8	51	7	Drake power
18th	14	+14	+9	54	7	Natural armor
19th	15	+15	+9	57	8	—
20th	15	+15	+9	60	8	Ability score increase, drake power, size increase

## APPENDIX INFORMATION LEGENDARY DRAKES

While there is a large variety of drakes<sup>LOD</sup> which take on mortal charges, the variety of such noble creatures is far more expansive than one would assume at first glance, as pariahs of the drake lineage often find themselves accepting charges more readily than others. Wyrmtouched themselves share a kinship with drakes, being able to draw even more power and prestige from these mighty beasts. The following section details legendary drakes; archetypes which would be allowed to gain a drake companion can choose to gain a legendary drake in place of a normal drake.

Drakes are brutish lesser kindred of true dragons. Though they aren't particularly intelligent, drakes' significantly faster breeding allows their kind to survive in harsh environments.

A few organizations have developed methods for rearing and training drakes. Their techniques allow some to transform these wild dragonkin into allies as devoted as they are deadly.

A drake can be a powerful ally to one who understands how to deal with its surly and obstinate attitude. Such a character is called the drake's "charge," as drakes refuse to refer to another being as their master. Due to their body structure, drakes only have the following magical item slots: head, headband, eyes, shoulder, neck, body, chest, and two rings.

Legendary drake companions are not animal companions and don't count as animal companions for any purpose, including Handle Animal checks and tricks. While a drake can be mounted, it is only willing to be mounted by its charge, and must at least be 1 size larger than its charge. Legendary drake companions are extreme oddities among drakes and irreplaceable to their charges, as it takes years to win a drake's trust. As such, should a legendary drake companion die, her charge doesn't gain a replacement legendary drake companion and must restore the companion from the dead. At the GM's discretion, a charge who lost his drake might be able to bond with a new drake after going on a quest to find another special drake and spending several years bonding with the new drake.





## LEGENDARY DRAKE COMPANION BASE STATISTICS

A legendary drake companion has the following features.

**Charge's Level:** This is the class level of the drake's charge in the class that grants the legendary drake companion (or character level if the drake was obtained through feats).

**HD:** This is the drake's total number of 12-sided (d12) Hit Dice.

**BAB:** This is the base attack bonus of the drake, which is equal to its number of Hit Dice.

**Saves:** These are the drake's base saving throw bonuses.

**Skills:** This entry lists the drake's total number of skill ranks. A drake with a high Intelligence score modifies this total as normal (for each Hit Die it has, it gains a number of skill ranks equal to 6 + its Intelligence modifier). A drake can't have more ranks in a skill than it has HD.

The following skills are class skills for a drake: Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

**Feats:** This is the drake's total number of feats.

**Special:** As the drake increases in power, it gains the special abilities described below.

**Darkvision (Ex):** The drake has darkvision out to a range of 60 feet.

**Low-Light Vision (Ex):** Drake's see twice as far as humans in dim light.

**Immunities:** Drake's are immune to sleep and paralysis.

**Drake Power:** The drake gains a power for which it qualifies from the list of drake powers. A drake gains a drake power



when its charge gains its first level and every 4 levels thereafter; each power can be chosen only once unless otherwise listed.

**Natural Armor:** The drake's natural armor bonus to its AC increases by 2 when the charge reaches 3rd level and every 3 levels thereafter.

**Ability Score Increase (Ex):** The drake adds 1 to one of its ability scores when its charge reaches 5th level and every 5 levels thereafter.

**Size Increase:** The drake matures further and advances a size category when the charge reaches 6th level and every seven levels thereafter. Each time this occurs, the drake's natural armor bonus to its AC increases by 2, its natural attacks increase in damage based on the new size category, and it gains the following ability scores adjustments: Str +4, Dex -2, Con +2.

**DRAKE STARTING STATISTICS**  
**Size** Medium; **Alignment** any; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** bite (1d4), tail\* (1d4); **Ability Scores** Str 14, Dex 15, Con 13, Int 7, Wis 11, Cha 9; **Languages** Draconic.

\*This is a secondary natural attack.

## LEGENDARY DRAKE VARIANTS

Considering the incredible variety among dragons, drakes are also a varied lot, allowing for alterations in drakes unknown by most charges. A drake can select any number of variants as long as they do not alter the same features:

### AGILE VARIANT

Drakes with this variant do not lose Dexterity when they increase in size. Due to their more slender figures, they possess a poor Fortitude save.

