

Porphyra



SAMURAI OF PORPHYRA

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*Behold the blade:
In the right hands a savior,
the wrong hands, a stick...*

-Ch'un Lo, poet

All lands need armies, and all armies need leaders. Though any common peasant or farmer can be handed a crossbow and told how to aim it, only with years of study and discipline can a warrior gain the kind of mastery over the blade and bow that a true soldier requires. In the lands of Porphyra, these soldiers go by many names: knight, cavalier, officer; but for several nations, the name samurai is the only one that could ever describe a master soldier.

Across the Lotus Blossom Steppes, war-minded tribes often look first to their samurai for leadership. Trained in small collectives, occasionally even learning alongside members of other, allied tribesmen, these samurai are often most likely to turn to the horse or the bow as their weapon of choice, taking advantage of the open fields of the Steppes. Most often, when a great leader has united the tribes into a unified force, that leader has called himself a samurai.

The classless, peaceful Last Kingdom has little use for organized samurai. This does not mean, however, that samurai don't have their place. The Last Kingdom in fact boasts the largest population of ronin in the land of Porphyra, soldiers for hire who pledge themselves to either coin or causes they find just.

Jengu-na, despite their neutrality and isolationist stance, still boasts a sizable number of samurai, often found in the nation's many garrisons and dedicated to preserving Jengu-na's peace and borders. Closer to the nation's core, many will hire samurai as bodyguards, or part of personal militias. Like many of its citizens away from the capitol and outside of the comforts of the bureaucracy, a number of samurai have found themselves questioning their empire's isolationism, in particular the Yamabushi order.

Samurai in Porphyra often have less reason than others to adventure. With their high levels of training and leadership ability, a samurai can often find themselves a good position just by staying right where he is. However, it isn't uncommon for a samurai to find themselves stricken with wanderlust, and a need to travel. Some samurai orders demand that their young students go out into the world and experience it, in order to better understand themselves and their place in it. Even exile is a strong possibility that could lead a samurai to the farthest parts of the globe from home in shame.

ARCHETYPES

The following samuari archetypes are commonly found in the nations of Porphyra. Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. Characters may take more than one archetype if they meet the requirements. A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

BLADE OF TWO MINDS

The blade of two minds is a warrior torn between two ideals. Following the tenets of two different orders, she must always balance the edicts of one against the other, remaining careful not to lose one in search of the other.

Order (Ex): The blade of two minds chooses to follow two orders, instead of one. This grants access to the skills, abilities, and challenge bonuses of both orders, but no longer has the resolve class ability.

Edicts: The blade of two minds must follow the edicts of both of her orders at all times. If she violates those edicts, she loses the benefit of both of her challenge bonuses.

Challenge: The blade of two minds can choose a challenge bonus from one of her orders to apply when she declares her challenge. As a swift action, she can switch which bonus she has on her current challenge.

Class Skill: The blade of two minds gains the class skills of both of her orders, but only gains the skill bonus of one, chosen at level 1.

Order Abilities: At 2nd, 8th and 15th level, the blade of two minds selects one of the two order abilities available to her at that level. She may instead select a lower level order ability she did not choose in place of a higher level one.

Drawback: The blade of two minds is indecisive and lacks discipline. Such a samurai does not gain the weapon expertise class feature.

Daimyo

Every army requires a leader, a commander, a general. The garrisons of Jenguna appoint samurai with the highest leadership qualities into such positions, giving them the title of daimyo. Trained specially to bolster their allies instead of themselves, a daimyo is typically found at the middle of their army rather than the front lines, but more than one enemy has made the mistake of thinking they could face a daimyo in single combat, and paid the price.

Daimyo's Banner (Ex): At 1st level, the daimyo gains the daimyo's banner ability. This ability is identical to the standard samurai's banner, except that it grants a morale bonuses on all attack rolls, not just those made on a charge, and the bonus increases by +1 at level 5 and every five levels thereafter. The daimyo cannot gain any benefits from his own banner. At 10th level, his banner's range also increases to 120 feet.

This ability replaces resolve.

Banner of Ease (Ex): At 4th level, if an ally within range of the banner takes a penalty to his attack rolls because of a feat he is using (such as Power Attack or Combat Expertise), they can reduce the penalty by 1. Reduce the penalty by 1 more at 10th level, and by 1 more at level 16.

This ability replaces mounted archery.

Resolve (Ex): At 5th level, the daimyo gains resolve that he can call upon to endure even the most devastating wounds and afflictions. This functions as the normal samurai's resolve ability, but he is treated as being four levels lower for the purposes of his uses per day.

This ability replaces banner.

Vicious Banner (Ex): At 8th level, the daimyo's banner inspires his allies to strike harder and with more ferocity. Allies within range of the banner gain an additional +1 damage on all attacks. This bonus increases by 1 at level 10, and every five levels after, to a maximum of +4 at level 20.

This ability replaces greater resolve.

Honorable Stand (Ex): When the daimyo uses his honorable stand ability, he extends the benefits to all of his allies within range of his banner.

This ability alters honorable stand and replaces demanding challenge.

True Banner (Ex): At 17th level, a daimyo can spend uses of his resolve to

save an ally. If he has at least two uses of resolve remaining, he can spend all of the daily uses of resolve that he has available to him to prevent an ally within range of his banner from dying. Regardless of the source of the attack that would have killed them, the target is left alive, at -1 (or lower if they were already below -1), unconscious, and stable.

