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# Faces of the Tarnished Souk:

## Dread Captain Miraxa, Queen Corsair of the Slumbering Sea



By Matt Banach and Justin Sluder



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**Dedication:** To Clinton Boomer and Jonathan McAnulty —For bringing us the *Coliseum Morpheuon*.

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### Dread Captain Miraxa, Queen Corsair of the Slumbering Sea

When the destruction of her father's merchant fleet taught Miraxa the price of weakness, she ably took up a career of plunder and now reigns as the Slumbering Sea's wealthiest and most dangerous pirate. A sea-born draken, she has a lithe and sinewy reptilian body covered in blue-green scales and a long tail that makes her a powerful swimmer. Miraxa is an expert in naval warfare and ship-to-ship combat, both as the tactical genius in command of the Impending Doom and as a melee combatant; she delights in smashing ships with her immense morningstar, but is equally glad to rain down barrages of rifle shots, magical blasts, or volleys from the *Doom*'s fearsome siege engines. Coldly predatory and notoriously unsentimental, she believes that the world is a cruel, pitiless place and only those with the power to take and keep what they want can hope to be anything better than perpetual victims. As such, her dealings with others are usually curt and selfserving, though she can be charming and persuasive when she chooses to use honeyed words instead of bullets and bludgeons. She is a peerless navigator of the Slumbering Sea, with an encyclopedic knowledge of the impossible ocean's multitudinous portals, hazards, and bizarre irregularities. The Dread Captain wears only one cliché of her buccaneer profession - an eyepatch that covers a hideous injury dealt to her by the Men of Leng during a nearly fatal run-in in her younger years. Though her crew is beginning to suspect that something is different about their fearsome captain, Miraxa has not yet revealed to anyone the fact that she is pregnant, and does not intend to do so before she has collected enough wealth and arms to raise her offspring in safety.

#### Dreamburning and Miraxa

Hope: Miraxa dreams of a gleaming golden egg in a nest made from the ruins of a thousand shattered ships. She hopes for a future in which she will have enough wealth and power to keep it safe forever.

Aspiration: Disillusioned with ever meeting an honest person, Miraxa nevertheless has a recurring dream wherein a stranger taps her on the shoulder, returning to her something she dropped in the street. Goal: Miraxa daydreams of her own mastery of the

Slumbering Sea, envisioning herself crashing through strange waves as huge, unstoppable sea monster.

#### In the Tarnished Souk

When the Impending Doom berths at the Brightdocks, Miraxa steps ashore to conduct business, selling loot, and buying arms in the Tarnished Souk; in the evenings, she makes deals and gathers information, mingling with the island's social elite at the hedonistic Nightshade Palace, or slumming with fiends and scoundrels at the Rotgut Cauldron.

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#### Jore

Characters may learn the following information via Diplomacy or Knowledge (Local) skill checks:

**DC 15** – Miraxa is a sea-born draken and the captain of the Impending Doom, a legendary pirate ship that dominates the shipping lanes of the Slumbering Sea. **DC 20** – She is a horrifically overpowered fighter. She tells her victims, "It's simple: your cargo or your life. I know which one is worth more to me."

DC 25 – She can cast spells, rage like a barbarian, and is at home on a ship and in the sea. She wields an oversized morningstar, Keel Breaker, and is fond of sundering weapons and smashing vessels to bits.

DC 35 – She hates flying, preferring to remain on her ship or in the water. Unapologetically mercenary, she values profit over ideals so one can buy her off.

DC 45 – Miraxa has been raiding and looting even more aggressively than usual, gathering a sizable nest egg - because she is with child. She is amassing her power at a hidden, heavily guarded private island.

#### How To Use Miraxa

- Miraxa is a cunning, ruthless pirate. She does not have a heart of gold, and she doesn't have a soft spot for plucky adventurers. Use her to exemplify a dog-eat-dog world, the dangers of the open sea, and the unglamorous brutality of piracy.
- The Slumbering Sea is vast and volatile, full of lethal perils for those foolish enough to attempt a crossing without a skilled navigator. Miraxa agrees to transport the PCs, at a heavy price: their help with a raid, a king's ransom in gold, or a getting her a priceless, dangerous artifact.
- Miraxa may be the enemy of an enemy. She will raid the black ships of the Men of Leng, and "rescue" their slaves only to sell them herself.
- Pirates! The Impending Doom hails the PC's ship, demanding total surrender. Have a good oldfashioned sea battle with boarding parties, giant squid, and a dangerous dread captain.
- If playing "The Dragon's Mate" (Coliseum Morpheuon, Chapter 10): The Dragon of the Ghostdance's courtships derail when he realizes that he is the father of Miraxa's unhatched egg.
- One of Miraxa's enemies afflicts her precious egg with an incurable curse. She hires (or coerces) the PCs to accompany her on a mission to lift the curse – and exact revenge.
- Miraxa is a strong woman, and motherhood only makes her stronger. Use her story to highlight the power of a mother's love and remind the PCs of the families they have - or don't have.
- Use Miraxa and the Impending Doom to bridge the gap between your campaign and Coliseum Morpheuon: morally flexible PCs can join the crew; plunder strange lands, battle bizarre beasts, and level up! When they are primed and ready, deposit them on the shores of the Khan's island and begin the epic Damnation Epoch.

