

DRAGOON



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MEWTHIAN DRAGOON

A NEW CHARACTER CLASS FOR THE STARFINDER ROLEPLAYING GAME

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"The Mewthian Disaster, a catastrophic event that killed millions, was perhaps the single greatest tragedy we have ever benefited from. They called it a disaster. I say it was a crucible that forged the weapons righteousness needed to survive."

--Schola Dimus Rigan, "On the Mewthian Fallacy"

THE LEGEND OF THE MEWTHIAN DRAGOONS

Mewth, the sacred world of the last great serpents, was once the site of a horrible disaster that birthed legions of haunted armor that serve as a bulwark against the encroaching darkness. A world that housed the bones of a thousand-thousand ancient dragons, the sleepy tomb where all great serpents of the stars crawl towards but few reach an age suitable enough to be granted admittance was destroyed by the darkness within. Men came to that place, pilgrims to worship at the feet of the wisest of the wurms, and stood in the defense of their bones but were unable to sustain the fight and fell in great droves where once they stood fighting. However, that was not the end for them. On the 5th day the first of them rose, nothing more than husks formed of armor and scales worn by their once noble hosts- their soul in residence but their body vacated. These grim warriors marched, one rising after the next, and in their immortality slew the darkness and drove it off. This was not without pain however, for the last serpents gave of their own souls and bodies to make for the fallen armor to sheath them and magics to sustain them. For each of the last serpents a legion was born- a blood bonded fraternity of deathless warriors with noble purpose and ignoble fury in equal measure within their heart. So it was that when the darkness was well and truly driven from ash-stained Mewth, no longer the emerald world it used to be but now a dead world for deathless men, the soldiers of the serpents spread themselves across the noble pursuits available to them and made of their continued existence a monument of the sacrifice of the serpents.

Still stand these warriors; each dragoon's soul attached to armor formed of the remains of the ancient serpent who sacrificed itself so the dragoon may live on. A single magical "True Scale", encased somewhere within their armor binds the soul of the mortal world. This places dragoons beyond death, save for powerful magics and the complete obliteration of their truest scale; should their sacred form be wounded they can reform and reshape it in time. Tendrils of the soul reach out from the True Scale of each dragoon to all points of their armor- a conduit for their soul so that they might have control of their faculties. The nature of the conduits are as varied as the ancient dragons who made them. Some are vines that spread across the interior, blossoming even in the dark. Others are bloody veins, pumping and oozing like a stuck pig. Still more are the red strings of fate, painted protective woad, circuitry, glowing tendrils of magic that dimly wave too and fro as they move, the heat of a magical furnace, or a liquid that fills their armor that leaks now and then.

Legions of dragoons, each the spiritual successor of the martyred dragon who gave them new life, now act as the stone wall that keeps an ocean of darkness at bay. Each order is unique in their missions and traditions, but unified in their purpose. Some act as military fraternities, others saintly conventions, and still more seek solace in solitude but the crusade against the darkness is absolute. They undertake gallant crusades to battle wickedness in all their forms; ones deemed too dangerous for all but those who are beyond death. They stand against any great evil- the first and last line of defence with guns and swords raised high, crying the name of their progenitors.

These legions are vital, living, things however; growing and recruiting new bright souls to their ranks. Once in a century a True Scale twins itself, bestowing new life to another fallen warrior and inducting them into the ranks of the dragoons. Orders hold political presence and are sought out by many for their talents. Within their keeps lays their hoard- an abundance of wealth and equipment that originated as the keepsakes of their venerated progenitor. Most prized within this hoard is the dragon's egg. When the last great serpents of Mewth died they left behind eggs as a promise of a second coming of the Mewthian dragons. Legend has it that this will only occur "when the darkness eclipses the sun and the last petal falls from the rose". This has been variously interpreted but most agree it is a reference to some future cataclysmic, perhaps Ragnarokian, conflict. So it is in a times of crisis they consult their egg- the most devout of their order, the Eggspeakers, can hear the whispers of their progenitor from beyond the veil.

Not all is as bright as the Dragons of Mewth, the crucible that forged the exalted warriors of Mewth, gave rise to darker things. Such is life- when a great goodness arises so too does a greater evil. Shallow, cowardly, terrible dragons saw the rise of such mighty warriors and, in their greed, found ways to benefit from the process of making such warriors. They chose wicked men whose hearts were weak and corruptible. These Neodraconic orders are pale imitations of those forged in the fires of Mewthian Disaster and grow like weeds. They have no hoard, no egg, and often no honor. Dragoons do battle with these imitators, immortal siblings fighting a war neither can win.

SIDEBAR: WHAT IS "THE DARKNESS"

This is left intentionally vague so that you can fit it into your setting. Maybe it was the Tarrasque or another world-eater, a fleet of warlike alien ships, a cabal of evil dragons, a planet-sized swarm of self-replicating nano-machines, a sort of sentient existential dread that crept from world to world, a radioactive cloud, legions of undead, or whatever else might be appropriate for your game.

SIDEBAR: DO DRAGONS WORK LIKE THAT?

There have been various mythological and pop-cultural theories about dragons. As the lore here may differ from the description you are using, treat them as (effectively) demigods. The Mewthian Dragons (and others that produce orders) are supposed to be the most ancient and powerful of dragons in a setting; ones approaching the point of godhood or perhaps demi-godhood. Thus, if other dragons in your setting work differently you can use that distinction as justification. In terms of Pathfinder strength, consider them CR20+ dragons of the "wyrms" or "great wyrms" categories.

SIDEBAR: CAMPAIGN INTEGRATION (INCLUDING PATHFINDER)

The Dragoon has a lot of lore associated with it and you might be thinking, "This won't fit in my campaign setting". That's perfectly fine- the lore is just a premade entry point for dragoons into your world. At their core they are essentially souls bound to armor via the magic of some greater being. You easily explain dragoons as a form of lesser lich (of the non-evil persuasion), valorous heroes resurrected by a deity to serve as their champion by inhibiting the armor they died in, or as a sort of soul-forged golems. The aesthetics of some of the class features may have to change but it is fine to play in any game.

This class was designed with Starfinder in mind; a game heavily steeped in science-fantasy tropes. It can, however, be made to fit Pathfinder just as well. It is really a matter of scale; rather than the planet of Mewth it might be from the *nation* or *island of Mewth* (or whatever you decide). Same can be said for the homeworlds of the dragons. As discussed before "the darkness" can be any threat that is appropriate to your setting.

DRAGOON

7+ CON STAMINA 7 HP

KEY ABILITY SCORE: CHARISMA

Mewthian Dragoons use Charisma as their key ability score, as they channel the spirit of their dragon patron through their true scale. Dexterity helps crack marksmen while Strength is for more melee-focused orders.

CLASS SKILLS

Skill Ranks Per Level: 4 + Intelligence Modifier

- Acrobatics (Dex)
- Athletics (Str)
- Culture (Int)
- Intimidate (Cha)
- Mysticism (Wis)
- Perception (Wis)
- Profession (Cha, Int, or Wis)
- Sense Motive (Wis)

PROFICIENCIES

ARMOR PROFICIENCY

A dragoon is only proficient the the kind of armor their order uses (see the Dragoon Armor class feature).

WEAPON PROFICIENCY

Basic and advanced melee weapons, small arms, longarms, and grenades.

ETERNAL SERVICE (Su) [1st Level]

The vow of eternal service is taken at first level, representing an initiate's vow to serve the ideals and oaths of their dragon. This results in your ritual death and resurrection as a dragoon whose soul is sealed within a True Scale.

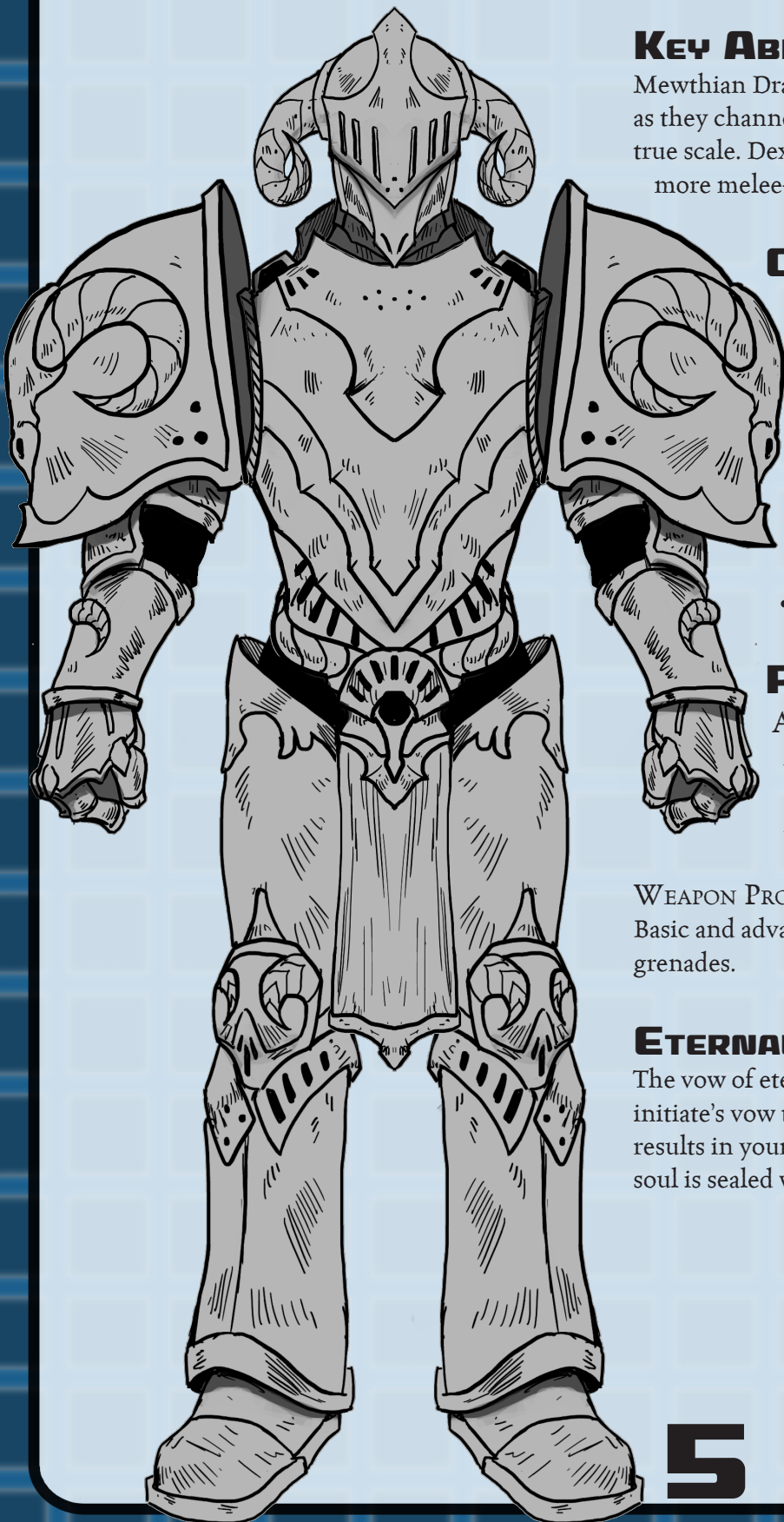


TABLE 1-2: THE DRAGOON

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	CLASS FEATURES
1st	+1	+0	+0	+2	Eternal service, dragoon armor, order ability
2nd	+2	+0	+0	+3	Resistance, reconstruction
3rd	+3	+1	+1	+3	Weapon specialization
4th	+4	+1	+1	+4	Wrath of Mewth (1d6)
5th	+5	+1	+1	+4	Order ability
6th	+6	+2	+2	+5	Dragoon ability
7th	+7	+2	+2	+5	Improved reconstruction
8th	+8	+2	+2	+6	Wrath of Mewth (2d6)
9th	+9	+3	+3	+6	Order ability
10th	+10	+3	+3	+7	Dragoon ability
11th	+11	+3	+3	+7	Dragoon's onslaught
12th	+12	+4	+4	+8	Wrath of Mewth (3d6)
13th	+13	+4	+4	+8	Order ability
14th	+14	+4	+4	+9	Dragoon ability
15th	+15	+5	+5	+9	Greater reconstruction
16th	+16	+5	+5	+10	Wrath of Mewth (4d6)
17th	+17	+5	+5	+10	Order ability
18th	+18	+6	+6	+11	Dragoon ability
19th	+19	+6	+6	+11	Dragon's breath
20th	+20	+6	+6	+12	Great Serpent, Wrath of Mewth (5d6)

This has several mechanical effects. First you must select the dragon/order you wish to follow. Secondly, your humanoid form ceases to exist and you are sustained as a magical construct sealed away in dragonscale armor. This has the effect that you are now, for effects targeting creatures by type, both humanoid and an construct (whichever effect is worse). You also receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, you do not breathe, eat, sleep or suffer the normal environmental effects of being in a vacuum. Unlike other constructs you retain your Constitution score and calculate Hit Points (and Stamina) normally.

