

The cover art features a dramatic sky scene with a large blue dragon on the right and a red dragon on the left. The blue dragon is breathing fire, and a small figure is riding on its back. The background is filled with smaller dragons and a bright light source. The title 'PATHFINDER' is in a large, stylized font at the top, with 'PLAYER COMPANION' below it. At the bottom, 'Legacy of Dragons' is written in a decorative font.

# PATHFINDER<sup>®</sup>

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Legacy of Dragons



# Draconic Heritage Visual Guide

Regardless of the source of their draconic heritage, heroes and villains who can draw on power gained from a dragon's influence over their bloodlines often display physical signs of this unusual nature. Some common examples are discussed below.

## CLAWS



Large, deadly claws are among the most common physical signs of draconic influence found among those whose families have been touched by dragons. In particular, bloodragers and sorcerers can grow claws by focusing the power of their bloodlines, which causes their fingernails to become full talons and the bone and muscle of their fingers to thicken to handle the additional weight and strain of making claw attacks. These claws often have a distinctive draconic design, and can indicate the type of dragon to which the scion is connected.

## RIDGES



One of the most distinctive features a dragon's legacy may leave on a draconic scion is ridges similar to those many dragons sport along their skulls, necks, spines, and tails. Most common in scions with tails or wings, such ridges may run along a scion's back or shoulders, make a pattern on her skull, or all of the above. Generally ridges aren't so large that they make it difficult to wear armor or restrict the scion's clothing choices, but certainly any garment not customized to work with the scion's specific frame will be uncomfortable at the very least.

## EYES



Draconic scions with both darkvision and low-light vision usually have inherited draconic eye structures. Their eyes may appear snakelike to a casual observer because of their vertical pupils, but scholars of draconic anatomy can recognize such eyes because they feature richer, brighter colors and complex patterns that look like flame or another form of energy. Some draconic scions are also gifted with a nictitating membrane, a clear additional eyelid that can blink away grit or even cover and protect the eye without reducing visual acuity.

## SCALES



Scions of draconic power often enjoy considerable resilience. Their skin or hide is more resistant to cuts and punctures, and their flesh buffers them against crushing attacks. Not all draconic scions have any outward signs of this enhanced toughness, but it isn't uncommon for particularly vulnerable areas to be covered in dragonlike scales of varying size and thickness. Some are so fine as to be visible only with careful examination, while others grow to the size of the scion's palms and serve as a clear visual clue to her draconic nature.

## FANGS



It is rare for a draconic scion to have a full mouth of dragon teeth, but significantly oversized canines are much more common. The teeth of some are obvious, while others' fangs are concealed when their mouths are closed and protrude only when they grin or scowl. The shape of such fangs doesn't generally provide enough information to determine the type of dragon from which the scion's power derives, but draconic scions with fangs often also have sections of color on their lips and tongue that match that dragon's coloration.

## SPIKES



Spikes, spines, horns, and bony plates are generally seen only on draconic scions who have a very strong, recent connection to a dragon's power. These attributes are most common at various joints, especially the elbows, knees, and knuckles, but can also grow on the nose or jaw. Gnarled callouses and patches of thick bone are more common, especially on the back and arms, though they can grow into full armor plates and spikes, especially if the scion regularly taps into her draconic power while attacking foes with unarmed strikes.

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## ON THE COVER



Seoni clings to the back of her new frost drake ally as it clashes with a flame drake above its volcano lair in this exhilarating cover by Tyler Walpole.



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## REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Inner Sea Combat</i>	ISC	<i>Ultimate Magic</i>	UM



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## Introduction

While many races tell myths about the creation the universe, dragons believe their own origins predate those of any other mortal creatures. Their history claims they are descendants of the dragon god, fathered by Apsu, who himself came from the life-giving waters of the boundless sea and endless river. According to this myth, the dragon gods created all the world but were treacherously destroyed by Dahak, and from the remains of these slain dragon deities the first true dragons arose. Dragons are thus nearly divine, in their own minds at least, and if still technically mortal, they are certainly the most powerful of mortal races. Few others live as long, become as wise, or grow as powerful as dragons.

It is perhaps no surprise that creatures with such grand origins and vast might leave long-lasting legacies across history. The repercussions of dragons' influence are as myriad in nature as the dragons who leave them. Examples can be found all across the Inner Sea, from the gold dragon Mengkare's Glorious Endeavor on Hermea, to the worship of the black dragon Seryzilian as the "Mother of Fangs" by Kellids in the Graidmere Swamp in Ustalav, to the sovereign dragons who rule over the nation of Xa Hoi and influence the course of history for kingdoms and commoners throughout the Dragon Empires of Tian Xia.

Even dragons who never intended to leave a lasting legacy might take actions that change the course of history for centuries in ways both subtle and overt. It is rare for dragons

to seek to directly interact with mere humanoids, but their plots and plans often still have significant impact on other races. A dragon may claim a territory that forces nearby nations to look elsewhere for their plans of expansion, or its research into primal magic may eventually be discovered and replicated by lesser spellcasters. Similarly, a dragon's thoughts on philosophy and ethics can inspire entire schools of monastic scholars and martial artists.

### UNNATURAL ORIGINS

The legacy of a dragon can express itself in a number of ways. Of those so touched, few are connected by something as simple as blood. Certainly powers inherited from draconic lineages are common in song and story—skalds sing epics of dragon-blooded berserkers facing down giants in the Lands of the Linnorm Kings, some sorcerers claim draconic heritage fuels their spells, and even the lowliest of kobolds claims to bear the mighty blood of dragons in their veins. But in truth, most dragons would never willingly dilute their lineage by having offspring with other races.

Some who believe themselves to be descended from dragons are from a line that was exposed to powerful draconic magic. For example, draconic sorcerers are surprisingly common among descendants of the heroes who aided in defeating the blue dragon Kazavon, and who were exposed to the power of his bones before they became the artifacts known as the Seven Relics of Kazavon. Similarly, many

exposed to the Glorious Endeavor in Hermea who have left that place (willingly or unwillingly) have bore offspring with some sign of draconic influence. Alchemists in service to the blue dragon Deyrubrujan experiment with alchemical tinctures designed to duplicate a dragon's power, and in some cases they test such substances secretly on innocents, ranging from nearby residents to wandering merchants.

Many others are influenced by the actions and plans of dragons in ways that have nothing to do with inherited power. An adventuring warpriest of Apsu might settle for a time in a village threatened by kobold followers of Dahak, and his presence may cause all the youth in the town to be influenced by his draconic philosophy. Sovereign dragon administrators of Xa Hoi sometimes take an interest in the career of a humanoid underling and direct specific aspects of her training. A slave freed from tyranny in Chelias as a result of the bronze dragon Sonthonax's raids is likely to be inspired to become that dragon's disciple, even if Sonthonax barely registers the difference between one humanoid and another.

Regardless of the origin of a draconic legacy, the impact it has can range from modest to pivotal. No two legacies are precisely the same, nor are most as simple as conventional wisdom suggests. The four traits below represent ways a character could gain a draconic legacy.

**Draconic Destiny (Social):** Whether you are aware of it or not, the moment of your birth was but one part of a far-reaching machination in a dragon's grand design, and the influence of that mysterious plan makes you a little harder to kill. When dying, you gain a +2 trait bonus on Constitution checks to become stable. In addition, you die from hit point loss only once your hit points equal or exceed a negative amount equal to your Constitution score + 2.

**Draconic Infusion (Magic):** You were exposed to an artifact or other powerful magic that infused you with the power of dragons. Choose the acid, cold, electricity, or fire spell descriptor when you take this trait. Once per day for every 2 caster levels you have (minimum once per day), when you cast a spell that has your chosen elemental descriptor, you can deal an additional 1d4 points of damage of that energy type to one target of that spell.

**Draconic Lineage (Race):** Somewhere in your family line, draconic power entered your bloodline. As a result of this lineage, you gain a +1 trait bonus on saving throws against fear and against any effect created by a creature of the dragon type. If you gain a bloodrager or sorcerer bloodline, you must choose draconic.

**Dragon Pact (Social):** At some point your family served a dragon, and acted as its emissary to others. Some members of your family have benefited from this arrangement, gaining some small fraction of that dragon's noble bearing. Choose one category of true dragon (chromatic, metallic, primal, etc.). You gain a +1 trait bonus on Diplomacy checks against that category of dragon and a +1 trait bonus on Intimidate checks against all creatures of the dragon type that are not of the same category of true dragon.

## RULES INDEX

In addition to the wyvaran rules on pages 18–19, new drake companion rules on pages 22–24, and two new dragon familiars on pages 26–27, the following new rules options in this Pathfinder Player Companion are located on the indicated pages.

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# Bloodlines of Power

Draconic bloodlines are often attributed to interbreeding between dragons and other creatures. In truth, exposure to artifacts crafted by ancient dragons or puissant transmutations woven as part of a grand draconic plan are far likelier ways for the power of dragons to enter a lesser creature's lineage. Regardless of its source, draconic blood shapes the lives of those it manifests within.

## EXPANDED BLOODLINES

Chromatic and metallic dragons remain the most common dragons to impart their legacy onto other species. The bloodrager and sorcerer classes each include a draconic bloodline that assumes the character's lineage is somehow connected with the power of a chromatic or



metallic dragon. Presented below are expanded options for the existing draconic bloodlines, increasing the selection of heritages to include the numerous new true dragons presented in the many *Pathfinder RPG Bestiary* volumes. Each of the draconic bloodlines below alters the bloodrager's or sorcerer's bloodline arcana.

**Energy Types:** Several of these new draconic bloodline options include nonstandard damage types. For the sake of game balance, many of the damage types available to the bloodlines below somewhat differ from those produced by the parent dragon. Specifically, force energy, negative energy, and sonic energy have been altered to different types of energy.

In cases where a dragon's energy type is listed as physical damage (such as bludgeoning or piercing), use that damage type when determining your breath weapon damage. For the purpose of the dragon resistance bloodline power, you gain DR equal to half the energy resistance you would normally gain against all attacks of that specific damage type. A character with the power of wyrms bloodline power gains immunity to her bloodline's damage type. For all other purposes, such as archetypes, bloodline powers, and feats, treat that dragon's energy type as fire.

## ESOTERIC DRAGONS

Though many of the enigmatic esoteric dragons remain aloof or intentionally distant from mortal affairs, occult dragons are the most likely to imprint their bloodline onto humanoids. Often such draconic blood is the result of ongoing experimentation. Scions of other esoteric dragons are far more unusual; such bloodlines usually result from explorers traveling the realms where these distant dragons dwell and being exposed to some spectacular and ill-understood power.

**Variant Bloodline Arcana:** When selecting spells known, you can choose spells from the psychic class spell list (*Pathfinder RPG Occult Adventures* 69). The psychic spells you select must normally be unavailable to your class. You can know only a number of psychic spells equal to the highest level spell you can cast from your class spell list, based on your current class level. When you're casting these spells, they function as psychic magic instead of arcane. You use thought and emotion components (*Occult Adventures* 144) instead of verbal and somatic components when casting these spells.

Dragon Type	Energy Type	Breath Shape
Astral	Bludgeoning	60-foot line
Dream	Electricity	30-foot cone
Etheric	Bludgeoning	60-foot line
Nightmare	Acid	30-foot cone
Occult	Cold or fire*	30-foot cone

\* Choose one when the bloodline is first selected.



## IMPERIAL DRAGONS

The blood of imperial dragons is well known throughout the lands of Tian Xia, where such dragons form a strong part of much of the continent's mythology. This is particularly true in Xa Hoi, where imperial dragons rule. Imperial dragons in other lands may vary in their interactions with humanoids, but universally accept the praise (and fear) of those around them. Their connection to the land makes the blood of these dragons a powerful arcane catalyst in the making of heroes.

**Variant Bloodline Arcana:** Whenever you cast a spell that affects a creature with the shaken, frightened, or panicked condition, increase the spell's save DC by 1.

Dragon Type	Energy Type	Breath Shape
Forest	Piercing	30-foot cone
Sea	Fire	30-foot cone
Sky	Electricity	30-foot cone
Sovereign	Bludgeoning	30-foot cone
Underworld	Fire	60-foot line

## OUTER DRAGONS

The interests of outer dragons take them across the cosmos. Strange devices or experimentation are most likely to lead to the addition of outer dragon blood into a world's ecosystem. The hidden blood of an outer dragon in a family's lineage is difficult to detect or stamp out. On Golarion, these dragons most commonly find themselves drawn to the fabled land of Numeria and its alien technology, though they usually refuse to share any of their insights with that nation's residents.

**Variant Bloodline Arcana:** Whenever you cast a spell with an energy descriptor that matches your draconic bloodline's energy type, if a creature is damaged by the spell, that creature cannot take a 5-foot step for 1 round. This effect occurs only when you're using spells that require an attack roll (such as *chill touch* or *scorching ray*) or spells that allow a save (such as *fireball* or *lightning bolt*). A successful save against the damage or effects of the spell also negates this additional effect.

Dragon Type	Energy Type	Breath Shape
Lunar	Cold	60-foot line
Solar	Fire	60-foot line
Time	Electricity	30-foot cone
Void	Cold	30-foot cone
Vortex	Fire	30-foot cone

## PRIMAL DRAGONS

Born from the elemental planes or the Shadow Plane, primal dragons are infused with primeval power. These dragons traveled to the Material Plane in ages past, and many of their kind continue to spread their blood and magical influence among the humanoid races of the world. Even the malign umbral dragons prosper in the caverns of the Darklands and the mountains of Nidal. Any exposure to or experimentation with primal magics may introduce primal dragon blood into a lineage.

**Variant Bloodline Arcana:** Whenever you cast a spell with an energy descriptor that matches your draconic bloodline's energy type, you can reroll a number of damage dice equal to half the spell's level.

Dragon Type	Energy Type	Breath Shape
Brine	Acid	60-foot line
Cloud	Electricity	30-foot cone
Crystal	Piercing	30-foot cone
Magma	Fire	30-foot cone
Umbral	Cold	30-foot cone

## BLOODLINE FEAT

Some inheritors of draconic blood find unique, and sometimes very overt, ways to tap into their inherent power. Presented below is a new feat that allows bloodragers and sorcerers to further unleash the potential hidden deep within themselves.

### DRACONIC MANIFESTATION

You've unlocked more than just the ability to emulate the claws of your draconic forebear. You now invoke other traits of your bloodline.

**Prerequisites:** Access to natural claw attacks, bloodrager or sorcerer with the draconic bloodline.

**Benefit:** As a free action when manifesting claws (as per the sorcerer bloodline ability), you infuse yourself with other dormant powers of your draconic bloodline. If you're a bloodrager, you gain the benefits of this feat as a free action, but only while bloodraging; the ability lasts for a number of rounds per day equal to 3 + your Charisma modifier. These rounds need not be used consecutively. Depending on the specific draconic bloodline you have, you gain one of the following abilities.

**Chromatic:** You become immune to paralysis and sleep effects.

**Esoteric:** You become partially incorporeal, gaining concealment (20%) against all incoming attacks.

**Imperial:** You gain a +1 circumstance bonus on Intimidate checks for every 4 levels you have in a class that grants you a draconic bloodline. You also become immune to fear effects.