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Attack<sup>B</sup>, Sea Legs<sup>B</sup>, Skill Domination, Weapon Focus (morningstar)<sup>B</sup>, Weapon Specialization<sup>B</sup> (morningstar) **Skills** Acrobatics +14 (+23 jumping), Appraise +11, Bluff +10, Climb +15 (+23 vertical surfaces), Craft (firearms) +24, Diplomacy +22, Escape Artist +10, Handle Animal +9, Heal +8, Intimidate +9, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +13, Linguistics +16, Perception +20, Perform (sing) +22, Profession (sailor) +12, Sense Motive +10, Spellcraft +13, Stealth +27, Survival +10, Swim +21, Use Magic Device +109; **Racial Modifiers** +4 Linguistics

**Languages** Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Elven, Giant, Infernal, Sylvan, Undercommon

**SQ** amphibious, armor training 4, gifted linguist, jotungrip, marine terror, massive weapons -1, rage power (scent), rogue talents, savage sailor +1, swinging reposition

**Combat Gear** potion of enlarge person (2), scroll of entropic shield (2), wand of cure serious wounds (50 charges), wand of fireball (CL 10th, 50 charges); **Gear** *Keel Breaker*, +1 *keen adamantine kukri*, mwk kukri, +1 distance pepperbox rifle\* with far-reaching sight\* and 50 metal cartridges\*, +5 determination greater shadow mithral breastplate, belt of physical perfection +6, chain robe of useful items, farglass, folding boat, gorget of mental superiority +6 (Craft [firearms], Diplomacy, Perform [sing]), greater eye patch of awareness, greaves of striding and springing, ring of protection +5, ring of sustenance, the Impending Doom

#### Special Abilities

**Enhanced NPC:** Miraxa has 25 point-buy ability score, two traits, and PC-level wealth based on her CR. She is also horrifically overpowered (see below). All of these increase her CR by +7.

Horrifically Overpowered: Appearing as but a normal sea-born draken, Miraxa is nonetheless much more than she appears. She has the Horrifically Overpowered feats Class-Specific Archetype, Generic Archetype twice, Gestalt twice, Magic-User, and Skill Domination. Class-specific Archetype grants her the titan mauler barbarian archetype abilities as a 3rd-level barbarian. Her first Generic Archetype feat grants her the physical exemplar generic archetype from which she gains the following benefits: Exercise (+4 Str), Practice (Combat Expertise, Improved Trip), and Prowess (+1 Fort, +1 Ref, +10 hp). Her second Generic Archetype feat grants her the spellblaze generic archetype at -4 her character level. Her Gestalt feats grant her the abilities of a 7th-level rogue with the pirate archetype, and a 3rd-level barbarian with the sea reaver archetype. Magic-User grants her the spellcasting ability of a 7th-level oracle, but lacking bonus cure/inflict spells, or spells from any mysteries. Skill Domination grants her all skills as class skills, and allows her to make untrained checks with all skills.

**Rogue Talent:** Miraxa has the following rogue talents.



Impending Doom

*Firearm Training (Ex):* Miraxa has Exotic Weapon Proficiency (firearms) as a bonus feat.

*Wall Climber (Su):* Miraxa has a climb speed of 20 ft., but only on vertical surfaces. She cannot use her climb speed to scale perfectly smooth surfaces, or to climb on the underside of horizontal surfaces.

**Sea-Born:** Loving the sea all her life, Miraxa has this draken racial trait instead of the armor and natural weapon draken traits.

**Traits:** Miraxa has the Dangerously Curious and Diehard Dreamer traits.

\*See Pathfinder Roleplaying Game Ultimate Combat.

## Impending Doom

At CR 21 Miraxa captains the *Impending Doom*, an iron dreadnaught with a mithral armor-plating, an adamantine battering ram, 2 cannons facing front, and 10 +1 distance fiend's mouth cannons, five port and five starboard. This fearsome vessel typically carries 10 tons of varying types of ammunition for her cannons. The *Impending Doom* also carries 2 gliders for increased visual awareness, one disassembled in storage, tethered to 10,000 ft. of silk rope woven into a single 2,000 ft. long rope. See Chapters 3 and 4 of the Pathfinder Roleplaying Game Ultimate Combat for rules on siege engines and vehicles.

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#### Impending Doom (Iron Dreadnaught)

Colossal Water Vehicle Squares 144 (30 ft. by 120 ft.); Cost 50,000 gp

#### Defense

AC 2; Hardness 10 hp 2,880 (1,439) Base Save +0

#### Offense

Maximum Speed 100 ft. (current) or 100 ft. (alchemical); Acceleration 30 ft. CMB +8; CMD 18 Ramming Damage 8d8

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#### Description

A massive ocean-going warship, an iron dreadnaught is feared by all who oppose those able to afford them. An iron dreadnaught can carry 150 tons of cargo or 400 soldiers.

**Propulsion** current (water) or alchemical (6 squares of magically treated alchemical engines in the aft of the ship; hardness 16, hp 240)

**Driving Check** Profession (sailor) or Craft (alchemy) or Knowledge (arcana) +10 to the DC

Forward Facing the ship's forward

**Driving Device** steering wheel

Driving Space the nine squares around the steering wheel, typically located at the aft of the ship

**Crew** 100

Decks 3

Weapons Up to 30 Large direct-fire siege engines in banks of 15 positioned on the port and starboard sides of the ship, or up to 10 Huge direct-fire siege engines in banks of fire on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship. Iron dreadnaughts also have either 1 Gargantuan, 2 Huge, or 4 Large direct-fire siege engines which can fire only to the front of the ship. For 100,000 gp more, the iron dreadnaught can be fitted with mithral armorplating instead of iron (hardness 15, hp 4,320 [2,159]), and an adamantine battering ram (plus 50% ramming damage and ignores damage from the first 5 squares of a solid object it damage.