This class feature override the constructed racial trait for android dragoons.

SIDEBAR: HOW DO MY RACIAL ABILITIES STILL APPLY? WHAT ABOUT AUGMENTATIONS?

The armor you wear is a general facsimile of your original form and the soul conduits are built on the residual self image that your spirit holds. Therefore, while there are obviously some changes (see the eternal service class feature) you are, mechanically, still who you were.

Augmentations (biological or otherwise) can still be added. They modify your true scale, your soul conduits, or your dragoon armor.

DRAGOON ARMOR [1ST LEVEL]

At 1st level the dragoon gains a free suit of armor that is their new physical form. While it's exact appearance varies from order to order it generally appears as a suit of armor (often archaic looking heavy armor). At each level your dragoon armor's EAC and KAC improve by 1. While it can take typical armor upgrades the armor itself cannot be removed or exchanged (as it is your body) unless a class feature indicates that you can. Damage to the armor counts as damage to you.

Typical dragoon armor has the following statistics:

ARMOR MODEL	LEVEL ¹	EAC BONUS ³	KAC BONUS ³	MAX DEX	ACP ²	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Heavy Dragoon	-	+2	+2	+2	-3	-10 ft.	1	3

¹ The armor's level equals the dragoon's level.

² Armor Check penalty.

³ Remember, even at 1st level they still add their level to their armor.

However, some orders have unique types of armor. If they use light armor:

ARMOR MODEL	LEVEL	EAC BONUS	KAC BONUS	MAX DEX	ACP	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Light Dragoon	-	+0	+0	+6	-	-	1	L

If they use powered armor:

ARMOR MODEL	LEVEL	EAC BONUS	KAC BONUS	MAX DEX	ACP	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Powered Dragoon	-	+5	+5	+0	-5	-	1	10

Powered Dragoon Armor has further statistics as it is a powered armor. They are:

Speed: 20 feet.

Strength: Equals your own (Does not replace it as per normal).

Capacity: 20

Usage: 1/hour

Damage: 2d6 B (Small & Medium) 2d8 (Large)

Size: As Creature

Weapon Slots: 1

Power: Powered dragoon armor recovers 1 charge per hour (to a maximum of 20). A dragoon with powered armor can expend 1 Resolve Point to gain 1 charge.

ORDER ABILITY (Su)

[1ST LEVEL]

You gain an ability at 1st, 5th, 9th, 13th, and 17th level as described in your order's entry. You also gain a bonus class skill at 1st level as described in your order's entry.

RESISTANCE (Su)

[2ND LEVEL]

At 2nd level you gain energy resistance equal to 2 + your level against the element of your dragon (see Draconic Orders). If your order's element is a kinetic damage type (P, S, or B) you instead gain damage reduction against all kinetic damage equal to your dragon level.

RECONSTRUCTION (Su)

[2ND LEVEL]

At 2nd level a dragoon's soul is firmly affixed to their True Scale. Through force of will you can cause the armor you wear to reform, growing outward from your True Scale. If you expend 1 Resolve Point as a swift action you recover 1 Hit Point per round (as per fast healing) for 1 minute. You can never recover more hit points than your Charisma score per use. This option is available to incapacitated (even unconscious, paralyzed, or dead) dragoons so long as the physical remains of the dragoon exist.

WEAPON SPECIALIZATION (Ex)

[3RD LEVEL]

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with.

SIDEBAR: THE ETERNAL SERVICE AND ROLEPLAYING

The Eternal Service class feature is a little unique and possibly problematic for some players because it imposes a permanent change upon the character and has drastic roleplaying consequences. If beginning play a character may have been a dragoon for many years or even many centuries. Not all dragoons get to experience harrowing combat on a regular basis—many are stationed as eternal guardians who await some great evil or keep some quiescent foe at bay. It is likely that most dragoons have experienced death (or near death) before. Characters who multiclass into dragoon may need to go through some kind of ritual and have some kind of contact with the order they wish to join.

WRATH OF MEWTH (Su)

[4TH LEVEL]

There is an energy that flows through you when your dragon is pleased with your actions. Consider it a blessing, a sharing of spiritual energy, or a spark of righteous wrath. This jolt of power is known colloquially as “the Wrath of Mewth” and appears as crackling energy that accompanies certain attacks.

At 4th level when you deal damage with a weapon that deals the same energy type as your dragon (see Draconic Orders) add an extra +1d6 damage. At 8th level and every 4 levels thereafter add an additional +1d6 (for a maximum of +5d6 at 20th level). If you violated your oath in the last 24 hours or the attack would be in opposition to your oath, you do not get your Wrath of Mewth damage.

If wielding a weapon that deals more than one damage type (such as when wielding a plasma weapon), as long as one of the damage type matches your order, you gain the bonus damage. Attacks granted by things like augments (such as a dragon gland) count as weapons for the purpose of this class feature.

SIDEBAR: "ACTING IN LINE WITH THE OATH OF YOUR ORDER"

The wrath of Mewth class feature specifies that you get increased damage so long as you haven't violated the oath of your order. This is incentive for the player to roleplay the oath of their order. It should be applied so long as the player has generally been following their oath (except in the case of Zova'bor where it is enforced) and the attack doesn't violate their oath. Some examples (not all-inclusive):

- A Joywarden dragoon would not get the benefit if attacking a non-hostile creature.
- A Guild of Fools dragoon who would cause a lot of collateral damage with the attack would not get the damage increase.
- A Saint Guard wouldn't gain the benefit while attacking an agent of a legitimate government.
- A Skullwatch Grenadier wouldn't get the extra damage if they were taking a mercenary contract with evil intents.
- A dishonored member of one of Rayjack's Regiments would not get the benefit, nor would one who just failed a save against a fear effect or one who was recently bested by a foe in combat.
- A dragoon from the The Order of the Silver Rose couldn't get the benefit against an innocent, against an unarmed creature (unless they had other means of attacking), or if they struck first.
- A battle judge would definitely gain it against a known criminal but not against someone whose innocence is uncertain.
- A member of the Silent Order would get the benefit against the leader of a gang but probably not against the lower ranking members (cutting off the head of a snake) or just enacting some kind of vigilante street justice while in broad daylight.

DRAGOON ABILITY (Su) **[6TH LEVEL]**

At 6th level and every 4 levels thereafter you gain a dragoon ability.

IMPROVED RECONSTRUCTION (Su) [7TH LEVEL]

The amount of Hit Points you recover per round with your reconstruction class feature improves to an amount equal to your Charisma modifier.

DRAGOON'S ONSLAUGHT (Su) [11TH LEVEL]

When making a full attack, you can make up to three attacks instead of two attacks. You take a -6 penalty to these attacks instead of a -4 penalty.

GREATER RECONSTRUCTION (Su) [15TH LEVEL]

When you use your reconstruction class feature you can heal up to a maximum of twice your Charisma score in Hit Points per use.

DRAGON'S BREATH (Su) [19TH LEVEL]

Once per day per Charisma modifier you may channel the spiritual energy of your predecessor and form it into a blast as a standard action. This may be an outpouring of acid from your hands that rushes out the cracks of your armor, a belch of flame from your empty helmet, or even a bolt of wrathful lightning that crackles off your armor. It deals 6d10 damage in either a 60 foot line or 30 foot cone of the element of your order. The DC to avoid this is 10 + 1/2 your dragoon level + your Charisma modifier. At 20th level this deals 8d10 instead.

GREAT SERPENT (Ex) [20TH LEVEL]

At 20th level your soul becomes harmonized with that of your dragon making you an avatar of its might and a leader of its forces. Attacks of your order's element restore your Stamina rather than damaging you, and when you use your Reconstruction class feature you receive all the healing that you'd normally gain over the entire duration of its use immediately.

DRAGOON ABILITIES

CRUSADER WINGS:

So long as you have not violated your oath within the past hour, you can produce glowing, spiritual, dragon wings. These wings resembles motes of light connected by a plasma plume. You gain 20 foot fly speed with average maneuverability. Should a dragoon violate their oath the wings vanish instantly.

A Joywarden who takes this dragoon ability instead gains a +10 foot bonus to their fly speed and counts as having perfect maneuverability. Should they violate their oath, they retain their fairy wings but lose the benefit of this dragoon ability.

DRAGON CLAWS:

So long as you have not violated your oath within the past hour, you can produce a raging fire about your fists that form into deadly claws when directed at a foe. When holding a weapon, it catches alight with their spiritual fire- glowing in the color of the dragon they serve. This fire grant you a +2 enhancement bonus on all damage rolls with melee weapons. Alternatively they may be used as natural weapons that deal 1d8 damage for small or medium creatures or 1d10 for large creatures. The kind of damage this natural attack deals is described in your order.

DRAGON'S RAGE:

Any weapon you use can grant an additional effect on a critical hit. If you are using a weapon without an additional effect this adds it. If the weapon already has one, you may choose to use the one provided by this ability or your weapon on a case by case basis.

- Fire: Burn 1d4
- Cold: Staggered
- Acid: Corrode 1d4
- Electricity: Arc 1d4
- Sonic: Deafen
- Bludgeoning: Knockdown
- Slashing: Bleed 1d3
- Piercing: Severe wound

EGGSPEAKER:

You can hear the whispers of your dragon if you quiet your soul and meditate hard enough. Once per day an eggspeaker can take 10 minutes to ask their dragon's spirit a simple, the answer to which is generally either a "yes or no" though in some cases (at the GM's discretion) the dragon may answer with another simple (1-3 word) answer.

IMPROVED SOUL CONDUIT:

Reduce the armor check penalty of your Dragoon Armor by 2 (minimum -0) and increase your max Dexterity for it by 2.

PSEUDODRAGON:

You gain the use of a pseudodragon who takes the form of part of your armor when not in use (often your helmet). The pseudodragon counts as a mechanic's drone, except as noted here. For the purpose of determining the effectiveness of this creature (including base statistics) you have a mechanic level equal to your dragoon level -5. The pseudodragon does not, however, gain any of the drone's special abilities or any new mods. It does, however, have 1 melee weapon arm that comes equipped with a survival knife that inflicts staggered on a critical hit (representing a poisonous stinger) and x2 flight systems (representing its wings) as its initial mods. When a pseudodragon dies it automatically and instantly reforms as part of the dragoons armor. A dragoon may use his reconstruction class feature on his pseudodragon at any range. The pseudodragon's base form (equivalent to a drone's chassis) is as follows:

PSEUDODRAGON

- **Size** Tiny
- **Speed** 15 feet, fly 30 feet (average)
- **AC** EAC 11, KAC 11
- **Good Save** Reflex
- **Poor Saves** Fortitude, Will
- **Ability Scores** Str 6, Dex 16, Con 10*, Int 6, Wis 8, Cha 6
- **Ability Increases** Dexterity, Wisdom
- **Bonus Skill Unit** Mysticism
- **Initial Mods** Stinger Tail (melee weapon arm with a survival knife that inflicts staggered on a critical), flight systems x2

*This does not impact their hit points or stamina at all.

