

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

RICHARD A. KNAAK'S
**REX
DRACONIS**
RPG

Player's Companion



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Player's Companion

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Chapter 1: Introduction

While most of the core rules and player options of 5th Edition still apply to the Rex Draconis RPG setting, it has some unique characteristics that set the world apart from others. This inevitably affects some of the options available to players, such as new races, new class archetypes, magic, setting-specific factions, and the Tiberos pantheon. Incorporating these changes will enhance your Rex Draconis gaming experience.

The player options in this book are, like anything in tabletop roleplaying games, optional, and you are encouraged to work with your Game Master, usually during the fabled Session 0, to discuss and agree on which options apply and are available in your campaign.

Firstly though, what is Rex Draconis, and what is the world in which it is set, Tiberos? The following section should give you enough information to give you a good feel for the themes and ideas of Rex Draconis.

Lore and Legends of Tiberos

Tiberos is the world in which the Rex Draconis RPG is set. It is a place of heroes and villains, powerful empires and sprawling kingdoms, and, of course, a place of high adventure and devious dangers. There are many nations in Tiberos, from the human kingdoms in the south to the minotaur empire in the north west. The current political peace treaties between two of the most powerful nations in Tiberos, the Minotaur Empire and the Human Kingdoms, are held together by very loose threads. Yes, the leaders of the free people of Tiberos claim there is peace within the world, but they know this is not entirely the case.

The Moons & The Shatter

One of the most noticeable features of Tiberos is the Shatter; a phenomenon where fiery rock fragments light up the sky for seemingly random periods of time. It is a time of great unease for the people of Tiberos, but this was not always the case. In times long past, Tiberos had not two, but three moons gracing its night sky; moons of silver, crimson and shadow. The silver moon, named for the god Huum, would cast fantastic glittery light at full moon, whilst Nuin, the crimson moon also named for its godly master, would cover the world in a reddish hue. The darkest of the three was Drak, and could only be seen on the rare occasion when it rose in front of the other two. Now, only two of the moons rise.

The Shatter. For the past four hundred years, Tiberos has only borne witness to two of the three moons rising, Huum and Nuin. Drak, while still showering the sky with fiery brilliance during those times known as the Shatter, no longer rises, but shows itself in its shattered fragments.

The Shatter appears unpredictably throughout the year as huge fragments of blazing rock in the evening sky, which grow more imposing as the last vestiges of daylight fade. Some see the fragments as the shape of a fiery dragon filling the night's sky and casting an eerie glow across the land.

The Legend of The Shatter. No one knows exactly what happened to the dark moon, though some believe that the fall of its master, the god known by the same name, Drak, is a direct cause. One legend relates how the three moon-gods waged an almighty war against a ruling deity, Tawyr, God of Storms, for greater power within the pantheon. Nuin, Huum and Drak confronted their father and demand he relinquish his throne. Faced with this effrontery, Tawyr of the Storm struck down the most

powerful of his children, proud Drak, with a single bolt of lightning. He then proceeded to shatter his slain son's shadowy domain, and left the dark moon's burning remains adrift for all to see. It still burns to this very day during times of the Shatter, a reminder to all, gods and those of the lower races alike, of their places and the power of Tawyr. So the legend goes.

Races and People of Tiberos

The Kwillum

Small and quick, kwillum are often mistaken for small human children with wild and thick hair, which is in fact porcupine-like quills that can become stiffened in times of defensive needs. Growing to barely four-foot tall at maturity, their manes grow from their head, down past their shoulder blades, and end on their lower backs. They have a racially inherited obsession with searching for "something", though not even the great wizard Amble knows what, that often leads them, innocently or not, onto the wrong side of the law. Natural wanderers, the kwillum can be found journeying through all parts of Tiberos, which naturally leads them on many adventures.

The Minotaur Empire

The minotaurs of Tiberos are a race of deep culture, strong values and strict disciplines. Most of the world's minotaurs are born into the Minotaur Empire and serve the imperial rule of their lands; however, some do leave for high adventure and the lure of battlefield glory. They are a race of gifted sailors and shipwrights, and boast the greatest naval fleet in the land. They are known for their honor and courage in battle, though they can also be hot tempered. While the empire is rooted deep within every minotaur's heart, it is not uncommon to see them living amongst the other races of the Kingdoms Alliance. It is common that a minotaur can be found serving as a crew member aboard a merchant ship that is not in servitude to the Minotaur Empire. Equally so, minotaurs have migrated throughout the lands of Tiberos thanks to the tenuous treaty agreements between the

human Kingdoms Alliance and the Minotaur Empire.

