

The Complete
Guide to



DRAGONKIN



45

The Complete Guide to

\$16.99^{usa}

DRAGONKIN

HALFBLOODS SPAWNED FROM GREATNESS BUT FOREVER DENIED

This definitive sourcebook unlocks the twin worlds of the dragonkin...

Dragonkin are bequeathed greed and ambition, but lack the power to claim it. For every fiery breath weapon, there is an obvious scale or horn that marks a half-dragon as an outsider. For every natural immunity or fearsome ability, there is an overwhelming ego that leads to quixotic and sometimes deadly quests. And no matter what they do, dragonkin can't escape one ever-present fact: they are the spawn of dragons, but they live in the world of man.

The Complete Guide to Dragonkin examines these half-bloods in all their forms, from those spawned by polymorphed dragons to the mutant creatures produced by arcane egg-sculpting.

It features:

- Rules for playing dragonkin as player characters and monsters, including new feats and racial templates from the diluted dragon-touched to the consummate half-dragon.
- Four new prestige classes for dragonkin: the phlebotomist, primal beastman, whiplord, and wyrm-dedicate.
- Rules for ancient dragons that ascend to the power of gods, and the dragonkin who worship them.
- New rules for draconic magic, egg-sculpting, dragonkin monsters, and more!

The Complete Guide to Dragonkin is 100% stand-alone and world-neutral.
It can be integrated easily with any fantasy setting.



Requires the use of the
Dungeons & Dragons® Player's Handbook,
published by Wizards of the Coast, Inc.
This product utilizes updated material
from the v.3.5 revision.

GMG 3008



www.goodman-games.com

Dungeons & Dragons® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, and are used with Permission.

A Study of the Dragonkin



Dragon Egg



Ogre-Dragon
Barbarian



Red Dragon



Goblin-Dragon
Shaman



Elf-Dragon
Priestess



Hobgoblin-
Dragon



Orc-Dragon



Kobold-
Dragon



Human Dragon
Cult Warrior

William
McAusland
1911

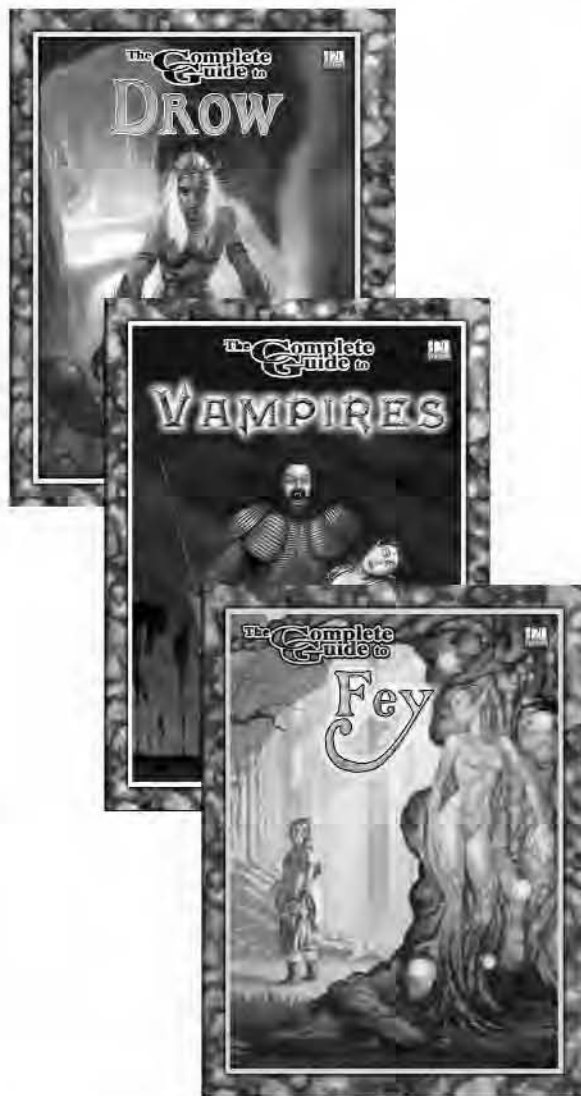
Also Available or Coming Soon from Goodman Games

Look for these titles at your local game store. Visit www.goodman-games.com to locate a store near you.



Dungeon Crawl Classics Series

- #11: The Dragonfiend Pact
- #12: The Blackguard's Revenge
- #13: Crypt of the Devil Lich
- #14: Dungeon Interludes
- #15: Lost Tomb of the Sphinx Queen



DM Campaign Tracker

Complete Guide Series

- Drow
- Vampires
- Fey

Also available: liches, beholders, treants, wererats, doppelgangers, and more!

This printing of Complete Guide to Dragonkin is done under version 1.0 of the Open Gaming License, version 5 of the D20 System Trademark License, version 4 of the D20 System Trademark Logo Guide, and the System Reference Document by permission from Wizards of the Coast, Inc. Subsequent printings will incorporate final versions of the license, guide and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: all proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, Chapter Five on pages 62-70 is designated as Open Game Content, as well as all stat blocks and rules derived from the SRD.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "Complete Guide to Dragonkin, by Bret Boyd, copyright 2004 Goodman Games (contact www.goodman-games.com or info@goodman-games.com)"

Complete Guide to Dragonkin is copyright © 2004 Goodman Games.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission. Open game content may only be used under and in the terms of the Open Game License.

'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this license

can be found at www.wizards.com.

OPEN GAME LICENSE Version 1.0a
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open

Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If you are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not consti-

tute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Complete Guide to Dragonkin, by Bret Boyd, copyright 2004 Goodman Games (contact www.goodman-games.com or info@goodman-games.com)

The Complete Guide to DRAGONKIN

Table of Contents

Introduction.....	2	Examples of Draconic Deities.....	30
Chapter One: Origins of Dragonkind.....	3	Organizations.....	43
Chapter Two: Dragonkin Characters.....	5	Religious Cults.....	43
Races.....	5	Secretive Bands.....	48
Half-Dragon.....	5	Chapter Four: Dragonkin Magic.....	51
Dragontouched.....	8	Dragon Domain.....	51
Wyrmbred.....	10	New Spells.....	51
Kobold Connections.....	11	New Magic Items.....	52
Prestige Classes.....	13	Dragon Egg Sculpting.....	56
Phlebotomist.....	13	Chapter Five: New Opponents.....	62
Primal Beastman.....	15	New Monsters.....	62
Whiplord.....	16	Bloodling.....	62
Wyrm-Dedicate.....	19	Breathslain (template).....	63
New Uses for Skills.....	21	Dragold.....	66
New Feats.....	22	Xalchi.....	68
New Equipment.....	28	Dragonkin NPCs.....	68
Chapter Three: Dragonkin and Dragons.....	29	Chapter Six: Campaigns.....	71
Supreme Avatars.....	29		

Writer: Bret Boyd

Cover Artist: Michael Erickson

Interior Artists: Ilya Astrakhan, Brian England, David Griffith, Carlos Henry, Rodrigo Macedo, Alejandro Real Villén

Cover Designer: Andy Hopp

Editor and Graphic Designer: Joseph Goodman

Proofreader: Lisa Poisso



To Brad, Scot, Chuck, Heather, Ryan, Drew, and Greg. If we didn't play the game, I probably wouldn't write for it. This one's for you!

Questions or comments? Send them to us at info@goodman-games.com, or visit our web site at www.goodman-games.com.



Introduction

This book is a resource for both players and gamemasters on the subject of dragonkin. Dragonkin are creatures descended from or related to dragons. In some cases, dragonkin are created naturally by normal breeding between a polymorphed dragon and a humanoid. In other cases, dragonkin are created unnaturally through foul magic and nefarious sorcery. Sometimes dragonkin breed amongst themselves to create diluted versions of their original breed, while other times dragonkin result from bio-modified dragon eggs transmuted before they hatch.

Regardless of the creation method, all dragonkin share certain things in common. First and foremost, they are heir to dragons. This unique position gives them both powerful abilities and great limitations. For every fiery breath weapon, there is an obvious scale or horn that marks a half-dragon as an outsider. For every natural immunity or fearsome ability, there is an overwhelming ambition that leads to quixotic and sometimes deadly quests. And no matter what they do, dragonkin can't escape one everpresent fact: they are the spawn of dragons, and it is to dragons that they are ultimately beholden.

This sourcebook presents dragonkin for use as both player characters and monsters. The first chapter presents the origins of dragonkind. These origins play into the motivations of dragonkin characters and determine their interactions with greater powers.

The second chapter presents a wide range of new options for dragonkin characters. These include racial templates

describing the various dilutions of dragon blood, from half-dragons to dragontouched to wyrbred (who lack draconic blood but are raised by dragon "parents"). Four new prestige classes are presented, along with a host of feats and discussion of draconic relation to other creatures, particularly kobolds.

The larger issues of dragonkin and their relationship to dragons are addressed in chapter three. This chapter introduces dragon avatars, ancient wyrms of such enormous power that they have become demigods unto themselves. They can grant powers to their followers, who in most cases are other dragons or dragonkin. These dragon avatars in many cases have churches and cults devoted to their worship.

Chapter four presents new options for dragon magic, both divine and arcane. This includes a new clerical domain and new spells. This chapter also discusses the practice of egg modification, where dragon eggs are transmuted before birth to create mutated dragons. These dragonkin are unlike their humanoid cousins but nonetheless are indeed dragonkin.

Chapter five introduces new monsters related to dragonkin and the other topics in the book. Finally, chapter six discusses ways to run a dragonkin campaign.

By the time you are finished with the Complete Guide to Dragonkin, you should be fully prepared to conduct adventures centered around these creatures. Whether they play the role of heroic defenders or horrid aggressors, they fill an exotic role that adds mystery and adventure to any campaign.



Chapter One

Origins of Dragonkind

When the world was young, two lesser deities had dominion over all its lands. While the greater deities held sway over the civilized cultures, these two godlings were responsible for the lesser humanoids. Both deities appeared to their followers in the winged reptilian forms now associated with today's dragons. The male's body shone with a bright silvery color, while his wife's skin expressed every color of the rainbow. For centuries their rule over the natural world and its lesser inhabitants was without incident. Both of the deities sent their dragon avatars to promote peace among warring cultures, prevent natural disasters, and otherwise keep the world in a state of peaceful balance.

However, during this time the queen's personal consort was slain and secretly replaced by an agent of Xalchik, a powerful demon lord. Xalchik had discovered and nurtured a hidden desire deep inside the queen to rule alone without her mate. Of course, the demon lord planned to destroy the queen after she had dispatched her husband. Centuries of whispered promises of absolute power eventually corrupted the chromatic queen. She hid her dark desire from her metallic mate, waiting for the right time to strike him down. All the while she performed her duties as protective godling to the hilt. Her moment came when the gods decided to grant these lesser deities a permanent place in the pantheon. The gods also granted the dragon godlings the ability to spawn before they ascended to their chosen planar realms. The dragon eggs were to be placed around the world, each clutch reflecting the terrain they would grow up in. While not immediately divine like their parents, these still-powerful dragons would continue to keep watch over their regions. To aid them in their duties, each dragon was given the ability to telepathically communicate with others of its kind.

With Xalchik's help, the queen poisoned the essence of the unborn dragons she was responsible for – effectively turning half of the godlings' spawn over to evil. The ritual involved introducing demon blood to the unborn form within the egg. The eggs tainted by the queen's action were born with the queen's coloration, but the untainted eggs were born with the metallic tones of their caretaker. To prevent the dragon king from interfering with his plan, Xalchik fashioned a spear that would temporarily sap the king's divine essence. This was the *Heartspear*. Xalchik promised the queen that during the few moments her mate was weakened, she could finish him quickly. But unbeknownst to the queen, Xalchik tricked her. When the spear was used, it would sap not only the strength of its target, but also the strength of its wielder.

When the metallic king saw what had happened to some of the precious eggs, he was overcome with despair, grief, and

confusion. The queen, along with a demonic horde under Xalchik's command, attacked the king as he wept for the corrupted spawn. The battle was fierce and long before the queen could get close enough to use the demon lord's spear. The king called on his wife to stop her assault. In response, she plunged the *Heartspear* into his chest. Magical lightning flashed, running up both sides of the weapon. The godlings cried out in shock and pain as their divine powers quickly faded.

But before the *Heartspear* could snuff the dragon godlings out of existence, the greater deities stepped in to preserve their children. They immediately shattered the magic-draining spear and promoted the lesser deities to full god status. Both were sent to their pre-selected planar realms to heal. For interfering in the pantheon's affairs and nearly slaying their creations, the gods exiled Xalchik. They stripped the demon lord's consciousness from his body and sent it to drift outside of this reality for all eternity. But the damage was done. The eggs would hatch. Dragons, both good and evil, were in the world to stay. Since the balance between the two forces was equal, the gods allowed the creatures to live on. The poisoning of the eggs interfered with the telepathic link all dragons were to share. The result was the intermittent "wyrmbond" which they possess today, a vague telepathic bond that is mysterious at best. Because the *Heartspear* joined with the godlings for a few moments, it (and now its shards) became permanently connected to dragonkind by way of the wyrmbond. Every dragon secretly seeks out these shards — the only physical connection to their creators.