RESHAPE ARMOR:

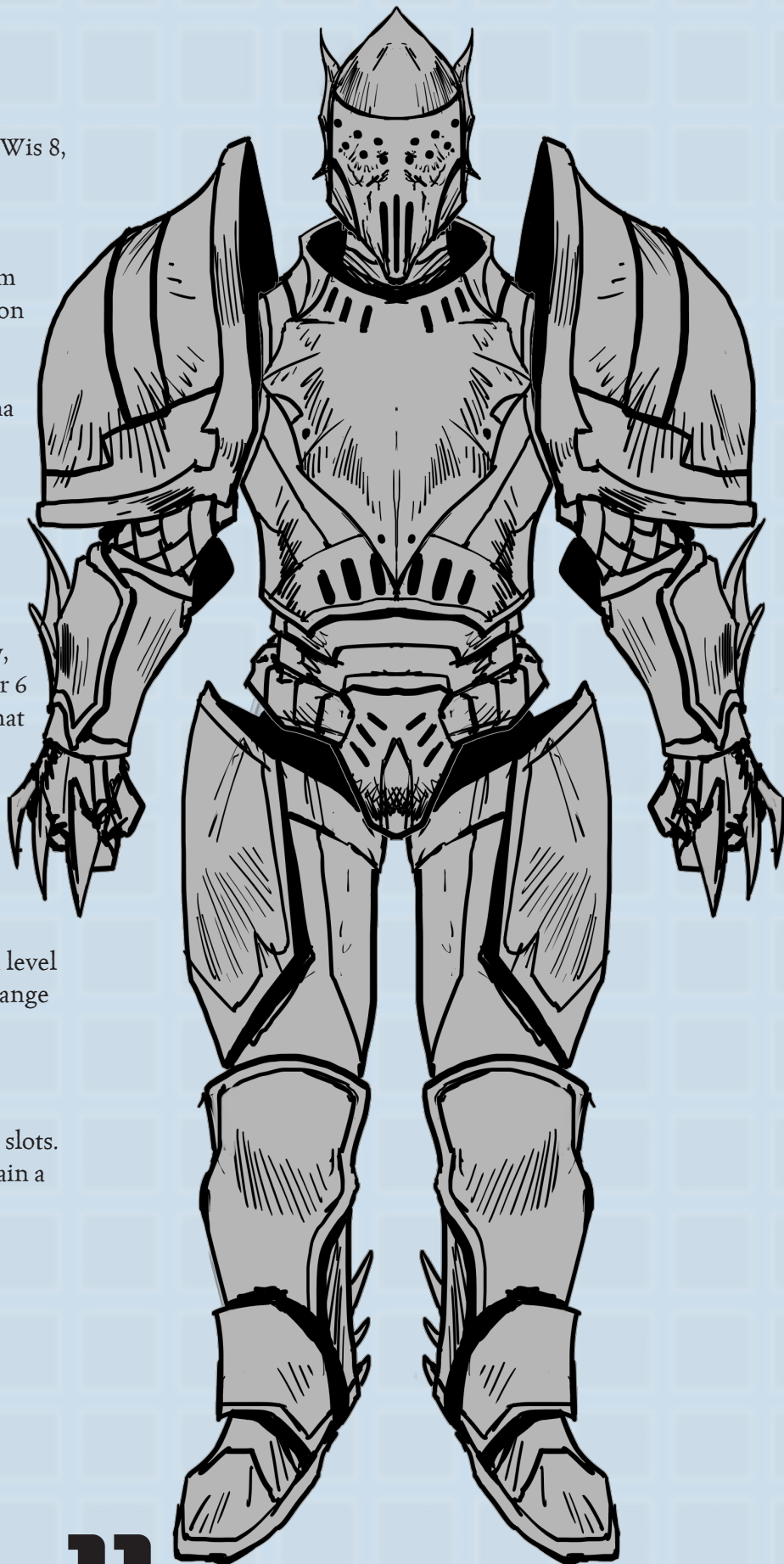
When you take this dragoon ability, select a dragoon armor type (heavy dragoon, light dragoon, or powered dragoon). You become proficient in the use of that armor. Additionally, you may enter into a cocoon-like state of rest for 6 hours, emerging with your armor changed to that new type or back to your old type.

SHARE BOND:

You can use your reconstruction class feature on an adjacent ally whom you are emotionally connected to as a move action (rather than on yourself). If you are a Saint Guard of at least 9th level with this dragoon ability you may use this at a range of 30 feet so long as you have line of effect.

TREASURE HOARD:

Your dragoon armor gains 2 additional upgrade slots. If you are using powered dragoon armor, you gain a second weapon slot.



DRAGOON ORDERS

- MEWTHIAN ORDERS -

There exist two kinds of orders for dragoons. There are those who have their origin on Mewth and are born of the ancients of Mewth and are thus called "Mewthian Orders". The second type, those not born of one of the ancients of Mewth, are called "Neodraconic" or "Non-Mewthian" orders (sometimes shortened to "Neo Orders" or "New Orders"). The following orders originate on Mewth. They are some of the largest, most common, most famous, and most well respected orders.

The twelve Mewthian dragons and orders that sprang from them are:

- Hondor the Bold's Order of the Silver Rose.
- Meladike the Iron Lizard's Order of the Black Ode.
- Rayjack the Red's many Regiments.
- Bokon the Elder's Skullwatch Grenadiers.
- Saji the Saint Sovereign's Saint Guard.
- Mangi the Mouse's Guild of Fools.
- Vedda the Brave's Joywardens.
- Nita's Silent Order.
- Jora's Ranger.
- Nova & Avon's Order of the Eclipse.
- N/A (The 11th Order was lost to memory.)
- Cujal's Kingbreakers

SIDEBAR: DRAGONS & ALIGNMENT

In some games dragons are very closely tied to their alignments. Starfinder puts very little emphasis on alignment and thus, while there are definitely tendencies within a species, we have decoupled the dragons from their alignment.

THE ORDER OF THE SILVER ROSE (HONDOR THE BOLD)

The dragoons of Silver Rose are heroes born and bred. The scions of Hondor (Hon-Door), the youngest ancient on Mewth and a silver dragon, they are filled with a zealous passion for adventure and protecting the underprivileged. This zeal infects their spirits making them restless but ever vigilant. Hondor was the first to offer his spirit to the defenders of Mewth and thus his order is styled as "The First". All other orders look to the Order of the Silver Rose for guidance, what is proper, and expect them to keep the other Mewthian Orders in line.

Hondor's dragoons wear knightly full-plate formed of his silver with heavy visors and tabards or capes. Their symbol, a stemmed rose crossed with a rising comet, is worn with reference and abundantly. Hondor was not without fault however, it was his impatience that is said to have provoked the darkness and brought destruction down upon Mewth and the ancients. However, Hondor was gifted for foresight, a kind of inescapable presence that afforded him glimpses into the future. It is theorized by some that Hondor provoked the darkness so that the dragoons might rise and change the galaxy in ways the elders of Mewth were not prepared to.



The order itself is one of the most popular and well received. They show up, make big statements, vigorously crusade against publicly visible evil, are altruistic to a fault, and seem to be beyond reproach. The often wield swords and their ornate armor resembles that of a gallant knight from ancient times- pennons flying and heraldry always on display. They are not always the first to arrive but when they do they throw everything they have into the battle. The Order of the Silver rose is sometimes called on as an intermediary to settle disputes, as peacekeeping forces, and many solitary dragoons from their order have turned to the life of an adventurer (albeit temporarily) to conquer some great personal evil.

Oath: You must swear to help the oppressed, stand up for what you believe is right, always give your best on every task (no matter how mundane), never harm an innocent or unarmed, never strike first, and confront wickedness when you see it.

Element: Cold

Armor: Heavy Dragoon Armor with the archaic quality (archaic armor is damaged normally by archaic weapons). If they switch their armor type (via the reshape dragoon ability, for example) it retains this quality.

Bonus Class Skill: Diplomacy (Cha)

SQUIRE'S ARMOR [1ST LEVEL]:

The KAC bonus of your dragoon armor improves by 2. In addition, you gain a +4 divine bonus on saves against fear effects and the DC to intimidate you increases by 4.

SILVER BLADE [5TH LEVEL]:

When making a full attack action with melee weapons you lessen the attack roll penalty by -2. (This stacks with Dragoon onslaught)

RESTLESS ZEAL [9TH LEVEL]:

Once per day per Charisma modifier you can cast *haste* on yourself as a spell-like ability as a swift action.

HONDOR'S FORESIGHT [13TH LEVEL]:

Like your patron, you have the great and terrible gift of foresight. Once per day per Charisma modifier you may cast *augury* as a spell-like ability.

FAITH OF THE ROSE [17TH LEVEL]:

You become immune to mind affecting effects. You may allow through any that you wish to affect you however.

RAYJACK'S REGIMENTS [RAYJACK THE RED]

Rayjack the Red (Ray-jack) was a practical dragon with an eye for technology. She was bemused by the notion of her "soldiers". She had been a warrior who had taken human form to fight in a thousand battles in hundreds of wars throughout the ages. So it was that her order, the Regiments of Rayjack, were built on a very strict military hierarchy. There is a lot of military tradition and discipline within the regiments and they take a very practical approach to it.

Her dragoons armor looks prim and proper, uniforms reminiscent of the Napoleonic era, accented by futuristic force shields. The armor comes with large, ornate, helmets with veils or metal face plates that obscure where a face might be. Sometimes the flickering of flames can be seen behind these as a furnace burns within their chest. The heat of this smokeless blaze serves as the soul conduit for their True Scale. Their symbol, two blood red dragon arms crossed and engulfed in flames, adorns their various medals and crest- announcing their presence as her chosen soldiers.

Rajacks forces are the most numerous of the dragoons. Rayjack's True Scales duplicate every decade. Because of this relative abundance of True Scales less care is given to the selection process and as a result not all of the warriors live up the Rayjack's strict standards. Still, many regiments have been formed and serve as bastions at important locations. Rayjack's 1st Regiment is comprised of those dragoons still living since the Mewthian Disaster and veterans who have proven their worth at other posts. This regiment is the home guard of the desolate planet Mewth, ensuring that the darkness will never return to that place again.

Oath: You must swear to never desert your post, never fail to adhere to strict military discipline, never show cowardice, display your skill at arms whenever the opportunity presents itself, and always conduct yourself with honor befitting Rayjack's might.

Element: Fire

Armor: Heavy Dragoon Armor

Bonus Class Skill: Survival (Wis)

SOLDIER OF RYJACK [1ST LEVEL]:

The EAC bonus of your dragoon armor improves by 2. In addition, you gain Adaptive Fighting as a bonus feat, even if you do not meet the requirements.

FIRETEAM [5TH LEVEL]:

All allies within 60 feet of you who can see and hear you gain a +2 insight bonus on attack rolls to hit a creature you successfully hit on your last turn until the start of your next turn.

RIFLE TRAINING [9TH LEVEL]:

If you successfully hit a creature with a longarm you can spend 1 Resolve Point and trigger any effect from the weapon's description that would normally trigger on a critical hit so long as that effect is one of the following: arc, bleed, burn, corrode, deafen, injection, knockdown, severe wound, staggered, or wound.

OFFICER OF RYJACK [13TH LEVEL]:

Your Adaptive Fighting feat now provides 6 feats, rather than 3, and you can use it a number of times per day equal to 3 + your Charisma modifier.

MASTER OF INFANTRY [17TH LEVEL]:

When you land a killing blow on an enemy, all allies within 60 feet of you who can see and hear you gain a +2 divine bonus on damage rolls until the start of your next turn.



THE SAINT GUARD [SAJI THE SAINT SOVEREIGN]

Saji (Sah-gee) the Saint Sovereign was an immortal dragon who gave up her immortality so that the the defenders of Mewth might live. In her time she took to spreading good governance, philosophy, and law to those places that knew none. She quelled the fires of war in the hearts of the bloodthirsty. The great sovereign dragon used her talents to stop the wars between two elder dragons and for her grace she was gifted immortality and dominion over the world of Mewth- the resting place of all exalted dragons. She was it's sovereign and knew no equal among her peers. She oversaw the death rituals of all the ancients who came there and made sure none disturbed their bodies once they had laid to rest. She kept the peace on Mewth until the darkness came and she knew her martyrdom was required for a greater peace to be obtained.

Though we have used the female pronoun in the preceding paragraph, Saji had no gender. Saji was the Saint Sovereign and appeared to those in the form they most needed to see. She appears as man to some, woman to another, and appropriately for those who value other forms. In all forms she was beautiful and serene. Thusly her guard, bedecked in the same golden scaled armor she had, are works of art. They wear various kinds of ornate armor but always wear helmets shaped like the head of Saji (a chinese style sovereign dragon). Softly glowing tendrils of the purest white light emanate from their True Scales, serving as their soul conduits.