The Knights of Dracoma

Honor, Honesty, Courage, Integrity, Loyalty - It is these standards by which the Knights of Dracoma live their life. The knighthood are comprised of four orders who stand for the good of Tiberos. They are steeped in tradition, and the common folk often respect and revere them more than their kings. Many aspire to join the knighthood, starting their tenure as squires; however, only those who truly live their lives by the values are chosen to ascend to knighthood. While the knighthood is centralized in the kingdom of Dracoma, their righteous influence and good deeds extend far beyond its borders. Heroic at heart and loyal to the bone, the knights often travel the lands of Tiberos on missions of valor, never ceasing in their eternal campaign against the evils that plague the land.

The Dwarves of Stonetorn

Stonetorn, north of Dracoma and Vledarian, is the dwarven realm which has the most contact with the human kingdoms. Once the slaves of the Solan Elves during the era of the Solan Perfectionate, the dwarves of Stonetorn have a deep-seated hatred for their once overlords. Over three thousand dwarves lost their lives in shattering the Perfectionate's grip on the race. Thanks to a group of courageous dwarves known as the 'Daring 23', who stood as heroes during the rebellion, the dwarves of Stonetorn now live in peace, mining the earth for the beauty of its natural resources in their mountainous realm.

The Komanian Gnomes

Closely related to the dwarves of Stonetorn and sharing their need for creativity, a majority of the Tiberos gnomish population hail from the Koma region. The ever-tinkering gnomes generally live in clockwork wagons, and are usually content to roam the plains of Koma. Each family unit owns a small clockwork wagon that contains their living and work spaces. When two or more family or clan units find a common need, their wagons can be refashioned to become one connected, mobile home. Rarely, nearly all the

gnome families in a region will join together to create a mad, giant structure, though this has not been witnessed for quite some time. Restless gnomes might leave their family wagons from time to time, heading towards one of the larger cities in search of components, rumors of new cutting edge schematics, or special parts that might not be easily made within their mobile workshops. The gnomes might also move onto other professions away from Koma, usually those that can keep their creative and intelligent minds satisfied, such as wizardry or as one of the fabled Avondale librarians.

The Solan Elves

New to their mortality, and living deep within the forest of Nisa Solan, east of the Trapped Sea, the Solan elves attempt to live in peace in the Solan capital city of Solinard. The elves have a long and troubled past. They once reveled in their immortality, believing themselves the prime example of perfection. This led to a period in Tiberos' long history known as 'The Solan Perfectionate'. The Solan Elves had successfully enslaved their close dwarven neighbors for a time during this period, before the dwarves rose in rebellion to break free from their Solan oppressors. When the Shatter happened, the elves, for reasons unknown, lost their immortality and the loss struck the race to their core. Whilst still long lived, the shock of their mortality certainly dulled any self-imagined perfection that still lingered. Generations have come and gone, and the elves no longer bask in their immortality, but there are still some ill feelings between elves and the other free races of Tiberos thanks to long memories and the generational impacts of the Solan Perfectionate.

Half-elves. There have been odd occasions where an elf and a human produce an infant which inherits parts and abilities of both of its parent's races. These are commonly referred to as Half-elves, though they are quite rare and a bit of an oddity in Tiberos. Half-elves are generally accepted to a certain extent around the human regions of the Kingdoms Alliance when seen, though not entirely trusted.

Elven Mind Speech

Solan elves and half elves may take an alternate racial trait called Elven Mind Speech

This acts as a 60 foot telepathy that can target a single creature, allowing two way communication as long as the elf concentrates. Using mind speech is an action.

Elves rarely choose to communicate outside their own race, and even if they do, it requires a DC 15 caster level check (1d20+character level) to contact a non elf. Oddly, Minotaur are immune to this ability.

This trait replaces Elven Immunities, as the mind speech makes the elf more susceptible to altered states of consciousness.

The Wheyr

There is not much known about the origins of the canine-like race, but they have been linked to the ogres for some time. Their only known home, the savage city of Slaughter, resides far in the north. It is rumored that the wheyr have several hidden ports and shipbuilding facilities to support their black raiders, as their ships are known to outsiders.

The wheyr range in size from as small as a human to as large as a minotaur. They appear reminiscent of a bipedal hound, with different variations depending on the bloodline of their pack.



Chapter 2: Races

There are many races in Tiberos, some of which are well-known stalwarts in most high-fantasy worlds, such as the elves, humans, and dwarves. There are also some new races that can be found in the setting, and the cultures of more familiar races may differ from what you expect. The following paragraphs detail these unique elements in the way that the setting's creator, Richard A. Knaak, intended for the setting; however, you and your group should feel free to alter anything to better fit your campaign and story.

Non-Native Core Races

The following standard Pathfinder races are not considered native to Tiberos and the Rex Draconis setting as a whole. While these are not canonically native to the setting, GMs are encouraged to include and exclude any player races that they wish for their particular campaign as they see fit. If you wish to play one of the following races, please discuss this with your GM.

- Halfling
- Orc/Half-Orc

New Races

Two new races that are native to Tiberos are available as player options in this chapter. The mighty, seafaring Tiberos Minotaur, and the crafty vagabond Kwillum. Each serves their unique purposes within Rex Draconis, and are full of flavor.