#### Miraxa One-Eye, Reaver of the **CR** 14 Infinities

XP 38,400

Female horrifically overpowered sea-born draken fighter 10

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CN Medium humanoid (human, reptilian)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +12

#### Defense

AC 25, touch 17, flat-footed 25 (+8 armor, +3 deflection, +4 Dex)

**hp** 99 (10d10+40)

Fort +12, Ref +9, Will +5 (+9 vs. fear); +1 vs. fear (not Will) and mind-affecting effects

Defensive Abilities bravery +3, evasion, lucky, uncanny dodge, unflinching +1

#### Offense

**Speed** 40 ft., swim 30 ft.

**Melee** large +2 adamantine morningstar +19/+14 (2d6+15) or mwk kukri +18/+13 (1d4+7/18-20) Ranged mwk musket\* +15 (1d12/x4) or pepperbox\*

+14/+9(1d8/x4)Special Attacks rage (7 rounds/day), sneak attack

+3d6, weapon training (flails +2, light blades +1) **Spells Known** (CL 5th; concentration +8) 2nd (5/day) – resist energy, silence

o (at will) – create water, detect poison, mending, purify food and drink, read magic, stabilize

#### Tactics

Before Combat Miraxa prepares for a fight intelligently, gathering as much information as she can. She casts entropic shield and divine favor, while moving to advantageous higher ground if she anticipates making ranged attacks. She may give her targets a calm, serious ultimatum for surrender, but doesn't waste her time with long-winded intimidation or parlay when brutal force of arms can claim her what she wants.

During Combat Miraxa begins with ranged attacks, shooting with her musket, commanding any of her crew nearby to 'light 'em up' with their own ranged attacks. When melee combat begins, Miraxa happily makes power attacks with her morningstar, dealing damage and sundering important-seeming weapons. She rages if she takes more than 25 points of damage in melee or suffers any critical hit.

Morale Miraxa is bold and fearless, but not suicidal. Should she fall to 30 hit points or fewer, she will flee or, if escape is cut off, surrender and seek to barter for her life. She has honor, but not so much that she'll pass up a chance to gain the upper hand again by breaking promises.

Raging Statistics AC 23, touch 15, flat-footed 23 (-2 rage); hp 119; Fort +14, Will +7 (+10 vs. fear); Melee large +2 adamantine morningstar +21/+16 (2d6+18) or mwk kukri +20/+15 (1d4+9/18-20); Str 27, Con 20; CMB +18 (+20 bull rush, sunder, trip); Skills Climb +15, Swim +21.

#### Statistics

Str 23, Dex 18, Con 16, Int 16, Wis 10, Cha 16

**Base Atk** +10; **CMB** +16 (+18 bull rush, sunder, trip); CMD 33 (35 vs. bull rush, sunder, trip)

Feats Combat Expertise<sup>B</sup>, Exotic Weapon Proficiency (firearms)<sup>B</sup>, Generic Archetype, Gestalt x2, Improved Bull Rush<sup>B</sup>, Improved Sunder<sup>B</sup>, Improved Trip<sup>B</sup>, Magic-User, Melee Master<sup>B</sup>, Power Attack<sup>B</sup>, Sea Legs<sup>B</sup>, Skill Domination, Weapon Focus (morningstar)<sup>B</sup>, Weapon Specialization<sup>B</sup> (morningstar)

Skills Acrobatics +11 (+20 jumping), Appraise +8, Bluff +8, Climb +13, Escape Artist +9, Handle Animal +8, Heal +5, Intimidate +8, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +8, Linguistics +12, Perception +12, Profession (sailor) +7, Sense Motive +5, Spellcraft +8, Stealth +11, Survival +7, Swim +19, Use Magic Device +9; Racial Modifiers +4 Linguistics

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Giant, Infernal, Undercommon

SQ amphibious, armor training 2, gifted linguist, marine terror, rogue talent, swinging reposition

**Combat Gear** potion of enlarge person (2), scroll of entropic shield (2), wand of cure serious wounds (50 charges); Gear large +2 adamantine morningstar, mwk kukri (2), mwk musket\* with 20 alchemical pepperbox\* with cartridges\*, 30 alchemical cartridges\*, +2 determination mithral breastplate, belt of physical might +4 (Str, Dex), chain robe of useful items, eye patch of awareness, farglass, folding boat, gorget of alluring charisma +4, greaves of striding and springing, ring of protection +3, ring of sustenance

#### **Special Abilities**

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Enhanced NPC: Miraxa has 25 point-buy ability score, two traits, and PC-level wealth based on her CR. She is also horrifically overpowered (see below). All of these increase her CR by +5.

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Horrifically Overpowered: Appearing as but a normal sea-born draken, Miraxa is nonetheless much more than she appears. She has the Horrifically Overpowered feats Generic Archetype, Gestalt twice, Magic-User, and Skill Domination. Generic Archetype grants her the physical exemplar generic archetype from which she gains the following benefits: Exercise (+3 Str), Practice (Combat Expertise, Improved Trip), and Prowess (+1 Fort, +1 Ref, +10 hp). Her Gestalt feats grant her the abilities of a 5th-level rogue with the pirate archetype, and a 1st-level barbarian with the sea reaver archetype. Magic-User grants her the spellcasting ability of a 5th-level oracle, but lacking bonus cure/inflict spells, or spells from any mysteries. Skill Domination grants her all skills as class skills, and allows her to make untrained checks with all skills.

Rogue Talent: Miraxa has the following rogue talent. Firearm Training (Ex): Miraxa has Exotic Weapon Proficiency (firearms) as a bonus feat.

**Sea-Born:** Loving the sea all her life. Miraxa has this draken racial trait instead of the armor and natural weapon draken traits.

Traits: Miraxa has the Dangerously Curious and Diehard Dreamer traits.

\*See Pathfinder Roleplaying Game Ultimate Combat.