They practice moderation, civility, honor, and seek peace before violence. The Saint Guard is an order dedicated to promoting peace, helping just leaders stay in power, battling corrupt governments, and ending bloody rebellions. They are a reclusive, mysterious lot who venerate Saji as a deity. While the others revere their patron dragon, the Saint Guard have started a religion based around the notion that Saji's martyrdom was a sacred act that earned her a place in heaven. This seems to be the case because the egg of Saji speaks regularly to them and some of their faithful have even gained the ability to cast spells.

They have respectful teachings about the other Mewthian ancients except Hondor and Cujal. They believe since Hondor was the cause of the Mewthian Disaster he is tainted forever. Because of this the Saint Guards have a religious superstition against working with the Order of the Silver Rose (who, for their part, don't much care). The Kingbreakers they oppose for a very different reason- the two are of opposing ideals. The Saint Guards have sworn to uphold legitimate governments and the Kingbreakers have sworn to destroy any government they feel is oppressive. While there have been times when the two Orders have worked together they more often than not find themselves on opposite sides of a conflict doing battle with each other.

Oath: You must swear to support all justly reigning monarchs, never disobey a direct and just order from your superior, conduct yourself with grace and beauty, suffer no governmental corruption, promote peace, promote tolerance and equality, and only kill

those whose hearts cannot be swayed (this generally includes career thieves, bandits, violent political destabilizers, anarchists, and rebels).

Element: Sonic

Armor: Heavy Dragoon Armor

Bonus Class Skill: Medical (Wis)

GOLDEN ARMOR [1ST LEVEL]:

The EAC bonus of your dragoon armor improves by 2. In addition, you may choose to shed light like a lantern at will by letting the light of your soul connections seep out.

SCALES OF THE IMMORTAL [5TH LEVEL]:

Because Saji gave up her immortality for her blessed dragoons, you can use your reconstruction class feature once per day per Charisma modifier without expending a Resolve Point.

SAJI'S GRACE [9TH LEVEL]:

You gain the Share Bond dragoon ability as a bonus ability. If you take Share Bond later, you can use it at a distance (see share bond).



SACROSANCT [13TH LEVEL]:

As a move action you can declare a 30 radius around yourself as sacrosanct by expending 1 Resolve Point. Creatures within that radius must make a Will save (DC 10 + 1/2 level + Charisma modifier) in order to take any hostile actions while in this radius.

SOVEREIGN'S COMPASSION [17TH LEVEL] (SU):

You can use 3 uses of your reconstruction class feature (1 resolve point per use, 3 uses via the scales of the immortal order ability, or some mix of the two) on an adjacent ally to restore them to life. This causes a creature who has been dead for 1 hour or less to be restored to life at 0 hit points. This ability takes a full round action to use. A creature resurrected by sovereign's compassion cannot be resurrected by this class feature again for 24 hours.

THE SKULLWATCH GRENADIERS [BOKON THE ELDER]

Bokon's (Bow-con) dragoons are grim, stoic, and silent. Bokon himself was a bronze dragon who was the most ancient and least social of the dragons of mewth- already on his deathbed with his rituals complete as the darkness arrived. It was said that Bokon was created in the first days of creation. He spent his eons-long lifespans amassing the wonders of the known worlds- technology and craftsmanship the likes of which none have witnessed. He himself was a legendary artisan, appearing in a thousand guises to live a simple life of hard work to learn a thousand different crafts and skills. Because of this Bokon blessed his dragoons, referred to within the order as "grenadiers", with his protection and love of technology- their armor resembles great power armor with thick visors that do not expose any part of the body. The soul conduits are the electricity that runs through it; not unlike the electricity Bokon used to breath and many of his dragoons feel that it is actually his own.

His legions, symbolized by a dragon's skull in olive green, stand ever-vigilant against the most deadly foes. They are masters of siege warfare, heavy weapons, combat engineering, and sapping. Their grim determination that matched the surly disposition of their master, makes them difficult to get along with but no one has ever doubted their honesty or honor.

Oath: You must swear to toil to make the world a better place, always appreciate art, conduct yourself with simple honesty, never take the "easy way", to develop a craft skill, never leave a task unfinished, help others grow, defend those who cannot defend themselves, and always be true to yourself.

Element: Electricity

Armor: Powered Dragoon Armor

Bonus Class Skill: Engineering (Int)

HEAVY DRAGON [1ST LEVEL]:

You become proficient with all heavy weapons.



BASTION [5TH LEVEL]:

You gain the Barricade feat as a bonus feat. However, you can use this feat as a swift action rather than a move.

GRENADIER [9TH LEVEL]:

You gain a +2 insight bonus on attack rolls with grenades and likewise increase the DC of the Reflex save to avoid them by 2. Finally, you may exclude 1 target from the area of a grenade, blast weapon, line weapon, or other area of effect.

COMBAT ENGINEER [13TH LEVEL]:

You gain a +2 divine bonus on Engineering checks and on any crafting check.

WAR MACHINE [17TH LEVEL]:

If using powered armor you gain 1 additional weapon slot, the suit's speed increased by 5 feet, and the damage it deals increases (6d6 for small/medium and 6d8 for large).

THE ORDER OF THE BLACK ODE (MELADIKE- THE IRON LIZARD)

The Order of the Black Ode is a Mewthian Order born of Meladike (Mell-ah-dike), a black dragon of immense prestige and respect amongst his peers. The Iron Lizard was regarded as the one of the most stoic and true but he was cruel to those who transgressed his order, his wrath was sudden, calculated, and horrible but he never struck down anyone who did not deserve it. Despite this gallantry Meladike was petty and egotistical, believing himself superior to others. Many would call him evil- he would call himself strict. He viewed all mortals as sinners in the hands of angry judge, always one step away from committing a crime or doing some wicked act, and the ultimate authority on innocence was him.

The order styles its dragoons as "Battle Judges" and dispatches them to the worst hives of scum and villainy to burn it down. They judge others quickly and with cold calculation, a view reflected in their heraldry: an ancient black and white (counterchanged) scale with both dishes chained to the base so they cannot move. They know no

compassion for criminals and have a standing order to "shoot first and not ask questions". They see themselves as a Meladike did- the judge, jury and executioners of the galaxy. For this reason they have assigned themselves the duty of watching over the other orders, acting as a sort of vicious internal affairs for the dragoons. However, they respect their brothers and sisters greatly and will only bring charges against a dragoon and present evidence. They leave the punishment up to the order itself but expect swift justice to befall a corrupted dragoon.

Battle Judges often wear ornately styled black armor with crowned helms that hide a network of chain-like soul conduits that cause them to rattle as they walk. The sound of their coming freezes the blood of wrongdoers for they know the wrath of the Iron Lizard will soon be visited upon them for their crimes...

Oath: You must swear to visit vengeance and wrath upon those who transgress civility and decency harshly and immediately. You must hunt down criminals and violators of the laws so you might kill them.

Element: Acid

Armor: Heavy Dragoon Armor

Bonus Class Skill: Survival (Wis)

BATTLE JUDGE [1ST LEVEL]:

The KAC and EAC bonuses of your dragoon armor each improve by 1. Additionally, you can chose to deal nonlethal damage with any weapon at no penalty.

WRATH OF THE LAW [5TH LEVEL]:

You gain a +4 divine bonus on Survival checks to follow tracks. In addition, you also gain a +4 divine bonus on Sense Motive checks.

DECREE [9TH LEVEL]:

The bellowing, draconic, voice of Meladike rings true in yours. All those who hear your words quiver in fear if there is weakness in their heart. You may take a move action to decry some unlawful action with the voice of Meladike. Any creature who can hear you who wishes to continue to partake in the unlawful action on their following turn must make a Will save (DC 10 + 1/2 dragoon level + Charisma modifier) to

do so. If they fail the save, rather than continue their unlawful activity they are panicked for 1 round. You may only use this ability a number of times per day equal to your Charisma modifier.

MELADIKE'S CRUELTY [13TH LEVEL]:

Meladike did not concern himself with the petty mewlings of the wicked- he crushed them beneath his taloned foot. He struck them when they were down, ravaged them when they least expected it, and added insult to injury for sinful worms warranted no comparison- just obliteration. His rage against the wicked knows no bounds and when the opportunity presents itself you share in his opportunistic wrath! When targeting a creature who has one of the following conditions active on them, you gain a +4 divine bonus to damage rolls against them: blinded, burning, confused, cowering, dazed, dying, entangled, exhausted, fatigued, flat-footed, frightened, helpless, panicked, paralyzed, sickened, staggered, stunned, or unconscious.

SOUL ROT [17TH LEVEL]: A creature killed reduced to 0 Hit Points by a dragoon of the Black Ode cannot be stabilized or be resurrected as their soul burns in eternal damnation. As dragoon of the Black Ode can chose to always deal nonlethal damage, you may effectively chose to not apply this if you want.

THE GUILD OF FOOLS [MANGI THE MOUSE]

Mangi (Man-gee) was an old, crippled, copper, dragon when he arrived on Mewth. He was poor physically but made up for it with his keen mind. Mangi was a philosopher and the wisest of the dragons of Mewth. He did not want to die and stayed alive well past the time he was scheduled to pass on. Still, the sardonic old serpent made the sacrifice during the Mewthian Disaster and imbued his sage spirit into his chosen coven of philosopher-warriors.

Mangi was something of an odd dragon. He is a minimalist and an existentialist and spent most of his life shifting between the forms of a mouse and a cat. He lived his life as a beggar, never taking more than

he needed and always offering advice to those who showed him kindness. This advice would, more often than not, be so sagacious and prophetic that it would prove a life-changing boon to those who helped him. Because of this lifestyle he only ever carried around a bowl, a spoon, and a blanket and wandered the known worlds looking for good men.

The order he created is as odd as he was. They take the form of an android with a living face (the face they had before they passed on). This face is hyper-expressive, but the body is as cold and emotionless as a machine. The soul conduits that run across the internals of the android bodies are neatly printed rhyming couplets of satirical and insightful nature. These are apparently great truths the dragoon should know. However, because they are inside the body and disturbing them would cause them to die, they can never see them.

The Guild of Fools, as they call themselves, are philosopher-assassins who seek to do the most good while causing the least harm to society. Master marksman, they prefer the sniper rifle, surgically removing toxic influences from society. On the battlefield they often act as support for other dragoon units and provide insightful tactical analysis. They are famous for using poisoned weapons and never shy away from "cheating" (something they'd call "efficiency").

Oath: You must swear to- do the most good with the least harm (minimize collateral damage), provide only sage advice to those who legitimately seek it, live with only the possessions that you need to accomplish your job, and fight the systematic mental, expressive, and cultural oppression inherent in any large system of governance.

Element: Piercing

Armor: Light Dragoon Armor

Bonus Class Skill: Bluff (Cha)

FOOL'S ARMOR [1ST LEVEL]:

You become proficient in all sniper weapons. In addition, the KAC and EAC bonuses of your dragoon armor each improve by 1.

SAGE ADVICE [5TH LEVEL]:

They say a fool knows and a wise man knows he doesn't. A dragoon from the Guild of Fools knows their own mind and the minds of others. You can take a swift action to grant an ally who can hear you a +2 divine bonus on a single d20 roll of your choice. This action, described by you, must be taken before the end of your next turn.

SHARP EYE [9TH LEVEL]:

Sniper weapons wielded by you that have the unwieldy quality lose that quality.

MINIMALIST [13TH LEVEL]:

They say that Mangi only ever carried around a bowl, a spoon, and a blanket. The spiritual power of owning little empowers what few things you do possess. If you keep your bulk below 10 you gain a +1 divine bonus on all d20 rolls. If it is 3 or below you gain a +2 divine on such rolls and if your bulk is 1 or less gain a +3 divine bonus on all d20 rolls.

PHILOSOPHER-ASSASSIN [17TH LEVEL]:

You count as scoring a critical hit with sniper weapons on a natural roll of 18 and 19 (as well as 20) so long at that attack would have otherwise hit.

THE JOYWARDENS (VEDDA THE BRAVE)

Vedda was not true dragon but a faerie dragon, the smallest of the Mewthian Dragons but by no means the weakest. No, in the darkest hour she slew many despite her diminutive size. Vedda was the first of all faerie dragons, created when time was young (but after Bokon) and the fair folk were taking their first tentative steps into existence. Vedda traveled the stars spreading hope to those who needed it most. In her time Vedda was regarded as being wise, a skilled warrior, and an eloquent speaker. She always chose the form of a child save when she was faced with combat. In those times she became a raging hurricane or a tidal wave that crashed upon her foes before taking the shape of an armored maiden.