Kwillum

“As the second sailor grabbed at the child’s mane, the hair suddenly stiffened. The tips became sharp points thrusting upward. The sailor put his hand right into several.”

—Richard A. Knaak, *Under the Dragon Moon*

A menace to society, destroyers of markets, unquestionable thieves; such generalizations are made by those uninitiated to the inner workings of kwillum culture. The kwillum have no home city, no permanent homeland, and the only basic unit they know is the immediate family. Shortly after a kwillum reaches adulthood, the kwillum’s parents will frequently go their separate ways. The young adult usually turns to solitary, nomadic wandering and most are well suited for a life of adventuring. Kwillum only gather once every four years, the location seemingly random but known to all. The Gathering is a time of fear for any nearby merchants, as the quick-fingered hands of the kwillum inevitably end up sweeping through any nearby marketplace in their endless search.

Small and Quick

Kwillum are renowned for their incredible, short-distance speed and for having the quickest hands in Tiberos. Small in size, kwillum tend to stand about 4 feet tall and most full-grown adults are mistaken for ten-year-old human children due to the race having a perpetual youthful appearance by human standards.

Reactive Needle Protection

Kwillum have a long mane of ‘hair’, which grows from their head, down past their shoulder blades, and ends on their lower backs. As a defensive mechanism, they can induce this mane to stiffen into damaging needles, much like the quills of a porcupine. Fights with kwillum often end with the kwillum hunched over, needles erect, and an unsuspecting combatant left holding his hand in agony.

Light-fingered Seekers

A majority of the population of Tiberos view the kwillum with disdain due to their reputation for 'thieving'. They have an affinity for 'searching' or 'inspecting' others' personal possessions and quite often, oddly enough, leaving something else in its place. On the odd occasion that they are caught in the act, they all seem to mutter something about 'not finding what they have been looking for.'

Blithe Nomads

Their kwillum homeland was overrun by the wheyr during the Shadowtimes, and now the kwillum wander human kingdoms and surrounding regions with a smile on their face and a spring in their step. They always seem to be searching for one thing in particular, though none outside of the race have ever deciphered just what, if anything, that is. Even the kwillum appear not to know exactly what it is they seek, but believe they will know what it is when they see it.

An Affable Nuisance

Kwillum have a vastly different worldview compared to other races. Quick to see the good in a person, even when it is hard to find, they swiftly make 'friends for life' with even the most wretched of folk. Their new friend rarely shares this feeling. Their flamboyancy is infectious, and they often draw out the good in those around them, no matter how minute, even when it is unwelcome.

Dwarves. "Dwarves are like family, always trustworthy, but gruff and direct."

Minotaurs. "Always so serious, maybe they are on serious business to protect what we are looking for. We must inspect!"

Humans. "So interesting, constantly changing and so many varieties, so much chance to find what we are looking for! Humans, of all the races, seem tolerant to our ways."

Elves. "So curious to us, so elusive, and so many magical artifacts to inspect! Surely they are our best chance for finding what we are looking for!"

Kwillum Names

Kwillum only ever possess a single given name. Curiously, while the family unit itself may not be very cohesive, kwillum take great pains to teach their bloodlines to their young. Most kwillum can recite the names of their direct ancestors back to the beginning of the Shadowtimes. Indeed, often when they first meet, kwillum will take turns reciting their bloodlines to each other, noting wherever a family connection can be found.

Male Names: Alda, Beknee, Cirrol, Marba, Marli

Female Names: Cintol, Hilna, Jessni, Tashni, Veshna

Age. A kwillum reaches adulthood at the age of 20 and generally live until the age of 80.

Alignment. Most kwillum are neutral good. They are, by nature, fun loving and kind; however, the confines of law conflict with their cultural norms. Their inquisitive and curious nature often leads a kwillum into unlawful situations completely by accident.



Kwillum Traits

Your kwillum character has the following racial traits.

Ability Score Increase. Your Dexterity and Charisma scores increase by 2 and your Strength score decreases by 2.

Small Size. Kwillum average around 4 feet tall and weigh roughly 50 pounds. They are small creatures and gain a +1 size bonus to their AC, a +1 size bonus to attack rolls, a -1 penalty to their CMB and CMD, and a +4 bonus on Stealth checks.

Slow Speed. Your base speed is 20 feet.

Mane of Needles. Kwillum react to danger by causing their coarse hair to straighten and bristle, becoming a natural defense mechanism. Any creature grappling or attacking a Kwillum with a natural or non-reach weapon must make a Dexterity saving throw with a DC equal to 8 plus half the Kwillum's character level or suffer piercing damage equal to the Kwillum's Charisma modifier, to a minimum of 1.

Sprinter: Kwillum may use a full round run action to increase her speed up to 5 times her speed so long as she is in medium, light or no armor and carrying no more than a medium load. When using this ability she does not lose her dexterity bonus to AC.