This ability replaces true resolve.

KAJIYA

Most warriors purchase their weapons, or scavenge them off of the dead, but kajiya come from a very different tradition. To them, the only sword worth using is one they have forged themselves. The devotion they put into creating it grants them unparalleled mastery, performing greater than any other samurai could with it.

Master Blacksmith (Ex): At 1st level, a kajiya add half their class level to all Craft (weapons) and Craft (armor) checks. At 4th level, the kajiya gains Craft Magic Arms and Armor as a bonus feat even if he does not meet the normal prerequisites, and is treated as having Master Craftsman for the purpose of creating magic weapons and armor.

This ability replaces mount and mounted archery.

Weapon Expertise (Ex): At 3rd level, a kajiya gains an unparalleled expertise with weapons of his own forging. The kajiya's Weapon Expertise class feature applies to all weapons he has crafted himself.

This ability alters weapon expertise.

The Hands that Forged It (Ex): At 5th level, the kajiya gains the benefits of weapon training 1 as a fighter, with weapons he has forged himself. At 10th level, and every five levels after, the kajiya can either gain the benefits of the next level of weapon training, or gain an advanced weapon training. If he chooses Versatile Training, he must also choose a weapon group to apply it to.

This ability replaces banner and greater banner.

KAMEN BLADE

The way of the samurai is one of honor and discipline. They strike their enemies head on in battle, sword in hand. For some samurai, though, this isn't their only life. Through the use of a magic mask, they can conceal their identity, allowing them to maintain a distinction between their ordinary lives and their martial ones.

Masked Warrior (Su): This ability acts as the vigilante's dual identity class feature, except in the following ways. His identities are referred to as social and masked.

The kamen blade's transformation is assisted by magic. Every kamen blade owns a mask, which transforms them into her masked identity. The kamen blade can transform in five rounds. However, the transformation is quite a spectacle, involving loud sounds or music, brilliant colorful energies, and swift motions.

At 7th level, the kamen blade gains the quick change social talent, as a vigilante. At 11th level, he gains the immediate change social talent.

This ability replaces order, and the order ability gained at 2nd level.

Avenging Blade (Ex): At 6th level, and every 6 levels afterward, the kamen blade gains a vigilante talent, as an avenger vigilante of his level. He cannot take the combat skill talent.

This ability replaces the samurai's bonus feats.

Blade Charge (Sp): Starting at 8th level, the kamen blade gains the ability to move at supernatural speeds and strike his foes. Once per day, he can cast *bladed dash* as a spell-like ability. He can use this ability one additional time per day at level 5, and every three levels afterwards.

This ability replaces the order ability gained at 8nd level.

Blade Dance (Sp): Starting at 15th level, when the kamen blade uses his blade charge, he can instead use it as *greater bladed dash*.

This ability replaces the order ability gained at 15th level.

Kyudojin

The art of the samurai is one of balance and discipline. Horsemanship, blade, and bow all play an important part in the samurai's training. But, just as many samurai go on to specialize in mounted combat, and others focus solely on the blade, so too do many choose mastery of the bow over all else.

Challenge (Ex): A kyudojin's challenge applies all effects to ranged, rather than melee attacks.

This ability alters challenge.

Careful Shot (Ex): A kyudojin can fire easily into the thick of a melee, hitting his target without needing to worry about his allies. At 1st level, a

kyudojin gains Precise Shot as a bonus feat, even if he does not meet the prerequisites. He is treated as having Point Blank Shot for the purpose of feat prerequisites. He can also ignore cover against his target provided by an ally for one round. The kyudojin can use this ability once per day at first level, plus one additional time for every two kyudojin levels after the first. A kyudojin can expend multiple uses of careful shot in a single round, allowing him to ignore one ally per use.

This ability replaces resolve. Uses of this ability count as uses of resolve for the purpose of feats and magic items.

Mounted Archer (Ex): At 4th level, the kyudojin becomes a master at firing ranged weapons while mounted. A kyudojin takes no penalty on attack rolls with ranged weapons while his mount takes a double move. He also only takes a -2 penalty while his mount is running.

This ability alters mounted archer.

Trick Shot (Ex): At 9th level, a kyudojin gains one of the following as a bonus feat, even if he doesn't meet the normal prerequisites; Ricochet Shot, Ace Trip or Ace Disarm. The kyudojin can spend one use of careful shot to use these feats even if he does not have a grit point, and can spend an additional three uses to ignore all cover and concealment when he does so.

This ability replaces greater resolve.

Honorable Stand (Ex): During a kyudojin's honorable stand, he can spend one use of his careful shot to fire his bow without provoking an attack of opportunity for one round.

This ability alters honorable stand.

Piercing Shot (Ex): At 17th level, a kyudojin can aim so precisely, his arrows pierce multiple enemies. Once per round, when firing an arrow, he can spend uses of careful shot to make a line attack from the arrow's point of origin, up to the weapon's range. For each use of careful shot he spends, he can attack another target in the line, at a cumulative -2 penalty for each target. If his initial target is the target of his challenge, the kyudojin can apply the bonus damage from challenge to all targets in the line.

This ability replaces true resolve.

LOTUS EXILE

Initially trained by their tribe in the Lotus Blossom Steppes, a lotus exile has typically done something to bring shame or dishonor on their tribe, and been cast out to find their own way. The lotus exile lacks the conviction of his fellow samurai, instead relying solely on his trusted mount for both support and an ally in combat.