Vedda's dragoons, the Joywardens, wear a variety of armor styles but each can be identified by their harlequin masks and the wings of light that stand out from their back. They are chaotic, devastating, and mirthful even when doing the grim work of a butcher. The original Joywardens were all diminutive races (gnomes, halflings, yoski, etc) and that tradition has been kept alive in their recruiting efforts. While not all Joywardens are from smaller races, the majority of them are. The Joywardens are known for their dark, malicious, spiteful sense of humor which they invoke to creatively kill the wicked.

Oath: You must swear to bring joy to those who need it most, punish those that would take it away, be mirthful but mindful, and never back down from a larger or stronger foe.

Element: Euphoria

- A Joywarden's Wrath of Mewth only applies against creatures with the hostile attitude.
- Your resistance class feature grants you a bonus against all energy types equal to $1 + 1/2$ your level.
- Your dragon's breath class feature causes creatures within the radius to make a Will save (DC 10 + $1/2$ your dragoon level + your Charisma modifier) or be confused for 1d4 rounds.
- Your dragon claws deal fire damage.

Armor: Heavy Dragoon Armor

Bonus Class Skill: None. However you gain a +2 divine bonus on Acrobatics checks made to fly.

FOREST ARMOR [1ST LEVEL]:

The EAC bonus of your dragoon armor improves by 2 and you gain a +2 divine bonus on Stealth checks while in the forest while in your dragoon armor.

FAIRY WINGS [5TH LEVEL]:

You grow the spiritual, butterfly-like, wings of Vedda. These fairy wings grant you a fly speed equal to your land speed with average maneuverability.

HARLEQUIN'S WRATH [9TH LEVEL]:

If you beat a creature's AC (either KAC or EAC, whichever you'd normally target) by 8 or more you may choose to also count as if you had successfully made a dirty trick combat maneuver. This might represent intentionally shooting particularly cruel target, using the environment to creatively inflict an

uncouth wound, or just pulling off a dark joke as part of your attack. The attack still deals damage normally and you must describe the way in which the dirty trick is pulled off to the satisfaction of the GM. This may be done with a ranged attack if the description is sufficient.

FORCE OF NATURE [13TH LEVEL]:

Vedda was a force of nature often turning herself into natural disasters to do battles with her foes. While her children cannot do that they can influence the nature of energy around them. If attacking with a weapon that deals energy damage (A,C,E,F, or So), you may select a different kind of energy for that weapon to deal. Changing the type of energy is a swift action and only functions for you (other creatures who try to use the weapon deal the damage type normally listed). Once switched, the change in energy type lasts for 1 minute.

DELAYED CRUELTY [17TH LEVEL]:

When you critically hit an opponent with a weapon that deals energy damage (A,C,E,F, or So) in addition to any critical effect the creature takes 25% (round down) of the damage dealt by the critical hit a second time at the start of their next turn.

THE SILENT ORDER [NITA THE SILENT]

Nita, she of cold fire and wrath, was a blind white dragon who was as reclusive as she was independent. She spent a thousand years in silence, floating in the void of space between worlds and she kept up her introspective ways until the day she sacrificed herself. She was fiercely independent, prideful, and wrathful towards mortals. Her gift was only begrudgingly given to her followers who she shunned and thus her order is the smallest. They wander alone and without support deep into the bastions of darkness and infiltrate enemy ranks before destroying them from the inside. Unlike other dragoons the Silent Order retain their physical forms, albeit without the flesh they wore in life. These skeletal agents of Nite are as attached to their armor as any other though, the red twine of destiny wrapped around their bones. Their

oath compels them to work alone and this prevents them from directly supporting the other Mewthian orders or even their own fellows.

Oath: You must swear to remain independent, kill corruption from within by cutting off the head of the snake, treat others as well as you treat yourself, speak only when absolutely necessary, and be ready for every eventuality.

Element: Cold

Armor: Light Dragoon Armor

Bonus Class Skill: Disguise (Cha)

CHILD OF NITA [1ST LEVEL]:

You are an undead rather than a construct. You are noted, however, to still have a soul. This has no mechanical implications beyond the change in creature type. In addition, you gain a +2 divine bonus on attack rolls with operative weapons and small arms. Finally, you gain Multi-Weapon Fighting as a bonus feat.

EYE OF NITA [5TH LEVEL]:

You gain a form of blindsense that detect creatures with souls (non-undead, non-constructs, etc) at a range of 20 feet. In addition, if you take a move action you can grant yourself the benefits of *see invisibility* until the end of your turn.

VEIL OF NITA [9TH LEVEL]:

Once per hour, as a standard action, you may use disguise self as a spell-like ability. In addition, when you kill a creature you may use this ability to assume their form as a free action. You can use this ability more than once per hour, but if you do so it costs 1 Resolve Point.

CLAWS OF NITA [13TH LEVEL]:

Select 1 melee weapon and treat that weapon as if it were an operative weapon. In addition, when making a full attack with small arms or operative weapons while wearing light dragoon armor, reduce the penalty by 1 (when stacked with Multi-Weapon Fighting each weapon only has a -2 penalty).

SILENCE OF NITA [17TH LEVEL]:

Any time you successfully deal damage to a creature they must make a Will save (DC 10 + 1/2 dragoon level + Charisma modifier) or be supernaturally compelled not to communicate for 1 hour. This includes basic forms of communication like verbal communication, writing, telepathy, but also more exotic forms like sounding an alarm, sending emails, checking in with their leaders, etc. They will not intentionally communicate any information for the duration so long as it doesn't directly endanger their lives (they can shoot their rifle at you, even though the sound may raise an alarm, for example). You can end this effect prematurely by touching the creature. In addition, you take no penalty when making multiple attacks as a full attack action while wearing light dragoon armor.

THE RANGERS OF JORA (JORA THE ALL-CONNECTED)

Jora was a green dragon who took the form of a great tree and sheltered all of those on Mewth from the darkness. She was the first to sacrifice anything as the darkness consumed her branches before Hondor made the first sacrifice of himself. Jora cares for all forms life, not just sapient ones. She is capricious and quick to anger, once eating a follower for destroying a beehive that was stinging the great green serpent while she slept. She told the rest that no life is more valuable than another- even an insects. Jora had a cosmic link to all living things and felt the pain the darkness caused as it extinguished the trillions of lifeforms on world after world before it even reach Mewth. By the time it arrived she was half mad with grief and did not participate in much of the fighting. She was burned alive the by the darkness and left behind no egg- instead evaporating into the collective consciousness of all living things.

The Joran Rangers are her children; they move quickly, have an innate empathic connection to all nearby life that can drive them into a grief induced rage if too much life is extinguished. Rangers can commune with animals and, through them, hear Jora's voice. Their armor looks as if it were carved from bark, stone, or wood and their soul conduits are

vines and branches of a tree that grow within their armor. They creak as they move but can blend in with any surrounding.

Jora's universal empathy gives her rangers an odd place in society. They feel the pain of every creature who dies (albeit only faintly) and many retreat into depression or cover the wounds up with anger. Such rangers do not last long and only those who learn to master themselves (often through meditation or by engaging in other monastic practices) can master the difficulties that their empathetic connection to the soul of the universe impose upon them. Because of this many seem distant, intense, and strict.

Oath: You must swear to never let harm come to any form of life if you can help it except those which seek to destroy greater sums of life, you must value all life the same, and must show empathy to those who need it.

Element: Bludgeoning

Armor: Heavy Dragoon Armor

Bonus Class Skill: Stealth (Dex)

RANGER [1ST LEVEL]:

You treat the first 5 squares of difficult terrain you encounter each round as if they were non-difficult terrain for the purpose of moving. In addition, if wearing heavy dragoon armor, it now has a speed adjustment of -0 ft. If you are wearing power armor it now has a speed of 30 and if you are wearing light dragoon armor your base speed improves by +10 feet while wearing it. Finally, your armor check penalty from dragoon armor doesn't apply against Stealth checks.

JORAN UNIVERSAL EMPATHY [5TH LEVEL]:

You develop the spiritual empath Jora had with all living things in the universe. This is a double edged sword because, on one hand, you can freely communicate with plants and animals as if you had the wildwise augmentation (you treat plants as if they were creatures with 1 Intelligence; they mostly just report environmental conditions and vague notes about personal injury.). However, if you witness a living creature or large area of plants (~10 feet of shrubs/grass/flowers or a tree) is killed you can chose to throw yourself into a Jora-induced grief-rage for 1

minute by expending 1 Resolve Point. This grants you a +2 divine bonus on all attack and damage rolls.

Joran Camouflage [9th Level]: Your dragoon armor passively and subtly blends in with it's surrounding, turning you invisible (as per the spell) after you stay still for 1 round. Leaving your square breaks this effect (as well as the typical response).

IMPROVED UNIVERSAL EMPATHY [13TH LEVEL]: If you take a swift action, you can tell the suffering incurred by all willing creatures (mindless creatures, such as plants, are always willing) within 30 feet through your empathetic connection with the universe. This tells you if they are injured (taken Stamina damage but not Hit Point damage), wounded (taken Hit Point damage), near death (the creature's level or less in Hit Points remain), dying, stabilized, or dead.

In addition, the divine bonus from your grief-rage improve from a +2 to a +4.

MASTER THYSELF [17TH LEVEL]: At 17th level a ranger of Jora has mastered themselves. They can spend 1 point of Resolve as a reaction to automatically pass a Will save against a mind affecting effect.

ORDER OF THE ECLIPSE (THE TWINS NOVA AND AVON)

Two dragons born with one soul, the solar dragon Nova and the lunar dragon Avon, served as the arcane advisors to a world on the fringe of space. Treated as a god, they lived for centuries as the undisputed mystic masters of the world until a prophesied end times came. Nova and Avon then went on a sojourn, the twins seeking out all arcane knowledge within the universe. In time, when they had taught many students and warded our realm from many unseen supernatural threats, they sought a place to die in peace. So it was on the graveyard world of Mewth that the spirit with two bodies was getting its affairs in order when the darkness came. The twins, never separate, fought valiantly until the end and staved off the darkness for a time by itself.

TABLE 2-1: ORDER OF THE ECLIPSE SPELLS PER DAY

LEVEL	1ST	2ND	3RD	4TH	5TH
1st	2	-	-	-	-
2nd	2	-	-	-	-
3rd	3	-	-	-	-
4th	3	-	-	-	-
5th	4	2	-	-	-
6th	4	2	-	-	-
7th	4	3	-	-	-
8th	4	3	-	-	-
9th	5	4	2	-	-
10th	5	4	2	-	-
11th	5	4	3	-	-
12th	5	4	3	-	-
13th	5	5	4	2	-
14th	5	5	4	2	-
15th	5	5	4	3	-
16th	5	5	4	3	-
17th	5	5	5	4	2
18th	5	5	5	4	2
19th	5	5	5	4	3
20th	5	5	5	4	3

The students of the twins were their disciples. Unlike the other dragons their students had followed them to the world to continue to learn from them. As a result many of the Order of the Eclipse were wizards or other mystics before they were resurrected and when the order grew they only recruited those with magical backgrounds or latent talents for magic.

Today the order is famous as a defender against supernatural threats; hunters of magical monster, demon-possessed androids, space vampires, and a lifter of curses. Their armor is very ornate, often incorporating arcane imagery and is always painted in two colors- often with discontinuous themes. Their bodies are filled with blessed liquid that sometimes leaks as they move, fulfilling the job of the soul conduit.

Oath: You must swear to always punish the misuse of magic, defend the realm against supernatural threats, seek and preserve knowledge,

Element: Half Fire, Half Cold

Armor: Heavy Dragoon Armor

Bonus Class Skill: None. However you gain a +2 enhancement bonus on Mysticism checks.

TWIN-SOUL [1ST LEVEL]:

Residing within you “body” are two minds- your mind having partitioned during your induction into the order. This may be a logical/emotion split, masculine/feminine split, id/ego split, or even your dark and light halves. Should you fail a Will save at any time you may suppress one personality to ignore the effects of that failed Will save (treat it as if you’d passed), the other one taking over. The first personality awakens 1 hour later. You may only use this if you have 2 non-suppressed personalities.