#### First Mate Miraxa, Crusher of Hopes and Reaper of Sorrows CR7

XP 3,200

Female horrifically overpowered sea-born draken fighter 5

CN Medium humanoid (human, reptilian)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +7

#### Defense

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex) hp 47 (5d10+15) **Fort** +9, **Ref** +5, **Will** +3 (+4 vs. fear) **Defensive Abilities** bravery +1, evasion, lucky

#### Offense

**Speed** 30 ft., swim 30 ft. Melee large +1 morningstar +9 (2d6+8) or dagger +8  $(1d_{4}+3/19-20)$ **Ranged** longbow +7(1d8/x3)

Special Attacks sneak attack +1d6, weapon training (flails + 1)Spells Known (CL 2nd; concentration +3)

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1st (5/day) – command (DC 12), cure light wounds o (at will) – create water, detect poison, mending, purify food and drink, read magic

#### Jactics

Before Combat Miraxa reads scrolls of entropic shield and keeps close to her allies.

During Combat Miraxa wades into melee combat with her morningstar, coordinating her movements with her allies, preferring to power attack flanked opponents.

Morale Miraxa is brash and eager to inflict pain, savoring the crunch of bones. She fights until reduced to 15 hit points or fewer, then flees or surrenders.

#### Statistics

Str 17, Dex 14, Con 16, Int 16, Wis 10, Cha 12 Base Atk +5; CMB +8; CMD 20

Feats Gestalt, Magic-User, Power AttackB, Sea LegsB, Skill Domination, Weapon Focus (morningstar)B, Weapon SpecializationB (morningstar)

Skills Acrobatics +8, Appraise +7, Bluff +5, Climb +9, Escape Artist +6, Handle Animal +5, Heal +4, Intimidate +5, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +7, Linguistics +11, Perception +7, Profession (sailor) +5, Sense Motive +4, Spellcraft +7, Stealth +7, Survival +6, Swim +15, Use Magic Device +6; Racial Modifiers +4 Linguistics

Languages Aklo, Aquan, Common, Draconic, Giant, Infernal, Undercommon

SQ amphibious, armor training 1, gifted linguist, swinging reposition

Combat Gear potion of enlarge person, scroll of entropic shield (2), scroll of shield of faith, wand of cure moderate wounds (5 charges); Gear large +1 morningstar, dagger (2), longbow with 20 arrows, +1 mithral breastplate, belt of giant strength +2, chain robe of useful items, lesser eye patch of awareness, ring of sustenance, spyglass

**Special Abilities** 

Enhanced NPC: Miraxa has 25 point-buy ability score, two traits, and PC-level wealth based on her CR. She is also horrifically overpowered (see below). All of these increase her CR by +3.

Horrifically Overpowered: Appearing as but a normal sea-born draken, Miraxa is nonetheless much more than she appears. She has the Horrifically Overpowered feats Gestalt, Magic-User, and Skill Domination. Gestalt grants her the abilities of a 2ndlevel rogue with the pirate archetype. Magic-User grants her the spellcasting ability of a 2nd-level oracle, but lacking bonus cure/inflict spells, or spells from any mysteries. Skill Domination grants her all skills as class skills, and allows her to make untrained checks with all skills.



Sea-Born: Loving the sea all her life, Miraxa has this draken racial trait instead of the armor and natural weapon draken traits.

Traits: Miraxa has the Dangerously Curious and Diehard Dreamer traits.

## Draken

While half-dragons are the immediate descendants of dragons and other creatures, Draken are a truebreeding race born of generations of half-dragon and humanoid breeding. They are typically found on the fringes of human society due to their bestial facade. Rarely, Draken will band together and create a community of their own.

Not as powerful as their half-dragon ancestors, Draken are nonetheless superior to humans.

#### Draken Racial Traits

Draken are defined by their class levels-they lack racial Hit Dice.

+2 Strength, +2 Constitution, -2 Charisma: Though they are socially challenged, Draken are powerful and enduring.

Dragon Blood: Draken are humanoids with the human and reptilian subtypes.

Medium: Draken are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Draken have a base speed of 30 ft.

**Darkvision:** Draken can see in the dark up to 60 ft. Low-Light Vision: Draken can see twice as far as humans in conditions of dim light.

Armor: Draken have a +1 natural armor bonus. Gifted Linguist: Draken gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language. Lucky: Draken gain a +2 racial bonus on all saving throws.

**Natural Weapon:** Draken gain either a bite attack that deals 1d4 damage, or two claw attacks which deal 1d4 damage each.

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**Languages:** Draken begin play speaking Common and Draconic. Draken with high Intelligence scores can choose any language they want (except secret languages, such as Druidic).

#### Alternate Racial Traits

Due to their mixed heritage, Draken exhibit flexibility in their abilities.

Adoptive Parentage: Draken are sometimes orphaned and adopted by other races. Choose one humanoid race without the human subtype. You start play with that race's languages and gain that race's weapon familiarity racial trait (if any). If the race does not have weapon familiarity, you gain either Skill Focus or Weapon Focus as a bonus feat that is appropriate for that race instead. This racial trait replaces the gifted linguist and natural weapon trait.

**Beast Bond:** Some Draken have a talent for training animals and beasts to help them both on and off the battlefield. Draken with this racial trait gain a +1 racial bonus on Handle Animal and Ride checks. Handle Animal and Ride are always class skills for them. This racial trait replaces gifted linguist and Draken begin play speaking Common and Draconic, and can choose Aklo, Auran, Dwarven, Elven, Giant, Sylvan, or Undercommon if they have high Intelligence scores instead of their normal language choices.