**Metallic:** You radiate a 10-foot aura of courage, inspiring those around you with your intensity. Allies within the aura gain a +2 morale bonus on saves against fear effects and spells with the evil descriptor. Allies already affected by a fear effect when they first enter the aura can attempt a new saving throw at the same DC as the original effect. On a successful save, the fear effect ends. A creature can benefit from this reroll only once per day.

**Outer:** You don't need to breathe and gain immunity to any gas-based or smell effects.

**Primal:** You radiate a 5-foot aura of elemental damage. Creatures within the aura take 1 point of damage for every 4 levels you have in a class that grants you a draconic bloodline. This damage is energy damage based on your chosen dragon type.

# Local Legacies

Long-lived as they are, dragons inevitably have a lasting impact on the lands where they reside. The decisions of dragons can chart the courses of entire nations. Their advice can bring about renaissance or ruin, their plans can give rise to great legacies, and whole wars are waged to bring down the most destructive of these scaled tyrants. The results of living under a dragon's rule vary with that specific dragon's agenda. Should a dragon focus on politics and intrigue, its subjects might notice subtle changes in the government (particularly if it's distant) or the local culture only years later, whereas a dragon bent on conquest and destruction could devastate a large region in a short time. Even then, other than brief bouts of terror, people in dragon-controlled territory rarely glimpse their draconic master; dragons who have achieved such power know to keep themselves hidden and protected.

Evil dragons sometimes balance their narcissistic and violent tendencies with a need to remain covert. Such vile specimens of the dragon race are likely to attract powerful would-be dragonslayers or to rouse the armies of a dominant nation, so they don't appear close to their own lairs too frequently. Most evil dragons are too smart to strike the same town repeatedly, or leave any clues as to where they lair. For these reasons, the stereotype of reclusive evil dragons dwelling in mountain ranges and hidden caves has spread throughout Golarion.

Metallic dragons also remain hidden, though exceptions—such as the ruler of Hermea—do exist. The desire to keep out of the world's eye has a simple basis for these dragons: as powerful creatures, they attract powerful foes. Malign spellcasters seek to dominate mighty dragons, and those who manage to do so cause immense damage throughout humanoid nations. And after a few centuries, the stream of well-meaning visitors and scholars seeking advice or aid from good-aligned dragons is more likely to be seen as a nuisance than as welcome guests. For this reason, metallic dragons prefer to work from the shadows, with a rare few working openly to help the mortals who surround them.

Some lands are touched by dragons in subtler fashions—a PC might have grown up with her father's pseudodragon familiar or in a land copper dragons migrate over. In such cases, players should work with the GM to determine other traits that qualify their characters for draconic themes.

## DOMAINS TOUCHED BY DRAGONS

All across the world of Golarion (and beyond) there are lands affected by the actions of dragons. In some places, the results can be minor, ranging from disguised dragons influencing politics to the destruction caused by a dragon simply passing through. In other cases, dragons engineer the rise and fall of entire civilizations, sometimes even building empires using the slave labor of humanoid populaces. Humanoids frequently rise up against such draconic interference, however,

forming armies to destroy dragons who have overstepped their bounds, and creating new legends in the process.

Several of the most dragon-touched areas are listed below. Each entry includes an associated regional trait, representing the draconic influence on characters from that region.

### BREVOY

Brevoy borders the northern edge of Avistan, and here, inheritors of a nation formed from dragon fire hold sway. Choral the Conqueror earned his title when he captured the lands of Issia and Rostland, and his descendants became the ruling family, House Rogarvia. Almost all of Choral's family line disappeared in a mysterious event that left Brevoy bereft of its ruling family. Hushed whispers talk of distant kin whose lineage is touched by the red dragons Choral used to conquer the twin nations, and claim that Choral found an eldritch way to imbue his line with the power of dragons.

**Fury of the Red (Social):** Somewhere in your family line, the mystic power of red dragons was infused into one of your relatives. If you ever take a class that requires you to select a draconic heritage, you must select a red dragon as your type. After successfully completing a charge attack, you gain a +2 trait bonus on Will saves for a full round.

### FIVE KINGS MOUNTAINS

The dwarves of the Five Kings Mountains are no strangers to the hazards of dragons. The so-called "Sixth King of the Mountains," the red dragon Daralathylx, has long plagued the region. The dragon has seemingly disappeared in recent years, but the dwarves remain alert for signs of his return. Scouting parties scour the uncharted cave systems of the mountains in hopes of finding the slumbering dragon—and to stop anyone foolish enough to seek to wake Daralathylx.

**Rugged Dragon Hunter (Social):** You gain a +2 trait bonus on Survival checks to track dragons. If you have the favored terrain class ability, add a +1 bonus to check for skills affected by this ability, as long as you're using these skills in regards to a dragon.

### HERMEA

Mengkare founded the nation of Hermea 150 years ago, as part of an ongoing endeavor he refers to as the Grand Experiment. The people of this island nation live knowingly under the guidance and protection of Mengkare, who flaunts his existence as a gold dragon. The life of Hermea's people is viewed as idyllic from the outside, and more and more psychically attuned humanoids emerge from the experiments of the land's ruling dragon.

**Untapped Potential (Social):** You've been part of one of Mengkare's minor experiments. Once per day, you can cast *detect psychic significance*<sup>OA</sup> or *telekinetic projectile*<sup>OA</sup> as a spell-like ability, with a caster level equal to your character level.



### LANDS OF THE LINNORM KINGS

Slaying a linnorm—a deadly, wingless dragon—is the key to rulership in the appropriately named Lands of the Linnorm Kings. The Ulfen children of this harsh land are raised on the tales of great heroes who set out to do battle with these primordial dragons. It's a well-known fact that the linnorms inflict horrific deadly curses on those who manage to defeat them in battle; such curses have felled even mighty champions.

**King in Waiting (Social):** You've been raised with tales of the great linnorms, and taught that the death curses of these vile dragons cannot stop the truly mighty. You gain a +1 trait bonus on saves to resist curses and spells with the curse<sup>UM</sup> descriptor and a +3 trait bonus on saves to resist curses originating from a linnorm.

### THE SHACKLES, DAHAK'S FANG

The red dragon priestess Aashaq rules over the island of Dahak's Fang and the surrounding region. She intentionally cultivates humanoid tribes and wyverns in an attempt to create ideal servants for her deity. Humanoids raised in this region are routinely culled by the local dragons, both as a test and a means of population control.

**Dragon-Hunted (Social):** You've survived being hunted by the draconic nightmares on the Shackles islands of Dahak's Fang, Dahak's Horn, or Dahak's Tooth. You gain a +1 trait bonus on Will saves against fear effects, and against any saving throw from a spell or effect created by a dragon.

### TRIAXUS

The world of Triaxus (*Pathfinder Campaign Setting: Distant Worlds 32*) is home to innumerable true dragons and other draconic creatures. A handful of interplanetary portals connect Golarion with Triaxus, and members of both worlds can pass to the other. Those seeking draconic power may venture to Triaxus, while conversely, the people of Triaxus come to Golarion in search of dragons unaware of their world's civil conflicts.

**Triaxus-Trained (Social):** You have been trained in intricate dragon-handling techniques that originated on Triaxus. You gain a +1 trait bonus on Perception checks, and a +1 trait bonus on skill checks attempted as part of trying to influence a dragon.

### VARISIA, KORVOSA

Pseudodragon-like house drakes wage war against imps in the skies above the city of Korvosa. Sometimes, this seemingly endless conflict makes its way down to the streets below. The people of Korvosa are long inured to fending off wayward and excitable house drakes, experience which also makes them more knowledgeable about dragonkind in general. Beyond the benefits of this trait, Korvosans often have strong feelings about house drakes and similar creatures, either positive or negative.

**Drake Anatomist (Social):** You gain a +1 trait bonus on damage rolls against creatures with the dragon creature

type, and a +2 trait bonus on Knowledge (arcana) checks to identify dragons and their special powers and vulnerabilities.

### XA HOI

The Tian nation of Xa Hoi is currently governed by its 13th draconic ruler. The sovereign dragon known as Pham Duc Quan rules over his people, with his siblings managing numerous other aspects of the nation, such as operating its impressive military.

**Balanced Determination (Social):** You've come to appreciate the balanced approach taken by sovereign dragons. Once per day, before attempting a saving throw against a spell ability originating from another creature, you can invoke the determination of those dragons. You take 10 on the saving throw (treat the d20 die result as if it were a 10).



## Legacy of Faith

Dragons enjoy the servitude and worship of others, and given their origins as once-divine beings, such subservience seems only natural to most of dragonkind. Dozens of cults and sects venerate individual dragons as beings of great power; some fanatical groups even consider certain dragons to be gods. Yet in proper classification, the only true dragon gods worshiped on Golarion are Apsu and Dahak. However, when mortals gaze upon a great wyrm in the flesh, they are often inspired to a degree of immediate reverence that the intangible forms of other deities rarely elicit.

While the worship of true dragon deities is relatively uncommon in the Inner Sea, there are places elsewhere on Golarion where draconic faiths are far more common. In Tian Xia, the gods General Susumu and Shizuru, Empress of Heaven, are often depicted as dragons, and many Tian oracles revere these deities. Even among oracles serving philosophies or other gods, many seek to emulate the sagacity and poise of imperial dragons, and are empowered by the draconic connection between those true dragons and the destiny of Tian Xia itself.

### ORACLE CURSE

Many stories told about dragons focus on their treasure hoards and the fierce pride with which even the smallest and least significant of draconic kin protect their collections, not to mention the dangers of challenging true dragons for their wealth. The greed of dragons is legendary, and holds true even for dragons who seek to promote justice and enlightenment. It is more than a personality trait for these dragons, existing as a core facet of their primal essence. Some oracles—especially those who revere draconic gods or have the dragon mystery (see below)—embody this trait with supernatural fervor. The covetous curse is less common among oracles with no ties to draconic power, but not unknown. Several oracles following Druma's Prophecies of Kalistrade are afflicted with this curse, as are some of the senior members of Keleshite merchant houses, select nobles in Absalom, the odd dwarven master weaponsmith, and a small but significant contingent of Taldan bankers.

**Covetous:** You find yourself drawn to the luster of wealthy living. You must wear fine nonmagical clothing and jewelry worth at least 50 gp + 100 gp per character level you have beyond 1st. If you do not have sufficient wealth to purchase this additional equipment, you feel a strong desire (but are not compelled) to sell existing items or steal from others to obtain it. You are sickened whenever you do not meet this requirement; you are also sickened for 24 hours after anything worth 25 gp × your character level or more is taken from you against your will. Use Magic Device becomes a class skill for you. At 5th level, you gain a +4 insight bonus on Appraise checks, Spellcraft checks to identify magic items, and Use Magic Device checks. At 10th level, you add *fabricate* to your list of spells known. At 15th level, you add half your oracle level to your CMD against steal<sup>APG</sup> combat maneuvers and to the DC of Sleight of Hand checks to take items from you.

### DRAGON (ORACLE MYSTERY)

Oracles who draw their power from the mysterious and primal might of dragons are usually solitary folk. They are deep thinkers and often quick of wit, but prideful and equally quick-tempered.

**Deities:** Dahak, General Susumu, Nalinivati, Ragadahn, Shizuru.

**Class Skills:** An oracle with the dragon mystery adds Fly, Intimidate, Perception, and Knowledge (arcana) to her list of class skills. She can take ranks in Fly even if she does not have a method of flying under her own power.

**Bonus Spells:** *Cause fear* (2nd), *resist energy* (4th), *fly* (6th), *fear* (8th), *spell resistance* (10th), *antimagic field* (12th), *true seeing* (14th), *form of the dragon III* (16th), *overwhelming presence*<sup>UM</sup> (18th).

**Revelations:** Upon selecting this mystery, the oracle must select an energy type (acid, cold, electricity, or fire) to be her



associated element, which impacts several revelations. An oracle with the dragon mystery can choose from any of the following revelations.

**Breath Weapon (Su):** The primal power of dragonkind seethes within you. You gain a breath weapon. This breath weapon deals 1d6 points of damage of your energy type per 2 oracle levels you have (minimum 1d6; Reflex half). The shape of the breath weapon is either a 30-foot cone or a 60-foot line, selected when choosing this revelation. You can use this ability once per day at 1st level, plus one additional time at 5th level and one additional time per day for every 5 levels beyond 5th.

**Draconic Resistances (Ex):** Like the great dragons, you are not easily harmed by common means of attack. You gain resistance 5 against your chosen energy type and a +1 natural armor bonus. At 9th level, your energy resistance increases to 10 and your natural armor bonus increases to +2. At 15th level, your energy resistance increases to 20 and your natural armor bonus increases to +4.

**Dragon Magic (Sp):** Your draconic power grants you a limited form of access to arcane magic. Select one spell from the sorcerer/wizard spell list that is 2 levels lower than the highest-level spell you can cast, or two spells that are both at least 3 levels lower. You can cast each of the selected spells once per day as a spell-like ability. At 11th level, you can cast each selected spell twice per day.

**Dragon Senses (Ex):** Your senses take on a keen draconic edge. You gain either darkvision with a range of 60 feet or low-light vision. At 5th level, you can select darkvision with a range of 60 feet or low-light vision if you do not yet have both, or you can add 60 feet to the range of your darkvision. At 11th level, you gain blindsense with a range of 30 feet. If you already have blindsense, you instead increase its range by 30 feet. At 15th level, you gain either the scent ability or a +4 bonus on Perception checks.

**Form of the Dragon (Su):** Your kinship with dragonkind allows you to take on the form of a dragon. As a standard action, you can assume the form of a Medium dragon, as per *form of the dragon I*. At 15th level, you can assume the form of a Large dragon, as per *form of the dragon II*. At 19th level, you can assume the form of a Huge dragon, as per *form of the dragon III*. You can use this ability once per day, but the duration is 10 minutes per oracle level. If you are at least 15th level and choose to have this ability function as per *form of the dragon I*, the duration is instead 1 hour per oracle level.

You must be at least 11th level to select this revelation.

Rather than *form of the dragon* spells, you can choose for this revelation to act as *form of the alien dragon I, II, and III* (see page 29) or *form of the exotic dragon I, II, and III* (see page 30). This choice must be made when you first gain this revelation, and cannot be changed.

**Presence of Dragons (Su):** Those who would oppose you must overcome their fear of dragons or be struck with terror at your draconic majesty. As a swift action, you can manifest an aura of draconic might around yourself. Enemies within 30 feet who can see you when you activate

this ability must attempt a Will save. Success means that the creature is immune to this ability for the following 24 hours. On a failed save, the opponent is shaken for 2d6 rounds. This is a mind-affecting fear effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels beyond 5th.

**Scaled Toughness (Su):** You can manifest the scaly toughness of dragonkind. Once per day as a swift action, you can harden your skin, giving it a scaly appearance and granting you DR 10/magic. During this time, you are also immune to paralysis and sleep effects. This effect lasts for a number of rounds equal to your oracle level. At 13th level, you can use this ability twice per day. You must be at least 7th level to select this revelation.

**Tail Swipe (Ex):** You express your wrath through sweeps of a wicked tail. You can grow a scaly tail. This tail can be used only to make attacks of opportunity, but it allows you to make one additional attack of opportunity each round. This tail attack deals an amount of bludgeoning damage equal to 1d8 (1d6 if you are Small) + your Strength modifier. At 10th level, you can attempt a free trip combat maneuver check against any creature damaged by your tail attack. This does not provoke an attack of opportunity.