### ARMORED VARIANT

Drakes with this variant possess DR 2/-. At 3rd level and every three levels afterwards, this damage reduction increases by 1. Due to their altered

physiology, they do not gain the natural armor feature or advancements to it.

### CONSTRUCT VARIANT

Drakes with this variant change their type to construct, lose their Constitution score, gain construct traits (including additional hit points for their size), and do not reduce their Dexterity score upon increasing in size. If a construct drake is destroyed, it can be repaired with a Craft (blacksmith) check equal to 10 + its hit dice and costing materials equal to 100 gp x its hit dice. Due to their machine construction, they possess all poor saves, their hit die is reduced to a d10, and they gain 2 less skill points whenever they would gain skill points.

### UNDEAD VARIANT

Drakes with this variant change their type to undead and lose their Constitution score, gaining undead traits (including gaining hit points based on their Charisma modifier), and increasing their Charisma score whenever they would normally increase their Constitution. If an undead drake is destroyed, it can be returned to life with a Knowledge (religion) check equal to 10 + its hit dice and costing materials equal to 100 gp x its hit dice. Due to their undead origin, they possess a poor fortitude and will save, their hit die is reduced to a d8, their base attack bonus is reduced to that of a normal animal companion, and they gain 1 less skill point whenever they would gain skill points.

### LEGENDARY DRAKE POWERS

Legendary drake companions can select from the following drake powers.

**Aligned Drake (Su):** Select 1 alignment (chaos, evil, good, or law); your drake's attacks count as that alignment for the purpose of penetrating damage reduction. Your drake's alignment also shifts to that alignment. This drake power can be selected twice, the second time requiring an alignment on a different axis to be selected (a drake could select chaos and good, but not chaos and law).



**Aqualung (Ex and Su):** The drake can breathe in water as well as in air; if the drake has mount, any creature using it as a mount gains the effects of this drake power (granting this benefit is a supernatural ability). To select this, a drake must have swim.

**Breath Weapon (Su):** The drake gains the draconic breath weapon racial trait, selecting a damage type upon selecting this legendary drake power, and treating their charge's level as their character level for the purposes of how much damage their breath weapon deals.

**Blindsight (Ex):** The drake gains blindsight 30 feet and its blindsense increases to 60 feet. To select this, the drake must have dragon senses and their charge must be 15th level or higher.

**\*Bloody Bite (Ex):** Whenever the drake makes a successful bite attack against an opponent, that opponent must make a Reflex save (DC = 10 + 1/2 the drake's Hit Dice + the drake's Strength modifier) or take bleed damage equal to the drake's Strength modifier.

**Breath Master (Ex):** The drake gains the Expanded Breath Weapon and Powerful Breath Weapon feats, even if they do not meet the prerequisite for them. The drake can choose to use their breath weapon as either a line, cone, or to as it normally would be. To select this, the drake must possess breath weapon.

**Burrow (Ex or Su):** The drake gains a burrow speed of 30 feet and can breathe while underground; if the drake has mount, any creature using it as a mount can be carried while it is burrowing and can also breathe while underground (granting this benefit is a supernatural ability). When its charge reaches 11th level or higher, this speed increases to 60 feet.

**Dragon Senses (Ex):** The drake gains darkvision 120 feet. They also see four times as well as a human in dim light and twice as well in normal light. When the drake's charge is 7th level, it also gains blindsense 30 feet. They see four times as well as a human in dim light and twice as well in normal light.

**Earth Glide (Sp):** The drake is treated as though under the constant effect of the earth glide spell; if the drake has mount, any creature using it as a mount it also gains the benefits of this drake power. To select this, the drake must have burrow and its charge must be at least 11th level.

**Enchanted Attacks (Su)** The drake gains a +1 enhancement bonus to attack and damage rolls with its natural attacks and its attacks count as magic for the purpose of penetrating damage reduction. For every eight levels the drake's charge possesses, this enhancement bonus increases by +1.

**\*Energy Bite (Su):** The drake's bite deals 2d6 extra points of damage of the same energy type as its breath weapon. When the drake's charge is 15th level, this damage increases to 4d6. To select energy bite, a drake must have breath weapon its charge must be at least 7th level.