Go Unnoticed. Kwillum receive a +2 bonus to Stealth and Sleight of Hand checks

Alternate Racial Traits

Defensive: Some Kwillum grow a heavier mane of quills and have developed the use of them to form a more protective barrier. They may reduce the damage of the incoming attack by an amount equal to their Charisma modifier. This trait replaces Sprinter and Go Unnoticed.

Harmless Manner: Some Kwillum have mastered the art of appearing innocent and harmless. They gain a +2 bonus to Bluff and Diplomacy. This trait replaces Go Unnoticed.

Slip Away: Some Kwillum eschew speed for stealth, and have become adept at hiding

in crowds. They may use the Stealth skill while being observed so long as there are more than a dozen creatures within 40 feet, and gain a +2 bonus to Stealth checks which stacks with the Go Unnoticed trait. This trait replaces Sprinter.

Master Collector: Some Kwillum have become extremely adept at collecting objects as they search for their ultimate goal. They gain a +4 bonus to Sleight of Hand checks. This trait replaces Go Unnoticed.

Fleet of Foot: Some Kwillum are cursed with smaller spines, but are naturally swifter of foot due to the lack of weight. Their base speed increases to 30 feet but their Mane of Needles deals only ½ their Charisma modifier in damage, rounded down (to a minimum of 0). This trait modifies Slow Speed and Mane of Needles.

Tiberos Minotaur

“Rath had managed to leave a false trail using his own blood to trick the wheyr’s canine senses long enough to give the minotaurs a chance to regroup. Regroup... He snorted again, this time at the choice of words. Minotaurs did not retreat...but they did regroup. There was no honor in retreating, but regrouping suggested a desire to return to the battle and crush the enemy.”

—Richard A. Knaak, *Under the Dragon Moon*

The image of strength, the standard of honor, warriors to the grave; this is what it means to be a Minotaur of the Empire. With a vast and growing empire, the minotaurs spend much of their marine-based lives around the northwestern islands of Tiberos. Currently engaged in a loose peace treaty with the human realms, many minotaur merchants, soldiers, and diplomats travel between human and minotaur ports for trade and public relations activities. Neither side is fooled that the peace agreement is robust, and most understand the frailty of the relationship. Many individuals and groups, both human and minotaur, work hard to suppress threats to the treaty.

Pillars of Strength

Standing around eight-feet tall, the minotaurs of Tiberos tower over most civilized races. With bulky and muscular torsos, these bull-headed warriors are not just immensely tall, their strength is also second to none. Campfire legends and stories of the lesser humanoid races speak of amazing minotaur feats of strength, though the historical records of Gillan, the minotaur capital, prove those stories undersell the truth.

Charging Horns & Heavy Weapons Masters

With a head resembling a bull, minotaurs have two large horns protruding from either side of their forehead. These horns are a vital part of minotaur culture and are often used in battle. Traditionally, minotaur battles began with a horn-first, rampaging charge, and just as many ended the same way. While still an option, in recent times minotaur warriors have preferred a more skilled, but still brutal, approach to fighting, taking a liking to heavy weapons such as greataxes, warhammers and greatswords.



Raised as warriors from birth with axe in hand, most minotaurs can be considered masters of heavy weaponry by the age of 16.

Masterful Shipwrights

Known for building the finest ships in Tiberos, the minotaur empire has long controlled the seas surrounding their homeland. Renowned for their swift, square-rigged sailing vessels called briggs, the minotaur master shipwrights are sought out by wealthy and militant realms to assist with fleet construction.

Honor Bound

The Tiberos Minotaur is nothing if not honorable, and they live and die by that virtue. The word of a minotaur is known across Tiberos as a proclamation of honor and truth. The purest example of honor for the minotaur comes in battle. The mantra of the imperial armies is; "A minotaur does not retreat. A minotaur faces their foe until only one is left standing". This, of course, is not always the case as sometimes, when the odds are overwhelming, the imperial command will call to fall back and regroup, with the intention to return to battle to crush the enemy, but never 'retreat'. A minotaur's honor dictates that a promise must be kept, regardless of the circumstances. If a minotaur's life has been saved by another, minotaur or no; that minotaur is honor bound to return the favor until death or debt is settled.

Minotaur Names

The minotaur of Tiberos generally have three formal names, though their full names are normally used only in ceremonial circumstances, such as funeral pyres, imperial ceremonies, and the like. The minotaur's clan name comes first, followed by their personal name (often named in honor of a cultural or historic champion or god, this is their day to day name, used by family etc.), and finally a fortune name link (usually a suffix derived from the name of the month in which they were born).

Clan Names: Kartuus, Ramsuus, Ahknyn

Male Personal Names: Feric, Garan, Mojak, Rath

Misjudged and Misunderstood

Quick to temper and hard to befriend; minotaurs are often, and incorrectly, portrayed as savage beast-men. This is far from the truth. However, though prejudice dies hard. Most other races try to keep their distance when they spot a minotaur in town, and cross to the opposite side of the street to avoid crossing paths directly with a minotaur. Those who do befriend a minotaur will often have a friend for life. The minotaur becomes a comrade that would just as likely take an arrow for their companion as they would chastise them for their dishonorable shortcomings.