As for the *Heartspear*, the explosion scattered its pieces across the world. The five pieces that survived are still charged with the divine energies it drained from the godlings. The chaotic magics also mixed with Xalchik's powerful aura before dispersing. This is why his minions, the xalchi, search for the "heart shards" to this day. They believe that with all of the shards reassembled it is possible to bring the demon lord's exiled consciousness back to this reality.

Dragon Death Beliefs

The goodly metallic dragons believe their souls ascend to become a part of the power that birthed them. When the last good dragon dies, the world will again be protected by the benevolent being Druggen.

The evil chromatic dragons believe their souls are lost in the Great Storm – essentially a void – that wanders across the abyss. They lose everything that makes them individuals and this frightens them more than anything else ever could. Evil dragons





involve themselves in the world of man so they might purchase protection as well as bring assistance to magically extend the draconic lifespan, whether in its current state or undead.

The Hidden Quest

All dragons know of the legend that states that 5 fragments survived from the Elder Oak. These *heart shards* are stained with the blood of both Druggen and the xalchi that aided in his destruction and are imbued with powerful magic no longer accessible by conventional spellcraft. The discovery of any of these fragments is a secret goal of all dragonkind and is one reason why they hoard treasure. By collecting as many magic items as possible, the dragon in question has at least a small chance of also collecting a *heart shard*. Having a vast treasure trove also guarantees a certain level of safety when, in the world of man, one's foes can be bribed away.

The Collective Unconscious

All creatures with dragon blood share the collective unconscious. The same circumstances that gave birth to dragonkind also subtly linked the race together. Each dragon experiences this bond differently, skewed by its type's alignment and personal experiences.

The collective unconscious is normally experienced while a dragonkin sleeps. Some of their dreams are actually visions imparted by the collective unconscious. And while the images seem unconnected, there is a pattern. Each vision is a piece of

the quest shared by all dragonkind – the quest to find a *heart shard*. These fragments of the Elder Oak that spawned the dragons call to them even today. These ancient energies continue to reach out to each other, each *shard* desiring to be reunited with its counterparts.

Dragonkind are set in their ways because of the collective unconscious. Chromatics see all dragons as enemies because slain fiends fuel their ancestors' personalities. Their base hatred of Druggen carries through to the present. Metallics feel a need to aid those who cannot help themselves because their ancestral personality comes from the consciousness of the kindly Druggen. Likewise, the need to hoard treasure also stems from the collective unconscious. Each dragon feels a pull to collect treasure because it is unconsciously looking for the precious *heart shards*.

Dragons are the children of the Elder Oak and the *shards* were originally responsible for giving them the powers each type wields today. Visions imparted by the collective unconscious are designed to improve a dragon's power so that it can better be prepared to one day uncover a *heart shard* and, from there, reunite it with the others. Dragonkin are also a part of this quest whether they like it or not. Visions given through dreams and mental flashes of faces, names, and items are the only ways a *shard* can communicate.

When using visions in a game, the GM should always impart them as notes to the dragonkin's player. Any discussion about these flashes from the collective unconscious are best left trite and cryptic. Possessing a link to this quality of dragonkind represents a definite aid to the PC but it is up the player to decipher just what information is being imparted.



Chapter Two

Dragonkin Characters

Races

This section describes races touched by draconic blood. Because dragons can mate with practically any humanoid, there is a dizzying array of possible dragonkin races. Thus, the races that follow are presented as racial templates, ready to be applied to any normal humanoid race. The half-dragon racial template creates a creature like the half-dragon monster template in the MM, but is designed to be used for first-level characters instead of monsters. It can be combined with any conventional PC race: human, dwarf, elf, gnome, and so on. Likewise, the dragon-touched racial template can be fused with any normal humanoid race to create a creature with a more diluted bloodline than the half-dragon. The wyrmbred racial template contains no draconic blood but instead describes normal creatures raised by a dragon parent. Finally, there is discussion of the kobold, a creature that owes its very origin to dragons.

Half-Dragon (Racial Template)

As often as a dragon in humanoid form mates with a humanoid female, there is another humanoid who becomes the object of a magical ritual or accident that transforms him into a half-dragon. In any of these cases, the newly-created creature becomes not only a combination of forms but an extension of them as well. Part dragon, part humanoid, the individual experiences the disdain and bigotry common to the life of any crossbreed. The half-dragon has access to a dizzying array of powers but only the truly wise know how to use them without inducing the persecution of others.

Applying the Template: Any first-level character may be a half-dragon. If this template is applied to characters higher than first level, then it must stem from unnatural circumstances. In this event, the half-dragon gains the half-dragon template as described in the MM. This individual possesses many of the draconic bloodline feats available to a naturally birthed half-dragon but does not have the option of advancing as such.

Relations: There is a great deal of fear when encountering any dragon. The half-dragon experiences similar reactions but has the unfortunate disadvantage of being quite a bit smaller. Where a true dragon's physical form is well known and feared, the half-dragon is "cursed" in this case with a normal-looking form with draconic features. Other humanoids react unfavorably, expressing first fear and then hostility. A precious few have pity on the half-dragon or even empathize with his plight

if they are a racial crossbreed themselves. Only dragons of a similar type get along with half-dragons from the start.

Alignment: A dragon's acceptance of a like-kind half-dragon could be a fatal mistake. The half-dragon's powers are dictated by his draconic parent but his moral views are certainly not. As with any civilized humanoid, a half-dragon is the product of environment as well as racial norms. Only general lawful or chaotic tendencies are likely to be inherited from the draconic parent.

Weapons: Half-dragon characters do not receive any weapon proficiencies or bonuses on their own. They retain weapon proficiencies only if they were raised as an accepted member of the non-draconic parent's community.

Skills: Half-dragon characters retain racial bonuses to skills only if they were raised as an accepted member of the non-draconic parent's community.

Feats: Half-dragon characters may take racial feats only if they are due to innate nature. Racial or cultural feats that rely on social status, racial relationships, or continued training in the company of the non-draconic parent's race may not be acquired. This rule can be ignored if the GM believes the situation warrants it. Half-dragon characters may choose draconic bloodline feats at the usual feat-gaining levels.

Classes: A half-dragon character is not considered to be of his non-draconic race for purposes of prestige classes. He is denied access to racial prestige classes no matter the amount of training with his non-draconic parent's community.

New Abilities: A half-dragon character inherits a natural aptitude for certain skills possessed by his draconic parent. He can choose three skills from the following list to become class skills. In addition, the half-dragon gains a +2 racial bonus to the chosen skills. He may choose from the following: Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Listen, Search, Sense Motive, Spot, and Use Magic Device. The chosen skills represent those that the draconic parent possessed.

The half-dragon inherits the superb eyesight of his draconic parent. He possesses darkvision to a range of 60 feet and low light vision that reaches out to four times that of a human's.

A half-dragon character gains great physical strength but slower reflexes. This grants a +2 bonus to Strength and a -2 penalty to Dexterity upon character creation. The character is also tough-skinned, granting him a +2 natural armor bonus. These ability modifiers stack with those of the base race.

The half-dragon's draconic blood makes it a creature of great magic affinity. The grants him an immunity to sleep and paralysis effects.





Although a half-dragon is immune to a true dragon's frightful presence, there is still a chance that he heeds the commands of his elders. If the half-dragon would normally be subject to a dragon's frightful presence, he must succeed a Will save against the frightful presence or comply with the dragon's wishes for 4d6 rounds as if under the effects of a *charm person* spell. The half-dragon suffers a -4 circumstance penalty to his Will save if the dragon is of the same type as his draconic parent.

Level Adjustment: +1. Although the half-dragon gains many new abilities, he also loses some of those of his base race. The end result is still a creature more powerful than the typical base race.

Sample Half-Dragon/Half-Human (silver dragon parent): Fascinated by humans, a young female silver dragon decided to take human form and live amongst them for a time. She chose an isolated village and spent many satisfied months pretending to be one of these intriguing creatures. She even became involved in their politics. Unfortunately, her untraditional views did not sit well with many on the local council and one night she was attacked in a surprise ambush. She was left for dead, but a local farmer discovered the woman with silver hair and took her to his home.

The man nursed the beautiful woman back to health and the

two became fast friends. She even went so far as to reveal her true nature to the gentle farmer. The two continued a cordial relationship until it became love. It was not long before the farmer, a widower of five years, asked for her hand in marriage.

The happy couple conceived a daughter later the next spring. Her features meshed the physical form of father with the strong frame of the mother. Only the parents knew of the girl's true dragon blood. As the girl grew, the mother increasingly kept the child at home. Her parents provided all the schooling she would need about the world and herself. The dragon knew the girl's true heritage would show itself at the most inopportune moment and she would be in danger from the ignorant villagers. The half-dragon lived in the same house, on the same farm, in the same village, for twenty years before her father's death. It was then that the silver dragon mother decided to return to the world of dragons. It was time for her half-dragon daughter to stop learning about the world and start experiencing it.

Having a dragon as a parent grants a half-dragon great strength but it is trapped within a small body. While the half-dragon is not aware of what possessing a gigantic body feels like, her form carries over this racial bearing, responding a bit more slowly than it should (+2 Strength, -2 Dexterity). Although her parent race is human, the half-dragon's native adaptability is diluted. She does not receive the human's free feat at 1st-level or bonus skill points at each level.

Her draconic heritage grants a thick skin resulting in a +2 natural bonus to AC. She also receives a +2 racial bonus to three skills her dragon parent possessed (see list in above template) as well as darkvision and superior low-light vision. Finally, she gains an immunity to sleep and paralysis effects.

One major flaw built into half-dragons is the susceptibility to the commands of a true dragon of the same type as her parent (in this case a silver dragon). The other hindrance to a half-dragon comes with any physical transformation as dictated by the taking of certain draconic bloodline feats.

Sample Half-Dragon/Half-Dwarf (brass dragon parent): On the desolate border of a desert was a moderate-sized mountain range. The surface appeared deserted but beneath the rugged peaks was a thriving dwarven settlement. Unknown to the dwarves, they had two neighbors. The first was a brass dragon who lived within the secluded valleys of the mountains. The second was a fierce clan of dark dwarves known as duergar. These evil humanoids discovered their nearby cousins' mining shafts and waged war for their precious contents. The mountain dwarves were taken by surprise and suffered enough casualties to abandon their clan stronghold.

The brass dragon, a very old member of his species, noticed injured dwarves moving through the mountain passes. The dragon cloaked himself in magic to look like one of these



dwarves and entered the settlement beneath the peaks to investigate. When he discovered the dire threat that the duergar represented, he knew that intervention was required to preserve his peaceful neighbors. For without the mountain dwarves, the dragon would lose the buffer zone he had enjoyed for many decades between himself and any subterranean evils.

The disguised brass lived with the remaining dwarven defenders for weeks, learning how they fought and thought. He also learned how to love a particularly expert female warrior. These two, arguably the most skilled fighters at the time, went on numerous raids into duergar camps. One night, while trapped behind enemy lines, the two shared what they thought might be their last hours together in intimacy.

Those hours were not their last. The obvious resolve of the defending dwarves took the duergar by surprise. The nefarious humanoids decided to retreat deeper into the underearth to find easier prey to conquer. With the evil defeated, the brass dragon quietly slipped away from the clan and relocated back to his private valley abode. The love he had shared had long since dissipated. Little did the brass dragon suspect that his single amorous night would yield a seed of new life.

When the half-dragon/half-dwarf was born, neither the female nor her husband suspected the child was not of their own creation. The child grew up in a normal dwarven community under the same tutelage as any dwarf – at least until the first signs of his draconic blood came to light. The half-dragon, despite early acceptance, became the subject of ridicule. Dwarves, as a rule, keep to their own and this child would be no exception. Before reaching maturity, the half-dragon left of his own accord so as not to further demean his parents or clan.

This particular hybrid carries over the physical hardiness and gruff demeanor of the dwarven race (granting a +2 Constitution and a -2 Charisma) as well as their stocky legs resulting in the reduced speed of 20 feet. In addition, he gains the half-dragon's traits of strength and low agility (+2 Str, -2 Dex). Like all dwarves, the half-dragon/half-dwarf can move at his base speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations). Due to his stocky nature, he retains his stability trait.

Other retained dwarven traits include the racial bonuses to poison and spells and spell-like effects. Because he left before maturity, the half-dragon does not gain the stonecunning ability, the familiarity with using dwarven weapons, the attack bonus taught to combat orcs and goblinoids, the dodge bonus against giants, or the bonuses to Appraise and Craft skills.

His draconic heritage grants a thick skin resulting in a +2 natural bonus to AC. He also receives a +2 racial bonus to three skills his dragon parent possessed (see list in above template) as well as darkvision and superior low-light vision. Finally, he gains an immunity to sleep and paralysis effects.