Order (Ex): The lotus exile begins play as a ronin; he may not take any other order. He can, however, become a member of a new order without losing this archetype, but he can never become a member of the order of the lotus.

This ability alters order.

Faithful Steed (Ex): The lotus exile's truest friend in the world is his mount; he gains Horse Master as a bonus feat, even if he doesn't meet the prerequisites. Because of their stronger bond, the lotus exile's mount is more capable than most. It gains a +2 inherent bonus to its Intelligence from 1st level.

Should the lotus exile's mount die, his grief takes longer to recover, and a new bond even longer to form. A lotus exile must take two weeks to mourn before gaining a new mount. This mount does not gain the benefits of faithful steed immediately. After two weeks in the samurai's service, the new mount gains the benefits of Horse Master. After two additional weeks, the new mount gains the inherent bonus to Intelligence.

This ability alters mount.

Mounted Expert (Ex): At 1st level, the lotus exile gains Mounted Combat as a bonus feat. At 4th level, and every 3 levels thereafter, he can select an additional bonus feat with Mounted Combat as a prerequisite. He adds half his level to his ranks in Ride to determine if he qualifies for one of these feats.

This ability replaces resolve.

Mounted Bond (Ex): At 5th level, the lotus exile's bond with his mount becomes even greater. He gains a teamwork feat as a bonus feat, and automatically shares all of his teamwork feats with his mount. The mount does not need to meet the feat's prerequisites. He gains an additional bonus teamwork feat at 10th level, and every 5 levels after. Should his mount die, its replacement gains the benefits of this ability at the same time as the benefits of Horse Master.

This ability replaces banner.

Mounted Adept (Ex): At 9th level, the lotus exile's skill at horsemanship allows him to defend his companion even better. He can use his Mounted Combat feat a number of times per round equal to his Dexterity modifier (minimum 2).

This ability replaces greater resolve.

Mounted Warrior (Ex): At 14th level, the lotus exile is so accustomed to the movement of his mount that he can strike even when he needs to move. When the lotus exile's mount moves or charges during his turn, he can still make a full attack. When he does so, he makes one attack fewer than usual, and takes a -2 penalty to all attacks made that round.

True Steed (Ex): At 17th level, the lotus exile's bond with his mount drives it to even greater heights than it had before. The mount gains a +2 inherent bonus to Strength, Dexterity and Constitution. If the lotus exile's mount dies, his new mount gains the benefits of this ability when he gains his Intelligence bonus from faithful steed.

This ability replaces true resolve.

SEISHIN

Ancestor worship is uncommon, but not unheard of in the land of Porphyra. In particular, samurai often display a great respect for those who came before and their roots. With many samurai, this respect or worship deepens into a more powerful connection. These samurai are collectively known as the Brotherhood of the Seishin.

Ancestral Guidance (Su): At 1st level, and every three levels after, the seishin gains a revelation from the oracle's Ancestor mystery, treating his samurai level as his oracle level. Unless otherwise noted, the DC to save against these revelations is equal to $10 + 1/2$ the seishin's level + the seishin's Charisma modifier. If he also has levels in oracle with the Ancestor mystery, his seishin levels and oracle levels stack for the purposes of his revelations.

This ability replaces challenge.

Ancestral Interference (Su): At 1st level, the seishin gains the Haunted oracle curse, as an oracle of his level. If he has levels in oracle with the Haunted curse, his seishin levels and oracle levels stack for the purposes of his curse.

This ability replaces order and the order abilities gained at 2nd, 8th and 15th.



ARKI

YAMABUSHI

Most samurai are typically clad in heavy armor and specialize in mounted combat, fighting for a lord or for gold. In the highest mountain ranges of the Last Kingdom, one is far more likely to find a yamabushi than a traditional samurai. Well trained in the both the martial and mystical arts, a yamabushi fights not for any purpose other than their own inner tranquility, and mastery of their own body.

Alignment: A yamabushi must be Lawful.

Weapon and Armor Proficiency: Yamabushi are not proficient with armor or shields. When wearing armor or shields, the yamabushi loses his AC bonus and fast movement features.

AC Bonus: When unarmored and unencumbered, the yamabushi adds his Wisdom bonus (if any) to his AC and CMD. In addition, a yamabushi gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four yamabushi levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the yamabushi is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Fast Movement (Ex): At 3rd level, a yamabushi gains fast movement as a monk of his yamabushi level.

This ability replaces mount.

Ki Pool (Su): At 3rd level, a yamabushi gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a yamabushi's ki pool is equal to 1/2 his yamabushi level + his Wisdom modifier. By spending 1 point from his ki pool as a swift action, a yamabushi can make one additional attack at his highest attack bonus when making a full attack. This bonus attack stacks with bonus attacks from all sources, including haste and similar effects.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

This ability replaces weapon expertise.

Ki Power (Su): At 4th level and every three levels thereafter, a yamabushi can

select a ki power from the unchained monk's ki power list, using his yamabushi level as his monk level. All ki powers applying to natural or unarmed attacks can instead be applied to all weapons the yamabushi is proficient with.

This ability replaces mounted archery.