**Dragon-Scaled:** Some Draken are hatched with scales of such vivid color that their connection to a particular sort of chromatic or metallic dragon seems undeniable. Whether this coloration is just a quirk of a stray egg or a trait shared by all the members of the tribe, these Draken gain a resistance that makes them especially suited to work alongside dragons matching the color of the Draken's scales. Black, copper, and green-scaled Draken with this racial trait gain acid resistance 5. Blue and bronze-scaled Draken with this racial trait gain fire resistance 5. Silver and white-scaled Draken with this racial trait gain fire resistance 5. Silver and white-scaled Draken with this racial trait gain cold resistance 5. This racial trait replaces the armor racial trait.

**Sea-Born:** With a natural love of the sea, some Draken are equally at home in the water as they are on dry land. Draken with this racial trait gain a swim speed of 30 ft. and are amphibious, able to breathe both air and water. This racial trait replaces two of the following racial traits: armor, gifted linguist, or natural weapon.

**Studious:** Some Draken are born a little behind their fellows and have to study harder to be good at what they do. At 1st, 8th, and 16th level, such Draken gain Skill Focus in a skill of their choice as a bonus feat. This racial trait replaces the lucky racial trait.

**Winged:** With a slightly stronger draconic heritage, some Draken are born with wings. Most Draken with wings have only weak, vestigial wings that only grant a +4 racial bonus on Fly checks. A rare few Draken born with wings have fully functional, yet clumsy wings.



They can fly with a speed of 30 ft. (clumsy). Vestigial wings replace either the armor or natural weapon trait, while flying wings replace them both.

**Wyvern Souled:** Descended from wyverns instead of true dragons, Draken with this racial trait gain a tail slap attack as a secondary attack with a reach of 5 ft., and that deals 1d8 points of damage plus the Draken's Strength modifier. They also have both a bite attack and two claw attacks, both as primary attacks. This racial trait replaces the gifted linguist trait, reduces the lucky bonus to only +1, and Draken begin play speaking Draconic and can choose Aklo, Common, Giant, or Undercommon if they have high Intelligence scores instead of their normal language choices.

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#### Favored Class Options

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

**Alchemist:** Add +1/2 to the alchemist's bomb damage, or the alchemist gains +1/6 of a new alchemist's discovery.

**Barbarian:** Add +1 to the barbarian's total number of rage rounds per day, or +1/2 bonus to trap sense.

**Bard:** Add +1 to the bard's total number of bardic performance rounds per day.

**Cavalier:** Add +1 hit point to the cavalier's mount companion. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

**Cleric:** Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds

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+1/2 to the number of uses per day of that domain power.

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**Druid:** Add +1/4 luck bonus on the saving throws of the druid's animal companion, or

Fighter: Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

**Gunslinger:** Add +1/4 to the number of grit points in the gunslinger's grit pool.

**Inquisitor:** Add +1/4 to the number of times per day that an inquisitor can change her most recent teamwork feat.

**Magus:** Add +1/4 point to the magus' arcane pool.

**Monk:** Add +1/4 point to the monk's ki pool.

**Oracle:** The oracle gains +1/6 of a new revelation.

**Paladin:** Add +1 ft. to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 ft. is effectively the same as a 10 ft. aura, for example.

**Ranger:** Add +1/4 dodge bonus to Armor Class against the ranger's favored enemies.

**Rogue:** The rogue gains +1/6 of a new rogue talent.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

**Summoner:** Add +1 hit point, +1 skill points, or +1/4 to the eidolon's evolution pool.

Witch: The witch gains +1/6 of a new witch hex.

Wizard: Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.

#### Draken Feats

Due to their mixed heritage, Draken can gain any race specific feat they qualify for, ignoring the following requirements: elf, half-elf, half-orc, human, kobold.

#### Draken Exemplar

Your draconic traits are more defined and prominent than those of other members of your race.

#### Prerequisite: Draken.

Benefit: You can take the Aspect of the Beast (Pathfinder Roleplaying Game Advanced Player's Guide) even if you do not meet the normal prerequisites. Furthermore, your dragonlike nature manifests in one of the following ways. You choose the manifestation when you take this feat, and cannot change it later.

Dragon Senses (Ex): Your darkvision extends to a range of 120 ft.

Flying Terror (Ex): If you have vestigial wings, they improved to flying wings with average maneuverability. If you do not have vestigial wings, you gain them.

Sharp Claws (Ex): If you do not have claws from the natural weapons trait or the claws of the beast manifestation from the Aspect of the Beast feat (Pathfinder Roleplaying Game Advanced Player's Guide, Chapter 3), you gain the natural weapons trait for claws. If you have the natural weapon racial trait but lack claws, you gain claws. If you have the natural



weapon racial trait and have claws, their damage improves one step.

Special: You can take this feat multiple times. Its effects do not stack. Each time you select it, you must choose a different manifestation.

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### Archetypes

#### Pirate (Rogue Archetype)

A pirate breaks from the confines of country and king to commit her crimes upon the high seas. She holds allegiance only to her ship and its captain (if even that much is true), and lives a lawless life upon the waves, plundering ships and shorelines as suits her whim.

Sea Legs (Ex): At 1st level, a pirate becomes adept at moving on ships, boats, and similar vessels. She gains the Sea Legs feat (page 117) as a bonus feat, even if she does not meet the prerequisites. This ability replaces trapfinding.

Swinging Reposition (Ex): At 2nd level, a pirate incorporates a ship's masts, rigging, ropes, sails, and other such structures into her combat style. Provided she is wearing light armor, when fighting in an environment where such structures exist, the rogue incorporates them into her Acrobatics checks by grabbing hold of the structure and swinging toward her opponent, making either a charge or a bull rush maneuver. Once she completes her attack or maneuver, she can reposition herself. Immediately after making the charge or bull rush, she can move 5 feet as a free

action, even if the charge ends her turn. This movement does not provoke attacks of opportunity. This ability replaces the 2nd-level rogue talent.