**Talons of the Dragon (Su):** You fight with the fearsome talons of dragonkind. You can grow claws as a free action. These claws are treated as natural weapons, allowing you to perform two claw attacks as a full attack action using your full base attack bonus. Each of these attacks deals an amount of slashing damage equal to 1d4 (1d3 if you are Small) + your Strength modifier. At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage die increases by 1 step, to deal an amount of slashing damage equal to 1d6 (1d4 if you are Small) + your Strength modifier. At 11th level, these claws deal an additional 1d6 points of damage of your chosen energy type on a successful hit. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

**Wings of the Dragon (Su):** Like the great dragons, you can take to the skies and terrorize opponents from above. As a swift action, you can manifest leathery dragon wings that grant you a fly speed of 60 feet (clumsy maneuverability). At 10th level, your maneuverability increases to poor. You can use these wings for 1 minute per day for each oracle level you have. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 11th level you can use these wings for 10 minutes per day for each oracle level you have. At 15th level, you can use the wings indefinitely.

You must be at least 7th level to select this revelation.

**Final Revelation:** Upon reaching 20th level, your draconic destiny unfolds. You gain immunity to paralysis, sleep, and damage of your energy type. You count as a dragon for the purposes of spells and magical effects. If you have the breath weapon revelation, you can use your breath weapon an unlimited number of times per day, though no more often than once every 1d4+1 rounds.



# Legacy of Blood

Throughout history, dragons have taken varying degrees of interest in the many humanoid races. In most parts of Golarion, including the Inner Sea region, dragons rarely deal with major civilizations, and are more likely to be found in stretches of wilderness or remote locations secure from prying eyes. Dragons who do directly interact mostly do so in the form of attacks, ranging from raids to free slaves to the devastation of entire cities or kingdoms out of sheer spite. This isn't to say that dragons never aid lesser creatures, but when such help is given, it is almost always on a personal level. However, this is not the case in Tian Xia, where the imperial dragons who are bound to the balance of nature and civilization do not avoid humanity, but serve as rulers, advisors, and gods.

The power inherent in draconic blood is not always recognized for its true nature. Extraordinary strength, great charisma, preternatural wisdom, and supernatural abilities of all sorts can be explained away by any number of other phenomenon. Oftentimes, the expression of draconic influence on a character's ancestry many generations removed goes unidentified. The tendency of draconic power to skip one or more generations between manifestations can further confuse efforts to understand the source of unusual abilities. People living in rural communities without access to arcane knowledge may never know why a farmer's daughter has such tremendous strength, or it may be interpreted as a divine gift or quirk of chance. Only in the most overt cases, where a scion's body is physically transformed with draconic features, is the influence easily identifiable to the uninitiated.

## DRACONIC RACIAL TRAITS

When a dragon's influence over a lineage manifests, it can be expressed as abilities and talents not normally associated with the recipient's race. Examples of these expressions and how certain dragons interact with the races of the Inner Sea region are found below. These traits can be selected in place of specific racial traits, but their racial point (RP) values are also listed for campaigns using the race builder rules from *Pathfinder RPG Advanced Race Guide*.

**Dragon Magic (3 RP):** Some elves have potent draconic blood. Elves with this racial trait who take a draconic bloodline as a class feature treat their Charisma scores as 2 points higher when determining the DC and uses per day of all bloodline abilities and bloodline spells. Additionally, elves with this trait add spells with the draconic descriptor (see page 28) to their class spell lists for any spellcasting classes in which they have levels.

### DWARF

Following the Quest for Sky, many of the fledgling dwarven Sky Citadels were forced into confrontation with territorial chromatic dragons, which their descendants still remember.

Dwarves do respect gold and silver dragons because of their generally lawful and good outlooks, but usually have little interaction beyond mutual—if distant—esteem. However, legends claim the Mbe'ke dwarves of the Mwangi Expanse have strong relationships with the primal cloud dragons that live in the ranges around their fabled sky citadel.

**Treasure Sense (2 RP):** Some dwarves have learned to sense the presence of material wealth with dragonlike precision. This ability functions as scent, except it can detect only precious metals (copper, silver, and gold) and creatures primarily made of such materials. This trait replaces stability and stonecutting.

### ELF

Elves tend to attract the attention of green dragons, especially in forested regions of the world such as Kyonin, where they skirmish over woodland territory and ruined elven cities. Closer to the Crown of the World, Snowcaster elves are constantly on the lookout for dangerous clutches of white dragons or cruel linnorms.

**Draconic Consular (2 RP):** Elves serving in the company of dragons are trained to assist and represent their draconic allies. Elves with this racial trait gain a +1 bonus on Diplomacy and Knowledge (arcana) checks. This racial trait replaces keen senses.

### GNOME

Gnomes enjoy the company of dragons who appreciate their love of the natural world and magic. Bronze dragons, faerie dragons, and pseudodragons are all often allies of gnomes and are common sources of draconic power in gnome bloodlines. However, not all gnome interactions with dragons are beneficial ones. A community of gnomes living deep below the city of Goka in Tian Xia is rumored to have been enslaved by a ruthless underworld dragon for generations, working off a centuries-old debt to the ancient and cantankerous creature.

**Faerie Dragon Magic (2 RP):** Some gnomes ally with capricious faerie dragons or share a supernatural kinship with these enigmatic creatures. Gnomes with this trait add 1 to the DCs of saves against the illusion spells they cast. Additionally, a gnome with a Charisma score of 11 or higher can use each of the following spell-like abilities once per day: *ghost sound*, *grease*, and *silent image*. The caster level for these effects is equal to the gnome's character level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier. This trait replaces gnome magic.

### HALFLING

Copper dragons, with their whimsical nature and appreciation for humor and pranks, often find common ground with halflings and occasionally work to liberate halfling slaves in various nations around the Inner Sea.

Though they rarely interact directly with anti-slavery organizations, their efforts have been known to positively impact the Bellflower Network in Cheliox and the Eagle Knights of Andoran.

**Joyous Companion (2 RP):** Halflings enjoy the companionship of copper dragons and other light-hearted representatives of dragonkind and learn to share the joyousness of that bond with others. When halflings with this trait cast spells or use spell-like abilities of the abjuration school or with the emotion<sup>UM</sup> descriptor, they can confer a +1 morale bonus on saves versus fear on all adjacent allies for a number of rounds equal to the spell's level. This trait replaces fearless and weapon familiarity.

**Luckbringer (2 RP):** Halflings with this trait learn to share their luck with others much in the way a gold dragon can imbue objects with good fortune. Once per day as a standard action, a halfling with this trait can confer good luck on a single nonmagical token (such as a button or a ring). Any creature carrying this token gains a +1 luck bonus on Will saves. This effect lasts for 1 hour. This trait replaces lucky.

## HALF-ELF

Straddling the divide between the worlds of elves and humans, half-elves often find themselves influenced by both elven and human histories with dragons. In Tian Xia, half-elves are often used as diplomats by imperial dragons, especially sovereign dragons operating in Amanandar, Quain, and Shokuro.

**Dragon Soul (4 RP):** Some half-elves have forsaken a part of their lineage by embracing a more distant connection to dragons. Half-elves with this trait choose to count as either elves or humans for any effect regarding race. Additionally, half-elves with this trait also count as dragons for the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons, but not for prerequisites), and gain a +2 racial bonus on all saving throws against fear, sleep and paralysis effects. This trait replaces adaptability, elf blood, and elven immunities.

## HALF-ORC

Most half-orcs know the bloody history that their orc lineage has in regard to dragons. From the conquests of Kazavon centuries ago to brutal attacks by red and blue dragons throughout the Kodar Mountains, most half-orcs have an unkind view of dragons. Some half-orcs, however, are able to find an ideal in what certain dragons represent. Silver dragons like Terendelev of Mendev offer an aspiration toward something greater, suggesting that even a half-orc can be more than a bastard of both worlds.

**Dragon Sight (2 RP):** Half-orcs with this trait gain some of the keen senses of dragonkind. They have darkvision with a range of 120 feet. This replaces darkvision and intimidating.

**Dragon Slayer (2 RP):** Some half-orcs train to defend their kind against dragons that would take advantage of or enslave them. Half-orcs with this trait gain a +2 dodge bonus

to their AC against dragons and a +1 racial bonus on attack rolls against dragons. This trait replaces orc ferocity.

## HUMAN

Human history is rife with draconic interaction, from imperial dragon leaders in Tian Xia to the ravages of chromatic dragons in western Taldor. Humans who express draconic power in their bloodline are most likely to come from the Dragon Empires of Tian Xia.

**Draconic Heritage (4 RP):** At times, a human's family history can have a dragon's power bound to the bloodline. Humans with this trait gain darkvision with a range of 10 feet and low-light vision. They can also ignore the Charisma prerequisite for Eldritch Heritage<sup>APG</sup> and any feat that has Eldritch Heritage as a prerequisite, but can select only the draconic bloodline with these feats. This replaces the bonus skill rank humans receive at each level.

**Dragon Scholar (4 RP):** Dragons have a long history of individual interactions with specific humans, and some humans seek to better understand this relationship. Humans with this trait receive a +2 racial bonus on caster level checks to overcome a dragon's spell resistance. In addition, they receive a +3 racial bonus on Knowledge (arcana) checks related to creatures of the dragon type. This trait replaces humans' bonus feat racial trait.



# Learned Legacies

Throughout Golarion, humanoid races have admired the grace, might, and eldritch power of dragons. Even groups having little direct contact with dragons often hold draconic qualities in high esteem, both respecting and envying the strength and influence those creatures command. There is no shortage of those who would seek to learn from the great wyrms of Golarion, studying the nature and behavior of these extraordinary beings and hoping to embody a measure of their draconic essence.

The following archetypes are available to any member of the appropriate character classes.

## DRAGONBLOOD CHYMIST (ALCHEMIST ARCHETYPE)

For alchemists, the key to effective mixtures lies in potent ingredients, and what could be more formidable than the blood of wyrms? The dragonblood chymists of



Kaer Maga specialize in the reckless distillation of extracts and elixirs that allow them to experience the might of a dragon, however dangerous it might be.

**Dragonblood Mutagen (Su):** At 1st level, a dragonblood chymist discovers how to create a mutagen that he can imbibe in order to mimic the might of a dragon. While he maintains his original form, his features take on a draconic appearance, becoming scaly and lizard-like. He gains a +2 natural armor bonus and a +2 alchemical bonus to his Strength for 10 minutes per class level.

At 2nd level, the dragonblood chymist has learned to concentrate the potency of his dragonblood mutagen such that it grants him two claw attacks and a bite attack. If these are the only attacks the dragonblood chymist makes in a round, they are primary attacks and are made using his full base attack bonus. Otherwise, these natural attacks are treated as secondary attacks. The claw attacks deal 1d4 points of damage (1d3 if he is Small) and the bite attack deals 1d6 points of damage (1d4 if he is Small). While the mutagen is in effect, he gains a +2 competence bonus on Intimidate checks. At 12th level, the dragonblood mutagen grants a +4 natural armor bonus and a +4 alchemical bonus to his Strength. At 16th level, the dragonblood mutagen grants a +6 natural armor bonus and a +6 alchemical bonus to his Strength. This ability otherwise functions as mutagen.

This ability modifies the mutagen class feature; replaces the discoveries gained at 2nd, 12th, and 16th levels; and precludes the dragonblood chymist from taking any other mutagen discoveries.

**Explosive Breath (Su):** At 1st level, a dragonblood chymist gains the ability to expel fire from his mouth in the same manner as a dragon. He gains the breath weapon bomb<sup>UC</sup> alchemist discovery but must apply this discovery to every bomb he creates.

This ability replaces the Throw Anything ability.

**Draconic Resistances (Ex):** At 2nd level, a dragonblood chymist gains a +2 bonus on all saving throws against paralysis and sleep effects. This bonus increases to +4 at 6th level, and to +6 at 10th level. At 10th level, a dragonblood chymist becomes immune to paralysis and sleep effects.

This ability replaces poison resistance, poison use, and swift poisoning.

## DRAGONHEIR SCION (FIGHTER ARCHETYPE)

Dragonheir scions are the martially inclined humanoid descendants of those influenced by draconic power. Unlike their sorcerous brethren, dragonheir scions manifest their heritage in ways more suited to strength of arms and skill with steel than arcane energies. Those who follow this path are often the children of mighty dragon-blooded sorcerers and others who drew



energy from their dragon blood, though they themselves might not exhibit spellcasting ability.

**Class Skills:** The dragonheir scion adds Knowledge (arcana) and Use Magic Device to her list of class skills, instead of Handle Animal or Ride.

This alters the fighter's class skills.

**Draconic Bloodline (Su):** Each dragonheir scion can draw her lineage back to the influence of a great draconic progenitor. At 1st level, a dragonheir scion must select one of the chromatic or metallic dragon types. Once chosen, this cannot be changed. A number of dragonheir scion's abilities deal damage and grant resistances based on her dragon type, as noted below. If a dragonheir scion takes a level in another class that grants a bloodline, the bloodlines must be of the same type, even if that means that the bloodline of one of the classes must change. Subject to GM discretion, the dragonheir scion can change her former bloodline to make them conform.

Chromatic Dragon Type	Energy Type	Metallic Dragon Type	Energy Type
Black	Acid	Brass	Fire
Blue	Electricity	Bronze	Electricity
Green	Acid	Copper	Acid
Red	Fire	Gold	Fire
White	Cold	Silver	Cold

**Eldritch Strikes (Su):** At 1st level, a dragonheir scion gains Arcane Strike as a bonus feat. She does not need to meet its prerequisites.

This ability replaces the bonus feat gained at 1st level.

**Fearful Might (Ex):** At 1st level, a dragonheir scion gains a +1 bonus on Intimidate checks to demoralize a foe. This bonus increases to +2 at 6th level and by an additional 1 every 4 fighter levels thereafter to a maximum of +5 at 18th level.

This ability replaces bravery.

**Draconic Defenses (Su):** At 3rd level, a dragonheir scion gains a +1 natural armor bonus and energy resistance 5 against her energy type. At 7th level, this increases to a +2 natural armor bonus and energy resistance 10; at 13th level, it increases to a +3 natural armor bonus and energy resistance 20.

This ability replaces armor training 1, 2, and 3.

**Draconic Strike (Su):** At 3rd level, whenever the dragonheir scion damages a target with an attack augmented by Arcane Strike, the attack deals an additional 1d4 points of damage of the dragonheir scion's energy type.

This ability replaces the bonus feat gained at 3rd level.

**Draconic Presence (Su):** At 5th level, the dragonheir scion receives Dazzling Display as a bonus feat. She does not need a weapon in hand to use this ability, and can use it as a standard action.

This ability replaces the bonus feat gained at 5th level.

**Wings (Su):** At 15th level, a dragonheir scion can grow leathery dragon wings from her back as a standard action, granting her a fly speed of 60 feet with average maneuverability. She can dismiss the wings as a free action.

This ability replaces armor training 4 and armor mastery.

**Might of Wyrms (Su):** At 20th level, a dragonheir scion's draconic heritage becomes manifest. She gains immunity to paralysis, sleep, and damage of her energy type, as well as blindsense with a range of 60 feet.

This ability replaces weapon mastery.