ORDERS

A samurai must pledge himself to a specific order. The order grants the samurai a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts the samurai must follow. If he violates these edicts, he loses the benefits of his order's challenge ability for 24 hours. The violation of an edict is subject to GM interpretation. The following are typical orders followed by samurai of Porphyra.

ORDER OF THE LOTUS

The samurai of the Lotus Blossom Steppes train only amongst themselves, exchanging knowledge between allied tribes and jealously guarding it from both each other and outsiders. To the people of the Steppes, loyalty is everything, and bonds run strong with them.

Special: An order of the lotus samurai must be from the Lotus Blossom Steppes.

Edicts: The samurai must place his tribe above all others. He must not conceal anything from those he calls allies, but must guard knowledge from those he calls enemies. He must recognize the tribe's friends, and his allies' friends, as his own, regardless of personal feeling.

Challenge: An order of the lotus samurai is adept at sharing his power with his allies, working with them to fight stronger. The samurai only deals $\frac{1}{4}$ of his samurai level to damage against the target of his challenge. Whenever his allies deal damage to the target of his challenge, they also deal bonus damage equal to $\frac{1}{4}$ of his samurai level (minimum +1).

Skills: An order of the lotus samurai adds Knowledge (local) and Knowledge (nature) to his list of class skills. An order of the lotus samurai adds $\frac{1}{2}$ his samurai level (minimum +1) to Bluff and Intimidate checks against targets

who are unfriendly or hostile, and to Diplomacy checks against targets who are friendly or helpful.

Order Abilities An order of the lotus samurai gains the following abilities as he levels:

- *For the Tribe (Ex)*: At 2nd level, once per day as a standard action, the samurai can grant the benefits of one teamwork feat he knows to his allies within 30 feet for one minute per samurai level. If he has the tactician class feature, or a similar class feature that grants teamwork feats to his allies, he can instead choose to treat this ability as an additional use of that class feature.
- *United Assault (Ex)*: At 8th level, if the samurai and an adjacent ally both hit the same target in a round, the target is dealt an additional 1d8 points of precision damage. This damage increases by an additional 1d8 at 12th level and every four levels after, and is not multiplied on a critical hit.
- *Noble Sacrifice (Ex)*: At 15th level, when an adjacent ally would take damage that would bring them below 0 hp, the samurai can instead choose to take that damage himself as an immediate action.

ORDER OF THE PACK

Members of the order of the pack don't call any one particular place home, or even recognize any affiliation to an order. Their connection is one of spiritual closeness to nature and to others around them. Rather than a typical mount, as most samurai keep with them, the order of the pack fights alongside a hound, with whom he shares a brotherly connection.

Special: A samurai with an archetype that trades away his mount cannot be a member of the Order of the Pack.

Edicts: The samurai must fight alongside his companion as an ally, not a master. He must respect the hierarchy of his pack. He must never waver in his loyalty to the pack.

Challenge: An order of the pack samurai is a master at fighting in tandem with his ally. When the samurai and his mount are flanking the target of his challenge, they gain the benefits of Outflank. If they both already have Outflank, the bonus increases to +5.

Skills: An order of the pack samurai adds Knowledge (nature) and Knowl-

edge (geography) to his list of class skills. An order of the pack samurai adds ½ his samurai level (minimum +1) to Handle Animal checks made to command his mount.

Order Abilities: An order of the pack samurai gains the following abilities as he levels:

- *Pack Brother (Ex):* At 1st level, the samurai must select a wolf or dog as his mount, even if he would not normally be able to. This counts as the samurai's 2nd level order ability.
- *Pack Tactics (Ex):* At 8th level, the samurai automatically grants his teamwork feats to his mount. The mount doesn't need to meet the prerequisites for these teamwork feats.
- *Howl of the Pack (Ex):* At 15th level, the samurai and his mount can spend their full round actions letting out a wild howl. When they do, they grant all of their allies within 30' all of their teamwork feats and the benefits of haste for one minute. The samurai can use this ability once per day, and an additional time per day at level 18.

ORDER OF THE PEACOCK

Samurai in the order of the peacock find one common thread between them: a sense of either vanity or pride that demands center stage. Many are self-aware of this trait, and use their natural inclinations to their advantage. Others are... less so, but their tendency to draw attention to themselves still comes in handy.

Edicts: The samurai must protect those he considers allies from harm to the best of his ability. He must always attempt to draw as much attention to himself as he can. He must attempt to assert dominance against those he does not acknowledge as his lord.

Challenge: An order of the peacock samurai can shift targets easily, focusing on whoever is the greatest threat to his allies. As a swift action, the samurai can change the target of his current challenge to an enemy currently threatening one of his allies (he does not count himself as an ally for this purpose). If he does this, he no longer adds his level to his damage against the target of his challenge.

Skills: An order of the peacock samurai adds Knowledge (local) and Knowl-

edge (nobility) to his list of class skills. An order of the peacock samurai can add ½ his samurai level (minimum +1). to Intimidate checks to use the Antagonize feat.

Order Abilities: An order of the peacock samurai gains the following abilities as he levels:

- *Draw Attention (Ex):* At 2nd level, the samurai gains Antagonize as a bonus feat. The samurai can use Intimidate to Antagonize the target of his challenge a number of times equal to his samurai level.
- *Dominant Stance (Ex):* At 8th level, the samurai can fall into a defensive stance to protect himself. As an immediate action, the samurai can spend one use of his resolve to gain a number of temporary hit points equal to twice his level. These temporary hit points last until the start of his next turn.
- *I Am Your Opponent (Ex):* At 15th level, when the target of his challenge declares an attack on an ally, the samurai can use his Antagonize as an immediate action. If successful, his target must use any remaining actions that round to try and attack him instead.