Sample Half-Dragon/Half-Elf (bronze dragon parent):

A female bronze dragon lived in a lake tucked within a grove of pines. A love of music endeared her to a female elven bard who visited the lake regularly. The bard played her harp while sitting next to the lake, drawing upon its calm surface for inspiration. The bronze wished to share in the bard's singing and make the music more beautiful in a duet. But the dragon knew that her natural voice could not come close to matching the elf's soprano pitch unless she assumed an elven form herself. She did so, emerging hidden from the far side of the lake. She approached the bard as if she were some kind of primal, wild elf who had never heard music before. The bard took pity on this lonely "man" and the two shared many months of music. The bard instructed the disguised dragon in everything she knew about music.

With every passing note, the bond between the two grew stronger. The power of music joined them together as spoken words never could. It required almost a full year for a physical relationship to begin. The bronze did not enter intimacy with an attraction to the bard's body but rather to her soul. The dragon knew that the union of their two spirits would create a musically gifted child. The birth of the child proved difficult, for the half-dragon infant was larger than any elven baby should be. The bronze did not wish to live among the forest elves so the bard decided to raise the child with "him" at the lake. Fearing she might unfairly influence the child's development, the bronze never revealed her true nature as a dragon. The boy received little training in the form of martial expertise, but more in the fine arts. The three led a happy life until, as almost always happens, the boy reached a point in his life where he needed to strike out to discover his own life.

Having a dragon as a parent grants a half-dragon with great strength (+2 Strength) but the power is trapped within a weak body. While the half-dragon is not aware of what possessing a gigantic body feels like, his form carries over this racial bearing, responding a bit more slowly than it should. When combined with elven blood, the half-dragon's imbalance is rectified by elven grace. The Dexterity modifiers nullify each other, and the hybrid also carries over the physical weakness of the elven race (-2 Constitution).

Retained elven traits include the racial bonuses to Listen, Search, and Spot checks as well as the bonus to enchantment spells and effects. Because he was not raised by the elven community, the half-dragon does not gain the proficiency with using classic elven weapons.

His draconic heritage grants a thick skin resulting in a +2 natural bonus to AC. He also receives a +2 racial bonus to three skills his dragon parent possessed (see list in above template) as well as darkvision and superior low-light vision. Finally, he gains an immunity to sleep (already possessed through elven blood) and paralysis effects.



Sample Half-Dragon/Half-Orc (black dragon parent):

Just inside a stretch of marshland lived a small orc tribe. Typical representatives of their race, these orcs survived by preying on passing caravans and raiding the closest villages. Deeper into the swamp laired an old black dragon. The great beast adored its fetid home with foul air and water and, most of all, his great cache of gold and silver coins. The black dragon observed the tribe's settling onto the fringes of his territory as he did the changing of seasons – with annoyance at the loss of stagnancy.

Keeping submerged, the dragon spied for a time on the tribe to determine what wealth its destruction might yield to his hoard. While the orcs had little in the way of coin, they had a legend foretelling where to find more, much more. Apparently, the son of the tribe's shaman would some day discover the lost treasure of the Green Tusks. This once-great orc tribe lost its existence when an army of elves purged it from the land. The coins were never located and the orcish legend places them in the nearby swampy region, magically hidden to all but a few orcs.

The black dragon became hopeful until he learned that the shaman had so far only sired female offspring. When the thought of gold coins just waiting to be found did not leave his mind, the black enacted a plan. Craftier than black dragons usually get, the dragon magically took the form of a strong orc and seduced the shaman's female. The dragon's long lifespan ensured he would see his brood grow to maturity and, with luck, fulfill the prophecy to uncover the Green Tusks' lost trove.

Unfortunately, the black dragon's plotting overshadowed his vigilance and the dragon fell prey to a meddling band of adventurers. A male child did indeed come into the world but the half-dragon did not reach adulthood with the tribe. After the child manifested draconic features early in his life, the distrustful shaman believed the youth an ill omen and banished him from the tribe. He has not discovered the Green Tusks' treasure but he has developed into a powerful warrior appropriate to his parentage.

Having a dragon as a parent grants a half-dragon/half-orc with incredible strength (granting a considerable +6 Strength) but the power is trapped within a clumsy body (-2 Dexterity). This particular hybrid also carries over the mental weaknesses of the orcish race (granting a -2 to Intelligence, Wisdom, and Charisma). (Note that the half-dragon template here is applied to the orc as a base race, not to the half-orc.)

His draconic heritage grants a thick skin resulting in a +2 natural bonus to AC. He also receives a +2 racial bonus to three skills his dragon parent possessed (see list in above template) as well as darkvision and superior low-light vision. Finally, he gains an immunity to sleep (already possessed through elven blood) and paralysis effects.

Dragontouched (Racial Template)

Many half-dragons, though they do not find immediate acceptance among their non-draconic race, eventually mate with one of that race. The mating of a half-dragon and a normal humanoid washes out the qualities that define a half-dragon. Only human and elven half-dragons cling to their draconic roots through subsequent generations where other humanoids seem to lose the draconic spark after the first generation. The dragontouched are the second-generation and subsequent descendants of dragons.

Applying the Template: Any first-level character may be a dragontouched. This template cannot be applied to characters higher than first level.

Relations: Dragontouched characters fit in well amongst any peoples. Their features are sharply defined but not monstrous. The trait inherited most strongly is that of hoarding treasure. Dragontouched characters grab, sometimes unconsciously, more than their fair share of treasure when they find it with others. They possess a pack-rat attitude and become overly defensive when questioned about it.

Alignment: A dragon's acceptance of a like-kind dragontouched could be a fatal mistake. The dragontouched's powers are dictated by his draconic forebear but his moral views are certainly not. As with any civilized humanoid, a dragontouched is the product of environment as well as racial norms. Only general lawful or chaotic tendencies are likely to be inherited from the draconic ancestor.

Weapons: Dragontouched characters are raised among their own humanoid kind, so they learn the ways of the non-draconic grandparent. Any racial weapon proficiencies are retained.

Skills: Dragontouched retain racial bonuses to skills.

Feats: Dragontouched characters may take racial feats as well as draconic bloodline feats at the usual feat-gaining levels.

Classes: A dragontouched character is considered to be of his non-draconic race for purposes of prestige classes. He has normal access to racial prestige classes, as well as access to those that require dragonkin blood.

New Abilities: The dragontouched's draconic blood makes him a creature of great magic affinity. This grants him an immunity to sleep and paralysis effects.

Although a dragontouched is immune to a true dragon's frightful presence, there is still a chance that he heeds the commands of his elders. If the dragontouched would normally be subject to a dragon's frightful presence, he must succeed a Will save against the frightful presence or comply with the dragon's wishes for 4d6 rounds as if under the effects of a *charm person* spell. The dragontouched suffers a -4 circumstance penalty to his Will save if the dragon is of the same type as his draconic parent.

Level Adjustment: +0.



Sample Dragontouched Human (red dragon great-grandparent): A week's ride north of a lush jungle terrain is a quiet stretch of mountains. No one travels toward these lonely peaks unless there is no other choice. Considered extremely dangerous by local villagers, the mountains are home to an old red dragon. The creature is relatively unknown to the surrounding communities because he keeps a good number of servants to do his bidding.

This dragon discovered just how easy it is to hoard treasure when no one knows you are there. Having a network of agents and servants keeps the threat level low while providing a boost to the beast's ego. Besides hoarding, red dragons enjoy having power over other beings, even if those beings are no more than common scum that have to be bullied into most tasks.

Ever alert for more slaves, the red dragon eagerly welcomed refugees from a plague-ridden village. Using magic to cure their ailments, the people were kept in the dragon's fold to work off the debt they owed for their lives. But one being in particular caught the dragon's attention. A red-haired human woman never accepted the dragon's commands. Neither fear nor intimidation quelled the woman's spirit. When one of the villagers explained she was insane, the dragon decided to use that quality, as well as her physical strength, to experiment on. Using magic to take human form, the red dragon mated with the woman.

The labor proved so difficult that only the half-dragon infant survived. But within the first few years, it was clear that this son inherited the madness of his mother. Manifesting draconic qualities as soon as age allowed, the half-dragon proved too powerful for the red's task masters to control. The son escaped execution and fled toward the coast. Two generations later finds the dragon's great-grandson claiming the shore as home.

Madness thrives in the man as strongly as his dragontouched traits. He is captain of a pirate ship that attacks everything along the shoreline. Focusing on a certain number of cities within a large bay, the dragontouched is intent on reclaiming the "lost hoard" of his grandfather.

The humanoid body loses its grip on draconic birth traits after the first few generations. This dragontouched human possesses the extra feat and skill points as common to his human brethren. The dragon forebear is responsible for the dragontouched having low-light vision as well as immunity to sleep and paralysis effects.

Sample Dragontouched Elf (gold dragon grandparent): Lost amidst a great expanse of fertile plains is a deep ravine. Eroded by centuries of water flow, the ravine leads back to a canyon where a waterfall continually cascades. An encampment resides around the great pool below the waterfall. Mud-brick huts house the mostly elven worshippers of an avatar gold drag-



on that lives here. While the creature cannot yet grant spells, she is next in line for supreme avatar status.

Besides clergy and craftspeople, several younger gold dragons reside here, acting as honor guard for the revered avatar. It is one of the younger dragons that fell in love with the senior cleric. As the dragons commonly wander the area in humanoid form, the attraction was mutual for the mature elf maiden. Over the course of three decades the relationship strengthened and deepened. Talk of marriage was commonplace among the close-knit community.

In grand ceremony, presided over by the avatar gold herself, the two were spiritually joined in matrimony. It became unusual for the husband to ever be seen in dragon form from that time on. Several children were born and all but one left the sacred canyon to explore the world. The youngest half-dragon son became a cleric like his mother. This man married an elf and produced a single dragontouched daughter.

With two (mostly) elven parents, she grew as any elf would, trained in the ways of swordplay and archery. But the allure of the priesthood was as strong with her as it had been for her father and grandmother. The day she entered the clergy proved the greatest day in her grandparents' lives. It is suspected that this dragontouched woman will be high priestess during





the time when the resident avatar gold becomes a supreme avatar.

The elven body loses its grip on draconic birth traits after the first few generations. She has an agile but frail body, affording a +2 to Dexterity and a -2 to Constitution. The immunity to magic sleep effects and a +2 to saves against enchantment spells or effects is augmented by the draconic immunity to paralysis effects as well.

She retains an elf's low-light vision and martial weapon proficiency feats. Her elven senses are keen enough to also retain the +2 racial bonus to Listen, Search, and Spot checks.

Wyrmbred (Racial Template)

Even more unique than half-dragons and other dragonkin are those ordinary souls who are raised by dragons. Unrelated by blood, an individual may still gain the honor of spending his formative years with a dragon. The reasoning behind such adoption depends on the type of dragon. Metallic dragons may take in the sole survivor of a destroyed village or city. This is especially true if such a city was attacked by a chromatic dragon. Metallics would want such a person to have a fair start in life, and to have them be positively predisposed to dragonkind

does not hurt matters either. Chromatics, on the other hand, rarely take on humanoids for benevolent reasons. If the chromatic required a spy in the affairs of men, it might adopt a human. At adulthood, this corrupted individual would be returned to its area of origin with a given mission. Failure naturally results in death.

Being raised by a dragon is an extraordinary experience that produces an extraordinary character.

Applying the Template: Any first level character may be a wyrmbred, including (on rare occasions) dragonkin.

Relations: Wyrmbred characters are of their parent race and do not bear obvious features that might stir hostility in others. However, they are not as attuned to the ways of the world as their cousins. A wyrmbred might not realize that food costs money and simply pick an apple off a vendor's cart while passing through the market. The character's naiveté and lack of common sense may get him into trouble with any race. Wyrmbred have no natural enemies but may become the victim of a dragonkin cult scheme to locate the character's dragon parent.

Alignment: A wyrmbred character's alignment is the same as that of his race.

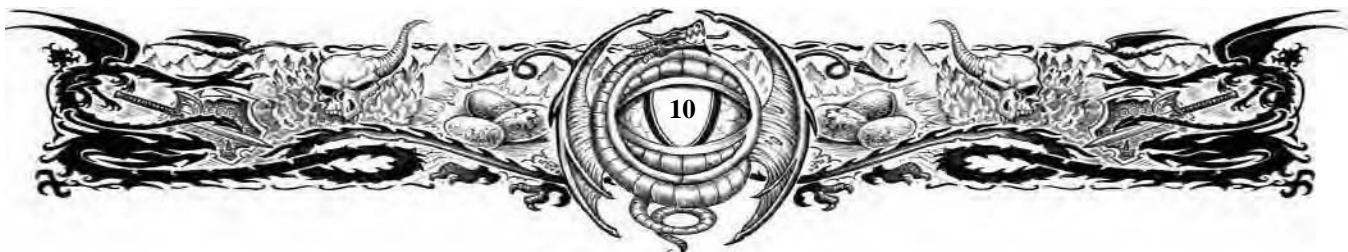
Weapons: Wyrmbred characters do not receive any racial weapon proficiencies or bonuses. Since they are not raised among their own kind, racial weapon proficiencies are never developed.

Skills: Wyrmbred characters do not retain any racial bonuses to skills because they are not developed. Normal racial bonuses stem from being raised among a society of like-minded individuals, which the wyrmbred most certainly does not enjoy.