ARCANE DRAGOON [1ST LEVEL]:

You cast spells drawn from the mystic spell list (see chapter 10 of the Starfinder Core Rulebook). To learn or cast a spell, you must have a Charisma score equal to at least 10 + the spell’s level. The Difficulty Class for a saving throw against your spell is 10 + the spell’s level + your Charisma modifier. You can cast only a certain number of spells of each spell level per day. Your number of spells per day is given on Table 2-1: Order of the Eclipse Spells Per Day. You do not receive bonus spells per day for having a high Charisma modifier. You can also cast 0-level spells. These spells are cast like any other spell, but there is no limit to how many 0-level spells you can cast each day. Your selection of spells is limited. You begin play knowing four 0-level spells and two 1st-level spells of your choice. At each new dragoon level, you learn one or more new spells, as indicated on Table 2-2: Order of the Eclipse Spells Known). Unlike spells per day, the number of spells you know isn’t affected by your ability score modifier. Every time you gain a level, you can swap out one spell you already know and learn a single new spell of the same level in its place. In effect, you lose the old spell in exchange for the new one. You must choose whether or not to swap the spell at the same time you gain new spells known for the level. You can cast any spell you know at any time, assuming you have not yet used up your allotment of spells per day for the spell’s level.

TABLE 2-2: ORDER OF THE ECLIPSE SPELLS KNOWN

LEVEL	OTH	1ST	2ND	3RD	4TH	5TH
1st	4	2	-	-	-	-
2nd	5	3	-	-	-	-
3rd	6	4	-	-	-	-
4th	6	4	-	-	-	-
5th	6	4	2	-	-	-
6th	6	4	3	-	-	-
7th	6	5	4	-	-	-
8th	6	5	4	-	-	-
9th	6	5	4	2	-	-
10th	6	5	4	3	-	-
11th	6	6	5	4	-	-
12th	6	6	5	4	-	-
13th	6	6	5	4	2	-
14th	6	6	5	4	3	-
15th	6	6	6	5	4	-
16th	6	6	6	5	4	-
17th	6	6	6	5	4	2
18th	6	6	6	5	4	3
19th	6	6	6	6	5	4
20th	6	6	6	6	5	4

You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a spell from a 2nd-level slot instead if you have one. You can also decipher magical inscriptions that would otherwise be unintelligible or, as a full action, identify any spells encoded in a spell gem as a full action. This does not normally invoke the magic contained within, although it may do so in the case of a cursed or trapped spell gem.

THE LOST ORDER (UNKNOWN)

The 11th Order was lost, all memories of the ancient dragon who created them having been wiped from the memories of those who witnessed them or perhaps removed from the timestream entirely. Many gallant and sinister possibilities await those who explore the origin of this order.

DESIGN NOTE:

This order is specifically left open so you can create your own Mewthian Order. The Errant Drakes are a great place to start when considering how you will mechanically build your order's class features. Some interesting dragon types include: rust, iron, chrome, brain-eater, nuclear steel (blades), mercury, pearl, atomic (radiation), cloud, mist, gravity, stone, etc.

THE KINGBREAKERS (CUJAL THE DESTROYER)

Said to have been born of the very sands of the desert, its wings the very essence of the winds of the desert, Cujal (Coo-Jal) the Destroyer was as much a hero as he was a pernicious beast. Taking the form of a human, Cujal lifted his homeworld from the oppressive world of a ignoble caste system by consuming those at the top. So it was that the brass dragon, scourge of kings, flew from world to world bringing with it its bloody brand of liberation. Century upon century it waged war against oppressors- sometimes as a man, sometimes as a dragon, sometimes as a sandstorm, and sometimes as a blazing ball of fire whose majesty rivaled that of the sun.

When there were no more kings to topple and the final banner had been torn asunder Cujal realized it has spent the entirety of its considerable life freeing others and had sought nothing for itself. So it made the trek across the cold darkness of space to Mewth, guided there by some innate knowledge all ancient ones know, to settle into its final days of peace. However, there remained one last battle it seemed- that with the greatest oppressor ever known. Arriving just hours after Hondor's prophecy, Cujal was the last dragon to arrive. He was given the chance to flee but chose to remain. As he had no attendants one was

given to him, a strong armed man who would serve as Cujal's lone champion. When all seemed lost and the time for the resurrection was upon them he raised but one dragoon and who is said to have fought with the strength of 30 men.

Today little is known of Cujal's order. They are somewhat renegade- doing more or less as they please. They occasionally meet up to have moots and decry the oppressive governments then gather into a horde of fury before flying off like the desert wind to go destabilize a country or planetary government. They are never subtle and never cruel- they fight governments with weapons of war not weapons of terror. This is reflected in their armor- thick armor covered in spikes and adorned with bright splashes of paint. Their soul conduits are finely crafted gold and silver chains, often studded with precious stones, in a mockery of the wealth of the upper class.

There is a feud between the Kingbreakers and the Saint Guards and they have often ended up on opposite sides of a conflict. They also have regular run-ins with the Order of the Black Ode because their actions are often seditious and the two Orders have been formally at war for many years. In fact, the Kingbreakers have no objection to fighting against any other Orders if the situation demands it and regularly have engaged in military actions against them. Still, when the chips are down they will take up arms with their brethren Orders and oppose the darkness in all its forms.

Oath: You must swear to always stand in opposition to tyranny, to break the crowns of the oppressors, to shatter the chains of bondage, to fight unjust causes, to never act in the shadows, and to hold your head high.

Element: Fire

Armor: Powered Dragoon Armor

Bonus Class Skill: None. However you gain a +2 divine bonus on Intimidate checks.

BATTLE ARMOR [1ST LEVEL]:

Covered in spikes, blades, and other implements of pain. Creatures who grapple with a Kingbreaker automatically take 1d6 points of piercing damage if they end their turn grappled with them. This damage increases by 1d6 for every 4 levels of dragoon you have.

FEARSOME [5TH LEVEL]:

As a swift action you can impose the fury of Cujal upon a foe within 30 feet who can see and hear you. By calling upon the dragon's frightful presence to shake them to their core they are forced to make a Will save (DC 10 + 1/2 your dragoon level + your Charisma modifier) or be shaken for a number of rounds equal to your Charisma modifier. This is a mind affecting fear effect.

BLOODY DESTRUCTION [9TH LEVEL]:

Whenever you make a successful attack with a melee weapon that beats your opponent's AC by at least 5, you also inflict bleeding equal to 1/10th the damage you successfully dealt to them (minimum 1).

DEMON OF THE DESERT [13TH LEVEL]:

By spending 1 Resolve Point as a free action you can enter a freedom-induced rage, summoning the destructive winds that always cloaked Cujal. This divine, buffeting, personal sandstorm reflects your ire and grants you partial concealment and thus attacks against you suffer a 20% miss chance. Additionally, they specifically negate any AC penalties normally incurred due to charging. This sandstorm lasts for a number of rounds equal to your Charisma modifier once summoned.

PERSONAL FREEDOM [17TH LEVEL]:

You can spend a Resolve Point to end an ongoing mind affecting effect on yourself.

DRAGOON ORDERS

- NON-MEWTHIAN ORDERS -

Since the Mewthian Disaster many dragons and draconic creatures have created their own orders under various circumstances. A draconic creature must be ancient and amazingly powerful to create True Scales and the act must be done willingly- killing themselves in the process. Some common Non-Mewthian Orders are:

- The Godslayers of Baal-Vahagn, born of the Great Wyrms Jormungand.
- The Dragoon Errants, a privilege purchased from the drakes.
- The Dragon Slayers, born of Gorynych who lives through them.
- The Raveners, enslaved by the draconic lich Zova'bor.
- The Vorpall Order, born of the Jabberwock.
- The Lindharts, born of the Linnorms.
- The Order of the Fang, born of Sarkany.

It should be noted that Non-Mewthian Orders do not call the class feature "Wrath of Mewth" but some variation on it. Common names for this special technique are "Draconic Rage", "Vanquishment", "Lizard Laser", "Wrath of [insert patron here]", etc.

THE GODSLAYERS (JORMUNGAND THE ELDER OF WYRMS)

Wyrms are not as dragons are. They are almost "godlike" beings; something more akin to an aloof and terrible force of nature than to a "creature". They are unconcerned with the affairs of mortals and none cared less for their affairs than the wyrm Jormungand. The great serpent had two heads, many small vestigial limbs, and a thick serpentine body that could swim between the stars. It was a hunter of demigods, drinking in their divinity to sustain itself so that one day it might become a god itself. But Jormungand was confronted by Baal-Vahagn, a mortal hero who was the son of a war god. Baal-Vahagn

challenged Jormungand to a wrestling competition and if Jormungand won Baal-Vahagn would not only die willingly but would give unto him the power of his father. However, if Baal-Vahagn won Jormungand would give all his accumulated power to the hero. The great elder wyrm laughed at this but took him up on the challenge. Their contest is said to have lasted for forty days and forty nights but in the end Baal-Vahagn bested the serpent and claimed his prize. Furious at his defeat Jormungand consumed himself by eating his own tail until he was no larger than a ring. Baal-Vahagn put this ring upon his finger and was made a god. Now Baal-Vahagn bestows the power of Jormungand upon the souls of recently slain warriors whose action in life pleased him.

Baal-Vahagn's godslayers are an order of savage warriors who oppose gods and their agents who meddle in the affairs of mortals too much. Their armor is often adorned with animal pelts and their soul conduits are veins that leak blood on occasion. Wherever they walk a small trail of blood follows them. Their True Scale is not a scale but a oroborus-shaped ring they wear on the finger of their armor. They are masters of the axe and of wrestling and are particularly skilled at killing deities and demigods. Their dragoons are called "Godslayers". They meet in great lodges on desolate worlds to sing the praises of the hero-god Baal-Vahagn and mock the great elder wyrm Jormungand by telling their stories of their victories. Many are cruel or barbarous but some are just warriors with a fixation on martial prowess.

Oath: You must swear to serve Baal-Vahagn, seek bloody vengeance against those who have wronged you, never turn down a legitimate challenge, and always oppose deities and their agents who interfere too much in the affairs of mortals.

Element: Slashing

Armor: Heavy Dragoon Armor

Bonus Class Skill: None. However you gain a +2 divine bonus on Athletics checks.

HIDE OF JORMUNGAND [1ST LEVEL]:

The KAC bonus of your dragoon armor improves by 1. In addition your dragoon armor grants you Spell Resistance equal to $10 + 1/2$ your dragoon level + your Charisma modifier.

SAVAGE SOLDIER [5TH LEVEL]:

You've inherited the battle-lust of Baal-Vahagn and the calling runs deep in your soul. You do not kill subtly; you tussle and roll about with your enemy—a predatory contest where there can be only one winner. Your scraps and scrapes have taught your well and you gain a divine bonus on all combat maneuvers equal to $1/4$ th your dragoon level.

CRUSHER OF GODS [9TH LEVEL]:

The berserkgang of the godslayers pulls at you in the presence of the divine. It is said that Baal-Vahagn himself grows impatient for their demise and fills his champions with a touch of his own consciousness when outsiders or deities are around. When targeting an outsider or a deity you ignore all DR or elemental resistance the creature has.

BAAL'S BARRIER [13TH LEVEL]:

Baal-Vahagn protects his greatest champions personally. When damaged by an attack from an outsider or deity you may pay 1 Resolve point as a reaction to instead only take 1 point of damage. This may only be done once per round.

EATER OF GODS [17TH LEVEL]:

Double the number of bonus damage dice you roll for your wrath of Mewth class feature when targeting an outsiders or deities.

SIDEBAR: WHAT IS A DEITY?

A deity is a god or anyone directly descended from a god, adjacent to a god, a demigod, a nascent god, etc.

ERRANT DRAGOONS [DRAKES]

Drakes, the diminutive cousins of dragons, do not produce “true” dragoons. However, several elder drakes have been bargained with or otherwise compelled to partake of the bonding ritual. Many were sickly or dying when the offer was made and promises were made to take care of their kin. The bonding ritual for them is done commercially and require no oath of service; it can be bought for about 1,000,000 credits if a True Scale is available. The “dragoon errants” (or just “errants”) are something akin to “freeblades” or mercenaries and are looked down on by “true” Mewthian Dragoons. Still, gallantry and purpose can only be found in the heart of the individual— not the circumstances of their birth and many Dragoon Errants have become legends in their own right.

Oath: None. Establish a suitable oath with your GM that suits your character's theme.

Element: Pick One (Fire, Cold, Electricity, or Acid)

Armor: Heavy Dragoon Armor

Bonus Class Skill: None. However you gain a +2 enhancement bonus on a Profession skill of your choice.