Dwarves. “Smelly, short and fat. They hide away in their mountain strongholds, where is the honor in that?”

Kwillum. “Rodents everywhere! We do not see what the Knights of Dracoma find so honorable in their sworn protection of those little sneaky thieves!”

Humans. “As far as other races go, the humans are alright, some better than others, and most of them worse than some. Those Knights of Dracoma are the best of the lot, honor runs deep in their blood!”

Elves. “A race that is so different, in so many ways. We do not understand the elves’ mysterious magic, worse yet, we do not trust it either. Secretive and untrustworthy!”

Female Personal Names: Bwemna, Duacin, Heshka, Memna, Marshok

Fortune Names: -Tian, -Lega, -Lora, -Ras

Example: Kartuus Rath-Tian, though most people simply call him Rath.

Age. A minotaur reaches adulthood at the age of 16 and generally lives until the age of 75.

Alignment. Most Tiberos Minotaurs are lawful good. Their upbringing and culture demand that all minotaurs live a life of honor first, and natural instinct second - most abide by this ideal.

Minotaur Traits

Your minotaur character has the following racial traits.

Ability Score Increase. Your Strength and Constitution increase by 2 and your Wisdom score decreases by 2.

Size. Minotaurs average around 7-and-a-half feet tall and weigh roughly 400 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Cunning. Minotaurs are never caught flat footed, and Survival is always a class skill.

Nautical Tradition. Minotaurs gain a +2 racial bonus to Perception and Profession (sailor) checks, and these skills are always class skills.

Horns. Minotaurs have a natural attack to gore with their horns for 1d6 piercing damage, even if otherwise unarmed.

Alternate Racial Traits

Charger. Some minotaurs have eschewed their seafaring traditions to concentrate on their land combat skills. On a successful charge attack action your horns deal double damage (2d6). This replaces Nautical Tradition.

Salt in the Blood. Some minotaurs embrace their seafaring traditions more than most. They gain a +4 racial bonus to Perception, Profession (Sailor), Swim and Survival checks, and these skills are always class skills. This trait replaces Nautical Tradition and Natural Cunning.

The Old Ways. Long before their great empire rose, the minotaurs were a savage hunter species, and some minotaurs embrace these instincts. They gain a +2 racial bonus to Perception and Stealth checks and these skills are always class skills. This trait replaces Nautical Tradition.

Discipline of Shirud. Some minotaurs dedicate their lives to the Empress, honing their minds against their natural savage instincts. These minotaurs gain a +2 racial bonus to Charm, Fear and spells and abilities that influence emotions. This Trait replaces Nautical Tradition.

Chapter 3: Class Archetypes

This Player's Companion for the Rex Draconis RPG setting offers two new archetypes for the Pathfinder rule set. The first is the fabled Knight of Dracoma, an organization of honor bound knights sworn to protect Tiberos from evil and destructive forces that threaten the very world. The second is the Shirud, minotaur martial arts masters of discipline, skill and honor. Even by minotaur standards, the Shirud rank among the highest skilled and disciplined forces in Tiberos.



Knight of Dracoma (Cavalier Archetype)

Although Dracoma has a king, the true authority in this realm lies with the knighthood. Sworn to protect the kingdom and lead all military campaigns beyond Dracoma's borders, the knighthood stands proud with its ideals and rigid in its honor. Knights of Dracoma focus on leadership and courage on the battlefield. All knights start their careers in the Order of the Shield, which represent the knighthood as a whole. However, as they become more experienced campaigners, it is likely that a knight is offered promotion, or in some cases simply drafted, into the other orders, see the Factions section for more on this. These other orders include the orders of The Grey Hand, The Brothers of Sir Karaban, and The Sentinel. It is also rumored that there stands a fifth order, The Order of Rex Draconis, however there has been no substantial proof to date of its actual existence.

The Knights of Dracoma all select the Order of Dracoma as their cavalier Order, and are considered Knights of the Shield. If a Knight willingly chooses to join on of the other orders, she gains an option to change one of her Order of Dracoma features. This change is immediate and permanent. If later promoted/demoted, the option becomes available again on order switch.

Order of Dracoma

Edicts: An Order of Dracoma cavalier must remain loyal to the knights above all else, who serve the greater good of Tiberos and the Kingdom of Dracoma. She protects the weak from the predations of tyranny.

Challenge: Whenever the Order of Dracoma cavalier issues a challenge, she receives a +1 morale bonus on attacks made against the

target if the target makes an attack against a target other than the cavalier. This bonus lasts for 1 minute. This bonus increases by +1 for every four levels of the cavalier.