Feats: Wyrmbred characters may take racial feats only if they are due to innate nature. Racial or cultural feats that rely on social status, racial relationships, or continued training in the company of the parent's race may not be acquired. Unlike other dragonkin races, the wyrmbred does not have access to draconic bloodline feats since they have no draconic ancestors.

Classes: A wyrmbred character is not considered to be of his parent race for purposes of prestige classes. He is denied access to racial prestige classes no matter the amount of training after he has left the dragon's lair.

New Abilities: A wyrmbred character has the opportunity to gain one or more traits that should be added to the starting character's abilities. The first of these special traits is chosen at 1st-level. If a character wishes, he can acquire an additional trait per experience level beyond the first. To reflect the time spent with the dragon to acquire the trait, an XP penalty is applied. The penalty is equal to 50 XP times the character level where the trait is acquired. (Remember, the first trait is always free.) For example, the cost to acquire a trait at 2nd level is 100 XP. The cost to acquire a trait at 3rd-level is an additional 150 XP, and the cost to acquire a trait at 4th level is an additional 200 XP.



Sample wyrmbred traits include the following:

- *Resistance to breath weapon energy:* The character gains a resistance rating of 2 against the energy type of the foster dragon's breath weapon (acid, cold, electricity, or fire). This damage reduction is gained because of constant exposure to the dragon's fumes.
- *Special knowledge:* Dragons like to talk. They converse with the adopted individual on all manner of topics but give noteworthy attention to their own kind and matters of the arcane. The wyrmbred character receives a +2 bonus to Knowledge (arcana) checks and any other Knowledge checks dealing with dragons.
- *Groveling:* The character knows that all dragons are vain about their appearance. When interacting with any dragon type, the character gains a +4 bonus to all Diplomacy checks. The dragon's physical aspects are praised and its ego stroked in all the right places.
- *Resistance to fear:* A dragon that is old enough to desire an adopted humanoid generates a fearful aura that forces most people to scurry for a dark corner. As a wyrmbred, the character gains a +4 morale bonus against a dragon's frightful presence ability.
- *Financial backing:* One commonality among both metallics and chromatics is their sizable hoards of treasure. When a character leaves the den, he may be supplied with a small gift to ease his journey back to the world of men. The gift may be represented by actual coin or even an item of magical or mundane quality. The value should not exceed 300 gp per character level. In the case of evil wyrmbred persons, this stipend may be a stolen one and cause more trouble in the future than it's worth.

The GM is encouraged to come up with additional traits for a person who is raised by a dragon, as these are only five of the possibilities.

Kobold Connections

Kobolds believe they are distantly related to dragonkind. This is true, but kobolds inherited the least beneficial aspects of dragonkind. Instead of acquiring size and power, they got diminutive reptilian qualities. In fact, kobolds are the result of strange transmutation magics worked upon unborn dragons. A legendary transmuter named Tel'chac Embrim worked alongside a supreme avatar blue over 5,000 years ago. The dragon god wished to have a race of weak subterranean servants that possessed the potential for greater power if allowed. Tel'chac developed a process for modifying the dragon's eggs to produce distorted creatures descended from draconic stock. (Rules for

this sort of egg sculpting are presented on page 56.) In theory, the servants would have the ability to become formidable allies if needed for battle. In reality, the filthy little creatures do have that potential, but Tel'chac instilled two safeguards.

First, so the kobolds would not be tempted to leave the dragon god's lair, the transmuter granted them light sensitivity. Second, despite their draconic blood, kobolds are generally not capable of developing draconic abilities. Only those few who manifest sorcerous abilities (defined as one level in the sorcerer class) can take draconic bloodline feats. This was a by-product of kobold manufacture, for the creatures were so plentiful that their draconic heritage was watered down. There was an aptitude for magic inherent in the draconic blood they carried, but the intelligence to recognize – much less utilize – such talent went unrealized in most. Only those able to master arcane abilities can tap into their dragon-blood sufficiently to take draconic bloodline feats.

In the long term, however, the supreme avatar blue that created the kobolds deemed them unworthy. The effort required to tutor such an unfocused species wasn't worth the result. The kobolds were driven away from the lair in anger. The creatures soon learned that the only place to be safe and accepted was underground amongst their own kind. The high birthrate among kobolds, coupled with their cowardice, brings the race's civilization to the illustrious status it holds today.

But there are some kobolds in every clan that inherit more draconic traits than their brethren. Such individuals are referred to by scholars as "dragolds." These are head and shoulders above the average kobold in both stature and ability. Most are either exiled from the clan before they become too powerful or are slain and eaten outright for the same reason. In the latter case, the feasting kobolds hope to gain a measure of the power that the dragold held. A few lucky dragolds grow to a mature state and take command of the tribe themselves. It is unfortunate that dragolds are reviled by their brethren, for unconditional adoption of these "aberrations" may be the key to elevating the kobold's potential as a race.

A dragold is encountered by adventurers in one of two ways. He is either leading a host of his kobold brethren into battle (extremely rare) or he seeks acceptance from the characters after suffering excommunication from his clan. In the latter case, the dragold is much more conducive to negotiation since he has not acquired the inbred trait of hating everyone but kobolds. Dragold communities are as rare as good-aligned kobolds but do exist from time to time.

Dragold Characters

Dragolds are reptilian humanoids with confident and orderly tendencies. A dragold's scaly skin ranges from light green-gold to a dark silver color. It has glowing blue eyes. Its tail is



not prehensile. Dragolds care about their appearance, favoring clean clothes in light colors. A dragold is 4-1/2 to 5-1/2 feet tall and weighs 85 to 145 pounds. Dragolds speak Draconic with a voice that sounds like that of a howling wolf.

Dragolds like to attack with coordinated plans, using trickery only as a last resort. They are not above fleeing when things go against them. Nor are they above surrendering, realizing that life in captivity is still life. Dragolds are partial to large weapons they can wield in two hands. Attacking a foe's morale before melee begins can be just as effective as landing a physical blow.

Dragold Traits

- +2 Dex, -2 Con: Dragolds are stronger than kobolds but just as lacking in stamina.
- Medium size: The dragold has no penalties or bonuses due to his size.
- A dragold's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Skills: The dragold retains the following as racial

skills from his kobold parents: Craft (trapmaking), Profession (miner) and Search. The skills Concentration, Intimidate, Listen, and Spot are also granted as racial skills as an extension of the dragold's focused draconic blood. The dragold has a +2 racial bonus on any 3 of the above skills.

- Racial Feats: A dragold character gains feats according to his character class. As a dragonkin, he also has access to draconic bloodline feats.
- +1 natural armor: The dragold's skin is tougher than his kobold parents' exterior, reflecting a closeness to his draconic origins.
- Natural Weapon: A dragold has the sharp teeth and tough jaws of his draconic forebears. He can use a bite attack to inflict 1d4 damage on a successful hit.
- Automatic Languages: Draconic. Bonus Languages: Common, Undercommon.
- Favored Class: Sorcerer.
- Level Adjustment +0.

Table 2-1: The Phlebotomist

Level	Base Attack Bonus	Saves			Special	Spells
		Fort	Ref	Will		
1	+0	+0	+2	+0	Poison use	+1 level
2	+1	+0	+3	+0	Concoction	+1 level
3	+2	+1	+3	+1		+1 level
4	+3	+1	+4	+1	First rite	+1 level
5	+3	+1	+4	+1	Fashion bloodling	+1 level
6	+4	+2	+5	+2		+1 level
7	+5	+2	+5	+2	Second rite	+1 level
8	+6	+2	+6	+2		+1 level
9	+6	+3	+6	+3		+1 level
10	+7	+3	+7	+3	Third rite	+1 level



Prestige Classes

The arcane power latent in all dragonkin can be developed in a number of ways. Some rise to the full heights of their potential, becoming dragon disciples (as described in the DMG). Others sink into unbridled ferocity, becoming primal beastmen (as described below). Some dragonkin clerics ascend to the highest ranks of their supreme avatar's church, becoming the revered wyrm-dedicates. Other dragonkin study the arcane powers of draconic spell components as dedicated phlebotomists. Finally, a few non-dragonkin are so taken with the power of the dragon that they study its weapons under the guise of the whiplord and similar classes.

Phlebotomist

A phlebotomist studies every possible application of dragon blood. He exposes it to different elements and materials, experiments with its properties, applies it to unusual processes, and researches rare dragonkin whose blood may have special traits. Phlebotomy is a difficult profession, for the acquisition of dragon blood is a dangerous job. Most phlebotomists are retired high-level adventurers who experiment on specimens of their own collection or else are affiliated with a wizards' guild that provides them with materials to study. The discipline required of this class make it more suited to wizards than bards or sorcerers.

Some phlebotomists continue to adventure, however. These brave individuals turn dragon blood into weapons, which they use to further their studies. The phlebotomist learns to manufacture esoteric poisons from dragon blood. These become his weapon of choice, delivered in special hollow darts used primarily for combat situations. The phlebotomist continues to experiment along the way, testing many of his creations on his own body. Eventually his blood is so thoroughly infused with draconic aspects that he can actually assume a dragon's form for a limited time.

Hit Die: d4.

Requirements

To qualify to become a phlebotomist, a character must fulfill all the following criteria.

Race: Must be a dragonkin (half-dragon, dragontouched, or any race described in this book that possesses dragon blood).

Skills: Craft (alchemy) 13 ranks, Heal 13 ranks.

Spellcasting: Ability to cast arcane spells of at least 4th level.

Class Skills

The phlebotomist's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Gather Information (Cha), Heal (Wis), Knowledge (any, taken individually) (Int), Spellcraft (Int), Spot (Wis).

Skill Points per Level: 2 + Int modifier.

Class Features

All of the following are class features of the phlebotomist prestige class.

Weapon and Armor Proficiency: Phlebotomists gain proficiency with the dagger and dart but not with any armor or shields.

Spells: When a new phlebotomist level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a phlebotomist, he must decide to which class he adds the new level for purposes of determining spells per day.

Poison use: Phlebotomists are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade or another item.

Concoction (Sp): The phlebotomist can mix dragon blood with other components to make fantastic new poisons. He places the new poison within a hollow dart so that any creature struck by the weapon is injected with the poison. The phlebotomist can fashion a number of poisons equal to his class level. Concocting one batch of any of the below poisons requires 24 hours. A batch fills up to 5 darts. The following list describes the poison, the necessary components used to fashion it, and any spells or magic items required. A dart must inflict damage for the poison to be released. The Fort save DC for each poison is equal to 10 + phlebotomist class levels + Int modifier.

- *Magebane:* Negates magic use by target creature for 1d4 rounds. Components: a handful of scorched cinnamon sticks. Spells: *dispel magic*.
- *Firesinge:* Target is more susceptible to energy attack, taking double damage from acid, cold, electricity, and fire attacks for a duration of 1d4 rounds. Components: a powdered agate worth at least 500 gp.
- *Spell-lode:* Target becomes a "magic magnet." All ranged spells cast within a 30-ft. radius of the poisoned creature become aimed at him for a duration of 1d4 rounds. Components: a pinch of magnetized iron dust. Spells: *bestow curse*.





- **Bloodburn:** Poisoned blood accumulates a certain energy type (acid, cold, electric, fire) within the target's body. If the target is struck by a particular weapon within 24 hours of poisoning, the energy reservoir explodes for 1d6 damage per poisoning. Components: a drop of acid, an ice cube, a spark, or a cinder, as appropriate. Spells: *delayed blast fireball*.
- **Worm compass:** A supernatural marker enters the target's bloodstream. The phlebotomist is aware of the creature's location (accurate to within 20 feet) for the next 24 hours, no matter what protective spells might be used to cloak him (including *invisibility* spells). Components: the branch of a dogwood tree struck by lightning. Spells: *faerie fire*.
- **Goldgrene:** Target finds treasure of any type disgusting and immediately discards the highest-value item currently on his person, magical or otherwise. He remains disgusted by the item (and treasure in general) for 1d6 hours. Components: an imperfect jade worth at least 250 gp.

Fashion bloodling (Sp): The phlebotomist has studied dragon blood enough to recognize its potential as an insidious monster. He can now create one bloodling within a week's time. (See page 62 for more information on the bloodling.)

First Rite (Su): The phlebotomist imbibes a controlled amount of dragon blood from a single dragon type. The dragon type is chosen at this level and remains the same for the phlebotomist's career. As a full-round action, he can now initiate a telepathic link to a single dragon of the appropriate type for a number of rounds equal to his Intelligence modifier. The range is 100 miles per caster level in this class.

Second Rite (Su): The phlebotomist's continued ingestion of a single type of dragon blood now allows him to take general feats from the draconic bloodline list at the appropriate feat-gaining levels, including this level if he is eligible. He also has access to the collective unconscious.