## MINDWYRM MESMER (MESMERIST ARCHETYPE)

While most mesmerists are subtle and manipulative schemers, mindwyrms emulate the confidence, swagger, and fear inspired by dragons to bully and browbeat others into obedience. These dragon-inspired psychic magic-users typically employ draconic imagery in their dress and the manifestations of their powers.

**Innate Coercion:** At 1st level, a mindwyrms mesmer gains a bonus equal to 1/2 his mesmerist level (minimum 1) on Intimidate checks. In addition, a mindwyrms mesmer never takes penalties on Intimidate checks for being smaller than his target.

This ability replaces consummate liar.

**Phantasmagoric Breath (Su):** At 1st level, a mindwyrms mesmer has learned to mimic a true dragon's destructive breath using his psychic ability. A number of times per day equal to his Charisma bonus (minimum 1 per day), a mindwyrms mesmer can unleash his phantasmagoric breath in either a 30-foot cone or a 60-foot line as a standard action. The breath induces a psychosomatic response in creatures caught in the area, dealing 1d6 points of energy damage at 1st level, plus an additional 1d6 points of energy damage at 3rd level and for every 2 mesmerist levels thereafter. The mindwyrms mesmer selects the type of energy damage this deals (acid, cold, electricity, or fire) when this ability is first gained; once made, this choice can't be changed. Creatures affected can attempt a Will save (DC = 10 + 1/2 the mindwyrms mesmer's mesmerist level + his Charisma modifier) to realize the true nature of the attack, which negates all damage. This is a mind-affecting effect.

This ability replaces painful stare.

**Draconic Trick (Su):** The following new trick can be selected by a mindwyrms mesmer.

**Threatening Mien:** The subject's actions appear to be lethal in the extreme. A mindwyrms mesmer can trigger this trick when the subject moves adjacent to an enemy. Enemies adjacent to the subject take a -4 penalty on attacks against targets other than the subject. This trick lasts for 1 round per mindwyrms mesmer's mesmerist level.

**Masterful Draconic Trick (Su):** The following new masterful trick can be selected by a mindwyrms mesmer of 12th level or higher.

**Frightful Countenance:** The subject's appearance changes into that which frightens an attacker to the core. The mindwyrms mesmer can trigger this trick when the subject is targeted by an attack or by a spell that requires an attack roll. The attacker must succeed at a Will save or the attack misses and the attacker immediately becomes shaken for 1d4 rounds. This is a mind-affecting fear effect.

## SCALED FIST (MONK ARCHETYPE)

Steeped in traditions that trace their origins to the warrior-monks who trained under the tutelage of draconic masters in Tian Xia, scaled fists eschew passive introspection in favor of unshakable confidence. Scaled fists learn to combine brutal intimidation with the brazen ferocity of an ancient wrym to devastate their foes.

**Draconic Might:** Any of the scaled fist's class abilities that make calculations based on her Wisdom (including bonus feats with DCs or uses per day, such as Stunning Fist, but not Wisdom-based skills or Will saving throws) are instead based on her Charisma.

**Bonus Feats:** A scaled fist adds Dragon Style<sup>UC</sup> and Intimidating Prowess to her list of bonus feats at 1st level. At 6th level, she adds Dazzling Display and Dragon Ferocity<sup>UC</sup>. At 10th level, she adds Disheartening Display<sup>ACG</sup>, Dragon Roar<sup>UC</sup> and Shatter Defenses.

This ability modifies bonus feats.

**Draconic Mettle (Su):** At 3rd level, a scaled fist gains a +2 bonus on saving throws attempted against all fear, paralysis, and sleep effects.

This ability replaces the still mind ability. For the unchained monk from *Pathfinder RPG Pathfinder Unchained*, this ability is gained at 4th level.

**Draconic Fury (Su):** At 3rd level, the scaled fist has gained some control over the draconic energies she studies. She must select one type of energy: acid, cold, electricity, or fire. Once this choice is made, it cannot be changed. The scaled fist can expend 1 point from her ki pool as a swift action to imbue her natural attacks with this energy, causing them to deal an extra 1d6 points of damage of the chosen energy type for a number of rounds equal to 1/2 her monk level.

This ability replaces maneuver training. For the unchained monk from *Pathfinder Unchained*, draconic fury is the elemental fury ki power, and is gained in place of the ki power normally gained at 4th level.

**Draconic Breath (Su):** At 15th level, a scaled fist can spend 3 points from her ki pool to make a breath weapon attack as a standard action. This breath weapon deals 1d6 points of damage of her energy type per monk level in a 30-foot cone. Those caught in the area of the breath can attempt a Reflex save (DC = 10 + 1/2 the scaled fist's monk level + her Charisma modifier) to halve the normal damage.

This ability replaces quivering palm. For the unchained monk from *Pathfinder Unchained*, this ability is gained at 12th level and replaces the ki power gained at that level.

## SOVEREIGN BLADE (SAMURAI ARCHETYPE)

In Tian Xia, many samurai are tutored in the ways of honor using lessons that originate from sovereign dragons and their dedication to safeguarding harmony.

**Alignment:** A sovereign blade's alignment must be at least partially neutral. If the sovereign blade's alignment is not partially neutral, she is treated as if she had violated her order's edicts each day until her alignment is again partially neutral.

**Dogmatic Denial (Ex):** A sovereign blade gains a +2 bonus on saving throws against spells with any of the following descriptors that don't match part of the character's own alignment: chaotic, evil, good, or lawful.

This ability replaces mount.

**Golden Armor (Su):** At 4th level, a sovereign blade can spend one use of her resolve to cause her armor to become golden for 1 round per class level, gaining energy resistance equal to 1/2 her samurai level against one energy type of her choice.

This ability replaces mounted archer.

**Sovereign Breath (Sp):** At 6th level, the sovereign blade can issue forth an immense roar similar to the breath weapon of a sovereign dragon. This functions as *dragon's breath*<sup>APG</sup>, except it deals sonic damage in a 30-foot cone and has a caster level equal to half the sovereign blade's samurai level. The sovereign blade can use this ability once per day, plus one additional time per day at 12th and 18th levels.

This replaces the bonus feats a samurai gained at 6th, 12th, and 18th level.

## WYRM SINGER (SKALD ARCHETYPE)

Wrym singers spin fragments of the story of the ongoing struggle between noble Apsu and wicked Dahak.

**Wrym Song (Su):** A wrym singer gains the following raging songs.

**Draconic Rage (Su):** At 1st level, a wrym singer can kindle an echo of ancient rage felt between warring dragon clans in his allies. This ability acts as inspired rage, except those affected gain a +2 morale bonus on melee attack and damage rolls and a +2 morale bonus on saving throws against paralysis and sleep effects (but they still take a -1 penalty to their AC), rather than inspired rage's normal bonuses. At 4th level and every 4 skald levels thereafter, the song's bonuses on saves against paralysis and sleep effects increase by 1. At 8th and 16th levels, the song's bonus on melee attack and damage rolls increases by 1.

This ability replaces inspired rage.

**Wrym Saga (Su):** At 14th level, a wrym singer embraces the essence of the draconic histories, allowing his allies to manifest aspects of a dragon in their physical forms. The wrym singer selects a single ally within 60 feet to take on a draconic aspect (as per *form of the dragon I*) of a type of the wrym singer's choice. The ally cannot use the breath weapon attack provided by *form of the dragon*. The wrym singer must expend 1 round of raging song each round to maintain wrym saga, and can affect only a single ally at a time.

This ability replaces song of the fallen.

**Breath Weapon (Su):** At 12th level, once per day as a swift action, a wrym singer can grant a breath weapon attack to himself or an ally affected by his draconic rage raging song. Using the breath weapon is a standard action, and it affects creatures in a 30-foot cone or a 60-foot line. The breath weapons deals 1d6 points of damage per 2 skald levels the wrym singer has, and is of an energy type of the wrym singer's choice (acid, cold, electricity, or fire). Creatures caught in the area can attempt a Reflex save (DC = 10 + 1/2 the wrym singer's

skald level + his Charisma modifier) to halve the damage. This ability replaces the rage power gained at 12th level.

### WYRMWITCH (WITCH ARCHETYPE)

Though a dragon derives no power from accumulating precious metals and gems, its desire to acquire and maintain vast piles of valuables is an important part of its personality. Some witch covens, particularly those in rich mercantile nations like Druma or Katapesh, have learned to use treasure to access other draconic powers.

**Draconic Patronage:** A wyrmwitch must select one of the following patrons when he gains this archetype. Only witches with the wyrmwitch archetype can select these patrons.

**Chromatic:** 2nd—*cause fear*, 4th—*hold person*, 6th—*suggestion*, 8th—*aura of doom*<sup>UM</sup>, 10th—*dominate person*, 12th—*geas/quest*, 14th—*mass hold person*, 16th—*frightful aspect*<sup>UC</sup>, 18th—*overwhelming presence*<sup>UM</sup>.

**Esoteric:** 2nd—*memory lapse*<sup>APG</sup>, 4th—*psychic reading*<sup>OA</sup>, 6th—*nondetection*, 8th—*hypercognition*<sup>OA</sup>, 10th—*mind probe*<sup>OA</sup>, 12th—*telepathy*, 14th—*insanity*, 16th—*screen*, 18th—*bilocation*<sup>OA</sup>.

**Imperial:** 2nd—*endure elements*, 4th—*gust of wind*, 6th—*hydraulic torrent*<sup>APG</sup>, 8th—*obsidian flow*<sup>UC</sup>, 10th—*fickle winds*<sup>UM</sup>, 12th—*move earth*, 14th—*reverse gravity*, 16th—*wall of lava*<sup>APG</sup>, 18th—*world wave*<sup>APG</sup>.

**Metallic:** 2nd—*protection from evil*, 4th—*weapon of awe*<sup>APG</sup>, 6th—*heroism*, 8th—*dispel evil*, 10th—*commune*, 12th—*greater heroism*, 14th—*limited wish*, 16th—*holy aura*, 18th—*miracle*.

**Outer:** 2nd—*deja vu*<sup>OA</sup>, 4th—*darkness*, 6th—*blink*, 8th—*black tentacles*, 10th—*mindwipe*<sup>OA</sup>, 12th—*shadow walk*, 14th—*lunar veil*<sup>UM</sup>, 16th—*orb of the void*<sup>UM</sup>, 18th—*weird*.

**Primal:** 2nd—*burning hands*, 4th—*elemental touch*<sup>APG</sup>, 6th—*elemental aura*<sup>APG</sup>, 8th—*planar adaptation*<sup>APG</sup>, 10th—*elemental body II*, 12th—*chain lightning*, 14th—*vortex*<sup>APG</sup>, 16th—*polar ray*, 18th—*fiery body*<sup>APG</sup>.

**Wyrmwitch's Hoard (Ex):** Unlike traditional witches, a wyrmwitch does not have a familiar. Instead, a wyrmwitch develops a metaphysical link with a bonded hoard of treasure that serves as a conduit to the wyrmwitch's patron. A wyrmwitch's hoard must have a value of 50 gp plus 100 gp for every character level he has beyond 1st. Only nonmagical objects that are not alchemical items, weapons, armor, or useful tools can be part of a wyrmwitch's hoard. If the hoard falls below this value, the wyrmwitch cannot sleep on his hoard (see below) or add new spells to it until its value is restored.

A wyrmwitch's spells come from this link with his hoard, and its ability to hold spells functions in a manner identical to the way a witch's spells are normally granted by a familiar. A wyrmwitch can add spells to his hoard in a similar fashion to the way conventional witches store spells in their familiars. A witch's familiar and a wyrmwitch's hoard can exchange spells in the same way two normal witch familiars do. Also, a witch can add a spell to his hoard from a wizard's spellbook, if the spellbook is kept in the hoard and the spell is on the witch's class spell list. The wyrmwitch must sleep on the spellbook in his hoard for a number of days equal to

the spell's level, after which he must succeed at a Spellcraft check (DC = 15 + spell level) to learn the spell. No matter the result, the spell is erased from the spellbook.

A wyrmwitch must commune with his hoard to ready his body and mind for casting spells. If he does not spend at least 8 hours resting atop his hoard prior to preparing spells, he must attempt a concentration check anytime he attempts to cast a spell (DC = 20 + the spell's level). If the wyrmwitch does prepare spells after properly sleeping on his hoard, he gains the ability to call on his hoard to cast any one spell it is holding and that he is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wyrmwitch, including when determining casting time, duration, and other effects dependent on the wyrmwitch's level. This spell cannot be modified by metamagic feats or other abilities.

This ability replaces witch's familiar.





## Draconic Heritages

Dragons are divided into two distinct categories: true dragons and lesser dragons. True dragons are ancient, primordial forces that command eldritch powers, have vast intellects, and most notably grow increasingly and constantly stronger over time. They are arguably the mightiest of mortal races, and can act on equal terms with the greatest of outsiders. The majority of Golarion's more infamous and inspiring dragons fall into the category of true dragon, such as chromatic dragons, esoteric dragons, imperial dragons, metallic dragons, outer dragons, and primal dragons. Lesser dragons, like the curse-touched linnorm, feral drakes, and others of their ilk are less influential, though often still spectacular in nature. These lesser dragons do not constantly progress in strength as they age and often lack the cunning and sophistication of their greater kin.

### DRACONIC HERITAGE FEAT

Some families have a touch of draconic power flowing through their veins. Though dragons almost never interbreed with other races, there are still ways for their essence to be infused in a humanoid's bloodline, creating draconic heritages. Though such events are uncommon, they most often result from arcane experiments or ancient rituals, exposure to uncontrolled primal magic, or being present when particularly potent great wyrms die. Once draconic power has entered a bloodline, it is likely to influence that line's scions every few generations. The following feat is representative of a character with some draconic power inherited from a distant ancestor's brush with draconic forces.

#### DRACONIC HERITAGE

The power of dragons flows through your veins and you have awakened its potential.

**Prerequisite:** Cha 13.

**Benefit:** Choose one type of dragon from the options presented below. You gain the draconic heritage ability from your chosen dragon type. The save DCs of any associated ability are equal to 10 + 1/2 your Hit Dice + your Charisma modifier.

**Special:** You can take this feat only once. If you ever gain a bloodrager or sorcerer bloodline, you must take draconic

as your chosen bloodline (or a bloodline tied to some other creature of the dragon type, as approved by your GM).

#### TRUE DRAGONS

Though it is still uncommon, true dragons are most likely to interact directly with humanoid races, though a few take on humanoid forms and move among mortals until the time is right to reveal themselves. Such dragons rarely adopt these guises for long, as those who lose themselves in humanoid form are seen as pariahs by their own kind.

#### CHROMATIC

While not all who carry the blood of chromatic dragons are evil, the potency of their blood and the malevolence inherent in it can have strong subconscious effects, tempting them to embrace their sinister urges. Humanoids with blood empowered by chromatic dragons tend toward muscular builds and can imbue their fists with the dragons' energy.