Skills: An order of Dracoma cavalier adds Heal (Wis) and Knowledge (local) (Int) to her list of class skills. Whenever the order of Dracoma cavalier uses the heal skill on a creature other than herself, she receives a bonus on the check equal to $\frac{1}{2}$ her cavalier level.

Order Abilities

An order of Dracoma cavalier gain the following abilities as she increases in level.

Discipline of Dracoma (Ex)

At 2nd level the Order of Dracoma cavalier gains a +2 morale bonus to Will saves.

Rally The Troops (Ex)

At 8th level the Order of Dracoma cavalier can spend at least 1 minute to make an inspirational speech, and all allies within 30' gain a number of temporary hit points equal to her cavalier level. These hit points last for an hour, or until used. The knight may use this ability a number of times per day equal to 1+ her charisma modifier.

Sound The Charge (Ex)

At 15th level, as a standard action, the knight may call a charge, allowing herself and all allies within 30' to move up to their speed and make a melee attack as an immediate action. This movement and attack can be made as a charge if the movement qualifies. All attacks are made at +2 (this stacks with the bonus from charge) and all participants receive DR 2/- for 1 round (this stacks with any other DR they possess).

Way of the Shirud (Samurai Archetype)

Overseen by the honorable Prime Master, the Shirud are an imperial military order of honor-bound minotaur who specialize in weaponry, self discipline, and the martial arts. They give their life and loyalty to the Minotaur Empire and it's Empress, and only very rarely stray from that path. Shirud Warriors often prefer ornate armor and are trained in all weapons and to incorporate their natural gifts into their martial arts. They hide their true identities behind fearsome masked helmets that fit over their horns and face, depicting ancient heroes of the first line of their order.

Shirud have access to the Order of the Warrior only. Shirud that leave the empresses service for any reason must switch to the Ronin

Archetype Abilities

The Way of the Shirud replaces several of the standard features of the samurai class

Shirud Horn Strike (Ex)

Shirud are more proficient with their horns than standard minotaur, incorporating them into their martial arts seamlessly. Regardless of the number of weapons or fighting style being used by the shirud, he may always make a melee attack with horns at a -4 penalty to hit when taking the Full Attack action.

This ability replaces a samurai's *mount*.

Impaling Charge (Ex)

At 3rd level, when a Shirud makes a charge with his horns the critical threat range increases to 19-20, and he adds a bonus equal to $\frac{1}{2}$ his class level to the attack roll to confirm the critical hit.

This ability replaces *mounted archer*.

Terrifying Charge (Ex)

At 5th level, a Shirud's charge can demoralize the morale of the foes that witness it. When a Shirud successfully hits with a charge with its horns, all foes within 30 feet must succeed at a Will save (DC $10 + \frac{1}{2}$ Shirud's level + the Shirud's Charisma modifier) or become shaken for $1d4 + 1$ rounds.

This ability replaces *banner*.

Brutal Charge (Ex)

At 14th level, a Shirud's charge impacts with unbelievable force. When a Shirud successfully hits with a charge with its horns, all foes within 30 feet must succeed at a Fortitude save (DC $10 + \frac{1}{2}$ Shirud's level + the Shirud's Strength modifier) or be knocked prone. If the target of the charge was also the target of the Shirud's challenge ability, a failed save also stuns them for 1 round.

This ability replaces *greater banner*.



Chapter 4: Magic in Tiberos

“First and foremost, magic should be both respected and feared, especially by the wielder.”

—Nuin, God of Magic, according to the wizard Amble.

Some mechanics around spellcasters within the Rex Draconis setting work a little different than the base mechanics offered by the standard Pathfinder rules. The following changes, should your GM choose to implement these *optional* rules, apply to the Necromancer and the Druid. Each of the player options comes with an new ability to compliment the core abilities; however they both also come with the risk of an adverse effect too.

Necromancers

Not as easy to learn as sorcery but with the potential for great reward, necromancy allows its wielders to draw from the negative energies created from death. In Rex Draconis lore, necromancers become more deathlike as time passes and their addiction grows stronger. Some potentially end up becoming undead servants to other necromancers in exchange for the power they wielded in life.

In the Rex Draconis setting, Wizards **cannot** select the school of necromancy, and all spells listed as necromancy are removed from the Wizard spell lists.

Characters wishing to pursue necromancy should select the Necromancer class. Necromancers function as Wizards, with the following changes:

- Necromancers may only select spells from the Universal, Evocation, Abjuration, Illusion and Necromancy schools of magic.
- Necromancers gain a new class feature,

Death's Power, at first level, described below.

Death's Power

Starting at level 1, and once per day, the necromancer can use an action to draw the negative energies of death from a corpse of any creature that has been dead for no longer than 1 hour to temporarily increase their maximum hit points by 1d6 + their necromancer level + their Intelligence modifier. The temporary hit points last until they are used or 24 hours has elapsed.