Third Rite (Su): The phlebotomist has imbibed enough blood from one type of dragon that he gains the supernatural ability to alter form. He can assume the form of the type of dragon whose blood he has been ingesting over his career. This ability is a standard action that can be used three times per day. It functions as a *polymorph* spell cast on the phlebotomist at caster level 10, except that he does not regain hit points for changing form and can only assume the form of the appropriate dragon. The age category of the dragon form is young. The phlebotomist can remain in his dragon form for up to 3 rounds + Intelligence modifier.



Primal Beastman

For most dragonkin, life is a process of testing limits. They gradually uncover the true scope of their power and learn new abilities along the way. Some advance as dragon disciples, while others gain feats. Regardless, they unlock successively more powerful talents until they embody the true potential of a dragon.

Primal beastmen are exactly the opposite. Their mixture of humanoid and dragon blood results in a tendency toward barbarism. They don't manifest the grace and intelligence of a draconic spellcaster or the calculated ingenuity of a dragon-strategist with years to plot. Instead, they sink further and further into raw, unbridled aggression as they succumb to the primal lure of their draconic side. For them, dragon-power isn't about spells or magic; it's about powerful claws, deadly fangs, and unadulterated violence.

Primal beastmen are rare amongst dragonkin. They usually occur in crossbreeds with orcs, ogres, and other creatures that lack the innate mental abilities necessary to excel in the dragon's more subtle powers. But rare as they are, primal beastmen are well known and widely feared. They are immensely powerful and cut a wide swath of destruction when in battle. Very few sane warriors will face them head to head.

Hit Die: d12.

Requirements

To qualify to become a primal beastman, a character must fulfill all the following criteria.

Race: Half-dragon or dragonouched.

Abilities: Cha, Wis, and Int of 10 or lower; Str and Con of 14 or higher.

Base Attack Bonus: +6.

Class Skills

The primal beastman's class skills (and the key ability for each skill) are Climb (Str), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points per Level: 2 + Int modifier.

Class Features

All of the following are class features of the primal beastman prestige class.

Weapons and Armor Proficiency: Primal beastmen gain no additional proficiencies.

Primal Regression (Ex): A primal beastman becomes progressively more feral, indulging in the native brutality of draconic violence. His body becomes more bulky and top-heavy, he begins to walk with a forward tilt (sometimes even regressing to an ape-like posture), and his claws, fangs, and scales grow to grotesque proportions. He looks more and more like a bestial version of a dragon. At 1st, 2nd, 3rd, and 4th level, the primal beastman subtracts 2 points from his Charisma, Intelligence, or Wisdom score (player's choice), and adds 4 points to his Strength or Constitution score (player's choice). Over the course of his levels in this class, he can add a maximum of +8 to Strength, and a maximum of +8 to Constitution. No ability score can be reduced below 1 with this ability. Furthermore, if the character's Intelligence drops below 4 he is no longer considered sentient and is henceforth controlled by the GM as an NPC.

Rage (Ex): At 1st level, the primal beastman gains the ability to rage exactly as a barbarian. In all respects this is identical to a barbarian's ability to rage. At 3rd level he gains the ability to rage 2/day, and at 5th level he can rage 3/day. A primal beastman who possessed the ability to rage prior to taking this class increases the number of times per day he can rage by the indicated amounts.

Natural Weapons (Ex): At 2nd level, the primal beastman gains the feat Natural Weapons (see page 26) even if he does not meet the prerequisites.

Bloodlust (Ex): At 4th level, the primal beastman becomes unabashed in his love of bloodshed. Whenever he sights combat or violence, he must make a Will save (DC 10) or he will join the fray. He may attempt this save only once per battle. If it is failed, he joins one side and fights to the death, overwhelmed by irrational bloodlust. He makes every attempt to engage in melee combat and will not use ranged weapons if

Table 2-2: The Primal Beastman

Level	Base Attack Bonus	Saves			Special
		Fort	Ref	Will	
1	+1	+2	+2	+0	Primal regression, rage 1/day
2	+2	+3	+3	+0	Primal regression, natural weapons
3	+3	+3	+3	+1	Primal regression, rage 2/day
4	+4	+4	+4	+1	Primal regression, bloodlust
5	+5	+4	+4	+1	Dragonfury, rage 3/day





there is any other option. Personal safety is not a consideration. Furthermore, if he fails this save by 5 points or more, he drops whatever weapons he is using and fights with his bite and claws, savoring the taste of his enemies' blood.

Dragonfury (Sp): At 5th level, the primal beastman fights with the raw, unbridled fury of an enraged dragon. He gains the Improved Natural Attack feat (as described in the MM) even if he does not meet the prerequisites. He also gains the Multiattack feat (as described in the MM) even if he does not meet the prerequisites.

Whiplord

Some dragonkin see the dragon's tail as the perfect weapon. They pay homage to the tail by wielding a whip. By combining arcane knowledge with the opportunities provided with the whip's very form, whiplords become a dangerous and unpredictable force on the battlefield. Since some talent with sorcery is required, whiplords often come from the bard, sorcerer, and even wizard classes. The magical connection that forms between the caster and whip requires concentration and practice when the character is not in the field.

Hit Die: d6.

Requirements

To qualify to become a whiplord, a character must fulfill all the following criteria.

Base Attack Bonus: 5+

Weapon Proficiency: Whip.

Skills: Use Rope 8 ranks.

Spellcasting: Ability to cast arcane spells.

Class Skills

The whiplord's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Knowledge (arcana) (Int), Perform (Cha), Sleight of Hand (Dex), Spellcraft (Int), Use Rope (Dex).

Skill Points per Level: 4 + Int modifier.

Class Features

All of the following are class features of the whiplord prestige class.

Weapon and Armor Proficiency: Whiplords gain proficiency with all simple weapons but not any armor or shields.

Spells: When a new whiplord level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an



increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a whiplord, he must decide to which class he adds the new level for purposes of determining spells per day.

Mystic Bond (Su): The whiplord practices constantly with the whip. He develops methods to infuse it with his own eldritch energy, eventually establishing a mystic bond to any whip he holds in his hand. This gives the whiplord a +2 competence bonus when attacking with a whip. This does not grant any enchantment bonus to the whip itself.

In addition, any whip in the hands of the whiplord sprouts extremely sharp barbs. These allow the weapon to inflict lethal damage (instead of its usual nonlethal damage). These barbs do not harm the whiplord, who can handle the weapon in any fashion without risking injury.

Finally, the whiplord does not provoke an attack of opportunity when wielding the whip.

Conceal Whip (Sp): As a free action, the whiplord can command his whip to magically wrap around his waist. The weapon's length shortens and gives the illusion that the character is simply wearing a belt. As a free action, he can call the whip back to his hand.

Hypnotic Pattern (Sp): The whiplord throws himself into a dance where his whip creates subtle patterns in the air before him. The result is the same as if he had cast *hypnotic pattern* as a sorcerer of his class level. This ability is usable a number of times per day equal to one-half the whiplord's level.

Barrier (Sp): As a standard action, the whiplord can will his whip to take on the consistency of iron and whirl about with astonishing speed. The whip occupies the edge of the whiplord's space (it does not extend beyond the square occupied by his size) and provides a +4 deflection bonus to AC. Creatures successfully making an attack through the barrier may do damage to the whiplord, but the shifting patterns of the whip may harm the attacker. The whiplord receives an attack of opportunity with the whip against any opponent who attacks through the barrier, up to his normal number of attacks of opportunity.

Maintaining this barrier requires no concentration. The duration is 1 round per whiplord level and can be terminated at any time by the whiplord. Aside from the whip's attacks of opportunity, the whiplord can make no physical attacks himself while inside the barrier. Spellcasting is not hindered. This ability is usable once per day at 3rd level, twice at 6th level, and three times a day at 9th level.

Lightning Strike (Sp): The whiplord can cast a *lightning bolt* as a sorcerer of his class level. The electrical blast emanates from the whip itself. This ability can be used once per day at 4th level and twice per day at 8th level.

Deliver Spell (Sp): The whiplord can channel any touch spell through his whip so that he can deliver it to any target within the weapon's 15-foot reach. The spell is cast and then



Table 2-3: The Whiplord

Level	Base Attack	Saves			Special	Spells
	Bonus	Fort	Ref	Will		
1	+0	+2	+0	+2	Mystic bond	
2	+1	+3	+0	+3	Conceal whip, hypnotic pattern	+1 level
3	+1	+3	+1	+3	Barrier 1/day	
4	+2	+4	+1	+4	Lightning strike 1/day	+1 level
5	+2	+4	+1	+4	Deliver spell, increased damage (d6)	
6	+3	+5	+2	+5	Barrier 2/day	+1 level
7	+3	+5	+2	+5	Increased damage (d8)	
8	+4	+6	+2	+6	Lightning strike 2/day	+1 level
9	+4	+6	+3	+6	Barrier 3/day	
10	+5	+7	+3	+7	Increased damage (d10)	+1 level

Table 2-4: The Wurm-Dedicate

Level	Base Attack	Saves			Special	Spells
	Bonus	Fort	Ref	Will		
1	+0	+0	+2	+2	Wyrmbound	+1 level
2	+1	+0	+3	+3	Energy focus	+1 level
3	+2	+1	+3	+3	Wurm-channel	
4	+3	+1	+4	+4		+1 level
5	+3	+1	+4	+4	Divine touch	+1 level

Table 2-5: Wurm-Dedicate Spell Selection by Breath Weapon Energy Type

Spell Level	Avatar's Energy Type			
	Acid	Cold	Fire	Electricity
0	<i>Acid splash</i>	<i>Ray of frost</i>	–	–
1	–	<i>Chill touch</i>	<i>Burning hands</i>	<i>Shocking grasp</i>
2	<i>Acid arrow</i>	–	<i>Scorching ray, flaming sphere</i>	–
3	–	–	<i>Fireball, flame arrow</i>	<i>Lightning bolt</i>
4	–	<i>Ice storm, wall of ice</i>	<i>Fire shield, wall of fire</i>	–
5	–	<i>Cone of cold</i>	–	–
6	<i>Acid fog</i>	<i>Freezing sphere</i>	–	<i>Chain lightning</i>
7	–	–	<i>Delayed blast fireball</i>	–
8	–	<i>Polar ray</i>	<i>Incendiary cloud</i>	–
9	–	–	<i>Meteor storm</i>	–



stored in the whip for one round per Intelligence modifier (minimum of 1 round). If the spell is not discharged before the time expires, the magic is lost. On a successful hit, the whip inflicts its normal damage as well as delivering the spell. The whiplord can also attempt a touch attack with the whip, which inflicts no damage but still delivers the spell. The whiplord must declare before an attack is made whether he is making a normal or touch attack.

Increased damage (Su): The whiplord's whip becomes more lethal, as if it were attached to a growing dragon. In the hands of the whiplord, the whip's base damage increases to 1d6 at 5th level, 1d8 at 7th level, and 1d10 at 10th level. There is no increase to the weapon's weight.

Wyrmdedicate

The supreme avatars are the eldest of the dragons, so powerful they are quasi-deities. They grant spells and inspire churches in their name. Many dragon-worshippers dedicate themselves to a supreme avatar because they are awed by the dragon's raw power. A similar alignment also plays a strong role, as does an affinity to the dragon's type. Yet very few of these worshippers achieve a higher understanding of the supreme avatar's role in the cosmos. Like earthly followers who cannot conceive of the affairs of heaven, the distant humanoid can't comprehend the breadth and depth of the supreme avatar's philosophies. The life experiences granted by having dragon blood are still radically different from the life of a dragon itself, a fact that further distances the follower from the avatar.

Some dragon-worshippers overcome this hurdle through deep meditation, intense prayer, never-ending introspection, and a life of action in the name of their god. These wyrmdedications are the closest a mortal humanoid can come to truly fathoming the will of a supreme avatar. Their profound understanding of the dragon's role in the cosmos, combined with innate abilities and a bit of divine favor, bolster their connection to their supreme avatar until they are able to channel his powers better than any other follower.

Very few wyrmdedications exist. They absorb far more divine energy than any other draconic follower and are thus a drain on their god. But it is the god that creates and nurtures them, for they are the truest expression of his will. At most, the typical supreme avatar will have a half-dozen wyrmdedications walking the earth at any one time.

Hit Die: d8.

Requirements

To qualify to become a wyrmdedication, a character must fulfill all the following criteria.

Skills: Knowledge (religion) 10 ranks, Knowledge

(arcana) 10 ranks.

Domains: Dragon and any other.

Spellcasting: Ability to cast 5th-level divine spells.

Special: Breath weapon of same type as supreme avatar.

Class Skills

The wyrmdedication's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points per Level: 2 + Int modifier.

Class Features

All of the following are class features of the wyrmdedication prestige class.

Weapons and Armor Proficiency: Wyrmdedications gain no additional weapon proficiencies.

Spells: When a new wyrmdedication level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. Arcane spellcasting levels are not gained. He does not gain any other benefit a character of his former class would have gained, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a wyrmdedication, he must decide to which class he adds the new level for purposes of determining spells per day.

Wyrmbound (Su): To be initiated as a wyrmdedication, the character is taken before his supreme avatar, where a frightening ritual is performed. The ritual infuses the wyrmdedication with the blood of his god, fusing the wyrmdedication's soul to the whims of the avatar. Once implemented the ritual cannot be undone and has the following effects.