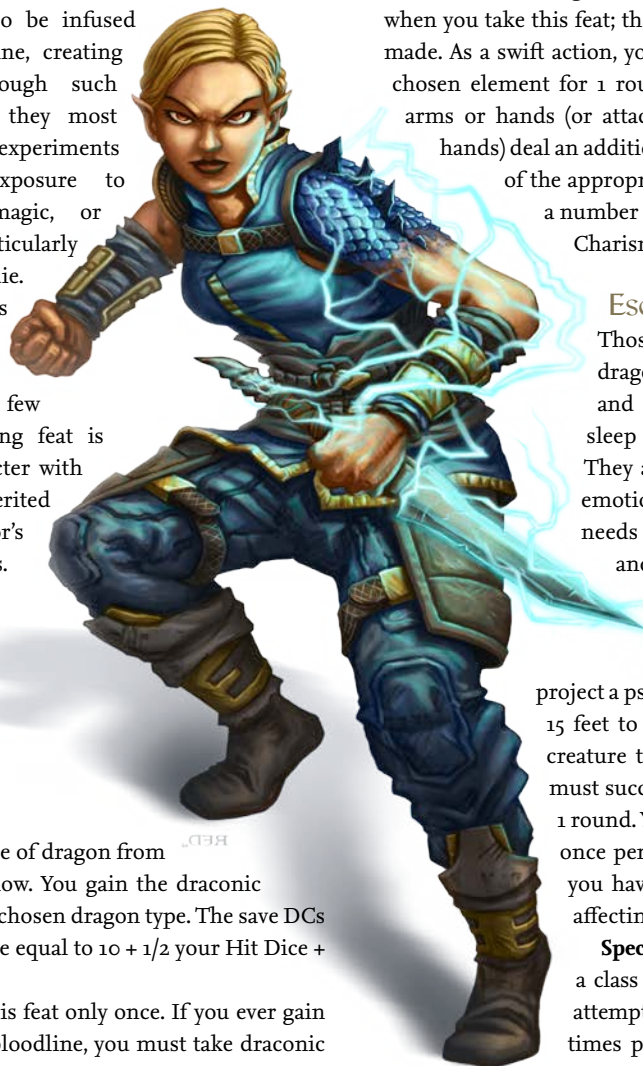
**Draconic Heritage:** Choose acid, cold, electricity or fire when you take this feat; the choice cannot be changed once made. As a swift action, you can shroud your arms in your chosen element for 1 round. Unarmed strikes with your arms or hands (or attacks with weapons held in those hands) deal an additional 1d6 points of energy damage of the appropriate type. You can use this ability a number of times per day equal to 3 + your Charisma bonus.

#### ESOTERIC

Those with the power of esoteric dragons take aloofness to an extreme and are prone to long nights of sleep and vivid, enrapturing dreams. They are often deeply empathetic and emotional individuals, feeling the needs and wants of others intimately and, in some cases, more intensely than they can handle.

**Draconic Heritage:** As a standard action, you can project a psychic barrage at a creature within 15 feet to which you have line of sight. A creature targeted by your psychic barrage must succeed at a Will save or be dazed for 1 round. You can attempt a psychic barrage once per day for every 4 character levels you have (minimum 1). This is a mind-affecting effect.

**Special:** If you have 1 or more levels in a class that casts psychic spells, you can attempt a psychic barrage a number of times per day equal to 1/2 your level in



that class (minimum 1), plus one more time per day for every 4 levels you have in other classes.

### IMPERIAL

Imperial dragons see themselves as masters of their respective domains, and those with heritages influenced by their legacies often have this same aggressively territorial nature. Individuals with this heritage tend to be charismatic, commanding, and proud people who have an unusual intensity.

**Draconic Heritage:** As a swift action, you emit an aura of command with a 10-foot radius for 1 round. Allies within your aura gain a +2 bonus on Will saves against fear. Enemies in your aura take a –2 penalty on Will saves against fear. You can use this ability a number of times per day equal to 3 + your Charisma bonus.

### METALLIC

Metallic dragons leave an impression of kindness and hope in those infused with a portion of their power. Those who bear the blood of metallic dragons sometimes have iridescent hair of pale metallic hues and irises colored like polished metal.

**Draconic Heritage:** Choose acid, cold, electricity, or fire when you take this feat; the choice cannot be changed once made. As a swift action, you gain energy resistance 5 against your chosen element. This energy resistance lasts until the beginning of your next turn. You can use this ability a number of times per day equal to 3 + your Charisma bonus.

### OUTER

The utterly alien nature of outer dragons often conflicts with the more grounded and material upbringing of those who carry these dragons' influence within their bloodlines. Feelings of otherness or exclusion are common among humanoids with this bloodline, and many become exiles or wanderers.

**Draconic Heritage:** As a swift action, you can generate an alien aura around yourself with a 5-foot radius that lasts for 1 round. Any enemy who enters your aura must succeed at a Will save or become sickened for 1 round. A creature who successfully saves against your alien aura is immune to its effects for 24 hours. You can generate an alien aura once per day for every 4 characters levels you have (minimum 1). This is a mind-affecting effect.

### PRIMAL

The scions with the power of the elementally attuned primal dragons are not often subtle in appearance. They tend towards hardy builds and skin tones that take on shimmering, iridescent hues in direct light. Additionally, they often experience tempestuous emotions that are difficult to control.

**Draconic Heritage:** Choose acid, cold, electricity, or fire when you take this feat; once made, this choice cannot be changed. As a standard action, you can create a 10-foot-

radius aura of elemental energy that lasts for 1 round. The area of this aura is considered difficult terrain, and creatures that end their turns in your aura take 1d6 points of energy damage of the appropriate type. A successful Fortitude save halves this damage but does not negate the difficult terrain effect. You can create an aura of elemental energy once per day for every 4 characters levels you have (minimum 1).

**Special:** If you are a druid, hunter, or kineticist, you can create an elemental aura a number of times per day equal to 1/2 your class level (minimum 1), plus one more time per day for every 4 levels you have in other classes.

### LESSER DRAGONS

Bloodlines infused with the power of lesser dragons are exceedingly rare, as such creatures lack both the means by which to take human form (and create a blood descendant), and the magical puissance to otherwise instill their legacy into a bloodline. On the world of Triaxus, dragonkin riders form supernatural bonds with their mounts that, in rare cases, affects the riders' children, allowing them to share in that draconic bond in a more physical manner. Other lesser draconic heritages are the result of binding dragon spirits to physical bloodlines and similar supernatural origins.

### DRAKE

Creatures with drake ancestry are often swift-footed and have quick reflexes, mirroring the speed and grace of drakes. They tend to be wiry and athletic with long limbs and wild, untamed demeanors that thrive best beyond the boundaries of civilization. Befitting the variety of different drake breeds in the world, those with drake bloodlines often have hair or eye colors reminiscent of the scales of the drake breed to which they're related. Some might exhibit additional minor features suggestive of a specific draconic heritage, but such features provide no statistical benefit.

**Draconic Heritage:** As a swift action, you gain a +10 enhancement bonus to your base speed for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma bonus.

### LINNORM

The cursed blood of linnorms is a unique case—it is sometimes passed down by those who bear a child while under the effects of a linnorm's death curse. Such an unlikely offspring usually bears a visible mark or scar that ties her life to the legacy of that linnorm.

**Draconic Heritage:** As an immediate action when you are damaged by a melee attack, you can afflict your attacker with a curse. The target of your curse must succeed at a Will save or take a –2 penalty on all ability checks, attack rolls, and skill checks for 1 round. You can use this curse once per day for every 4 characters levels you have (minimum 1).

**Special:** If you are a shaman or a witch, you can use this curse a number of times per day equal to 1/2 your class level (minimum 1), plus one more time per day for every 4 levels you have in other classes.

# Legacy of Wyvarans

Wyvarans are an artificial race created long before the Age of Darkness. These wyvern-like beings are fierce and powerful fighters; deadly when crossed, they are powerful allies if you can gain their trust. Because of their general isolation from other races, there are many rumors about the nature of wyvarans, most of which are half true at best. Though less learned than many civilized races, they are incredibly shrewd (if headstrong) beings. Deceiving a wyvaran is difficult, and convincing one to change his mind is all but impossible.

After the fall of ancient empires in northern Garund, the wyvarans claimed some of these abandoned kingdoms as their homes. They showed great skill in preserving and even improving the ruined cities. They had no great desire to build an empire of their own, but rather were driven by an intrinsic need to amass wealth and opulence for its own sake. When the nation of Osirion was founded, it sought to wrest control of the lost cities back from the wyvarans. After generations of bloody conflict, the wyvarans were forced out of their grandest settlements, driven back into the mountains of Garund, and forced to live a hardscrabble existence. Ever since, they've held great animosity toward humanity.

Because of their magical nature and poor living conditions, wyvarans have struggled to raise viable young. Many wyvaran children are born as runts who are lucky to live until adulthood. In wyvaran culture, a coming of age ceremony is one of life's most important events. It proves the new adult has the strength and tenacity needed to survive where many do not. Even a runt becomes an equal to the rest of her clan if she can make it to adulthood.

Wyvarans are naturally covetous, desiring treasure and wealth for no real purpose beyond having it. Most have hoards of treasures hidden away in places they alone can find, although it is customary to leave a portion of one's goods with the clan. They often act as the custodians of long-dead civilizations, though few would go so far as to claim this is intentional. The oldest wyvaran families have artifacts that can be traced as far back as ancient Azlant, usually mixed in among baubles and knickknacks.

Wyvaran adventurers typically leave home out of necessity rather than because of than any higher calling. If a clan ever grows too large, feeding everyone can become difficult. Going out into the world not only relieves the strain on tight resources, but also provides an opportunity to add to the clan's wealth. However, some instead leave home seeking independence from the strict hierarchy of wyvaran culture. For these wanderers, adventure is an escape from what they believe is a stagnant—if not dying—society. Regardless, wyvarans who stay away from their families for too long invariably suffer from intense homesickness. Some adopt new “clans” of friends and allies to overcome this loneliness. Others use their memories to drive them to gather the wealth and power needed to establish a new home, inspiring them to greatness.

## ALTERNATE RACIAL TRAITS

The following racial traits can be selected instead of existing wyvaran racial traits (*Pathfinder RPG Bestiary* 4 281). Consult your GM before selecting these new options.

**Greed:** Most wyvarans crave treasure, but for some, amassing wealth is a compulsion. Wyvarans with this trait gain a +2 on racial bonus on Appraise checks, and Appraise is a class skill for them. They gain a +2 racial bonus on Sleight of Hand checks when attempting to take items from other creatures. They can also use their tails to attempt these Sleight of Hand checks. This racial trait replaces slapping tail.

**Memories of the Forgotten:** Generations of wyvaran elders pass down tales that predate written history. While many ignore these or dismiss them as simple stories, others revere the lore of their elders. These wyvarans consider it their sacred duty to study the lost histories and pass them down to others. They gain a +2 racial bonus on two Knowledge skills of their choice. Those Knowledge skills are class skills for them. This racial trait replaces flight.

**Neglected Heritage:** Because of their dwindling population and cultural stagnation, some wyvarans have given up on their people, favoring a life among other races instead. These wyvarans lose Draconic as a starting language, but gain a +1 racial bonus on Diplomacy checks when making requests and gathering information. They can't take Draconic as a bonus language, but can learn it normally with Linguistics. This ability alters the wyvaran's languages.

**Vestigial Wings:** When resources are particularly scarce, some young wyvarans develop smaller-than-average wings incapable of flight. However, these wings are perfectly suited for other acrobatic maneuvers. These wyvarans gain a +2 racial bonus on Acrobatics and Climb checks, and one of these is a class skill for them. In addition, they can ignore the first 20 feet of falling damage when they make a successful Acrobatics check. This racial trait replaces flight.

## FAVORED CLASS OPTIONS

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

**Bloodrager:** Add 1 to the bloodrager's total rounds of bloodrage each day.

**Mesmerist:** Add 1/4 to the mesmerist's level for the purpose of determining the effect of mesmerist tricks.

**Oracle:** Add 1/4 to the oracle's level for the purpose of determining the effects of an oracle curse.

**Paladin:** Add 1/2 to the paladin's level when determining the effect of smite evil against evil-aligned dragons.

**Rogue:** Add a +1/2 bonus to Stealth and Sleight of Hand checks to steal or hide objects.

**Sorcerer:** Add a +1/2 bonus to the damage of spells or spell-like abilities that deal damage of the same energy type as the sorcerer's draconic bloodline breath weapon.



## WYVARAN FEATS

Wyvarans have access to the following feats tied to their unique physiologies and dragon-influenced culture.

### BROOD DEFENDER

When someone under your protection is set upon, you react viciously against the attacker.

**Prerequisites:** Bodyguard<sup>APG</sup>, Combat Reflexes, wyvaran.

**Benefit:** If an opponent misses its attack on an ally after you successfully used the aid another action to improve that ally's AC this round, you can attempt an Intimidate check as an immediate action to demoralize that opponent.

### DRACONIAN LAW

Your code of honor extends to all aspects of life, including the judgment of your foes.

**Prerequisites:** Lawful alignment, wyvaran.

**Benefit:** When fighting an enemy you've witnessed breaking the law, you gain a +1 circumstance bonus on your first attack roll and on all damage rolls against that target until it has been tried for its crime.

### RELIC FAMILIARITY

Your clan had an impressive collection of ancient artifacts, and you often see things on your journey that remind you of items in the clan hoard.

**Prerequisite:** Wyvaran.

**Benefit:** You gain a +2 bonus on Appraise checks to determine an item's value and on Spellcraft checks to determine an item's magic properties. For every 5 points by which you exceed the DC, you can determine additional details about the item at the GM's discretion, such as its country of origin, the crafter's race, techniques employed in its creation, or whether it has any historical significance.

### SINCERE FLATTERY

Wyvarans have little skill in creating original art, but they have proven to be experts in imitating and even improving on it.

**Prerequisite:** Wyvaran.

**Benefit:** You gain a +4 circumstance bonus on Craft checks to recreate an object you have seen before. You can spend 1 week studying the object to increase the circumstance bonus to +8. This doesn't include the time spent crafting the item.

### TAIL MANEUVERS

You can use your tail to help you maneuver more adroitly on the battlefield.

**Prerequisites:** Dragon creature type, tail attack.

**Benefit:** If you don't use your tail to make an attack, you gain a +2 bonus to your CMD and on any combat maneuver checks you attempt until the beginning of your next turn.

### WYVARAN SPELLCASTING

Your unique physiology makes you particularly adept at wielding draconic magic.

**Prerequisites:** Knowledge (arcana) 6 ranks, wyvaran.

**Benefit:** Select one spell you can cast that you gained through your draconic bloodline, the Scalykind domain (*Pathfinder Campaign Setting: The Inner Sea World Guide* 216), or the Dragon subdomain (*Pathfinder Campaign Setting: Inner Sea Gods* 224). It must be at least 1 spell level lower than the highest-level spell you can cast. You can cast this spell as a spell-like ability twice per day.



# Primordial Power

As some of the most physically impressive creatures in existence, dragons are usually the top of the food chain in their respective habitats. This often makes them arrogant, disdainful, or at the very least, patronizing toward smaller or weaker creatures. This is particularly true of primordial dragons like wyverns and linnorms who are intelligent enough to understand just how powerful they are, but too simple to have ambitions beyond asserting their dominance over their immediate surroundings. As a consequence, most primordial dragons see humans and other intelligent creatures as nothing more than prey—or more rarely—minions or slaves.