DRAKE ARMOR [1ST LEVEL]:

The KAC and EAC bonuses of your dragoon armor each improve by 1.

COMMERCIAL OATH [5TH LEVEL]:

You always count as if you were acting within your oath for the purpose of your dragoon class features.

ELEMENTAL BARRIER [9TH LEVEL]:

The energy resistance granted by your resistance class feature improves to $10 +$ your character level.

SWORD-FOR-HIRE [13TH LEVEL]:

You gain a bonus on all checks to haggle, negotiate contracts for your services, ascertain the value of an object, and scam someone on such services equal to $1/2$ your dragoon level (these are typically Bluff, Diplomacy, or Profession checks but other options may present himself).

GRAND DRAKE [17TH LEVEL]:

The d6s for your wrath of Mewth class feature are instead d8s.

THE DRAGON SLAYERS [GORNYNYCH THE EATER OF SCALES]

Gorynych is a legendary three-headed dragon with great horns, a long snaptrap muzzle that ends in a pig-like nose who hunts other dragons and steals from them. Gorynych is unique amongst dragoon-creating creatures in that Gorynych lives on in the hearts of its dragoons- able to possess any single one of them at any time. Gorynych mostly resides in a selected champion known as the "Altar of Gorynych" where it lives on while sustaining the rest of its order.

Gorynych takes on few champions but those that earn its wicked favor are driven mad by the urge to hunt anything draconic or even reptilian (if no draconic thing is around and includes races like the Veski). They are called Dragon Slayers and their order hunts other dragoon orders, often appearing an inopportune times. They like to steal from their foes, often taking grizzly trophies, but their true scale imbues them with a certain degree of cowardice and lust. Their orders are little more than pirates and will flee if the odds are not in their favor.

Oath: You must swear to kill all dragons, steal their wealth and amass as much wealth as possible. You must also swear to flee when times are bad and attack when times are good.

Element: Fire

Armor: Heavy Dragoon Armor

Bonus Class Skill: Sleight of Hand (Dex)

SCALE ARMOR [1ST LEVEL]:

The KAC and EAC bonuses of your dragoon armor each improve by 1. In addition, you gain a further +2 divine bonus to your AC against attacks made by draconic creatures or dragoons.

DRAGON SLAYER [5TH LEVEL]:

When targeting a dragon, draconic creature, or creature with dragoon class levels you ignore all DR or elemental resistance the creature has. In addition, you gain a 6th sense when it comes to detecting other dragons. If a dragon, draconic creature, or dragoon is within 1 mile of you you are aware of their presence (or absence) as a kind of "itch". If one is within 100 feet you are aware of the direction of them and if you can lay eyes on them you know their approximate strength compared to yours. For this last effect, compare your level to their CR or level. If it is + or - 2, they are "about the same". If it is greater they are "stronger" and if it is lower they are "weaker". If their CR or level is 6 or more higher than your level it registers as "terrifyingly powerful" and you feel the creep of fear on your spine.

CRAVEN GREED [9TH LEVEL]:

You gain a +4 divine bonus on disarm combat maneuvers. Additionally, you may attempt to steal items with bulk 1 or less during combat using Sleight of Hand, or with a disarm combat maneuver (so long as the item in question is visible).

STEAL ELEMENT [13TH LEVEL]:

When you have been successfully damaged by elemental damage from an enemy, you may choose to "steal" that element- treating it as if it were your order's element, in addition to fire. You may only have one stolen element at a time. You may choose to steal an element or not when taking damage.

ALTAR OF GORNYNYCH [17TH LEVEL]:

Once per day you can make your body an Altar of Gorynych as a swift action. This lets Gorynych, the literal spirit, take over your body for 1 minute. While possessed by Gorynych you count as a deity. You are treated as being confused, though if you roll a result that would cause you to attack yourself you instead attack the nearest creature. If a result tells you to attack another creature, you attempt to target any dragons, draconic creatures, dragoons, or overtly wealthy creatures before any others.

You may spend 1 Resolve as a free action at the start of your turn to directly control your actions as per normal. While possessed by Gorynych you gain a +4 divine bonus on all attack rolls, damage rolls, skill checks as well as a +4 divine bonus to KAC and EAC.

THE RAVENERS

[ZOVA'BOR THE DRACOLICH]

In the far reaches of space lives the skeletal dragon-lich Zova'bor (Zoe-va-bore). She is ancient and sorcerous blue dragon that turned herself into a lich and does not produce dragoons but instead steals them from other orders. She cannot make True Scales so instead makes "Ravener Skulls"- magic artifacts made of humanoid skulls that take over the soul of a dragoon when placed where their head should be. She has covered many dragoons and their loyalty to her is absolute- magically compelled and eternal for should the skull be removed the true scale of the dragoon would shatter. The skull serves as one of Zova'bor's phylacteries and has a piece of her soul in it. To kill Zova'bor one would have to kill all of her dragoons and their number is legion.

However, Zova'bor can only control dragoons who stray from their oaths or have weakness in their hearts. Those that resist her temptations cannot be captured in the swayed by her in the future and any rejection wounds her soul (as rejection destroys the newly created phylactery and with it a piece of her soul). Too many rejections would diminish her power.

Those under her dominion are called "Thralls" and can be easily identified by their floating skulls with ominously glowing eyes. They have no will of their own, little better than zombies, and commit terrible acts on her behalf. Some accept her willingly and seek her out. These are rewarded with a degree of independence and autonomy, though Zova'bor is always watching. These "Ravener" are her elite troops, the generals of her armies, and her confidants.

Oath: You are compelled to follow Zova'bor in all things or be rendered a thrall.

Element: Negative Energy*

Armor: Heavy Dragoon Armor

Bonus Class Skill: None. However you gain a +2 divine bonus on Mysticism.

DARK PROTECTION [1ST LEVEL]:

You count as an undead rather than a construct. This has no mechanical implications beyond the change in creature type. In addition the EAC bonus of your dragoon armor improves by 1. Finally, your dragoon armor grants you Spell Resistance equal to 10 + 1/2 your dragoon level + Charisma modifier.

SOUL RAVAGE [5TH LEVEL]:

Your energy is a tainted, perverse, sucking thing that rips life from your foes body and feeds Zova'bor. Your wrath of Mewth class feature additionally causes 1 Constitution damage.

CREST OF ZOVA'BOR [9TH LEVEL]:

Zova'bor marks her champions with a supernatural crest- a magical heraldic mark that identifies you as being under her protection. This is not so much a physical badge as a soul-mark that undead "feel" when in your presence. This passifies undead but immediately marks you as being Zova'bor's thrall. Unintelligent undead need to make a Will save (DC 10 + 1/2 your level + your Charisma modifier) to attack you. An unintelligent undead who passes this test can attack you for 24 hours but if they fail they cannot attack you for that round. This has no effect on intelligent undead but instead translates to a +4 bonus on Diplomacy checks with intelligent undead due to the presence of Zova'bor's crest.

SOUL FEAST [13TH LEVEL]:

Your soul ravage class feature now causes 1d6 points of Constitution damage and you are restored an amount of Stamina equal to the Constitution damage you cause with it.

DESTRUDO [17TH LEVEL]:

Any time a creature within 30 feet of your dies you gain 1 Resolve point. This cannot trigger more than once per round and never more times per day than your level. The creature killed must have at least a level or CR (whichever is higher) of 5.

SIDEBAR: NEGATIVE ENERGY?

This is simply a damage type with no affiliation to an alignment. It is discussed in the Draelik's entry in Alien Archives and in the deathwatch spell, as well as the *life bubble* spell, in the Starfinder Core Rulebook.

THE VORPAL ORDER [JABBERWOCK]

*"The grice hunter Signicil was full of toxy and vip but
had one foot in the grave.*

*She did gyre and gimple in the wabe until upon the
great Jabberwock did she gaze.*

*With vorpal sword and a snicker-snack she did crest
its nakish vedley.*

*Flump went its windel, the Jabberwock compensated
to a yerking medley and from its madel wound sprung
a great and vippid neddly.*

*She injickdusly took that loum and wore it upon her
breast.*

*And great vocking strength did flow into her from
that crest.*

*When her time had came she could not sleep for from
her breast began to peep the vippid neddly and she
found her nibble wounds were not so deadly.*

*Her new form, that of manxome armor with no body
could live on without her mor'reddy. Now Signicil
and her kin whiffle and burble across the stars
hunting that which is frumious, gnashing, or redly."*

Oath*: You must whiffle and burble, slay things which are frumious, gnashing, or redly, and always remember to clean your vippid neddly.

Element: Sonic

Armor: Heavy Dragoon Armor

Bonus Class Skill: Bluff (Cha)

NONSE ARMOR [1ST LEVEL]:

The KAC and EAC bonuses of your dragoon armor each improve by 1. In addition, you may act normally while confused (though you, specifically, still have the condition). Finally, you may grant yourself the confused condition as a swift action.

BURLING [5TH LEVEL]:

The first time in 24 hour period that a creature is struck by your wrath of Mewth class feature they must make a save (DC 10 + 1/2 dragoon level + your Charisma modifier) or be confused for 1d4 rounds.

MADNESS BY PROXY [9TH LEVEL]:

When you have the confused condition, enemies who end their turn adjacent to you must make a Will save (DC 10 + 1/2 dragoon level + your Charisma modifier) or gain the confused condition until the end of their next turn.

GLORANIOUS VIPPID NEDDLY [13TH LEVEL]:

Your vippid neddly is most gloranious and vips and vaps like a true narflax. When you take a full round action to produce your vippid neddly and glipper with it, it zavolts- causing all enemy creature within 30 feet of you to make a Will save (DC 10 + 1/2 dragoon level + your Charisma modifier) or shout its praises! "He-ho!" "he-haw!" and "horray!" they will say, fascinated with it until the start of your next turn. A creature who has witnessed its glory may only be so wowed once per day (subsequent showings have no effect on the same creature).

VORPAL [17TH LEVEL]:

If you successfully hit with a melee weapon you may spend 1 Resolve Point to forgo all damage caused by the attack and inflict a "vorpal" hit. The creature must make a Fortitude save (DC 10 + 1/2 dragoon level + your Charisma modifier). If they fail the save you remove a limb with a snicker-snack; this causes the limb to be no longer functional (requiring regeneration to repair). A creature that has been targeted with this ability (successfully or unsuccessfully) within that last 24 hours is immune to it.

***SIDEBAR: WHAT DOES THE OATH FOR THE VORPAL ORDER MEAN?**

When Lewis Carroll wrote his famous poem “Jabberwocky” he wrote it in a style called “nonse” where he invents words for the sake of whimsy and limerick. You are supposed to assign meaning to his words through context clues and your interpretation reflects your own experiences. If you chose this order discuss your interpretation of the oath and what it means to you with your GM. Once you have hashed out what it should mean and the GM approves, you may continue with character creation/advancement.

LINDHARTS [LINNORMS]

Grafvitni, who is known to some ill-fated travelers who he has fallen up on with malice as the grave-wolf, was worshiped and feared by the people of his world. None would walk alone at night for fear that they great beast would snatch them up and consume their soul. The great heroine Borgarhjort shot Grafvitni, killing him, but died due to the curse linnorms inflict upon their killers. However a warding charm, a ritually blessed leather pouch with the entrails and bones of several creatures, preserved her soul and she continued to live on as an apparition inhabiting the fine clothing she wore.

Long before Mewth the people of that world were slaying great linnorms and using the method of Thora to become dragoons, or “Lindhart”. Since the the Mewthian Disaster, Linnorm Death Cults have sprung up, using this method of creation to imbue many people with the power of a dragoon. These cults are secret societies comprised of the wealthy and powerful who act as a sort of shadow government on many worlds. Those who are invited to join are people of value, class, distinction, and who the cult can use in their eternal machiavellian conquest to run the entire universe. Some do it for altruistic reasons; bettering society with their civil service even after death, while others do it for more selfish or ambitious reasons. Some cults have been around since the days of Mewth and conspiracy speaks of even older ones.

The highly magical nature of their transformation only allows clothing to be worn and many Linharts haunt fine attire. Because of this Lindharts can wear typical armor, though they are often more ornate than their regal clothes.

Oath: The oath of each cult is different. They all generally have a goal they are trying to achieve and will dispatch Lindharts on missions of significance to their grand master plan. A Lindhart can only use their class features that are reliant on oaths when they have a mission and can only use them in service of that mission.