When doing so, the necromancer must succeed on a DC 10 Fortitude saving throw; on a failure, they gain the fatigued condition. The necromancer receives the temporary bonus to maximum hit points regardless of the outcome of the saving throw. The fatigued condition lasts 24 hours and cannot be removed by magical means.

Druids

Perhaps the most passive calling of the magic disciplines, but with its own peril, druids learn to draw from the life around them, but in a manner that does not upset the balance such as in sorcery or requiring the preparation of wizardry. However, the magic can become the master.

The Druid Class remains unchanged, but gains an additional feature

Nature's Power

Every time a druidic caster draws from the natural power of the land, they risk giving back their own life essence in return.

Starting at level 1, the druid can use an action to regain an expended spell slot of any level.

Immediately after doing this, the druid must

make a Will saving throw where the DC is equal to 10 + the regained spell slot level. On a failure, the druid gains the fatigued condition, which persists for 24 hours and cannot be removed by magical means.

The druid may use this the Nature's Power ability once per day.



Chapter 5: Rex Draconis Factions

There are many different organizations and factions that characters can become affiliated with in the Rex Draconis RPG setting. The following options are three of the most prominent within Tiberos.

Knights of Dracoma

Like most militant factions, the Knights of Dracoma have sub-factions, namely the four orders of knights. Unlike most other factions, there is a structured path into joining the orders of the knights. First, a character must have at least one level of fighter, at which point the character can apply to be a squire with the knighthood at Thon Draka, citadel and headquarters of the Knights of Dracoma located in the southern districts of Avondale. A squire who is accepted into the program is then paired with a mentor, a senior knight that is usually a veteran based in Thon Draka. Serving the mentoring knight, the squire gains education, competency growth, and is assessed against the values and qualities important to knighthood; Honor, Honesty, Loyalty, Courage and Integrity.

All Knights commence their career as squires, until they are deemed ready by their master (a full knight) at which point they may be accepted into the knighthood proper, becoming a Knight of the Order of the Shield. All initiate knights start their careers in the Order of the Shield.

Promotion/Swapping into Other Knighthood Orders.

Moving into one of the other three orders is generally a promotion or political appointment, and requires discussion between the player and Game Master. A Knight should remain within the Order of the Shield until at least level 4, to simulate their service before consideration

(although this may be ignored if agreed upon). Thereafter a knight may be promoted or demoted as the campaign narrative dictates, but this change happens only as the knight gains a level. It is at that point they may swap their Order ability to the alternate offered by the new knightly order if they choose.

The Shield

All members of the knighthood belong to the Shield, which represents the strength of the order in general. Its marking is a small triangular design on the upper left front of the breastplate. Many consider The Shield the bedrock of the knighthood and remain solely members of that.

Order Ability: N/A

The Grey Hand

Often the logical step beyond The Shield, members of the Order of the Grey Hand focus on one of the most basic tenets of the knighthood: The same hand that wields the weapon can also bring peace. Knights of this order strive to follow the road of Lord Garan et-Karaban, second son of the founder and the one who negotiated the first peace between humans and minotaurs centuries ago, ending the bloody War of the Shadowtimes.

The Grey Hand tend to recruit those who understand that going beyond or bending the original values of the knighthood can be an acceptable practice, so long as it results in the greater good. The values are still a code and measure to live their lives by, but those values can be flexible should the situation demand it.

Order Ability: *Flexibility (Ex)*: At 2nd level an Order of Dracoma cavalier learns to be adaptable. Once per day they may add a +3 competence bonus to a Skill of their choice. This bonus remains for 24 hours, at which point the ability is free to be used again.

This ability replaces *Discipline of Dracoma*

The Brothers of Sir Karaban

Named for the founder of the Knights of Dracoma, these knights represent a potent devotion to the original values of the knighthood; Honor, Honesty, Loyalty, Courage and Integrity. They are traditionalists and expect others within the knighthood to live by the same standards. This sometimes makes them appear a bit arrogant towards their fellows and defiant against any change. They live the most spartan of lives and generally fast for two weeks around the birthday of Karaban. The Brothers of Sir Karaban tend to be very politically persuasive and hold a lot of power in court. They are often proven to be the most resilient members of the knighthood.

Order Ability: *Political Acumen (Ex)*: At 2nd level an Order of Dracoma cavalier gains a +1 bonus to Will saves and a +2 bonus to all Diplomacy checks.

This ability replaces *Discipline of Dracoma*

The Sentinel

Members of this order do not choose to join for themselves but are hand-picked by the council. Members tend to be knights noted for their independent nature, who are most effective alone or in very small parties. They are generally sent on special missions and risk their lives more than the other orders. Many times, only the Sentinel member and the council know their mission. These special operatives are often discussed in fearful tones around the campfire, yet they are still respected through all levels of the knighthood hierarchy.

Order Ability: *Resolution of Dracoma (Ex)*: At 2nd level an Order of Dracoma cavalier gains a +1 bonus Will saves, and a +2 bonus to Survival skill checks, and Survival becomes a Class Skill.