Regardless, primordial dragons' power and unadulterated passion for violence inspire awe in many equally primitive humanoid creatures. Moreover, ascetics and other martial artists from cultures situated near the territories of these beasts study their movement and attacks, creating fighting styles that emulate particular aspects of these dragons. This section presents the three most common of these styles: the linnorm, tatzlwyrms claw, and wyvern fury styles.



A scaled fist (see page 14) can add these style feats to his list of bonus feats, in place of Dragon Style, Dragon Ferocity, and Dragon Roar. If he adds Linnorm Style, Tatzlwyrms Claw Style, or Wyvern Fury Style to his list of bonus feats at 1st level, he automatically adds the second feat in each style chain to his list of bonus feats at 6th level, and the third feat in the same chain to his list of bonus feats at 10th level.

## DRACONIC STYLES

Style feats were introduced in *Pathfinder RPG Ultimate Combat*. The style feats presented in this section are based on fighting styles well-suited for confident, ferocious warriors who bow to no one.

As a swift action, you can enter the stance employed by the fighting style that a style feat embodies. Although you cannot use a style feat before combat begins, the style you are in persists until either you use a swift action to switch styles or the combat encounter ends, whichever occurs first. You can use a feat that has a style feat as a prerequisite only while you are in the stance of the associated style.

### LINNORM STYLE (COMBAT, STYLE)

Your open stance invites opponents to attack you, and like a linnorm's death curse, your retributive strikes punish those foolish enough to accept the invitation.

**Prerequisites:** Wis 13, Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.

**Benefit:** While using this style, you take a –2 penalty to your AC against melee attacks. After a creature makes a melee attack against you, you can choose to add your Wisdom bonus to the damage from your unarmed strikes against that creature, rather than your Strength bonus. If you can normally add your Dexterity bonus to the attack's damage, you can instead replace it with your Wisdom bonus. This lasts until the beginning of the target creature's next turn.

### LINNORM VENGEANCE (COMBAT)

Your rigorous training allows you to redirect some of the energy from blows you take, turning your enemies' strength against them. Even death can't stop you from having your revenge.

**Prerequisites:** Wis 13, Improved Unarmed Strike, Linnorm Style, base attack bonus +6 or monk level 6th.

**Benefit:** While you're using the Linnorm Style feat and an enemy hits you with a melee attack, you gain a +2 bonus on unarmed strike attack rolls you make against that creature until the beginning of that creature's next turn.

If a creature's melee attack would normally miss you, you can allow it to hit you to gain this bonus; the attack deals the minimum

amount of damage (as though the attacker had rolled a natural 1 on each damage die).

Furthermore, if a melee attack deals enough damage to knock you unconscious or kill you, you can make a single retaliatory unarmed strike attack against that opponent as a free action before you drop unconscious or die. If you do so, when you are restored to consciousness or to life, you are stunned for 1 round.

## LINNORM WRATH (COMBAT)

With practiced ease, you answer a blow with a blow. Even when you are overwhelmed, your body deflects the force of the strike back to the attacker as a stunning wave of energy.

**Prerequisites:** Wis 13, Improved Unarmed Strike, Linnorm Style, Linnorm Vengeance, base attack bonus +9 or monk level 9th.

**Benefit:** When you use the Linnorm Vengeance feat to allow an enemy to hit you, you can make a retaliatory unarmed strike attack against that opponent as an immediate action. This acts as an attack of opportunity, and counts against the number of attacks of opportunity you can make each round. Additionally, once per day when a melee attack deals enough damage to knock you unconscious or kill you, the attacker must succeed at a Fortitude saving throw (DC = 10 + 1/2 your character level + your Wisdom modifier) or be stunned for 1 round. This save occurs after you make the retaliatory unarmed strike granted by the Linnorm Vengeance feat.

## TATZLWYRM CLAW STYLE (COMBAT, STYLE)

Your curled fingers can tear into opponents' flesh and snatch free grappled allies.

**Prerequisites:** Dex 13, Improved Grapple, Improved Unarmed Strike, Escape Artist 1 rank.

**Benefit:** You can choose for your unarmed attacks to deal slashing damage. If you strike a target that has another creature grappled or pinned, as a swift action you can immediately attempt a grapple combat maneuver check against the target's CMD. If you succeed at the check, you can force the target to release a grappled creature or switch a pinned creature to being merely grappled.

## TATZLWYRM GRAPPLER (COMBAT)

You can twist and bend in a way that makes you extremely difficult to grab.

**Prerequisites:** Dex 13, Improved Grapple, Improved Unarmed Strike, Tatzlwyrm Claw Style, Escape Artist 3 ranks.

**Benefit:** While you're using the Tatzlwyrm Style feat, whenever an opponent attempts to initiate a grapple against you, you can attempt an Escape Artist check. If the result is higher than your CMD, you can use the result as your CMD against that combat maneuver. You must be aware of the attack and not flat-footed.

## TATZLWYRM RAKE (COMBAT)

You can immobilize your foe without using your arms.

**Prerequisites:** Dex 13, Improved Grapple, Improved Unarmed Strike, Tatzlwyrm Claw Style, Tatzlwyrm Grappler, Escape Artist 8 ranks.

**Benefit:** While using the Tatzlwyrm Style feat, you can attempt a combat maneuver check to maintain a grapple without using your arms. You must use at least two limbs in order to do this, and if you use all your legs, you can't take any movement while maintaining the grapple. If your combat maneuver check succeeds by 10 or more, you are able to make a single unarmed attack against the target of the grapple as a swift action.

## WYVERN FURY STYLE (COMBAT, STYLE)

You can combine sweeping attacks with a whip and quick stabs with a blade, imitating a wyvern's powerful bite and tail tipped with a stinger.

**Prerequisites:** Exotic Weapon Proficiency (whip), Acrobatics 3 ranks, brawler's flurry<sup>ACG</sup> class feature or flurry of blows class feature.

**Benefit:** While using this style, you can make attacks with a dagger, punching dagger, scorpion whip<sup>UC</sup>, spiked gauntlet, or whip when using a flurry of blows or brawler's flurry. Only one of these attacks can be made with a whip or scorpion whip.

**Normal:** You can make a flurry of blows attack using unarmed strikes and monk weapons, and you can make a brawler's flurry attack using unarmed strikes, weapons from the close fighter weapon group, and monk weapons.

## WYVERN STING (COMBAT)

You can use your whip like a wyvern's sting, forcing foes to give it their undivided attention.

**Prerequisites:** Exotic Weapon Proficiency (whip), Wyvern Fury Style, Acrobatics 6 ranks, brawler's flurry<sup>ACG</sup> class feature or flurry of blows class feature.

**Benefit:** While using Wyvern Fury Style, if you successfully attack a foe with a whip or scorpion whip<sup>UC</sup>, as a swift action you can choose one ally. Until the beginning of your next turn, that ally can leave spaces threatened by that foe without provoking an attack of opportunity from the foe.

## WYVERN WING (COMBAT)

Like a wyvern on the wing, you command a fluid style that enables you to make attacks while moving.

**Prerequisites:** Exotic Weapon Proficiency (whip), Wyvern Fury Style, Wyvern Sting, Acrobatics 10 ranks, brawler's flurry<sup>ACG</sup> class feature or flurry of blows class feature.

**Benefit:** While using the Wyvern Style feat, if you use flurry of blows or brawler's flurry and take a 5-foot step, you can take an additional 5-foot step. You can take this extra 5-foot step only between two attacks in your flurry, but you can take both your 5-foot steps consecutively without making an attack between them.

**Normal:** When you take a 5-foot step, you are allowed to move only once.



# Drakes, Stepchildren of Glory

Drakes are brutish lesser kindred of true dragons. Though they aren't particularly intelligent, drakes' significantly faster breeding allows their kind to survive in harsh environments. A few organizations have developed methods for rearing and training drakes. Their techniques allow some to transform these wild dragonkin into allies as devoted as they are deadly.

## DRAKE COMPANIONS

A drake can be a powerful ally to one who understands how to deal with its surly and obstinate attitude. Such a character is called the drake's "charge," as drakes refuse to refer to another being as their master. While drake companions enjoy accumulating hoards of shiny treasure, they adamantly refuse to wear barding, armor, or clothing items of any kind (belts, boots, and so on); they can wear magical jewelry such as amulets or rings but will agree to wear only one such item. Drake companions are not animal companions and don't count as animal companions for any purpose, including Handle Animal checks and tricks. Additionally, they are

fairly lazy, and successful Diplomacy or Intimidate checks are needed to convince them to fatigue themselves or take major risks to their lives. Without the mount drake power (see page 24), a drake companion actively refuses to suffer a rider and fights a rider it has not agreed to every step of the way, even if that rider is its charge. Drake companions are extreme oddities among drakes and irreplaceable to their charges, as it takes years to win a drake's trust. As such, should a drake companion die, her charge doesn't gain a replacement drake companion and must restore the companion from the dead. At the GM's discretion, a charge who lost his drake might be able to bond with a new drake after going on a quest to find another special drake and spending several years bonding with the new drake.

## DRAKE COMPANION BASE STATISTICS

A drake companion has the following features, as described in the table on page 23.

**Charge's Level:** This is the class level of the drake's charge in the class that grants the drake companion.

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

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

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

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

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

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

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

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

*Immunities:* Drakes are immune to sleep and paralysis.

*Subtype:* Each drake has an energy or elemental subtype, either aether, air, cold, earth, fire, or water, and gains a free drake power based on its subtype. When their charges reach 1st level, aether drakes gain magic attacks, air drakes gain glide, earth drakes gain burrow, and water drakes gain swim. When their charges reach 3rd level, fire drakes gain breath weapon (fire) and cold drakes gain breath weapon (cold).

*Drake Power:* The drake gains a power for which it qualifies from the list of drake powers on page 23. Each power can be chosen only once.

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



## Drake Companion

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

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

**Size Increase:** The drake matures further and advances a size category when the charge reaches 5th level and every 4 levels thereafter. Each time this occurs, the drake's natural armor bonus to its AC increases by 2, its natural attacks increase in damage based on the new size category, and it gains the following ability scores adjustments: Str +4, Dex -2, Con +2. When the drake reaches Medium size, its speed increases from 20 feet to 30 feet.

### DRAKE CLASS SKILLS

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

### DRAKE STARTING STATISTICS

**Size** Tiny; **Alignment** any nongood; **Speed** 20 ft.; **Attack** bite (1d3), tail\* (1d3); **Ability Scores** Str 8, Dex 17, Con 11, Int 4, Wis 10, Cha 7; **Languages** Draconic. \*This is a secondary natural attack; see page 182 of the *Pathfinder RPG Core Rulebook* for more information on how secondary attacks work.

### DRAKE POWERS

Drake companions can select from the following drake powers.

**Aether Bite:** The drake's bite applies  $1-1/2 \times$  its Strength modifier to the damage dealt by its bite attack, and its bite attack deals full damage to incorporeal creatures. To select

aether bite, a drake must have the aether subtype and the drake's charge must be at least 7th level.

**Blindsense:** The drake gains blindsense out to a range of 10 feet. To select blindsense, a drake must have scent and the drake's charge must be at least 11th level.

**Breath Weapon:** The drake chooses acid, cold, electricity, or fire, and gains a breath weapon it can use once per day that fires a glob of the chosen energy up to 60 feet. It deals 4d6 points of damage of the appropriate type in a 10-foot-radius spread (Reflex half; DC = 10 +  $1/2$  the drake's Hit Dice + the drake's Constitution modifier).

**Breath Weapon, Greater:** The drake's breath weapon has a 20-foot radius, deals 8d6 points of damage, and can be used five times per day (though it must wait 1d4 rounds between uses). To select this, a drake must have breath weapon and improved breath weapon and its charge must be at least 15th level.

**Breath Weapon, Improved:** The drake's breath weapon has a 15-foot radius, deals 6d6 points of damage, and can be used three times per day (though it must wait 1d4 rounds between each use). To select improved breath weapon, a drake must have breath weapon and its charge must be at least 11th level.

**Burrow:** The drake gains a burrow speed of 10 feet.

**Burrow, Improved:** The drake's burrow speed improves to 30 feet. To select improved burrow, a drake must have burrow and the earth subtype and its charge must be at least 7th level.

**Energy Bite:** The drake's bite deals 1d6 extra points of damage of the same energy type as its breath weapon. To select energy bite, a drake must have breath weapon and the cold or fire subtype and its charge must be at least 7th level.

**Flight:** The drake gains a fly speed of 40 feet (clumsy). To select flight, a drake must have glide and its charge must be at least 7th level.

**Flight, Greater:** The drake's fly speed improves to 80 feet (good). To select greater flight, a drake must have glide, flight, improved flight, and the air subtype and its charge must be at least 15th level.

**Flight, Improved:** The drake's fly speed improves to 60 feet (average). To select improved flight, a drake must have glide and flight and its charge must be at least 11th level.

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

**Intellect:** The drake's Intelligence score increases by 4.

**Keen Mind:** The drake's Intelligence, Wisdom, and Charisma scores each increase by 2. A drake must have intellect to select keen mind.

**Magic Attacks:** The drake's attacks count as magic.

**Mount:** The drake deigns to allow its charge to ride it, as long as she is at least one size category smaller than the drake. While carrying a rider, the drake can't burrow and it loses the benefits of the highest-level drake power it has from the following list (ordered from highest-level to lowest-level): greater flight, improved flight, flight, or glide. To select mount, a drake must have glide and its charge must be at least 7th level.

**Mount, Improved:** The drake accepts any rider of the charge's choice who is at least one size category smaller than the drake (provided the rider remains in the drake's good graces), and it no longer loses a flight-based drake power when carrying a rider. To select this power, a drake must have glide and mount and its charge must be at least 11th level.

**Scent:** The drake gains the scent ability.

**Swim:** The drake gains a 20-foot swim speed.

**Swim, Improved:** The drake's swim speed improves to 60 feet. To select improved swim, a drake must have swim and the water subtype and its charge must be at least 7th level.

## DRAKE ARCHETYPES

The following archetypes gain access to drake companions.

### DRACONIC DRUID (DRUID ARCHETYPE)

Some druids believe that dragons are the ultimate expression of nature, combining elemental fury with majestic beauty. These druids consort with dragons and eventually transform into draconic forms.

**Drake Companion:** A draconic druid gains a drake companion instead of an animal companion.

This ability replaces nature bond, wild empathy, woodland stride, venom immunity, a thousand faces, and timeless body.

**Dragon Sense:** A draconic druid studies dragons and their history. She gains a +2 bonus on Knowledge (arcana) and Knowledge (history) checks.

This ability replaces nature sense.

**Resist Dragon's Might:** A draconic druid gains a +4 bonus on saving throws against the spells, spell-like abilities, and supernatural abilities of dragons.

This ability replaces resist nature's lure.

**Dragon Shape:** A draconic druid can't use wild shape to change into any of the usual forms available to a druid. Instead, at 4th level, she can use wild shape to change into a dragon-scaled version of herself with long fangs, gaining a +1 natural armor bonus to her AC and a bite attack appropriate for her size (1d6 points of damage for a Medium druid) but otherwise retaining her usual form. At 10th level, she can spend two uses of wild shape to transform into a Medium dragon as per *form of the dragon I*, and at 12th level, she can spend two uses to change into a Large dragon as per *form of the dragon II*. Each time that a draconic druid uses wild shape counts as a separate casting of the spell for the purpose of refreshing her uses of her breath weapon.