**Energy Resistance (Ex):** Select 1 energy type, the drake gains resist 5 against that energy type. For every five levels the drake's charge possesses, this energy resistance increases by 5. When the drake's charge reaches 20th level, this instead becomes immunity to that energy type.

**Flight (Ex):** The drake gains a fly speed of 40 feet (clumsy). When its charge reaches 7th level, the drake's fly speed improves to 60 feet (average), and when its charge reaches 15th level, its fly speed improves to 80 feet (good) To select flight, a drake must have glide and its charge must be at least 4th level.

**Glide (Ex):** The drake is able to take ranks in Fly. It can slow its fall to 60 feet per round, and it takes no falling damage as long as it can take actions and succeeds at a DC 15 Fly check each round. As it falls, it can take a move action to move up to 30 feet laterally in a straight line, or two move actions to move up to 60 feet laterally in a straight line. The drake can't gain height while gliding.

**Iron Scales (Ex):** The drake gains DR 2/-. For every eight levels the drake's



charge possesses, this damage reduction increases by 2. This drake power stacks with the armored variant.

**Keen Mind (Ex):** The drake's Intelligence, Wisdom, and Charisma scores each increase by 2. This drake power can be selected multiple times; its effects stack.

**\*Magic Bite (Su):** The drake's bite applies  $1\frac{1}{2} \times$  its Strength modifier to the damage dealt by its bite attack, and its bite attack deals full damage to incorporeal creatures. To select magic bite, a drake must have enchanted attacks and the drake's charge must be at least 7th level.

**Mount (Ex):** The drake can carry a rider of its own size and will allow creatures other than its charge to use it as a mount.

**Pounce (Ex):** The drake gains pounce. To select this, the drake's charge must be 7th level or higher.

**Powerful Claws (Ex):** The drake gains two claw attacks which deal 1d4 damage; these attacks are treated as secondary natural weapons.

**Rend (Ex):** The drake gains a rend attack with its claws. To select this power, the drake must have powerful claws and its charge must be 7th level or higher.

**Scent (Ex):** The drake gains the scent ability and a +6 competence bonus to Perception checks

**Shadowed Drake (Su):** The drake permanently reduces the lighting levels of its squares and all adjacent squares by 1 step, the drake can end or reactivate it as a free action on its turn. To select this, the drake's charge must be 3rd level or higher.

**Sharpened Attacks (Ex):** Select 1 natural attack, the drake's critical threat range with that natural attack increases by 1 (this stacks with the Improved Critical feat and the keen weapon enhancement but is applied last.) This drake power can be selected multiple times, each time selecting a different natural attack.

**\*Sickening Bite (Ex):** Whenever the drake makes a successful bite attack against an opponent, that opponent must make a Fortitude save ( $DC = 10 + \frac{1}{2}$  the drake's Hit Dice + the drake's Constitution modifier) or be sickened for a number of rounds equal to the drake's Constitution modifier (or Charisma modifier if the drake has the undead variant).

**Swim (Ex):** The drake gain a 60-ft swim speed.

**Tremorsense (Ex):** The drake gains tremorsense 30 feet. When the drake's charge reaches 15th level or higher, this increases to 60 feet. To select this, the drake must have dragon senses and its charge must be 7th level or higher.

**\*Tripping Bite (Ex):** Whenever the drake makes a successful bite attack against an opponent, that opponent must make a Reflex save ( $DC = 10 + \frac{1}{2}$  the drake's Hit Dice + the drake's Strength modifier) or be knocked prone. A drake can only apply one drake power that modifies their bite attack at a time.

\*A drake can only apply one drake power that modifies their bite attack at a time.

## NEW DRAKE FEAT

The following feat can only be taken by drakes with charges.

## **EXTRA DRAKE POWER**

Your power and that of your charge flows through you more easily than most.

**Prerequisites:** Drake, must have a charge.

**Benefit:** You gain an additional drake power.

**Special:** You can select this feat multiple times.



## NEW MAGICAL ITEMS

The following magic items are intended for drakes or to assist drakes.