ORDER OF THE SHADOW

There are those samurai who choose not to follow the path of honor. Unlike the ninja, whose path of is one of subterfuge and intrigue, the order of the shadow serve exclusively in the role of assassins; devoted soldiers who use their mastery of the darkness. Many oni-spawn tieflings and half-rakshasa of this region are members of this order.

Edicts: The samurai must keep his secrets concealed from all others. He must endeavor not to allow his enemy to see him before battle. He must conceal his face unless only in the company of those he trusts.

Challenge: An order of the shadow samurai uses his stealth to his advantage, landing more decisive blows than he would normally. When the target of the samurai's challenge is unaware of him, he deals double his challenge damage on the first attack against that target.

Skills: An order of the shadow samurai adds Knowledge (local) and Stealth to his list of class skills. An order of the shadow samurai subtracts ½ his samurai level (minimum +1) from his armor check penalty when making Stealth

checks, to a minimum of 0.

Order Abilities: An order of the shadow gains the following abilities as he levels:

- *Adapted Eyes (Ex):* At 2nd level, the samurai gains darkvision out to a range of 60 feet. If he already has darkvision, the range increases by 30 feet.
- *Hide in Plain Sight (Ex):* At 8th level, the samurai can use the Stealth skill even while being observed. As long as he is within 10 feet of an area of dim light, the samurai can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.
- *Strike from the Shadows (Ex):* At 15th level, during a surprise round, the samurai can make a challenge against a target who is unaware of him, and either make a full attack or move and then attack, so long as all attacks are made against the target of his challenge.

VARIANT MOUNT

Cavaliers and samurai of the saurian race, and from the reclusive nation of Jengu-Na frequently take dragonlike beasts known as “qi dragons” as their faithful mounts and companions. A certain population is allowed to thrive in the wild, and can be encountered in that region normally as untamed beasts.

QI DRAGON

A figure scabbles across the plain, illuminated only by the light of the moon.

Bronze scales with intermittent stripes of green span across the body of what seems at first to be a 7' long lizard. At least, until it descends on its sleeping prey, mouth agape and spewing acid on its helpless meal.

Qi Dragon (CR 3; XP 800)

N Large animal

Init +1; **Senses** darkvision vision, scent; Perception +8

Defense

AC 17, touch 13, flat footed 15

(+3 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +7, **Will** +2; +2 save vs. spells

Special Defense resilient scales

Offense

Speed 40 ft.

Melee bite +6 (1d8+4 plus bleed)

Space 10 ft., **Reach** 5 ft.

Special Attacks breath weapon (30 ft. cone, 1d6 acid, R-DC 14 for half, usable once every 1d8 rounds), bleed (1d2)

Statistics

Str 16, **Dex** 16, **Con** 14, **Int** 2, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +7; **CMD** 20 (24 vs. trip)

Feats Toughness, Weapon Focus (bite)

Skills Perception +8

SQ razor teeth

Ecology

Environment plains

Organization solitary, pair

Treasure none

Special Abilities

Razor Teeth (Ex) A qi dragon's fangs are serrated, designed to eviscerate prey as it eats. Whenever the qi dragon makes a bite attack, its target takes 1d2 point of bleed damage each round. This bleed damage is cumulative with iterative bites.

Resilient Scales (Ex) The qi dragon's scales possess unique qualities of magical protection. A qi dragon gains a +2 resistance bonus on all saving throws against spells.

Qi dragons would be among the dullest of the draconic races, barely above the common animal. Nevertheless their naturally magic-proof scales and ability to breathe acid cause many to believe that their true nature is as creatures of magic. In ancient times they were miscategorised as dragons, but recent study has shown them to simply be very magically resilient animals. Nevertheless, many a rider has tamed one as a mount, and to this day they'll often proudly proclaim to all who will listen about how they're riding a dragon.

ON PORPHYRA

Jengu-na is the native home of all qi dragons, and they have done little to encourage or spread information about their true nature as non-dragons. Their defensive armies train extensively with the qi dragon as a mount, using their

natural resistances and ability to cause lingering damage for anti-mage forces. They are still found in the wild, a reserve force of breeding stock.

QI DRAGON MOUNTS

Starting Statistics: **Size** Large; **Speed** 40 ft.; **AC** +3 natural armor; **Attack** bite (1d6); **Ability Scores** Str 14, Dex 14, Con 12, Int 2, Cha 12; **Special Qualities** darkvision, scent, razor teeth

4th level advancement: **Ability Scores** +2 Str, +2 Dex; **Attack** bite 1d8; **Special Qualities** resilient scales, breath weapon (30' cone, 1d6 acid, Reflex save DC 10+1/2 HD + Constitution modifier for half, usable once every 1d8 rounds)

Special: Samurai and cavaliers from Jengu-na can take a qi dragon as a mount at level 1.



FEATS

Below are feats developed by the many orders of cavaliers and samurai on Porphyra, usable by any classes that qualify.

HORSE LORD

Those that are one with 'lords of the plains' cannot be stopped...

Prerequisites: Mounted archery class feature, Ride 6 ranks

Benefit: Use your character level to determine your effective druid level for determining the powers and abilities of your mount.