## DRACONIC SHAMAN (SHAMAN ARCHETYPE)

In some regions of Tian Xia, shamans are unusually common, and may have strong ties to dragon gods and imperial dragons who act as mentors. Some of these shamans draw their powers from the might of dragons, rather than from spirits. These shamans each gain a powerful drake as an ally, and view caring for that drake as a sacred duty.

**Drake Companion:** A draconic shaman gains a drake companion instead of a spirit animal, and she communes with the drake to prepare her spells just as other shamans commune with their spirit animals. She doesn't gain a primary spirit, but she still gains wandering spirit at 4th level. She must select all her hexes (other than her wandering hexes) from the list of shaman hexes, and she can't select the witch hex shaman hex. She doesn't gain spirit magic slots until 4th level when she gains her wandering spirit. Any ability granted by a wandering spirit that would normally affect a spirit animal (such as nature's true spirit ability) has no effect for a draconic shaman.

This ability replaces spirit, spirit animal, and the hexes gained at 4th and 10th levels and alters spirit magic.

### DRAKERIDER (CAVALIER ARCHETYPE)

While many cavaliers dream of riding a dragon into battle, drakeriders come to learn that the reality involves far more effort than they had expected. Unlike other cavaliers, drakeriders must train their mounts from hatchlings, fighting and toiling alongside their drakes for years through countless struggles before the proud dragons are willing to accept them as riders. Some residents of Triaxus, envious of the close connection between dragonriders and dragons, attempt to emulate this relationship by raising drake hatchlings. These efforts aren't always successful, sometimes leaving the would-be drakeriders dead or maimed.

**Drake Mount:** A drakerider gains a drake companion instead of a mount. She gains cavalier's charge at 9th level instead of 3rd.



This ability replaces mount, tactician, expert trainer, banner, greater tactician, greater banner, and master tactician and alters cavalier's charge.

**Approved Order:** A drakerider can join only an order approved by its mount. Suitable orders include order of the beast<sup>ISC</sup>, order of the cockatrice, and order of the dragon, as well as other fitting orders at the GM's discretion.

### DRAKE WARDEN (RANGER ARCHETYPE)

Some rangers specialize in dealing with rambunctious younger drakes, protecting them and teaching them to tolerate, and even trust, humanoid creatures. These drake wardens follow and pass along secret techniques for raising drakes effectively, and thanks to their methods, their drakes are both fiercely loyal and extremely useful for scouting and stealth missions.

**Young Drake:** At 4th level, a drake warden gains a drake companion instead of an animal companion, but his effective charge's level is equal to his ranger level - 3. The young drake gains drake powers only when its charge reaches 3rd and 7th levels (not 11th or 15th level) and increases in size only when its charge reaches 5th level (not 9th, 13th, or 17th level).

This ability replaces hunter's bond, 2nd favored enemy, and swift tracker.

### SILVER CHAMPION (PALADIN ARCHETYPE)

Paladins who serve as priests of Apsu are almost always on the move, wandering from place to place and trying to show their dedication to the Waybringer in their deeds rather than depending on mere words. Good-aligned dragons are more likely to treat such paladins as they would treat other dragons (though perhaps not with the respect reserved for other true dragons), and evil dragons often target them as special threats.

More rarely a drake is so inspired by a paladin of Apsu that it chooses to assist the paladin in all her actions. These drake allies see the benefit of a silver champion remaining mobile and understand the powerful threats the champion must face, and in time even consent to serve their chosen paladins as a steed. Silver champions are often concerned by their drake allies' pragmatic natures, however, and are sure to treat them with respect, knowing that these lesser dragons must constantly be inspired to act on their better natures.

**Deity:** A silver champion must worship Apsu.

**Drake Mount:** At 5th level, a silver champion gains a drake companion. If the drake companion is at least one size larger than the silver champion, it gains the mount drake power as a bonus power. However, a silver champion doesn't gain additional uses per day of smite evil at 4th, 10th, and 16th levels, and doesn't gain mercies at 6th, 12th, and 18th levels.

This ability replaces divine bond, channel energy, aura of justice, and aura of righteousness, and alters smite evil and mercy.

**Dragon Magic:** The silver champion does not have access to the normal paladin spell list. She instead adds the 1st-through 4th-level spells from the domains granted by Apsu (Artifice, Good, Law, Scalykind, Travel) and the god's associated subdomains (Archon, Construct, Dragon, Exploration, Toil, and Trade) to her class spell list. A silver champion casts one fewer spell of each level than normal. If this reduces the number to less than 0, she can't cast spells of that level.

This ability modifies the paladin's spellcasting.



# Dragon Familiars

Spellcasters frequently seek out lesser dragons to serve as familiars because of their cunning, swift wings, and magical abilities. This section discusses different types of miniature dragon familiars available to spellcasters with the Improved Familiar feat, including two new types of familiars: calligraphy wyrms and pseudowyrms.

Pseudodragons (*Pathfinder RPG Bestiary* 229) are the most populous and widespread of all demi-dragons. Offshoots of this species known as house drakes (*Pathfinder Adventure Path: Curse of the Crimson Throne*) can be found in the Varisian city of Korvosa. Many live on the rooftops, where they play an important role in controlling the city's imp population. If treated with respect and kindness, pseudodragons may become lifelong friends with humanoid creatures or loyal familiars for spellcasters.

Though well meaning at heart, faerie dragons (*Pathfinder RPG Bestiary* 391) are infamous for their masterful pranks, and for this reason, most people consider them more of an unwelcome annoyance than possible companions. These butterfly-winged dragons are best suited as familiars for characters who understand, or better yet, partake in mischief done without malicious intent.

The mantislike pyraustas (*Pathfinder RPG Bestiary* 520) have no special interest in interacting with people, but because these dragons express their feelings through pyrotechnic displays, they are curious about people who are skilled at making or handling fires. These creatures value independence and living their lives to the fullest, and they are most likely to ally themselves with freedom-loving spellcasters who specialize in fire spells.

Greedy thieves and pickpockets, shadow drakes (*Pathfinder RPG Bestiary* 480) are among the most unscrupulous of lesser dragons. Because of their shadowy appearance and affinity for abandoned places, most people who encounter these creatures regard them with fear and superstitious suspicion. Spellcasters with similarly questionable inclinations, however, may find alliances with shadow drakes mutually profitable.



## CALLIGRAPHY WYRM

*The feet and tongue of this minuscule gold-scaled dragon are stained with ink.*

**CALLIGRAPHY WYRM CR 2**



**XP 600**

N Diminutive dragon

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

### DEFENSE

**AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

**hp** 19 (3d12)

**Fort** +3, **Ref** +6, **Will** +4

**Immune** paralysis, sleep

### OFFENSE

**Speed** 10 ft., fly 80 ft. (average)

**Melee** gore +10 (1d2-3)

**Space** 1 ft.; **Reach** 0 ft.

**Special Attacks** ink spray, sneak attack +2d6

**Spell-Like Abilities** (CL 3rd; concentration +4)

At will—*arcane mark*, *read magic*

3/day—*erase*

1/day—*secret page*

### STATISTICS

**Str** 4, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 13

**Base Atk** +3; **CMB** +2; **CMD** 9 (13 vs. trip)

**Feats** Improved Initiative, Weapon Finesse

**Skills** Bluff +7, Craft (calligraphy) +7, Fly +15, Knowledge (arcana) +7, Linguistics +7, Perception +7, Spellcraft +7



**Languages** Celestial, Common, Draconic, Infernal  
**SQ** change shape (golden pen)

**ECOLOGY**

**Environment** any urban

**Organization** solitary

**Treasure** standard

**SPECIAL ABILITIES**

**Change Shape (Su)** As a full-round action, a calligraphy wyrm can turn into a golden fountain pen decorated with designs reminiscent of sovereign dragons. The wyrm gains hardness 5 but loses all its senses except hearing and blindsight, and cannot take any actions other than to return to its dragon form as a full-round action. The golden pen counts as a masterwork tool for the purpose of Craft (calligraphy) checks.

**Ink Spray (Ex)** As a standard action every 2d4 rounds, a calligraphy wyrm can sneeze a 10-foot cone of ink. Creatures must succeed at a DC 12 Reflex save or be covered in ink. Affected creatures are treated as though they had failed a saving throw against *glitterdust*, except that affected creatures don't take a penalty on Stealth checks, and can remove the blinded condition automatically as a standard action. The save DC is Charisma-based.

Eons ago, sovereign dragons created calligraphy wyrms to serve as lore-keepers in their mountain lairs. Eventually, these intensely curious creatures spread beyond the domains of their mighty masters. Most of the free calligraphy wyrms settle in large towns or cities, seeking new lore and forms of writing. Because of their natural proclivity for reading and recording information, these creatures often wind up lurking around libraries and colleges, serving wizards, bards, and loremasters as familiars and assistants.

Calligraphy wyrms have ink sacs similar to those of squids. In addition to defensive uses, these wyrms use their ink for notation, employing their stylus-shaped claws as writing implements. Most calligraphy wyrms learn to speak several languages, though many creatures find their chirping voices and know-it-all attitudes obnoxious.

A 7th-level spellcaster with the Improved Familiar feat can gain a calligraphy wyrm as a familiar. A calligraphy wyrm is about 7 inches long and weighs about 1 pound.

**PSEUDOWYVERN**

*The sinuous tail of this cat-sized winged, armless dragon is tipped with a scorpionlike stinger.*

**PSEUDOWYVERN** CR 2 

**XP 600**

N Tiny dragon

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

**DEFENSE**

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

**hp** 22 (3d12+3)

**Fort** +4, **Ref** +5, **Will** +4

**Immune** paralysis, sleep

**PYRAUSTAS AS FAMILIARS**

A spellcaster within one step of chaotic neutral with an arcane caster level of 3rd or greater can gain a pyrausta as a familiar by taking the Improved Familiar feat. This causes the pyrausta's heart spark to glow slightly less brightly, but more steadily. This removes its fast healing ability and heart of flame special abilities.

**OFFENSE**

**Speed** 10 ft., fly 60 ft. (good)

**Melee** sting +7 (1d2-1 plus poison), bite +7 (1d3-1)

**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with sting)

**STATISTICS**

**Str** 8, **Dex** 14, **Con** 13, **Int** 7, **Wis** 12, **Cha** 9

**Base Atk** +3; **CMB** +3; **CMD** 12

**Feats** Flyby Attack, Weapon Finesse

**Skills** Fly +16, Perception +7, Sense Motive +7, Stealth +16

**Languages** Draconic

**ECOLOGY**

**Environment** temperate or warm forests or hills

**Organization** solitary, pair, or flight (3-6)

**Treasure** standard

**SPECIAL ABILITIES**

**Poison (Ex)** Sting—injury; *save* DC 12; *frequency* 1/round for 2 rounds; *effect* 1 Constitution damage; *cure* 1 save. The save DC is Constitution-based.

Pseudowyrms are distant relatives of wyverns, and while they are much smaller than their infamous cousins, they share many traits, including vicious tempers. These two-legged dragons sleep during the day and are most active in the twilight hours. They are voracious creatures, mainly hunting mammals, birds, and lizards of their own size, but sometimes attacking larger creatures such as goats and sheep. Pseudowyrms hardly ever kill people for food, but they sometimes attack intelligent creatures whose jewelry and other precious items they want to steal and hoard in their nests.

Pseudowyrms speak Draconic crudely, employing a series of screeches that even other dragons find jarring to hear. Thankfully, they are rarely talkative unless there is food, treasure, or danger nearby.

In some lands, nobles and wealthy merchants value pseudowyrms as exotic pets, and one of their eggs can fetch as much as 1,200 gp in some markets. In truth, these ill-tempered and stubborn creatures make poor pets; keeping them happy requires no small amount of flattery, delicious foods, and shiny things as bribes. Hard to please, they are likely to attack their owners and try to escape unless kept on a very short leash or managed by a skilled handler.

A 7th-level spellcaster with the Improved Familiar feat can gain a pseudowyvern as a familiar. A pseudowyvern is about 1 foot long with a 2-foot-long tail, has scales in shades of deep blue, and weighs about 15 pounds.



# Dragon Magic

Although dragons aren't directly responsible for the infusion of magic within mortals, countless spells were first created by ancient wyrms.

## DRACONIC DESCRIPTOR

This section introduces the “draconic” descriptor for spells tied so closely to dragons that those with draconic blood can cast them almost instinctually. Spells with the draconic descriptor were created by dragons in ages long past, and still resonate within the blood of true dragons to this day. Creatures of the dragon type with 5 or more racial hit dice can select a draconic spell as a spell known regardless of the class spell list it's on. Each time such a creature gains an additional racial hit die, it can select a draconic spell in place of an existing spell known of the same or higher spell level.

## DRACONIC SPELLS

The following spells are most common among dragons and those who revere dragons, but can be learned, prepared, or selected as a spell known by any spellcaster of the appropriate class.

### APSU'S SHINING SCALES

**School** evocation [draconic, good]; **Level** alchemist 3, bloodrager 3, medium 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a drop of mercury)

**Range** personal

**Target** you

**Duration** 1 minute/level

**Saving Throw** Will negates (harmless); **Spell Resistance** no

You envelop your body with silver radiance that manifests as scales surrounding your body, granting you a +5 armor bonus to your AC and causing your natural attacks and unarmed strikes to bypass damage reduction as if they were good and silver weapons.

Whenever you attack with a breath weapon (including effects that are similar to a dragon's breath weapon, such as an *elixir of dragon breath* or the *dragon's breath*<sup>APG</sup> spell), you can discharge the *Apsu's shining scales* spell as a swift action in order to infuse your breath with silver light, causing any evil creature caught within the area of the breath to take a -4 penalty on its Reflex save and to lose the benefits of the evasion ability against that breath weapon attack. Evil creatures with improved evasion are instead treated as if they had only evasion when attempting to save against this breath weapon attack.

Clerics, inquisitors, oracles, paladins, and warpriests who worship Apsu add *Apsu's shining scales* to their class spell lists as a 3rd-level spell.

### DAHAK'S RELEASE

**School** enchantment (compulsion) [draconic, evil, mind-affecting]; **Level** mesmerist 5, occultist 5, shaman 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (a dried drop of blood)

**Range** touch

**Target** creature touched

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

You unleash all the target's anger and destructive urges, causing it to fly into a violent bloodlust. The target attacks creatures as determined by the following table. If a creature is killed or the target is for some reason unable to effectively attack it, roll on the table again to select a new action for the target.

d%	Behavior
1-25	Target attacks the creature nearest to it.
26-75	Target attacks its nearest ally.
76-100	Target always attacks the last creature to attack it.

Beginning on its next turn, the target attacks the subject determined by the chart with a melee weapon, natural weapon, or supernatural ability that deals damage. If necessary, it moves to or charges to the subject in order to make this attack. If it is unable to reach its subject on its next turn, the target uses its turn to get as close as possible to the subject of its bloodlust. The target gains a +2 morale bonus on attack and damage rolls, and cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any abilities that require patience or concentration. This spell is otherwise treated as *confusion* and *rage*—any creature immune to *confusion* or *rage* is immune to this spell, and any ability or effect that ends *confusion* or *rage* (such as *calm emotions*) can end this spell.

Antipaladins, bloodragers, clerics, and inquisitors who worship Dahak add *Dahak's release* to their spell lists as a 4th-level spell.