### DRAKE'S HEART

**Aura** strong conjuration; **CL** 15th

**Slot** none; **Price** 1,000 gp

This fist sized gem shines with a dull spark inside of it, and must be attuned to a drake with a charge over the course of 1 week. If the attuned drake dies, its charge can touch the drake's heart and take 1 point of damage per level they possess to imbue it with their life energy. After 1 week, the attuned drake is brought back to life, shattering the drake's heart.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *raise dead*; Cost 500 gp

### DRAKE'S REGALIA

**Aura** moderate transmutation; **CL** 5th

**Slot** shoulders; **Price** 4,000 gp (simple), 16,000 gp (ornate)

This ornate body covering appears to be blank at first until worn by a drake, taking on a color and theme of importance to the wearer, imbuing them with a sense of pride and devotion towards their charge. The wearer of this regalia gains one drake power decided when this item is created; if a drake wears a regalia which would grant them a drake power for which they do not qualify, it has no effect upon them, and drake powers gained through regalia may be used as prerequisites for other drake powers provided the drake has worn the regalia for 24 hours. An ornate drake regalia instead bestows two drake powers. A drake which does not have a charge gains no benefit from this item.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *form of the dragon I*; Cost 2,000 gp (simple), 8,000 gp (ornate)

### DRAKE SADDLE

**Aura** moderate transmutation; **CL** 5th

**Slot** body; **Price** 6,000 gp

This fine leather saddle is adorned with various designs of drakes and dragons along its sides. The wearer of this saddle must be a drake, granting them the mount drake power. The drake is also treated as one size larger when determining its carrying capacity.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *mount*; Cost 3,000 gp

### REDUCTION HARNESS

**Aura** moderate transmutation; **CL** 5th

**Slot** chest; **Price** 6,000

Made of intricately woven copper and silver depicting a mighty beast being reduced to a small cub, this harness can only be worn by a drake with a charge or an animal companion. Upon being activated with a command word, the wearer's size is reduced to Tiny, remaining so indefinitely until the command word is spoken again. This does not count against the limit of magical items a drake may wear.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *reduce person*; Cost 3,000 gp



# OPEN GAME LICENSE

## VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.



14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc.; .

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Player Companion: Legacy of Dragons, © 2016, Paizo Inc.; Authors: Alexander Augunas, Robert Brookes, Thurston Hillman, Michelle Jones, Mikko Kallio, and Mark Seifter.

Pathfinder Roleplaying Game Core Rulebook, © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Pathfinder Unchained, © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Beyers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Intrigue, © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Spheres of Might, © 2017, Adam Meyers, Michael Sayre, Andrew Stoeckle, N. Jolly

Champions of the Spheres, © 2017, Adam Meyers, Michael Sayre, Andrew Stoeckle, N. Jolly

The Book of Experimental Might, © 2008, Monte J. Cook; All rights reserved.

Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger,

and Bill Webb; Based on original content from TSR.

Brownie from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Guardian from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

Demon, Shadow from the Tome of Horrors Complete, © 2011,, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.

Dragon Horse from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Dragon, Faerie from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Brian Jaeger and Gary Gygax.

Flumph from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Genie, Marid from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Giant, Wood from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene, based on original material by Wizards of the Coast.

Hippocampus from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Huecuva from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle.

Kech from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Mite from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Muckdweller from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and



distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Quickling from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Skulk from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Simon Muth.

Spriggan from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Pathfinder Roleplaying Game Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3 © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Baphomet from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Grippli from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Nereid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Lost Champions: Mountebank © 2018, Lost Spheres Publishing; Authors: N.Jolly, Christen N. Sowards

**Lost Champions: Dragoon © 2018, Lost Spheres Publishing; Authors: N.Jolly, Christen N. Sowards**



# LOST CHAMPIONS

## DRAGOON



**Join your power to draconic essence!**

Welcome to the Lost Champions! In this series, we explore new classes which utilize the critically acclaimed Spheres Systems. Each of these classes work together to blend both systems into a unique experience that allows players to decide between dazzling magic and exciting martial combat! These classes were designed with this in mind, giving access to both magical and combat talents.

The second of these classes is the mighty dragoon, masters of draconic power and united with powerful drakes. Drawing on power beyond their reckoning, dragoons are avatars of vast power beyond their own understanding, living conduits for the might of dragons.

In addition, each class comes with new archetypes along with new talents for the boxing, equipment, and scoundrel sphere.

We recommend using the [Spheres core books](#) with this product.