Normal: You use your samurai level to determine your effective druid level for determining the powers and abilities of your mount.

IMPROVED KATANA MASTERY

"Some say the katana is just a sword... they must be zendiqi, howling barbarians..."

Prerequisites: Improved Vital Strike, Katana Mastery, Vital Strike, Weapon Focus (Katana)

Benefit: You can gain the benefits of the Katana Mastery feat when making a full attack. When doing so, the first attack in the full attack can be treated as a Vital Strike.

IMPROVED MOUNTED ARCHERY

You can fire a bow on horseback as easily as on foot.

Prerequisites: Mounted Archery, or mounted archer class feature

Benefit: You take no penalty for using a ranged weapon while mounted.

INSPIRING RESOLVE

"See me, men, and know that this day, this day we will not fail!"

Prerequisites: Resolve class feature

Benefit: Your remarkable fortitude in the face of danger inspires others to do the same. When you use your resolve class feature on a saving throw or to remove a condition, you can spend an additional use to grant all allies within 30 ft. the same benefit.

INTERIOR RESOLVE

The petty strikes of stealthy enemies are of no consequence to you.

Prerequisites: Resolve class feature; base attack bonus +7

Benefit: Your determination allows you to quickly move your body, preventing an enemy from reaching your vital spots. As an immediate action when an attack hits you, you can spend three daily uses of your resolve to become immune to precision damage from that attack. You must declare the use of this feat after the attack has hit, but before the precision damage is rolled.

KATANA MASTERY

His blade was a wave of steel, inexorable, unanticipated, and unstoppable.

Prerequisites: Vital Strike, Weapon Focus (katana)

Benefit: You can draw a katana as part of making the attack action. When doing so, treat the katana as one size larger for that attack. You can only gain the benefits of this feat once per minute.

Normal: You can draw a weapon as a move action or part of a move action.

Special: A samurai with the sword saint archetype can gain the benefits of this feat when making a iajutsu strike. When doing so, he can also apply the benefits of Vital Strike to the attack.

PEACOCK FAN

"Behold your doom fools, you only serve to bear witness to my greatness!"

Prerequisites: Antagonize, Dazzling Display, base attack bonus +5

Benefit: You can make a loud, aggressive display to draw the attention of every enemy around you as a full round action. Make an Intimidate or Diplomacy check to antagonize all foes within 30 feet who can see you.

RESOLUTE BODY

You can forgo resolve for more stamina to stay in the fight.

Prerequisites: Resolve class feature

Benefit: Your body's willingness to go the distance matches your mind's. You can spend two daily uses of your resolve to gain a number of temporary hit points equal to twice your character level. These temporary hit points last for one hour. You can only gain the benefits of this feat once per day.

RESOLUTE STRIKE

"Like the lightning bolt that strikes only once, no second strike is needed!"

Prerequisites: True resolve class feature

Benefit: When landing an attack, if you have at least two uses of your resolve remaining, as a free action you can spend all of your remaining daily uses of your resolve to treat your attack as though you had rolled the maximum amount of damage. Doing this ends your turn.

NEW MAGIC ITEMS

In the short millennium since The Calling, samurai smiths, kajiya and wizards have developed items powered with mystical power, for the perfection of martial techniques.

MAGIC WEAPON SPECIAL ABILITIES

Kajiya smiths often apply the following magic weapon special abilities to their products, though they are seldom found elsewhere.

Iajutsu

Price +1 bonus

Aura Faint evocation; **CL** 1st

Description

This blade sings as it leaves its scabbard. On the first attack after drawing it, an *iajutsu* weapon deals an additional 1d6 precision damage. This enchantment can only be applied to weapons in the light blades and heavy blades fighter weapon groups.

Construction

Requirements Craft Magic Arms and Armor, *magic missile*

Resolute

Price +2 bonus

Aura Moderate divination; **CL** 11th

Description

A weapon with this special ability will not allow a blow to miss by random chance. When an attack made with a *resolute* weapon would miss due to a natural 1, the wielder can spend one daily use of his resolve class feature to reroll the attack.

Construction

Requirements Craft Magic Arms and Armor, crafter must have the resolve class feature, *true strike*, *borrow fortune*

Retracting

Price + 1,500 gp

Aura Faint transmutation; **CL** 1st

Description

A *retracting* weapon can be made to extend or retract with a command word as a move action, converting it from a reach weapon to a non-reach weapon and back. This enchantment can only be applied to a reach weapon.

Construction

Requirements Craft Magic Arms and Armor, *shrink item*

UNIQUE MAGIC WEAPONS

The following named weapons were the personal arms of heroes from the past, forged, used and apparently lost during the war-torn era of the NewGod Wars and the Freedom Wars against the half-rakshasa overlords.

Amaterasu

Aura moderate evocation; **CL** 13th

Weight 6 lbs; **Price** unique

Description

The last seishin follower of a beautiful goddess left behind on the Lung people's home plane wielded this weapon: he was only ever known as "Amaterasu's Lost Love". He once defeated a legion of spectres with the sword, and cast it into the sea rather than let it be taken.

This +1 *flaming iajutsu katana* has a stylized flame motive along the blade. It possess a constant *daylight* effect. The wielder can suppress or reactivate this effect as a standard action.