### DRACONIC ALLY

**School** conjuration (creation) [draconic]; **Level** antipaladin 3, bloodrager 3, paladin 3, psychic 3, occultist 3, sorcerer/wizard 3, spiritualist 3, summoner 3

**Casting Time** 10 minutes

**Components** V, S, M (a scale from a dragon and 250 gp)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one intelligent draconic servant

**Duration** 1 day/level (D)

**Saving Throw** none; **Spell Resistance** no

You create a semi-living intelligent draconic servant that loyally obeys and serves you. Treat this servant as a pseudodragon with all of the abilities granted by one of the following spells: *form of the alien dragon I*, *form of the dragon I*, or *form of the exotic dragon I*. Your draconic ally can use its breath weapon once per day. Once conjured, the creature is not limited to the spell's range, and can go a considerable distance to carry out missions at your command. The draconic ally speaks one language of your choice that you know. You cannot have more than one draconic ally at a time. As long as a previous ally exists, you cannot successfully cast

this spell again. If you have a breath weapon, you can cast this spell as a standard action by expending one use of your breath weapon as a free action when you cast the spell.

Clerics, inquisitors, oracles, and warpriests who worship Apsu or Dahak add *draconic ally* to their spell lists as a 3rd-level spell.

## DRACONIC MALICE

**School** enchantment [draconic]; **Level** antipaladin 3, bard 3, bloodrager 3, cleric 3, inquisitor 3, mesmerist 3, psychic 3, shaman 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Effect** 10-foot aura centered on you

**Duration** 1 minute/level

**Saving Throw** Will negates (harmless); **Spell Resistance** no  
You surround yourself with a palpable aura of draconic fear and dread. Living creatures within this aura that are normally immune to fear or mind-affecting abilities lose those immunities against your spells, spell-like abilities, and supernatural abilities that create fear effects, as well as any Intimidate checks you attempt to demoralize foes.

If you have the antipaladin aura of cowardice class feature, this spell instead changes the penalty imposed by aura of cowardice to -6 for its duration.

## FORM OF THE ALIEN DRAGON I

**School** transmutation (polymorph); **Level** alchemist 6, magus 6, psychic 7, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a scale of the dragon type you plan to assume)

**Range** personal

**Target** you

**Duration** 1 minute/level (D)

**Saving Throw** see text; **Spell Resistance** no  
You become a Medium esoteric or outer dragon. Psychics can choose from the esoteric dragon (astral, dream, ethereal, nightmare, or occult) forms only. You gain a +4 size bonus to your Strength, a +2 size bonus to your Constitution, a +4 natural armor bonus, a fly speed of 60 feet (poor), darkvision with a range of 60 feet, a breath weapon, and resistance to one form of energy or effect. You also gain one bite attack (1d8), two claw attacks (1d6), and two wing attacks (1d4). Your breath weapon and resistance depend on the type of dragon. You can use the breath weapon only once per casting of this spell. All breath weapons deal 6d8 points of damage unless noted otherwise and allow a Reflex save to halve the normal damage. In addition, some of the dragon types grant additional abilities, as noted below.

**Astral Dragon:** 30-foot cone of force (damage dice are d4s instead of d8s), psychic resilience (*Pathfinder RPG Bestiary 5 297*).

**Dream Dragon:** 30-foot cone of electricity, dream fortress, dreamsight (*Bestiary 5 90*).

**Ethereal Dragon:** 30-foot line of force (damage dice are d4s instead of d8s), *gaseous form* (only when taking no actions other than move actions for a round, and only for a maximum of 1 round/caster level for each casting of *form of the alien dragon*).

**Lunar Dragon:** 60-foot line of cold, cold resistance 20, burrow 20 feet.

**Nightmare Dragon:** 30-foot cone of acid, see in darkness, +4 on saves vs. mind-affecting effects.

**Occult Dragon:** 30-foot cone of cold or fire, +4 resistance bonus on saving throws against evil spells and effects, natural armor bonus to AC increases to +6.

**Solar Dragon:** 60-foot line of fire, fire resistance 30, vulnerability to cold.

**Time Dragon:** 30-foot cone of electricity, cold resistance 20, +4 bonus on initiative checks.

**Void Dragon:** 30-foot cone of cold, cold resistance 20, +4 bonus on saves vs. emotion spells and effects.

**Vortex Dragon:** 30-foot cone of fire, fire resistance 30, vulnerability to cold.



## FORM OF THE ALIEN DRAGON II

**School** transmutation (polymorph); **Level** psychic 8, sorcerer/wizard 7

This spell functions as per *form of the alien dragon I*, except it also allows you to assume the form of a Large esoteric or outer dragon. Psychics can choose from the esoteric dragon (astral, dream, etheric, nightmare, or occult) forms only. You gain the following abilities: a +6 size bonus to your Strength, a +4 size bonus to your Constitution, a +6 natural armor bonus, a fly speed of 90 feet (poor), darkvision with a range of 60 feet, a breath weapon, damage reduction 5/magic, and resistance to one form of energy or effect. You also gain one bite attack (2d6), two claw attacks (1d8), a tail slap attack (1d8), and two wing attacks (1d6). All breath weapons deal 6d8 points of damage unless noted otherwise and allow a Reflex save to halve the normal damage. Line breath weapons increase to 80-foot lines and cones increase to 40-foot cones.



## FORM OF THE ALIEN DRAGON III

**School** transmutation (polymorph); **Level** psychic 9, sorcerer/wizard 8

This spell functions as per *form of the alien dragon II*, except it also allows you to take the form of a Huge esoteric or outer dragon. Psychics can choose from the esoteric dragon (astral, dream, etheric, nightmare, or occult) forms only. You gain the following: a +10 size bonus to your Strength, a +8 size bonus to your Constitution, a +8 natural armor bonus, a fly speed of 120 feet (poor), blindsense with a range of 60 feet, darkvision with a range of 120 feet, a breath weapon, damage reduction 10/magic, frightful presence (DC = DC for this spell), and immunity to one form of energy or effect (of the same type *form of the alien dragon I* grants either a bonus against or resistance to, if any). You also gain one bite attack (2d8), two claw attacks (2d6), two wing attacks (1d8), and one tail slap attack (2d6). You can use the breath weapon as often as you like, but must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage unless noted otherwise and allow a Reflex save to halve the normal damage. Line breath weapons increase to 100-foot lines and cones increase to 50-foot cones.

## FORM OF THE EXOTIC DRAGON I

**School** transmutation (polymorph); **Level** alchemist 6, druid 7, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a scale of the dragon type you plan to assume)

**Range** personal

**Target** you

**Duration** 1 minute/level (D)

**Saving Throw** see below; **Spell Resistance** no

You become a Medium imperial or primal dragon. Druids can choose from the primal dragon (brine, cloud, crystal, magma, or umbral) forms only. You gain a +4 size bonus to your Strength, a +2 size bonus to your Constitution, a +4 natural armor bonus, a fly speed of 60 feet (poor), darkvision with a range of 60 feet, a breath weapon, and either resistance to one form of energy or some other bonus. You also gain one bite attack (1d8), two claw attacks (1d6), and either a gore attack (1d8) if you assume the form of an imperial dragon or two wing attacks (1d4) if you assume the form of a primal dragon. Your breath weapon, resistance, and any other benefits you gain depend on the type of dragon. You can use the breath weapon only once per casting of this spell. All breath weapons deal 6d8 points of damage unless noted otherwise and allow a Reflex save to halve the normal damage. In addition, some of the dragon types grant additional abilities, as noted below.

**Brine Dragon:** 60-foot line of acid, acid resistance 20, swim 60 feet.

**Cloud Dragon:** 30-foot cone of electricity, electricity resistance 20, swim 40 feet.

**Crystal Dragon:** 30-foot cone of sonic (damage dice are d6s instead of d8s), sonic resistance 20, climb 20 feet, burrow 20 feet.

**Forest Dragon:** 30-foot cone of piercing, burrow 20 feet, climb 30 feet.

**Magma Dragon:** 30-foot cone of fire, fire resistance 30, vulnerability to cold.



**Sea Dragon:** 30-foot cone of fire, electricity resistance 20, swim 40 feet.

**Sky Dragon:** 30-foot cone of electricity, electricity resistance 20, improve fly speed maneuverability to average.

**Sovereign Dragon:** 30-foot cone of sonic (damage dice are d6s instead of d8s), spell resistance equal to 13 + the spell's level.

**Umbral Dragon:** 30-foot cone of negative energy (damage dice are d6s instead of d8s; doesn't heal undead creatures), cold resistance 20, +4 on saves vs. death effects.

**Underworld Dragon:** 30-foot cone of fire, fire resistance 20, vulnerability to cold, burrow 20 feet.

### FORM OF THE EXOTIC DRAGON II

**School** transmutation (polymorph); **Level** druid 8, sorcerer/wizard 7

This spell functions as per *form of the exotic dragon I*, except it also allows you to assume the form of a Large imperial or primal dragon. Druids can choose from the primal dragon (brine, cloud, crystal, magma, or umbral) forms only. You gain the following abilities: a +6 size bonus to your Strength, a +4 size bonus to your Constitution, a +6 natural armor bonus, a fly speed of 90 feet (poor), darkvision with a range of 60 feet, a breath weapon, damage reduction 5/magic, and resistance to one form of energy or some other bonus. You gain one bite attack (2d6), two claw attacks (1d8), a tail slap attack (1d8), and either a gore attack (2d6) if you assume the form of an imperial dragon or two wing attacks (1d6) if you assume the form of a primal dragon. All breath weapons deal 8d8 points of damage unless noted and allow a Reflex save to halve the normal damage. Line breath weapons increase to 80-foot lines and cones increase to 40-foot cones.

### FORM OF THE EXOTIC DRAGON III

**School** transmutation (polymorph); **Level** druid 9, sorcerer/wizard 8

This spell functions as per *form of the exotic dragon II* except that it also allows you to take the form of a Huge imperial or primal dragon. Druids can choose from the primal dragon (brine, cloud, crystal, magma, or umbral) forms only. You gain the following abilities: a +10 size bonus to your Strength, a +8 size bonus to your Constitution, a +8 natural armor bonus, a fly speed of 120 feet (poor), blindsense with a range of 60 feet, darkvision with a range of 120 feet, a breath weapon, damage reduction 10/magic, frightful presence (DC = DC for this spell), and immunity to one form of energy (of the same type *form of the exotic dragon I* grants a resistance to, if any). You gain one bite attack (2d8), two claw attacks (2d6), a one tail slap attack (2d6), and either a gore attack (2d8) if you assume the form of an imperial dragon or two wing attacks (1d8) if you assume the form of a primal dragon. You can use the breath weapon as often as you like, but must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage unless noted otherwise and allow a Reflex save to halve the normal damage. Line breath weapons increase to 100-foot lines and cones increase to 50-foot cones.

### HERMEAN POTENTIAL

**School** enchantment (compulsion) [mind-affecting]; **Level** medium 1, mesmerist 1, psychic 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, F (a gold dragon scale)

**Range** touch

**Target** creature touched

**Duration** 1 minute/level

**Saving Throw** Will negates (harmless); **Spell Resistance** no  
You gift the target with the ability to perfect its actions via mental clarity. On the next attack roll, saving throw, ability check, or skill check the target attempts, it rolls twice and takes the more favorable result. For every 5 caster levels you have, the target can roll twice on an additional attack roll, saving throw, ability check, or skill check (to a maximum of 5 rolls at 20th level).

*Hermean potential* is countered and dispelled by *ill omen*<sup>APG</sup>, but does not itself counter or dispel *ill omen*.

### SCALES OF DEFLECTION

**School** abjuration [draconic]; **Level** bloodrager 2, magus 3, occultist 3, paladin 3, psychic 3, sorcerer/wizard 3, spiritualist 3, summoner 3

**Casting Time** 1 standard action

**Components** V, M (a dragon scale)

**Range** personal

**Target** you

**Duration** 1 minute/level (see text)

Brilliant draconic iconography matching your draconic heritage (or a kind of dragon whose alignment matches your own) surrounds you. Any touch attack attempted against you resolves against your normal AC. Once such an attack has been resolved, this spell is dismissed at the end of your next turn.

### TAIL STRIKE

**School** transmutation [draconic]; **Level** alchemist 4, antipaladin 3, bloodrager 3, medium 3, paladin 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, M (a dragon scale)

**Range** personal

**Target** you

**Duration** 1 minute/level (see text)

You grow a draconic tail (clothing and armor adjust as necessary), or if you already have a tail, it takes on a draconic appearance. If you have a draconic bloodline, the tail matches the appearance of that dragon type; otherwise, it matches the appearance of a dragon type whose alignment matches your own. You gain a tail slam attack that deals 1d6 points of damage (1d4 if Small, 1d8 if Large) + your Strength modifier. If you already have a tail attack, you instead extend the reach of your tail attack by 5 feet. If you have a tail sweep attack, this spell increases its radius by 10 feet.

If used as part of a full-attack action, the tail slam is considered a secondary attack, is made at your full base attack bonus - 5, and adds half your Strength modifier to its damage. You can end this spell before its normal duration by uttering a bestial roar as a swift action. When you do, you can attempt an Intimidate check to demoralize all foes within a 30-foot radius that can hear the roar.

Clerics, inquisitors, oracles, and warpriests who worship dragon deities add *tail strike* to their class spell lists as a 4th-level spell.

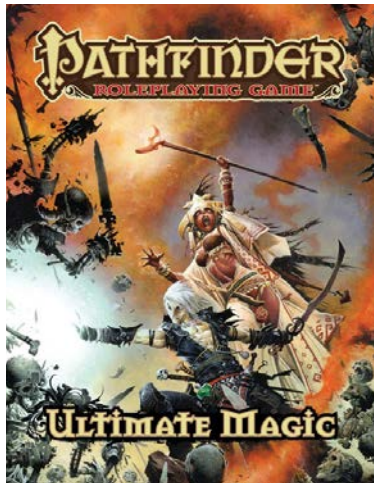
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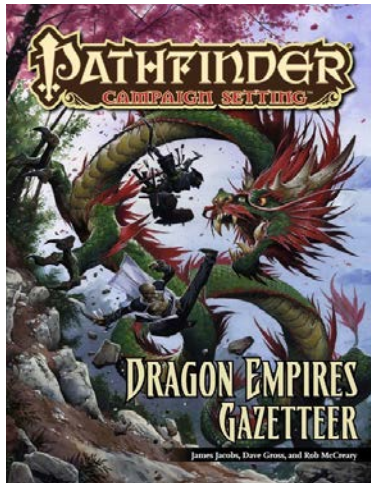


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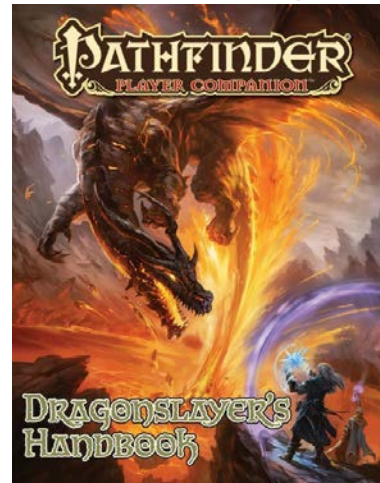
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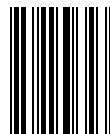
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