Awareness: The supreme avatar is automatically aware of the wyrmdedication's location at all times, as long as he is on the same plane as the avatar.

Resurrection: Should the wyrmdedication die, his soul immediately returns to the presence of his avatar. This usually means the soul stays on the material plane and does not journey to another plane. The avatar can communicate directly with the soul and controls whether or not it will be freed for an afterlife or return from death. A wyrmdedication's soul is thus easier to resurrect than those of other characters but is under greater control by his deity. A wyrmdedication who is raised from the dead does not lose one level as is usually the case when a creature is raised. On the other hand, if the wyrmdedication committed any acts while he was alive that his deity considers inappropriate, the avatar will prevent his soul from returning to his body. In general, an ex-wyrmdedication or a wyrmdedication who per-



forms an act contrary to the alignment of its deity *cannot* be raised from the dead unless the supreme avatar can somehow be persuaded otherwise.

Detection: The wyrm-dedicate is automatically aware of the presence of all dragons and dragonkin of the same type as his supreme avatar, to a range of 500 feet per level in this class. He cannot determine their precise location, nor does he gain any bonus to detecting such creatures if they are hidden or invisible. But he knows they're there somewhere.

Sworn Enemy: The wyrm-dedicate may select one type of dragon as his sworn enemy. This is usually a dragon of opposite alignment that is opposed by the avatar. For example, a wyrm-dedicate of a gold avatar (alignment lawful good) may select a black dragon (alignment chaotic evil) or blue dragon (alignment lawful evil). From now on, the wyrm-dedicate gains a +2 bonus to damage rolls against all dragons and dragonkin of this type.

Energy Focus (Sp): The wyrm-dedicate becomes extremely sensitive to the energy type associated with his supreme avatar's breath weapon. One spell per day that he casts with that descriptor is treated as if it had one metamagic feat applied, without being treated as a spell of a higher level. The applicable feat must be one that the wyrm-dedicate already has and is determined at the time the spell is received (presumably after the wyrm-dedicate's morning meditation).

Furthermore, the wyrm-dedicate gains access to a selection

of new spells based on his avatar's breath weapon, as shown on Table 2-5. These spells may be selected as part of his usual cleric spell list.

For example, a wyrm-dedicate who worships a supreme avatar green has a sensitivity to acid. When he decides which spells to take, he can select acid splash in one of his 0-level slots, acid arrow in one of his 2nd-level slots, and acid fog in one of his 6th-level slots. Furthermore, he can treat one of these spells as if it had the Quicken Spell feat, or Maximize Spell feat, or any other metamagic feat, without actually treating it as a spell of a higher level.

Wyrms-Channel (Su): At 3rd level, the wyrm-dedicate can manifest the divine majesty of his supreme avatar. He can use the innate spell-like abilities of his avatar – the same spells and the same number of times per day. For example, a wyrm-dedicate of the supreme avatar blue would gain these abilities: 3/day – *create/destroy water, ventriloquism*; 1/day – *hallucinatory terrain, veil, mirage arcana*.

Divine Touch (Su): At 5th level, whenever the wyrm-dedicate uses a spell with the healing descriptor on a creature of the same alignment as his supreme avatar (including himself), it is treated as if it had the Maximize Spell feat applied.



New Uses for Skills

Appraise

You've seen enough dragon hoards to be able to judge approximately how much wealth is present. The higher the roll, the more accurate your estimate. Your estimate applies only to coin wealth. Gemstones, magic items, and mundane items need to be appraised individually as the normal skill use.

Check: The DC to appraise a dragon's hoard is 20 + twice the dragon's age category. Refer to the MM entry for dragon for the numbers that correspond to each age; a wyrmling is 1 while a great wyrm is 12. An avatar counts as 13, and a supreme avatar as 14. For example, the DC to appraise a wyrmling's hoard is 22, while the DC to appraise a great wyrm's hoard is 44.

The GM makes the check, informing the player of the estimate of the hoard's value. Consult the table below to determine the result of the skill check.

Roll	Result
DC or above	You estimate the gp value of the coins present within 1% accuracy.
1-5 below DC	Your estimate is off by (1d20-10)%. (For example, a roll of 6 would underestimate the hoard size by 4%, while a roll of 20 would overestimate the hoard size by 10%.)
6-10 below DC	Your estimate is off by (2d20-20)%.
11 or more below DC	You grossly overestimate or underestimate the hoard's value, believing that the majority of the coins are another type. Your estimate is off by (4d20-40)%.



Knowledge (arcana)

When a dragonkin (or a true dragon) has a vision dredged up by the collective unconscious, he can use this skill to try to decipher its meaning. A vision stems from a sensory perception the individual has experienced within the last minute or two. The vision is always an attempt to help the character accomplish his current goal (no matter its significance). The GM should determine ahead of time, if at all possible, what vision will occur for the dragonkin. Not only is this a way for a GM to nudge a floundering party in the correct direction but it allows a dragonkin character to be more useful in non-combat situations than he might otherwise be. Visions generally stem from something "off camera."

Example: The PCs are tracking a killer in a busy city street. The GM's read-aloud text says, "The street ahead is packed with vendors selling all manner of food and equipment. Each one shouts aloud why his products are of the finest quality." The PCs scan the market for the killer but fail to see him. They pass through the area, oblivious to the possibility that the fugitive has an accomplice who has hid him in a wagon. Before the party moves too far from the market, the dragonkin character experiences a vision from his collective unconscious – a peach. Now, there was never any mention made of a peach or fruit vendor in the market but the man was there nonetheless.

The PC uses his Knowledge (arcana) skill to try to decipher the vision. Succeeding the check allows the GM to give the player a note stating, "There was probably a fruit vendor in the market." It is up to the PC whether or not he acts upon this knowledge. Perhaps the player believes it has nothing to do with their current mission. Indeed, flashes from the collective unconscious are designed to better the dragonkin only and not his comrades. In this case, going to the fruit vendor quickly flushes out the killer who is hiding in the wagon behind the stand. Catching the killer elevates the character's status in the region and this, in turn, allows him extra freedom when moving about. An enhanced reputation grants the dragonkin character more clout with area leaders and so on. The heart shard that provided the peach image in the example could be nearby but needs the dragonkin to be more powerful before it can put him on a direct path to its location. As a general rule, visions from the collective unconscious should not be granted more than once every few weeks of game time.

Check: The DC for using the Knowledge skill in this way is 15. A bonus or penalty of 2 or more can be applied as the GM sees fit depending on the circumstances.



New Feats

Several of the feats below have “dragonkin” as the prerequisite. In this case, dragonkin refers to any creature that possesses dragon blood. Therefore a wyrmbred character would not be eligible for such feats but a modified dragon (resulting from egg sculpting) would be.

Most of the below feats are classified as draconic bloodline feats. Except for certain exceptions (such as a kobold with sorcerer levels), these can be taken only by half-dragon or dragon-touched characters.

Dragonkin Sorcerer Feats

Dragonkin have the greatest potential for sorcery amongst any mortal creatures. Their draconic blood gives them an affinity for arcane disciplines that no other race can match. For untold centuries, the spawn of dragons and men have experimented with the ways in which magic can be manipulated. After all that time, two main outlooks have evolved — soldier and expunger.

A soldier makes do with limited spells (even more so than a normal sorcerer) to attack and defeat his foes. An expunger identifies his own weakness and purges it from his system so it will not be a liability. These outlooks have emerged over time to identify the customary roles dragonkin sorcerers undertake. Some even adopt the appropriate term as a title or surname.

The game mechanics for these types of dragonkin sorcerers are the same as any other sorcerer. Spells and the ability to cast them are picked up intuitively just as with normal sorcerers and the dragons these characters claim as their ancestors. What is different enough to set them apart is how dragonkin sorcerers can mold their magical energies, as defined by two new feat trees. They can focus or disperse magic like a lens does a ray of light.

The soldier sorcerer attacks the very energies that make his character unique. Stories told about soldier sorcerers dismiss the notion of exploding *walls of fire* as fancy *dispel magic* castings. But the tellers of these tales do not realize the soldier’s true ability. Besides becoming increasingly familiar with his dragon ancestor’s energy type, the soldier sorcerer is able to cast more spells than the common variety by sacrificing slots of spells he can know. Using these even more extensive spells per day, the dragonkin learns to loose them without thought. The soldier sorcerer lets fly a spell in a basic energy type. When such a destabilized ray of energy hits another caster’s spell, the energy can break the spell down into its own component energies. The resulting explosion can be as damaging as it is visual-

ly impressive. Defeating enemy spellcasters and other foes wielding too many magic items for their own good is the soldier sorcerer’s meat and potatoes.

The expunger sorcerer has to be a little more particular as he travels his specialized road. The dragonkin expunger chooses one school of magic. The chosen school becomes like an irritant, an allergy, on the sorcerer’s immune system. At the pinnacle of the expunger’s training, spells from the chosen school can be defeated easily and his body is resistant to them altogether. The reasons behind choosing a magic school are as varied as the dragonkin characters who take up the expunger path. If an expunger sorcerer has a low Will save, for example, he works to ensure that he is resistant to enchantment and charm effects by picking enchantment as his chosen school. Maybe he has low hit points or a bad Reflex save. In that case, he might want evocation as his chosen school to decrease the likelihood of being slain by a *fireball*. Conversely, the expunger’s chosen school may have nothing to do with game mechanics. Perhaps the dragonkin had a traumatic experience with the undead or with magical fire as a youngster. While these events might only be from the character’s background, the player can use it to help decide on the expunger’s chosen school (necromancy or evocation form the above examples).

Dragonkin sorcerers are not obligated to take these feats but, like any other feat, they provide cool window dressing your character can display in-game. Imagine what your fellow players might say as your expunger walks unchecked through a mage-battle, *fireballs* and *lightning bolts* vaporizing into nothingness as you yawn. Or what if your party’s greatest foe prepared to escape — again! — behind his comfortable *wall of force*? Stories would be sung about your soldier sorcerer when he destabilizes the magical barrier and slays the enemy in an orgy of fire and destructive waves of energy!

The new feats for these two kinds of sorcerers are presented below in the feat trees for Magic Sensitivity and Arcane Reservoir.

New Feats

BREATH CHANNELER (DRACONIC BLOODLINE)

All dragonkin have the physical anatomy for a breath weapon, but not all develop the talent. You are able to channel the energy of a breath weapon in a different form.

Prerequisites: Dragonkin

Benefits: Once per day, you can concentrate to summon up a destructive missile of pure energy. The energy type is based



New Feats

General Feats

Improved Flying Speed
Improved Maneuverability

Prerequisites

Ability to fly
Ability to fly

Benefit

Flight speed increases by 30 ft.
Flight maneuverability increases by one increment

Draconic Bloodline Feats

Arcane Reservoir
Focus Energy

Prerequisites

Dragonkin, Cha 13, sorcerer level 6+
Arcane Reservoir, sorcerer level 9+

Benefit

Trade spells known for spells per day
+1 DC to spells, energy type based on dragon parent

Destabilize Magic

Arcane Reservoir, Focus Energy, sorcerer level 12+

Channel spells into dispel attempts

Breath Channeler

Dragonkin

Launch energy ball with concentration

Breath Weapon

Half-dragon or dragontouched level 8+

Gain breath weapon

Extra Breath Weapon

Dragonkin, breath weapon

Use breath weapon one more time each day

Quickened Breath Weapon

Dragonkin, breath weapon

Use breath weapon as free action; +4 to Ref DC

Secondary Breath Weapon

Dragonkin, breath weapon, good alignment

Gain use of second type of breath weapon

Spontaneous Breath Weapon

Dragonkin, cleric, draconic deity

Channel breath weapon through spontaneous casting

Tactical Breath Weapon

Dragonkin, breath weapon

Use breath weapon in line, cone, or burst

Charmingly Divine

Dragonkin, divine spellcaster

Use higher of Wis or Cha for spellcasting

Combat Wings

Dragonkin, wings

Gain wing attack

Damage Reduction

Half-dragon or dragontouched level 6+

Gain damage reduction

Draconic Senses

Dragonkin

Improved darkvision, blindsense

Energy Immunity

Half-dragon or dragontouched level 9+

Immune to one type of energy

False Guise

Dragonkin, Disguise 3+ ranks

Alter form

Frightful Presence

Half-dragon or dragontouched level 6+

Gain frightful presence

Insidious Ancestry

Dragonkin, evil alignment

Smite good 1/day

Magic Affinity

Dragonkin

+3 bonus to Use Magic Device

Magic Sensitivity

Dragonkin

Detect magic 3/day

Decipher Pattern

Magic Sensitivity, sorcerer level 3+

See chosen school of magic, +2 resistance

Synonymous Energies

Magic Sensitivity, Decipher Pattern, sorcerer level 6+

+4 resistance, counterspell with same level spell

Energy Void

Magic Sensitivity, Decipher Patter, Synonymous Energies, sorcerer level 9+

Immune to one school of magic

Natural Weapons

Dragonkin

Gain claw and bite attack

Suppress Item

Dragonkin, Cha 13

Suppress effects of magic item

Tail Trip

Dragonkin, Improved Trip

+4 to trip check and can't be tripped

Vocal Rumbling

Dragonkin, bard level 3+

Daze dragons with Perform check

Wings

Dragonkin

Ability to fly





on your draconic parent, as with the Breath Weapon feat below. Summoning the missile requires at least one full round of concentration. When you are done concentrating, the missile manifests on your next action. Launching it requires a standard action.