Susano'o

Aura moderate evocation; **CL** 9th

Weight 9 lbs; **Price** unique

Description

Susan'o was forged and wielded by a renegade sylph soldier of fortune in the Freedom Wars, her abilities on the field always overcoming prejudices against her race. The weapon is still said to be thrust into the top of a lonely mountain in the Darklands of the Last Kingdom.

This +1 *shocking naginata* has a jagged blade, and has a spider-web of lightning bolts carved into the shaft. Three times per day as a standard action, the wielder of Susano'o can cast *lightning bolt* (R-DC 16) using a space up to 10 ft. away from him as the origin point.

Tsukoyomi

Aura moderate evocation; **CL** 10th

Weight 3 lbs; **Price** unique

Description

The kyudojin Yajirushi was supposedly raised by rabbits as an orphan, one of the more fanciful tales of eras gone by- but his strange appearance and behaviour did not keep him from using Tsukoyomi from dispatching threats to the villagers that were kind to this feral character. The bow is said to still sit upon his bleaching bones in the forest.

This +1 *animal-bane longbow* is tipped at each end with silver, and has rabbit motifs carved into its wood. Any target hit with an arrow fired from Tsukoyomi glows with the light of the moon for 10 minutes, as though by the spell *faerie fire*.

MAGIC ARMOR

Samurai smiths also craft special suits of armor for their charges, and hold the kajiya-made armor Sosen as the pinnacle of their craft.

MAGIC ARMOR SPECIAL ABILITIES

Kajiya smiths often apply the following magic armor special ability to their products, though they are seldom found elsewhere.

Resolute

Price +2 bonus; **CL** 7th

Aura moderate abjuration

Description

This armor bolsters the wearer's confidence and gives them the determination to face any challenge. This armor allows the user to use the samurai's resolve class feature once per day. If the wearer already has the resolve class feature, then they gain an additional daily use.

Construction

Requirements Craft Magic Arms and Armor, crafter must have the resolve class feature, *resistance*

UNIQUE MAGIC ARMOR

The following named armor was the personal arms of heroes from the past, forged, used and apparently lost during the war-torn era of the NewGod Wars and the Freedom Wars against the half-rakshasa overlords.

Sosen (“Armor of the Ancestors”)

Aura Strong transmutation; CL 17

Weight 45 lbs; Price unique

Description

No one knows where Sosen came from or who crafted it, for the suit of armor was ancient in the Crossing engendered by The Calling a thousand years ago. It is said to have been buried with the last war-chief of the Lung people after the Freedom Wars.

This +3 *resolute o-yoroi* looks like it has seen many battles and passed through the hands of many warriors. Though it isn't haunted, Sosen does possess a deep and powerful connection to those that have worn it before. As a swift action, the wearer of *Sosen* can use the spirit of the warrior revelation as an Ancestors oracle of his character level. The wearer can also spend daily uses of their resolve class feature as a free action to extend the duration by one round per use.

WONDROUS ITEMS

Items of general use and wondrous power are typically crafted only for powerful leaders in the Lotus Blossom Steppes, and jealously guarded by their houses,

Banner of the Unyielding Legion

Aura faint transmutation; CL 5th

Slot none; Price 8,000 gp

Description

This cloth banner or standard is typically mounted on a polearm or staff, and can function as a cavalier or samurai's banner as long as it is displayed, even if he isn't nearby. It depicts the heraldic symbol of its owner, or, if they have none, a stag beetle.

A *banner of the unyielding legion* can be driven into the ground by a cavalier or samurai as a standard action. While placed, it serves as the center for their banner class feature. If a samurai is the one who places the banner, it also grants all allies within the banner's aura the ability to use their daily uses of

resolve.

Construction

Requirements Craft Wondrous Items, crafter must have the resolve class feature, *eagle's splendor*; **Cost** 4,000 gp

Shogun Kabuto

Aura faint enchantment; **CL** 4th

Slot head; **Price** 5,000 gp

Description

This helmet has been crafted from the finest steel into an ornate kabuto, functional yet easily distinguishable from the rank and file. A samurai wearing the *shogun kabuto* gains a +5 circumstance bonus on Diplomacy and Intimidate checks. If a samurai with this kabuto possesses the Dazzling Display or Peacock Fan feats, he can use those feats as a standard action, instead of a full-round action.

Construction

Requirements Craft Wondrous Items, *compel hostility*; **Cost** 2,500 gp

FAVORED CLASS BONUSES

Favored class bonuses can be taken instead of adding a hit point or a skill point when taking a level in one's favored class. As samurai are an alternate class of cavaliers, they often use the same favored class bonuses as cavaliers do; many of the bonuses below are unique to this document. The following bonuses can be used for these races typically found in the Lotus Blossom Steppes, the Last Kingdom, and neighboring domains.

Dhosari: Add 1 ft. to base speed; this has no effect until the samurai has a total addition of 5 ft.

Half-human: Add +1 to the samurai's CMB when making bull rush or overrun combat maneuvers against a challenged target.

Half-orc (orc/elf): Add +½ to the samurai's bonus to damage against targets of his challenge.

Half-rakshasa: Add +½ on Intimidate and Ride checks.

Human: Add +¼ to the samurai's banner bonus.

Kitsune: Add + ½ to the samurai's effective class level for the purposes of determining the damage dealt when making an attack of opportunity against a challenged foe.