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**Unflinching (Ex):** Pirates are a salty and steadfast lot. At 3rd level, a pirate gains a +1 bonus on saving throws against fear and mind-affecting effects. This bonus increases by +1 for every three levels, to a maximum of +6 at 18th level. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the pirate archetype: black market connections\*, combat trick, finesse rogue, firearm training\*, hold breath\*, rope master\*, and strong stroke\*.

Advanced Talents: The following advanced rogue talents complement the pirate archetype: getaway master\*, hard to fool\*, and unwitting ally\*.

#### Sea Reaver (Barbarian Archetype)

Not all barbarians hunt forests, plains, and mountains. Some are raiding terrors on the sea and coasts, pillaging those who hoard treasure and pursuing monsters of the deep. Some sea reavers are no more than hunters of the open sea, while others are raiders striking fear into coastal settlements within reach of the sea reavers' longships.

Weapon and Armor Proficiency: A sea reaver is not proficient with medium armor.

Marine Terror (Ex): A sea reaver can hold her breath for a number of rounds equal to four times her Constitution score. In addition, a sea reaver can move normally through squares of standing water or bog that is 1 ft. deep. It does not cost her extra movement to traverse these terrains. Lastly, a sea reaver ignores the normal cover bonus to AC when attacking creature that are partially immersed in water. This ability replaces fast movement.

Eyes of the Storm (Ex): At 2nd level, a sea reaver ignores any concealment provided by fog, rain, sleet, mist, wind, or other weather effects that is less than total concealment, and any penalties weather applies on Perception check are halved. This ability replaces uncanny dodge.

Savage Sailor (Ex): At 3rd level, a sea reaver gains a +1 bonus on Acrobatics, Climb, Profession (sailor), Survival, and Swim checks made in aquatic terrain, including aboard a ship or along shorelines. These bonuses improved by +1 every three levels after 3rd. This ability replaces trap sense.

**Sure-Footed (Ex):** At 5th level, a sea reaver takes no penalties when moving across slick surfaces, whether natural or magical (e.g., grease, ice storm, and sleet storm). She is not at risk of falling, is not denied her Dexterity bonus when moving across such areas, and does not treat them as difficult terrain. This ability replaces improved uncanny dodge.

**Powers:** The following rage powers Rage complement the sea reaver archetype: bestial leaper, bestial swimmer, come and get me, hurling charge, raging leaper, raging swimmer, rolling dodge, and smasher.



#### Titan Mauler (Barbarian Archetype)

In lands overrun with giants, dragons, and other hulking beasts, entire fellowships of barbarians hone tactics and traditions with one purpose-to bring low these massive foes. While her enemies' size makes the creatures strong, the titan mauler is even stronger, taking up weapons from her fallen foes that no lesser warrior can lift, and using them when she beseeches the spirits to grant her increased size and greater ferocity against her titanic foes.

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Big Game Hunter (Ex): A titan mauler gains a +1 bonus on attack rolls and a +1 dodge bonus to AC in melee with creatures larger than themselves. This ability replaces fast movement.

Jotungrip (Ex): At 2nd level, a titan mauler may choose to wield a two-handed weapon in one hand with a -2 penalty on attack rolls while doing so. The weapon must be appropriately sized for her, and it is treated as one-handed when determining the effect of Power Attack, Strength bonus to damage, and the like. This ability replaces uncanny dodge.

Massive Weapons (Ex): At 3rd level, a titan mauler becomes skilled in the use of massive weapons looted from her titanic foes. The attack roll penalty for using weapons too larger for her size is reduced by 1, and this reduction increases by 1 for every three levels beyond 3rd (to a minimum of 0). This ability replaces trap sense.

Evade Reach (Ex): At 5th level, as a swift action, a titan mauler may choose one creature within her line of sight. Until the end of her turn, that target's reach is treated as if it were 5 ft. shorter with respect to

reaching the titan mauler, and this reduction increases by 5 ft. for every five levels beyond 5th. This ability replaces improved uncanny dodge.

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**Titanic Rage (Su):** At 14th level, a titan mauler may choose to gain the benefits of *enlarge person* when she enters a rage. While using titanic rage, she must spend 2 rounds of rage per round, and she becomes exhausted rather than fatigued when the rage ends. This ability replaces indomitable will.

**Rage Powers:** The following rage powers complement the titan mauler archetype: body bludgeon, greater ground breaker, ground breaker, knockback, mighty swing, powerful blow, smasher, and strength surge.

#### **Physical Exemplar** (Generic Archetype)

Some people are just more fit than their kindred and allies. For whatever reason, some physical exemplars are able to perform feats of muscle, speed, and endurance at the outer edge of mortal capability. Some physical exemplars focus all their development on a single aspect of their physique while others work to be better in all areas. Some families produce natural physical exemplars every few generations, but most are products of relentless regimens of self-improvement. This archetype package is most commonly taken by barbarians and monks, though certainly any fighting character can benefit from it.

Physical exemplars are almost always local legendsthe barmaid renowned for drinking even hardened veterans under the table, the sprinter who is rumored to race gods through the fields near her home, and the strong-woman who can lift a bench with four men sitting on it.

Though they often are born to humble families, physical exemplars are almost always drawn at a young age into lives of adventure and danger.

Many feel they must use their great potential to improve the lives of those less fortunate, while others feel their tangible superiority is a sign that they should rule over lesser beings. Even a physical exemplar who tries to live a normal, unremarkable life soon finds travelers spread tales about her and that competitors consistently arrive to put her legendary natural gifts to the test.

Prowess (Ex): At 1st level, the physical exemplar gains a +1 bonus to Fortitude and Reflex saves. Additionally, the physical exemplar gains 1 extra hit point at every level.