This ability replaces *Discipline of Dracoma*

Kingdoms Alliance

The Kingdoms Alliance are a group of kingdoms united in an alliance. The alliance helps the kingdoms facilitate trade agreements, trade routes, and combine their defenses during times of war. Although individual kingdoms may be part of the Kingdoms Alliance, this does not mean that they do not clash from time to time. The participating kingdoms include Aryon, Spanyol, Dracoma, Ergyn, Hesh (though only out of necessity), Vledarian, Koma, the dwarves of Stonetorn, and even the elves of Solanas. Members of this faction are agents who can be called upon at any time to completed missions under the banner of the Kingdoms Alliance. These tasks can range from simple message delivery between the kingdoms, to as complex as negotiating trade agreements, peace treaties and prisoner extradition. In times of war, agents may be called upon for covert missions in enemy territory, should the need arise.

Imperial Minotaur Forces

Empress Hulana rules over the minotaur empire, which extends its reach from the island continent of Gath Kazar to a north-east coastal region of the mainland. There are many roles and positions within the imperial minotaur forces, though nearly all of them are expected to be warriors. Any minotaur recruited into the imperial minotaur forces is expected to be loyal to the empire for life. While members might not always be on active duty, they can be called upon by the Empress and her advisors to complete specific tasks should the need arise.

Imperial Allowance

Every tenday a member of the imperial minotaur forces can visit an imperial outpost to claim their allowance. Imperial allowance granted to all members is 1 gp per tenday.

Chapter 6: The Known Gods

Rex Draconis, like most high-fantasy settings, is ruled over by a pantheon of deities, each with their own goals and virtues by which they influence the world of Tiberos. Some work for good, some for evil, and many fall somewhere in between. The following table should help guide you to which deity best fits your character, and the virtues that your character holds should you wish to have your character worship one of the gods, if any at all.

While there are many deities at play in Rex Draconis, not all of them are currently known to the world, but fear not, the gods are restless and, as war and time rages on, more and more of the gods will make themselves known. The following list is but a part of the pantheon currently known, and may grow in future supplements as the hidden gods become more active within the world.

Pantheon of Tiberos

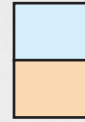
Deity	Area of Influence	Alignment (generally)	Worshipped By	Suggested Domains
Legatian	Justice	LG	Humans, Dwarves Knights of Dracoma	Law (Legislation/Judgment), Good, Protection
Valora	Honor	LG	Humans, Dwarves, Elves Knights of Dracoma	Glory (Heroism/Honor), Good, Law, War
Couras	Faith	LN	Elves, Dwarves, Humans, Minotaur	Liberation (Self-Realization), Healing, Knowledge, Protection (Purity)
Dauc	Sea	CN	Human, Minotaur, Wheyr	Water (Oceans), Weather, Travel
Tawyr	Storms	CE	Minotaurs, Wheyr	Weather, Air, Chaos
Niso	Nature, Land	N	Elves, Dwarves, Humans,	Plant, Animal, Sun (Day)
The Death	Death	NE	Unknown	Death, Darkness, Repose
Gnarfang	Fear, Chaos	LE	Wheyr, Ogres, Goblins	Destruction, Madness, War, Evil
Nuin (Of the red moon)	Magic	NG	Elves, Humans,	Magic, Knowledge
Huum (Of the silver moon)	Time, Foresight	CN	Elves	Time, Luck (Fate)
Ramrath	Glory, Might	LG	Minotaur	Glory, Strength, War
Drak (Of the black and shattered moon)	Chance, Luck, Personal Fate	CG	Human, Minotaurs	Luck, Liberation, Chaos (Revelry/ Whimsy)
Fross	Night, Lost Souls	CN	Dwarves, Humans, Kwillum	Darkness, Repose
Parani	Nightmares, Despair	CE	Fey, Goblins, Humans, Ogres, Wheyr	Madness (Nightmare) Trickery, Evil
Hagryn	Creation	N	Dwarves, Gnomes	Artifice, Earth, Knowledge
Karnillis	Strife, Disease	CE	Goblins, Humans (Druun), Ogres	Destruction, Death (Plague) Evil (Corruption/Fear)

Tiberotian Calendar

The Tiberos calendar has 16 months, starting with Fross to open the year, and ending with Nul. The months are listed in the order they occur throughout the year. Each month is named after one of the 16 major gods and each has exactly 28 days. The current year is 1196KR (kingdoms rise), an age that started after the

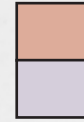
fall of the ancient Darnathian Empire and the first accepted founding of Dracoma.

The seven days of the week are; Dracotald (Dr), Nidratald (Ni), Serpyntald (Se), Magantald (Ma), Wyverntald (Wy), Krakentald (Kr), Gryphontald (Gr).



Winter

Spring



Summer

Autumn

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