Nagaji: Add +1/6 of an extra roll to the samurai's resolute ability when using resolve (maximum 1 extra roll, allowing the samurai to roll three times on

a Fort or Will save and take the best result).

Orcam: Add +1 to the samurai's mount's hit points.

Polkan: Add 1 ft. to base speed; this has no effect until the samurai has a total addition of 5 ft.

Ratfolk: Add a +1/4 dodge bonus to armor class against the target of the samurai's challenge.

Samsaran: Add a +1/4 dodge bonus to armor class against the target of the samurai's challenge.

Saurian: Add 5 ft. (15 ft. maximum) to the samurai's mount's speed when it uses the charge or withdraw action.

Tengu: Select this option four times to select an additional weapon for the weapon expertise ability.

Tiefling (oni-spawn): The samurai's mount gains resistance 1 against cold, electricity or fire. Each time the samurai selects this reward, increase the mount's resistance to one of these energy types by 1 (to a maximum of 5 for each one type). If the samurai ever replaces her mount, the new mount has these resistances.

SAMPLE CHARACTER

Ec'sa Thisasaa is a daimyo samurai general of the saurian people of Jengu-Na. He travels frequently on his prized qi dragon, inspecting the border forts with Kesh and keeping an eye on the excitable humans of the North.

Ec'sa Thisasaa (CR 10; XP 9,600)

Male saurian samurai (daimyo) 11

LN Medium humanoid (reptilian)

Init +2; **Senses** Perception +0

Defense

AC 27, touch 12, flat-footed 25

(+9 armor, +4 shield, +2 natural armor, +2 Dex)

hp 121 (11d10+55)

Fort +11, **Ref** +5, **Will** +4 ; +5 vs. fear

Defensive Abilities honorable stand 1/day, resolve 5/day

Offense

Speed 20 ft.

Melee +1 *iajutsu katana* +16/+11/+6 (1d8+4, 18-20/x2)

Ranged masterwork longbow +14 (1d8)

Special Attacks antagonize, challenge 4/day

Order order of the peacock

Tactics

Before Combat Ec'sa accepts any defensive buffs his party can offer him, as well as drinking his *potion of ironskin* and handing his *wand of stoneskin* to someone who can cast it. He also raises his banner for all to see.

During Combat Ec'sa opens combat by challenging the most threatening looking target, and then using his Peacock Fan feat to draw enemies to attack him. He will then antagonize the target of his challenge until that target is near death, at which point he changes to the next most threatening target and continues. If a nearby foe appears to be on the brink of death, he will instead attack that target.

Morale Ec'sa is willing to give up his own life, but not that of his soldiers. If Ec'sa's allies fall below $\frac{1}{3}$ of their combined maximum hp, or they find themselves outnumbered two to one, he surrenders. If all of his soldiers should die, then he fights to the death.

Statistics

Str 17, **Dex** 14, **Con** 18, **Int** 10, **Wis** 10, **Cha** 19

Base Atk +11; **CMB** +14; **CMD** 26

Feats Antagonize, Dazzling Display, Inspiring Resolve, Lunge, Peacock Fan, Resolute Body, Toughness, Skill Focus (Intimidate), Weapon Focus (katana)

Skills Diplomacy +25, Intimidate +27, Profession (soldier) +14, Ride +16

Languages Common, Draconic

SQ mount (qi dragon named San-san, hp 30), banner, banner of ease, vicious banner, resolve, honorable stand, challenge 4/day, draw attention, dominant stance

Combat Gear *wand of stoneskin*, *potion of ironskin*, *potion of cure moderate wounds* (3); **Other gear** Personal banner and flagpole, masterwork longbow, *shogun kabuto*, +1 *iajutsu katana*, +1 *resolute o-yoroi*, *belt of physical might* +2 (*Str*, *Con*), *headband of alluring charisma* +4, *cloak of resistance* +2

Ec'sa has always been the runt. He was the smallest among his siblings, despite technically being the oldest. Coming from a long line of front line samurai, warriors trained to be the first greaves on the line of defense of Jen-gu-na, he was never treated poorly, but never particularly well either. He was quickly eclipsed in his training in the family's sword arts by his siblings, and when the time came for them to officially enlist, his mother purchased him a commission at a backwater garrison near Thousand Generations Temple. A small, insignificant post that, in her mind, would keep him out of the way and unable to embarrass the clan.

The garrison Ec'sa was sent to was stricter than his home. Under the terms

of the commission, he was still required to sleep minimal hours, join the rank and file in their training routines, and was held to even higher standards than them. This was exactly what Ec'sa needed. At home he had always been judged against his siblings, and treated as lesser. But as an officer here, there were no breaks, no pitying allowances. He trained night and day until his body was, while still physically small, hard as a rock. Working alongside the soldiers who would one day serve under him gave him insight into their minds, their desires, the way they thought. And so, when the time came for him to lead a border patrol, he found leading them came effortlessly. His very presence inspired them, and when battle broke out between his patrol and a smuggling ring, they took victory in their first real battle flawlessly and with barely a drop of blood shed on their side.

Ec'sa's leadership skills didn't merely grant him victory in battle. Through his natural charm and ability to inspire loyalty, he rose through the ranks and earned the spot of daimyo of the garrison. Now, he has a comfortable life and position, and though he has no eyes on the Imperial Bureaucracy, he has been reaching out to other nearby garrisons, dealing with his fellow generals and daimyos. What will come of it remains to be seen.

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