Exercise: At 2nd level, the physical exemplar increases her Strength, Dexterity, or Constitution by +1. The physical exemplar gains an additional ability score increase (which in all cases must be to Strength, Dexterity, or Constitution) at 6th level and every 4 levels thereafter. This is in addition to (but otherwise treated exactly the same as) the ability score increases all characters receive at 4th level and every 4 levels after that.

**Practice:** At 5th level, the physical exemplar gains a bonus feat. This feat cannot grant the physical



exemplar any benefit to spellcasting, spell-like or supernatural abilities, or Int-, Wis-, or Cha-based skills or ability checks. The physical exemplar gains an additional bonus feat of this type at 10th, 15th, and 20th levels.

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#### Spellblaze (Generic Archetype)

Many creatures have innate magic powers. Even among civilized humanoids, the self-discipline developed by monks and inborn abilities of sorcerers are examples of hereditary natural magic powers. But there also much cruder, simpler magic powers in some family lines. The Spellblaze archetype package represents one of the simplest magic abilities a character may have-the power to blast things.

The Spellblaze archetype can represent an alternate tradition of magic, as carefully trained and studied as the powers of clerics and wizards. Some lands may create schools able to teach young spellcasters how to focus their power into a simple, effective weapon that augments their spell repertoire. In such lands a character with this archetype package might be known as a mage lance, fusilladeer, or bolter.

Alternatively, the Spellblaze archetype package might be more common among remote, less civilized groups. Perhaps some families of the clans in the blasted deserts are just born able to summon the power of the Spellblaze, regardless of their training. Or it might be common among the followers of a god of war and destruction-a boon he passes out to battle sorcerer and berserker alike. In these lands the Spellblaze often

mark themselves with bright paints and tattoos, so friend and foe alike know what power is theirs to command.

Spellblaze (Su): As a standard action you can call forth a bolt of pure arcane force energy. You can target any single creature with a range of 25 ft. + 5 ft./2 class levels with this bolt of force as a ranged touch attack. If you hit the foe, the bolt does 1d8 points of damage + 1 point for every two class levels you possess. This damage functions as damage from an evocation [force] spell. You may use this ability a number of times per day equal to 5 + half your class level.

At 5th level, the damage increases to 2d8 points of damage + 1 point for every two class levels you possess. At 10th level, it increases to 3d8 points of damage + 1 point for every two class levels you possess. At 15th level, it increases to 4d8 points of damage + 1 point for every two class levels you possess. At 20th level, it increases to 5d8 points of damage + 1 point for every two class levels you possess.

## Other Feats

#### Horrifically Overpowered Feats

If you absolutely, positively want a character that overshadows others, you want at least one Horrifically Overpowered feat listed on your character sheet. Typically, these feats are not allowed.

Should you decide to allow them, they would be best used as "monster templates," increasing the capabilities of already existing critters, and increasing their CR an appropriate amount.

Horrifically Overpowered Meta-Attack feats can be used a number of times per day as indicated in the feat description. For every 4 Hit Dice a character has, the character may use 1 meta-attack feat of his choice 1 additional time per day.

The Horrifically Overpowered feats Gestalt and Magic-User can be taken more than once. There effects do not stack. Each time you gain either feat you gain the abilities of a different class or prestige class. Each additional time you take them after the first, they carry an increasing prerequisite of Character level +5. This means the first time you take Gestalt it has no level requirement, but the second time you must be at least 6th level, since the first Gestalt was taken with the unspoken prerequisite of Character level 1st.

A single Horrifically Overpowered creature can only have a total number of Gestalt and Magic-User Horrifically Overpowered feats equal to one-fifth their total Character Level, rounded up. This means they can have one of them from 1st to 5th, two from 6th to 10th, three from 11th to 15th, etc.

#### **Class-Specific Archetype** (Horrifically Overpowered) You gain a class-specific archetype.

Benefit: Select a class you have levels in, including effective levels gained from the Horrifically Overpowered feat Gestalt. You gain a single archetype,

adding the abilities granted by the archetype to those you already have. You don't replace any existing class abilities when you gain the archetype. Your effective level for the purpose of archetype abilities is equal to vour effective class level.

**Special:** This feat can be gained more than once. Its effects do not stack. Each time you gain this feat you gain another archetype. Archetype abilities gained through this feat never reduce, replace, or modify previously existing class features unless it is advantageous to the character gaining this archetype. If you already have an archetype for a class you possess, you can gain the regular class abilities instead of another archetype.

#### **Extend Spellblaze**

Your spellblaze range increases.

Prerequisite: Spellblaze class feature.

Benefit: The range at which your spellblaze ability can be used increases. At the cost of two uses, your spellblaze as a range of 100 ft. + 10 ft./level. At the cost of four uses, your spellblaze has a range of 400 ft. + 40 ft./level.

#### **Generic Archetype** (Horrifically Overpowered)

You gain a generic archetype.

Benefit: You gain a single generic archetype. Your effective level for this archetype is equal to your character level.

Special: You may gain this feat more than once. Each time after the first, your effective character level cumulatively decreases by 4, to a minimum of o. Therefore, your effective character level is equal to your character level the first time you take this feat, character level -4 the second time, character level -8 the third time, etc.

#### Gestalt (Horrifically Overpowered)

You are practically a member of two character classes, rather than just one.

Benefit: Select one character class. You gain all the class features (proficiencies and abilities listed in the "special" column of the class write-up) of that class other than spellcasting, as if half your total character level was your class level. (If you are 1st level, you gain only the armor and weapon proficiencies of your selected class until you reach 2nd level.) If you actually have levels in the selected class, you gain class features as if your class level was equal to you actual class level plus one-half of all your other levels.