A ranged attack roll is required for the ball to do damage. It has a range of 120 feet, with no range increment. The ball of energy inflicts 1d6 points of damage per round spent concentrating on its creation, to a maximum of 1d6 for every class level you possess. For example, a 4th level fighter could inflict a maximum of 4d6 points of damage with this feat.

Special: This feat does not stack with a breath weapon. If you use your breath weapon, it counts as a use of this feat, and vice versa.

BREATH WEAPON (DRACONIC BLOODLINE)

You can use a breath weapon based on your dragon parent. Taking this feat causes your face to take the shape of a dragon's snout.

Prerequisites: Half-dragon or dragonouched level 8+

Benefits: Your breath weapon deals x d8 points of damage where x is equal to one-third the dragonkin's character level, rounded down. Thus, you must be at least 3rd level to inflict the

minimum 1d8 damage. A successful Reflex save (DC 10 + 1/2 dragonkin's level + dragonkin's Constitution modifier) reduces damage by half. The breath weapon can be used once per day. The nature of the breath weapon depends on your dragon parent, as follows:

Dragon Variety	Breath Weapon
Black	60-foot line of acid
Blue	60-foot line of lightning
Green	30-foot cone of acid gas
Red	30-foot cone of fire
White	30-foot cone of cold
Brass	60-foot line of fire
Bronze	60-foot line of lightning
Copper	60-foot line of acid
Gold	30-foot cone of fire
Silver	30-foot cone of cold

CHARMINGLY DIVINE (DRACONIC BLOODLINE)

Your connection to your god is both intuitive and innate. You may choose between Wisdom and Charisma for purposes of spellcasting. Dragonkin clerics consider this a backup in the event their Wisdom is damaged.

Prerequisites: Dragonkin, divine spellcaster

Benefits: When casting a divine spell, you use the greater



of your Wisdom or Charisma modifier. If one modifier changes (due to ability loss, for example), you may spontaneously switch to using the other. This affects save DCs, bonus spells, the highest spell level you can cast, and all other aspects of spellcasting normally affected by Wisdom.

COMBAT WINGS (DRACONIC BLOODLINE)

You are competent enough with your wings that you can use them to attack foes.

Prerequisites: Dragonkin, wings

Benefits: You may make attacks with your wings, which are treated as natural weapons. A Medium-sized character's wings inflict 1d4 damage. A Large character's wings inflict 1d6 damage.

Generally, a wing attack is considered a secondary natural attack. Per the usual rules, you suffer a -5 penalty to secondary natural attacks. If you take the Multiattack feat, this is reduced to -2.

DAMAGE REDUCTION (DRACONIC BLOODLINE)

Your already tough skin is so callused and dense that it absorbs enemy blows.

Prerequisites: Half-dragon or dragontouched level 6+

Benefits: You gain damage reduction of $x/magic$, where x is equal to one-third your character level, rounded down. A 1st level half-dragon can take this feat but it provides no benefit until 3rd level.

DRACONIC SENSES (DRACONIC BLOODLINE)

Your ears and eyes are extremely sensitive.

Prerequisites: Dragonkin

Benefits: Your natural darkvision extends an additional 30 feet. You also gain blindsense out to 30 feet. If you already have blindsense, it extends an additional 30 feet.

ENERGY IMMUNITY (DRACONIC BLOODLINE)

Constant exposure to the energy type of your draconic parent has allowed you to develop a natural immunity.

Prerequisites: Half-dragon or dragontouched level 9+

Benefits: You gain immunity to the same energy your draconic parent has immunity to.

EXTRA BREATH WEAPON (DRACONIC BLOODLINE)

By drawing upon the power of your dragon blood, you can be a little less selective with when you use your breath weapon attack.

Prerequisites: Dragonkin, must possess a breath weapon

Benefits: You can use your breath weapon one additional time per day.

Special: You can take this feat more than once. Its benefits stack.

FALSE GUISE (DRACONIC BLOODLINE)

You can call upon the power of your blood to alter your physical features.

Prerequisites: Dragonkin only, Disguise ranks 3+

Benefits: You can alter your features to resemble any humanoid creature you have previously seen, but not to the point where you can perfectly duplicate a specific individual. The new form must be your size. You receive a +5 bonus to all Disguise checks due to this change. Clothing and equipment do not change. This ability is usable three times per day, and the process of changing takes one full round.

FRIGHTFUL PRESENCE (DRACONIC BLOODLINE)

Your presence unsettles your foes. Upon assuming this quality, your face elongates, you gain reptilian eyes, and a line of stubby spikes rings your neck.

Prerequisites: Half-dragon or dragontouched level 6+

Benefits: When you attack, all foes within 30 feet that can see you must succeed at a Will save (DC 10 + 1/2 dragonkin's level + Charisma modifier) or become shaken for 1d4 rounds. Opponents who resist the mind-affecting power are immune to your frightful presence for 24 hours. Creatures with more hit dice than you are unaffected.

IMPROVED FLYING SPEED (GENERAL)

After acquiring a good feel for your wings, you find that flying is a good deal easier than it used to be.

Prerequisites: Ability to fly

Benefits: Your base fly speed increases by 30 ft.

Special: You may take this feat multiple times but the base speed cannot exceed 120 ft.

IMPROVED MANEUVERABILITY (GENERAL)

Practice and experience have taught you more complicated flying tactics.

Prerequisites: Ability to fly

Benefits: Your flying maneuverability improves by one rating. See Chapter 2: Using the Rules in the DMG for details on maneuverability.

Special: This feat can be taken more than once but you cannot have a maneuverability rating better than perfect.

INSIDIOUS ANCESTRY (DRACONIC BLOODLINE)

As the offspring of a chromatic dragon, you can draw on your fiendish heritage to aid you.

Prerequisites: Dragonkin, evil alignment

Benefits: You gain the ability to smite good. Once per day you can make a normal melee attack to deal extra damage equal to your hit dice total (maximum of +20) against a good foe.

Special: If you take this feat more than once, you gain one additional daily use of smite good.





MAGIC AFFINITY (DRACONIC BLOODLINE)

Dragons are innately magical creatures, and those with their blood have a natural aptitude as well.

Prerequisites: Dragonkin

Benefits: You gain Use Magic Device as a class skill, and you receive a +3 insight bonus on Use Magic Device checks.

MAGIC SENSITIVITY (DRACONIC BLOODLINE)

You possess blood from one of the most magically-attuned creatures in existence. Consequently, you have the innate ability to detect it. Physically, your eyes take on a slight fluorescent glow.

Prerequisites: Dragonkin

Benefits: Three times per day, you can *detect magic* (as the spell) as a sorcerer of your character level. Additionally, you can determine whether or not a magic item is draconic in origin (see page 53) with a successful Knowledge (arcana) check (DC 10 + item's caster level).

NATURAL WEAPONS (DRACONIC BLOODLINE)

Your teeth and nails grow and harden to the point where they can inflict considerable harm. You are proficient with these attacks.

Prerequisites: Dragonkin

Benefits: You gain two natural attacks: a bite attack and a claw attack. The damage they do depends on your size:

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6

Generally, a bite attack is your primary natural attack and a

claw attack is considered a secondary natural attack. Per the usual rules, you suffer a -5 penalty to secondary natural attacks. If you take the Multiattack feat, this is reduced to -2.

Special: The Improved Natural Attack feat from the MM can make your natural weapons more dangerous.

QUICKENED BREATH WEAPON (DRACONIC BLOODLINE)

You launch your breath weapon with amazing speed, giving no warning signs. There are a few dragonkin who roam the world trying to prove they're the fastest "breath slinger."

Prerequisites: Dragonkin, must possess a breath weapon

Benefits: You can use your breath weapon as a free action. The DC of Reflex saves to avoid your breath weapon increases by 4. You cannot use more than one breath weapon per round.

SECONDARY BREATH WEAPON (DRACONIC BLOODLINE)

A metallic dragon normally possesses two breath weapons. As the offspring of such a creature, you can also develop two breath weapons.

Prerequisites: Dragonkin, must possess a breath weapon, good alignment

Benefits: You gain the use of a second type of breath weapon. This feat does not grant additional uses per day; it just gives you more options. You may use your two kinds of breath weapon interchangeably as you see fit.

Your dragon forebear determines the kind of secondary breath weapon you receive, as follows:

Dragon Variety	Breath Weapon
Brass	60-foot cone of <i>sleep</i>
Bronze	60-foot cone of repulsion gas
Copper	60-foot cone of <i>slow</i> gas
Gold	30-foot cone of weakening gas
Silver	30-foot cone of paralyzing gas

The save DC is the same as the character's normal breath weapon. The effects are as follows:

- Creatures within the cone of *sleep* must succeed on a Will save or fall asleep, regardless of HD, for 1d6 rounds plus 1 round per level of the dragonkin.
- Creatures within the cone of repulsion must succeed on a Will save or be unable to do anything but move away from the dragon for 1d6 rounds + 1 round per dragonkin level. This is a mind-affecting compulsion enchantment effect.
- Creatures within the cone of *slow* must succeed on a Fortitude save or be slowed for 1d6 rounds plus 1 round per level of the dragonkin.
- Creatures within a cone of weakening gas must succeed on a Fortitude save or take 1 point of Strength damage per



level of the dragonkin.

- Creatures within a cone of paralyzing gas must succeed on a Fortitude save or be paralyzed for 1d6 rounds plus 1 round per level of the dragonkin.

SPONTANEOUS BREATH WEAPON (DRACONIC BLOODLINE)

Your worship of a draconic deity allows you to spontaneously channel your breath weapon.

Prerequisites: Dragonkin, cleric level 1+, must worship a draconic deity

Benefits: You may channel your breath weapon through spontaneous casting. You can “lose” any prepared spell that is not a domain spell to use your breath weapon. A breath weapon used in this way cannot inflict more damage dice than the level of the spell expended to channel it. Using your breath weapon in this manner does not count toward your daily limit.

SUPPRESS ITEM (DRACONIC BLOODLINE)

You can temporarily suppress the effects of a magic item.

Prerequisites: Dragonkin, Cha 13

Benefits: As a full round action, you can concentrate on a magic item within 30 feet and attempt to suppress its powers. Once the concentration begins, your eyes glow with a bluish hue.

If you succeed in a Charisma check opposed by the caster level check of the item or its wielder (whichever is higher), all magical abilities of the target item are suppressed for 1 round plus 1 round per point of your Cha modifier.

Failing to suppress a magic item’s power means you cannot attempt to suppress it again for another 24 hours. This ability cannot be used on artifacts.

Special: A dragonkin need not know an item is magical to use this feat. The dragonkin does not know whether the check is successful, or what magic abilities are suppressed. Furthermore, he does not even necessarily know if an item is magical; he may concentrate hard only to suppress a mundane item with no special abilities!

TACTICAL BREATH WEAPON (DRACONIC BLOODLINE)

You have a mastery of your breath weapon.

Prerequisites: Dragonkin, must possess a breath weapon

Benefits: Your primary breath weapon (not including those granted by the Secondary Breath Weapon feat) is normally a line or cone. You gain the ability to use your breath attack as a 60-foot line, a 30-foot cone, or a burst attack with a 40-foot range and a 10-foot spread (similar to a *fireball*).

For example, a black dragon’s breath weapon is normally a 60-foot line of acid. With this feat, a character of black dragon ancestry could also choose to launch a 30-foot cone of acid or

an acid burst attack with a 10-foot radius and a range of 40 feet.

This feat does not grant extra uses per day with your breath weapon; it only grants more options in the use of your breath weapon.

TAIL TRIP (GENERAL)

You grow a wiry tail that is approximately three-quarters the length of your body. It is as prehensile as your arm or leg.

Prerequisites: Dragonkin, Improved Trip

Benefits: You can use your tail to make trip attacks. Any trip attack made with your tail gains an additional +4 bonus to your Strength check to trip your opponent. (This stacks with the bonus from Improved Trip.) Furthermore, if you fail to trip your foe with your tail, he cannot automatically attempt to trip you.

VOCAL RUMBLING (DRACONIC BLOODLINE)

By duplicating the deep snore of a dragon, you may daze it. This rumbling is a sound all dragons, no matter their type, emit as they sleep.

Prerequisites: Dragonkin, Bard level 3+

Benefits: A conscious dragon that hears you rumble may become drowsy to the point of inaction. The success of your rumbling is determined by the dragon’s Will save. Your Perform check is the DC of the dragon’s Will save.

If the dragon wins, the attempt is unsuccessful and the dragon is alert to your presence (if this is not already the case). If you win, the dragon remains in its current position, landing immediately if needs be. It is considered dazed for as many rounds as the rumbling continues, up to a maximum duration equal to your Constitution score.