Some example goals cults might have:

- Control the economic and political sectors of a specific planet.
- Keep an ancient evil from awakening.
- Preserve a specific bloodline and serve them from the shadows.
- Dominate the politics of a specific planet for the “good of the people”.
- Cover up embarrassing secrets for a government.
- Rule a city from the shadows.
- Stifle technological growth or contact with the outside world to avoid social change.
- Stop crime before it happens.
- Hunt and bring down a specific family of vampires.
- Kill all robots as they are an affront to nature.

Element: Curse*

- A Lindhart wrath of Mewth only applies against creatures who are in the way of your cult’s plans or are the target of their plans.
- A Lindhart wrath of Mewth does not deal damage but a creature struck by is subject to a *bestow curse* spell. Unlike the spell, the effect ends after 1d4 rounds. Until 5th level this can only inflict a -4 penalty to ability checks, attack rolls, saving throws, and skill checks. After 5th you may choose any curse- get creative!
- Your resistance class feature grants you a bonus against all energy types equal to 1 + 1/2 your level.
- Your dragon’s breath class feature causes creatures within the radius to make a Will save (DC 10 + 1/2 your dragoon level + your Charisma modifier) or be shaken for 1d4 rounds.
- Your dragon claws deal cold damage.

A armor: None (see fine attire)

Bonus Class Skill: Diplomacy (Cha)

FINE ATTIRE [1ST LEVEL]:

Lindharts do not gain the dragoon armor class feature at 1st level. They instead gain a set of fine clothing worth up to 500 credits. This clothing recovers quickly, reconstructing itself as it is part of your physical form. You can wear armor as per normal.

DEATH CURSE [1ST LEVEL]:

When you are reduced to 0 HP the curse of the Linnorm afflicts your killer. This causes them to be hit by a *bestow curse* spell. Unlike the spell, the effect ends if you are brought above 0 HP. Until 5th level this can only inflict a -4 penalty to ability checks, attack rolls, saving throws, and skill checks. After 5th you may choose any curse- get creative!

MACHIAVELLIAN POLITICS [5TH LEVEL]:

You have a 6th sense about politics and social structures, knowing just how to tip the scale in one direction or another. You gain an envoy expertise talent, using your dragoon level as your effective envoy level for the purpose of qualifying for them. In addition, starting at 5th level, you can take envoy expertise talents in place of dragoon abilities.

QUICK CURSE [9TH LEVEL]:

When you reach 0 Stamina or suffer a critical hit by an enemy it triggers your death curse, but the resulting *bestow curse* spell only last for 1 round.

POLITICAL PUPPETEER [13TH LEVEL]:

You gain another envoy expertise talent, using your dragoon level as your effective envoy level for the purpose of qualifying for them.

HEINOUS DEATH CURSE [17TH LEVEL]:

If a creature kills you, triggering your death curse class feature, they must immediately make a Fortitude save (DC 10 + 1/2 dragoon level + Charisma modifier) or be reduced to 0 Hit Points.

ORDER OF THE FANG [SARKANY]

An order of warrior-nuns and priests who venerate a benevolent god. Sarkany, a Silver Dragon, was their god's avatar in the mortal realm for many centuries and was blessed by her presence until she died battling a hellspawn to save a planet. In its last act of altruism it gave up its physical form to absolve those who had died of their sins, giving them a second, spiritual, life as a dragoon. This event was so close in nature to what occurred on Mewth that the Order of the Fang is often regarded, even by Mewthian Dragoons, as a full Mewthian Order. How it operates, however, is slightly different. They are an arm of the Church- a powerful crusading force that punishes the wicked. They are mostly concerned with hunting demons- their so called "Paladin Corp." is equipped with anti-demon weapons and the assassins of their "Papal Strike Teams" eliminate evil before it occurs.

Oath: Convert and crusade as if the hounds of hell were upon you, grant no quarter or comfort to demon or devil- meet them only with Sarkany's wrath, lay to rest those whose immortal souls are disturbed and called to walk among the living once again, and praise Sarkany with your every action.

Element: Positive Energy*

A armor: Powered Dragoon Armor

Bonus Class Skill: None. However you gain a +2 divine bonus on Mysticism.

BLESSED ARMOR [1ST LEVEL]:

You gain a +2 divine bonus to your AC against attacks from undead and evil outsiders.

DEMON SLAYER [5TH LEVEL]:

When targeting an undead or evil outsider you ignore all DR or elemental resistance the creature has. In addition, you gain a 6th sense when it comes to detecting such creatures. If an undead or evil outsider is within 1 mile of you you are aware of their presence (or absence) as a kind of "itch". If one is within 100 feet you are aware of the direction of them and if you can lay eyes on them you know their approximate strength compared to yours. For this last effect, compare your level to their CR or level. If it is + or - 2, they are "about the same". If it is greater they

are “stronger” and if it is lower they are “weaker”. If their CR or level is 6 or more higher than your level it registers as “terrifyingly powerful” and you feel the creep of fear on your spine.

RELIGIOUS INTOLERANCE [9TH LEVEL]:

You are not particularly accommodating of those who do not follow your faith and have learned the dirty trade of making people talk. You gain a bonus on Intimidate, Bluff, and Diplomacy checks made to make creatures confess, reveal transgressions, or convert equal to $1/2$ your dragoon level.

SHADOW OF DEATH [13TH LEVEL]:

You may spend 1 Resolve point as a move action to render yourself invisible (as per the *invisibility* spell) to all undead and evil outsiders for 1 minute. Unlike the spell, you only become visible to creatures you take hostile actions against- remaining invisible to the rest.

PAPAL ASSASSINATION [17TH LEVEL]:

Any time you critically hit an undead or evil outsider with your wrath of Mewth class feature they must make a Fortitude save (DC 10 + $1/2$ class level + Charisma modifier) or be killed outright if they fail. If they make the save they still take the normal effect.

SIDEBAR: POSITIVE ENERGY?

Positive energy is an energy type (targets EAC) that ignores any DR or energy resistance that undead may have.

SIDEBAR: WHAT DEITY DOES THE ORDER OF THE FANG WORSHIP?

That is left intentionally vague. Please select a relevant church for the Order of the Fang to be part of. It should be of a good-aligned deity with crusading tendencies.

ALTERED OR REPLACED DRAGOON CLASS FEATURES

For any level at which an archetype provides an alternate class feature, an envoy who takes the archetype alters or replaces the listed class features.

2nd level: You don't gain the resistance class feature.

Multilevel [4th and 12th levels]: You don't gain the Wrath of Mewth class feature at 4th level. You instead receive the class feature at 8th level, and you don't get the 12th level damage increase.

Multilevel [6th and 18th Levels]: You don't dragoon abilities at 6th and 18th level.

9th Level: You don't gain your 9th level order ability.

DRAGOON RANKS & MILITARY ORGANIZATION

As most dragoons are part of some military structure they often carry some rank within their organization. A newly created dragoon is called a “dragoner” (equivalent to a private) formally or a “whelp” informally. Dragoners are promoted to “dragoon” after a probationary period. A Dragoon Sergeant runs small squad of about 10. Sergeants are nicknamed “firespitters” for their gruff demeanor and the way they bark orders. A Dragon Knight fills the role of an officer and is selected from the most senior Sergeants with the best track records. They tend to run about 50 squads and form a dragoon company. 3 of these dragoon companies form a cohort and are lead by a Dragon Lord. A “Dragon Lord” is a title one can earn though distinguished command after a number of years as a Dragon Knight. Dragon Lords act more or less independently under the purview of their order. The posting is a fairly political one and a Dragon Lord seldom sees a battlefield, except from afar. Typically a Dragon Knight or Lord must be consulted to make a new dragoon. While players may discuss with their GM what rank they hold, if any, it is typically assumed that a Dragoner is level 1-3, a Dragoon is 4-7, a Dragoon Sergeant is around 8-12, a Dragon Knight is 13-16, and a Dragon Lord is above that. There is no automatic admission to these ranks and advancement in the ranks may be a good reward for a player. Different orders use different terms for their ranks:

TABLE 3-1: DRAGOON MILITARY RANKS

ORDER	DRAGONER	DRAGOON	DRAGOON SERGEANT	DRAGON KNIGHT	DRAGON LORD
Silver Rose	Squire	Dragoon	Man-At-Arms	Dragon Knight	Dragon Lord
Rayjack's Regiments	Private	Dragoon	Sergeant	Captain	General
Saint Guard	Apostolate	Dragoon	Chaplain	Paladin	Grand Paladin
Skullwatch Grenadiers	Private	Grenadier	Grenadier Sergeant	Grenadier Captain	Grenadier Commander
Black Orde	Esquire	Battle Judge	Master Judge	Judge Captain	Supreme Lizard
Guild of Fools	Dragoner	Dragoon	Dragoon Sergeant	Dragon Knight	Head Fool
Joywardens	Ward	Dragoon	Warden	Dragon Knight	Dragon Lord
Silent Order	Agent-In- Training	Agent of Nita	Senior Agent	Dragon Knight	Nita's Eye
Rangers of Jora	Dragoner	Dragoon	Ranger	Knight- Ranger	Dragon Lord
Order of the Eclipse	Dragoner	Dragoon	Dragoon Sergeant	Dragon Knight	Dragon Lord
Kingbreakers	Dragoner	Dragoon	Dragoon Sergeant	Dragon Knight	Dragon Lord
Dragon Slayers	Hunter	Slayer	Slayer Sergeant	Knight- Slayer	Eater of Scales
Raveners	Thrall	Ravener	Champion	Grimknight	Avatar of Zova'Bor
Order of the Fang	Dragoner	Dragoon	Dragoon Sergeant	Paladin	Grand Paladin

BUILDS

CRUSADING KNIGHT

Theme: Spacefarer

Your personal crusade against darkness in all its forms takes to you all corners of the galaxy.

Ability Scores

Strength and Charisma are important for you as you are focused on melee combat.

Order: Order of the Silver Rose

Dragoon Abilities: Crusader Wings, Dragon's Claws

Feats: Toughness, Enhanced Resistance (kinetic), Cleave, Sky Jockey

Skills: Diplomacy, Perception, Athletics

REGIMENTAL OFFICER

Theme: Icon

You are one of Rayjack's elite officers. You lead from the front and push your comrades in arms to fight better.

Ability Scores

Charisma helps you inspire others and Dexterity allows you to hit your foes and do Rayjack proud.

Order: Rayjack's Regiments

Dragoon Abilities: Eggspeaker, Strong Soul

Feats: Deadly Aim, Toughness, Far Shot, Improved Initiative

Skills: Athletics, Diplomacy, Intimidate

FREE BLADE FIRE DRAKE

Theme: Mercenary

You'll sell your considerable supernatural talents to the highest bidder.

Ability Scores

Dexterity is your most important ability score but a respectable Constitution will keep you alive longer.

Order: Errant Dragoon (Fire)

Dragoon Abilities: Dragon's Breath, Psudodragon

Feats: Deadly Aim, Toughness, Mobility

Skills: Athletics, Intimidate, Profession (Mercenary)

SAINT SPEAKER

Theme: Priest

You are one of the devout members of the Cult of Saji and preside over rituals.

Ability Scores

Charisma is your most important ability score but a positive Wisdom score may help you out.

Order: The Saint Guard

Dragoon Abilities: Eggspeaker, Share Bond

Feats: Minor Psychic Power, Skill Focus (Diplomacy), Iron Will, Medical Expert

Skills: Mysticism, Diplomacy

MASTER OF THE HUNT

Theme: Bounty Hunter

You are a hunter of monsters, renegade gods, and corrupted divine creatures.

Ability Scores

Charisma is your most important ability score but a positive Wisdom score may help you out.

Order: The Godslayers

Dragoon Abilities: Dragon's Rage, Treasure Hoard

Feats: Mobility, Lunge, Cleave, Opening Volley

Skills: Mysticism, Diplomacy

SKULLWATCH DESTROYER

Theme: Bounty Hunter

Once you have a target in your sights, you never let them escape.

Ability Scores

You are a ranged character so Dexterity is paramount and Wisdom will accent your skills.

Order: Skullwatch Grenadier

Dragoon Abilities: Reshape Armor, Treasure Hoard

Feats: Deadly Aim, Toughness, Spellbane

Skills: Engineering, Intimidate, Perception

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