Special: This feat may be taken more than once. Its effects do not stack; you gain the class features of another class. Each time you gain this feat after the first, your effective level in the newly gained classes class features receives are gained at an effective level minus 4 of your previously gained gestalt class features, to a minimum 1.

For example, Dorn, an 11th-level sorcerer gained Gestalt (monk) at 1st-level, and possesses the class features of a 5th-level monk. At 9th-level, he gained Gestalt (rogue), gaining the effective class features of a

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1st-level rogue. If he were to take it again at 11th-level, gaining Gestalt (fighter), he would only gain the abilities of a 1st-level fighter, only gaining the 2nd-level abilities of a fighter once he reaches 20th-level sorcerer.

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#### Magic-User (Horrifically Overpowered)

You've picked up a considerable amount of spellcasting above and beyond your normal training.

**Benefit:** Select one spellcasting character class. You can cast spells as a member of this class of a level equal to half your total hit dice. (If you are 1st level, you cast spells as a 1st level member of the class, but can only cast o-level spells).

Special: This feat may be selected more than once. Its effects do not stack. Each time it is selected, you must choose a new spellcasting class in which you gain spellcasting ability.

#### Massive Weapon Mastery (Combat)

You are able to use big weapons easier than most other people.

Prerequisite: Str 19, Power Attack, base attack bonus +6.

Benefit: While using a weapon which you suffer a size penalty to attack, and have Weapon Focus and Weapon Specialization for the weapon type, the attack penalty is reduced by 2 (minimum 0).

**Special:** A barbarian with the titan mauler archetype benefits from this feat while wielding two-handed weapons one-handed.

#### **Melee Master (Combat)**

When you clearly outclass your opponent, you can dominate them on the battlefield.

**Prerequisites:** Weapon Focus. Weapon Specialization, base attack bonus +10.

**Benefit:** With a successful strike while wielding a weapon you have the Weapon Focus and Weapon Specialization feats against an opponent whose base attack bonus is 10 or more less than yours, you inflict damage as normal, plus the opponent must make a Fort save (DC 10 + damage inflicted) or be shaken for as long as you threaten them. This effect lasts for the remainder of the encounter.

#### Sea Legs

You have a sailor's instincts for moving about while aboard seagoing vessels.

Prerequisite: Profession (sailor) 5 ranks.

Benefit: You gain a +2 bonus on Acrobatics, Climb, and Swim checks.

#### **Skill Domination** (Horrifically Overpowered)

You are an expert in a wide range of skills. Benefit: All skills count as class skills for you. You can always make a skill check untrained.



Sea Legs

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## Traits

Dangerously Curious (Magic): You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and frequently caused quite a bit of damage and headaches for your parent as a result. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Diehard Dreamer (Dream): You hold fast to Dreams. When you would degrade a Dream so that it would be destroyed, make a DC 15 Charisma check. Success means the Dream is not destroyed, but it cannot be further degraded. It can still be sacrificed.



Determination (Armor Enhancement): A shield or armor with this property provides the ability to fight on against seemingly impossible odds. Once per day,



when the owner reaches o or fewer hit points, the item automatically provides a *breath of life* spell.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, breath of life; Price +30,000 gp.

Smashing (Weapon Enhancement): A smashing weapon is specially enhanced to deal damage to objects. When used to make a sunder combat maneuver, a smashing weapon grants a +2 bonus on the sunder attempt, and +2d6 damage if the sunder attempt is successful.

Moderate evocation; CL 6th; Craft Magic Arms and Armor, *shatter*; Price +2 bonus.

#### Eye Patch of Awareness

#### Aura moderate divination; CL 7th Slot eyes; Price 24,000 gp; Weight -Description

Wearers of these eye patches gain a +5 competence bonus on Perception checks, and can make use of the following spell effects:

- At will *detect magic*
- ٨ 5/day – see invisibility (1 minute)
- ٨ 1/day – *arcane sight* (1 minute)

#### Construction

**Requirements** Craft Wondrous Item, arcane sight, detect magic, see invisibility; Cost 12,000 gp

#### Eye Patch of Awareness, Greater

Aura strong divination; CL 17th Slot eyes; Price 160,000 gp; Weight -Description

Those who wear these eye patches gain a +10 competence bonus on Perception checks, and the ability to use the following spell effects:

- Constant deathwatch, true seeing
- At will greater arcane sight (1 minute)
- 5/day quickened true strike
- 1/week foresight (1 hour, self only) Construction

Requirements Craft Wondrous Item, Quicken Spell, deathwatch, foresight, greater arcane sight, true seeing, true strike; Cost 80,000 gp

#### Eye Patch of Awareness, Jesser

Aura faint divination; CL 2nd Slot eyes; Price 1,500 gp; Weight – Description

The wearer of this eye patch gains a +2 competence bonus on Perception checks, and can make use of detect magic at will for up to 1 minute each use.

#### Construction

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**Requirements** Craft Wondrous Item, *detect magic*; **Cost** 750 gp

#### Farglass

Aura faint divination; CL 5th Slot none; Price 6,400 gp; Weight 1 lb. Description

This telescoping brass spyglass functions as a normal spyglass and allows clear vision to the horizon 3 miles away at sea level. From atop a typical crow's nest, or similar structure, this vision extends to over 10 miles. Once per day, the user of a farglass can activate a clairaudience/clairvoyance effect upon any location seen through the farglass's lens. As long as the location kept in sight through the lens, the is clairaudience/clairvoyance sensor can move with the location. This effect lasts for up to 5 minutes.

#### Construction

Requirements Craft Wondrous Item, clairaudience/clairvoyance; Cost 3,700 gp



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