You can take no other action aside from normal movement while maintaining the sound. As soon you cease rumbling, the dragon becomes as alert as before.

You can only attempt this once per day. Once a rumble fails on a dragon, it cannot be attempted again for another 24 hours on the same dragon.

WINGS (DRACONIC BLOODLINE)

A pair of wings is one of the most useful inheritances a draconic parent can offer. Great leathery wings pierce through your back and remain folded when not in use.

Prerequisites: Dragonkin

Benefits: The wings enable you to fly at 30 ft. speed with average maneuverability. Your wingspan is twice the length of your body.



New Equipment

The following mundane items are used frequently by dragonkin.

Claw attachments: Crafted from steel, this pair of glove-like items slips onto a humanoid's hands. It provides durable claws to creatures not having them already. If claws are already present, the steel is specially made to fit over them, latching on securely and safely. Augmenting already-existing claws increases damage by one increment, as if the wearer took the Improved Natural Attack feat.

If the creature does not have claws, he gains a claw attack. Base damage for the claws depends on the size of the humanoid they are fashioned for. As a melee weapon, a creature's Strength modifier is added to the base damage.

Creature Size	Claw Damage
Small	1d3
Medium	1d4
Large	1d6

Performing tasks that require hands is quite difficult while wearing the claws. Everything from wielding a sword to opening a door is cumbersome. While wearing these attachments, any die roll that requires the creature's hands (besides attacking with the claws) suffers a -4 competence penalty. Spellcasting while wearing the claws requires a Concentration check (DC 10) if the spell requires a somatic component.

Weight: 2 lb.; cost: 14 gp/pair

Dragon skin, treated: Many entrepreneurs look to a dragon's scales as a unique material for the crafting of expensive armor. What many overlook is the qualities of the skin beneath those scales. Dragonkin recognize that dragons are born of magic. Everything about them, if crafted properly, has a useful application for magic items. The first use is to provide the wearer with energy resistance. A character having 10 ranks in Craft (leatherworking) can bring this feature to fruition (DC 25). A rubbery skintight suit is made including boots, gloves, and a head wrap. The wrap can quickly be pulled over one's eyes, providing resistance 5 to the energy type that the dragon whose skin was used had immunity to.

The second use, also as a complete body suit, protects the wearer from being tracked by smell. A character having 7 or more ranks in Craft (leatherworking) can fashion such a garment (DC 20). The result is that the wearer cannot be tracked or

detected by creatures using the scent ability. Dragonkin assassins are frequent users of this type of skin suit, the hide having belonged to an enemy dragon.

Since the suits must be treated differently during construction, they have their own individual costs. The wearer can use either suit beneath armor and still retain full effectiveness. Both require 6 sq. ft. of dragon skin to create.

Weight: 2 lb. (the item weighs one-quarter this amount when made for Small characters and 50% more when made for Large characters); cost: 220 gp (energy resistance) or 110 gp ("scent stop")

Elak leaf: A squat, sprawling shrub, the elak plant supposedly has its origins linked to the *heart shards*. It was the most common foliage around the site of Druggen's destruction. The elak looks like ugly gray-green tufts of hair struggling to reach from the soil. Its leaves are always shriveled in appearance, very thin, and reaching to an average length of 2 inches.

When an elak leaf comes into contact with a fresh sample of dragon blood, its power manifests. First, the leaf takes on a crimson hue, its pores soaking up the blood like a thirsty breath-slain. The leaf has 5 distinct sections as divided by its serrated edges. A true dragon's blood turns the entire leaf red. A half-dragon's blood measures four sections, leaving the one closest to the stem uncolored. A dragon-touched's blood varies in its effect depending on the generation gap between character and dragon ancestor. Dragonkin hunters use the leaf to determine the possible draconic powers of their prey. For those without access to magic such as *know age category*, the elak leaf makes a reasonable substitute.

Weight: -; cost: 5 gp/leaf

Holy symbol: Carved from obsidian, this item is fashioned to resemble one of the prized *heart shards*. While very few have ever looked upon one of those artifacts, the appearance of the *shards* has been glimpsed through flashes from the collective unconscious. Thick, irregularly-shaped slabs no longer than 3 inches in length hang about the neck or rest in the pocket of every draconic cleric. Possession of the symbol by anyone other than a cleric of dragons is cause for the death of that person. Often these holy symbols act as keys for unlocking treasure containers or secret passages inside the cleric's shrine.

Weight: 1 lb.; cost: -



Chapter Three

Dragonkin and Dragons

Dragonkin occupy an odd place. To one parent, they owe great strength. To the other parent, they owe only weakness. Dragonkin struggle to realize their heritage, all the while painfully aware of their limitations relative to their draconic descendants.

This chapter discusses the ways dragonkin interact with dragons. The main focus is religion. Rather than worship the typical gods of their humanoid parent, most dragonkin are drawn to the indisputable power of their draconic heritage. They worship the supreme avatars that are the gods of the dragons. Most join a church, cult, or sect related to this worship. From there, they serve their draconic heritage by furthering the aims of a dragon-god.

Supreme Avatars

Dragonkind worships members of its own race. There is a special category of dragons not often encountered. These supreme avatars possess a sliver of divine power. They are capable of granting spells to worshippers. This power is within every dragon, originating from the deaths of Druggen and Xalchik's avatar form of the Great Storm, but few become great enough to manifest the ability.

An avatar is a dragon of great age, long past the age category of great wyrm. Avatars are so called because they discover the latent divine abilities inherited from a godly birthright. But while all dragons of avatar status have certain standard powers, only the eldest of each type, called a supreme avatar, has the power to grant spells to worshippers.

Only one supreme avatar of each dragon can exist at once. There are rarely more than a half-dozen avatars of each dragon type living at one time. For chromatics, an avatar's life is a quest for supremacy: to locate and destroy the oldest of its kind so as to assume the title of supreme avatar. For metallics, the status of avatar is a holy honor that comes with great responsibility and fealty to the supreme avatar. The slow path to supreme avatar age provides the dragon with the wisdom necessary to accept such a mantle.

Supreme avatar dragons can grant spells to worshippers but there is a prerequisite: a caster level of 21st or higher. It is easier for metallics to reach this threshold. Since Druggen's essence was fully absorbed into good dragons, they are more innately magical. Xalchik, on the other hand, lost a great deal of power but not quite all. Thus chromatic dragons (except the powerful reds) must wait longer to reach the appropriate caster level.

The tables on the following pages have stats for true dragon abilities at the age categories above great wyrm. Metallic dragons have the potential for avatar and supreme avatar status as soon as they advance past great wyrm status, for at that point their caster level exceeds 20th. Most chromatic dragons, on the other hand, must continue to advance through several stages of great wyrm age for another 200 to 600 years before they reach avatar status.

The table below displays at what age a given dragon becomes an avatar. This is also the age at which the dragon could potentially become a supreme avatar, but in practice it takes many hundreds of years of additional aging to advance from avatar to supreme avatar, if it even happens at all. No matter their age, these dragons are not invulnerable, just very powerful.

Dragon Type	Avatar age
Black	1,801
Blue	1,601
Green	1,601
Red	1,401
White	2,001
Brass	1,401
Bronze	1,401
Copper	1,401
Gold	1,401
Silver	1,401

Some sages have theorized that supreme avatars do not so much grant spells as transfer energy from one place to another. This theory raises the question of whether divine beings exist beyond the power of supreme avatar. Perhaps there is actually one metallic deity and one chromatic deity, each keeping an even lower profile than these dragon gods. Even if this is the case, most supreme avatars are content as long as these higher echelon deities stay out of their business.

Avatar Abilities

A dragon progresses in its standard abilities as it ages, as shown on the facing tables.

Avatar Age: Achieving avatar age grants additional special abilities. The avatar threshold ages are described above. Every avatar shares the following qualities:

- *Create mundane item (Su):* The dragon can fashion a permanent nonmagical item no larger than 20 cubic feet. He can do this up to three times per day without components.



The time required to create such items is 1 round.

- *Divine protection (Su)*: The dragon gains a permanent +4 sacred/profane bonus to AC.
- *Enhanced senses (Su)*: The dragon can sense any other dragons or dragonkin within a 5-mile radius.
- *Immortality (Su)*: The dragon does not die of old age.
- *Immunities (Su)*: The dragon is not subject to death attacks and cannot be fooled by illusions. He is also immune to spells from a single school of magic chosen upon reaching avatar status. This school immunity can be suppressed as desired.
- *Increased physical damage (Ex)*: The dragon's natural physical attacks (bite, claws, tail, and wings) are increased by one die of damage (1d8 becomes 2d8, 2d4 becomes 3d4, etc.).
- Regeneration 5.

Supreme Avatar Age: There is no standard progression to supreme avatar status. At most times there is one living supreme avatar of each type, and another assumes the mantle once he passes. Supreme avatar dragons add the following special qualities to those of the avatar:

- *Challenge rating:* +3 CR when an avatar becomes a supreme avatar, in addition to normal increases for improved hit dice.
- *Create magical items (Sp)*: The dragon can fashion a magical item once per week. He does not require material components but the item only lasts for 48 hours. The time required to create this item is 1 hour per caster level of the item. The maximum caster level a supreme avatar can instill in an item is equal to his Intelligence modifier.
- *Enhanced frightful presence (Ex)*: The dragon's frightful presence ability becomes so powerful that the DC to resist it rises by 10.
- *Grant spells (Su)*: The dragon can grant spells to worshippers as if he were a god. Clerics who worship a supreme avatar are granted the Dragon domain in addition to a second that depends on the god's personality, as described below. But a supreme avatar is not a true god, so certain limits apply to his abilities. A worshipper must be on the same plane as the supreme avatar in order to receive spells. Once off of that plane of existence, the divine link is severed until the character can return. The supreme avatar is limited in the number of persons he can grant spells to. The maximum number is the supreme avatar's Wisdom score multiplied by 5. The dragon can grant divine spells even though he himself does not cast them; this is the nature of divine power. He may not grant spells to himself.

A draconic cleric has the same base abilities as a normal

cleric. These include the ability to cast spells based on his Wisdom score, the access to two domains, and the ability to cast spontaneous *cure* or *inflict* spells (depending on alignment). A dragonkin cleric is granted the Dragon domain in addition to a second domain dependant on the supreme avatar worshipped:

Supreme Avatar Type	Domain
Black	Evil
Blue	Destruction
Green	Death
Red	Knowledge
White	War
Brass	Luck
Bronze	Animal
Copper	Trickery
Gold	Sun
Silver	Protection

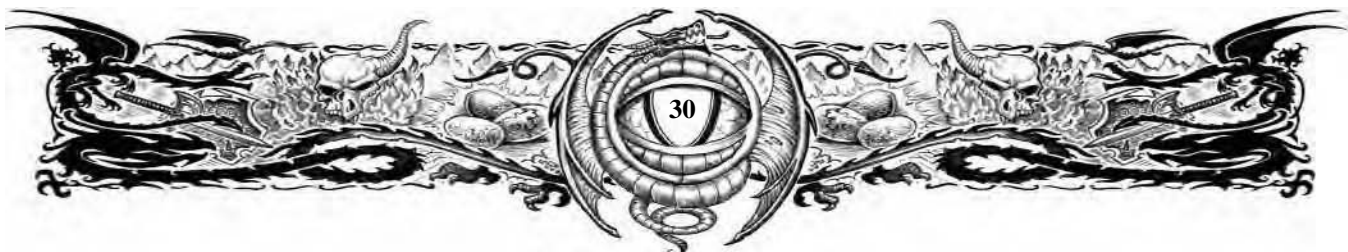
The favored weapon of a dragon god is the heavy pick. This weapon resembles a dragon's deadly claw.

- *Increased supernatural damage (Su)*: The dragon's breath weapon is enhanced. Its damage is increased by half (multiply by 1.5). If a breath weapon is used that deals no damage, then its duration is increased by half.
- *Lair affinity (Sp)*: The dragon knows who or what is in his lair as if watching them in person. In addition, the dragon can *teleport without error* to or from his lair once a round. With a range of touch he may use this ability on any other creature or item (Will save to resist equal to the dragon's breath weapon DC).
- *Telepathy (Su)*: The dragon can communicate telepathically with any intelligent creature within a 5-mile radius. To a greater extent, the supreme avatar can send dreams to any worshipper while he sleeps. There is no range limit to this power except that the receiver must be on the same plane as the dragon god. Both of these functions are extensions of the dragon's connection with the collective unconscious.

Examples of Draconic Deities

In the natural balance of things, there is always one supreme avatar for each dragon type. Here are draconic NPCs that can fill this role in your campaign. They can serve as gods, NPCs, or monsters. They make excellent deities, sponsors, and enemies for dragonkin characters.

These stat blocks include explanations of special abilities that vary by avatar. Descriptions for abilities that are consistent for all avatars (such as increased physical damage, increased supernatural damage, divine protection, enhanced senses, lair affinity, and telepathy) can be found in the general rules above.





Black Dragon Abilities by Age

Age (years)	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/Grp	Attack	Fort Save	Ref Save	Will Save	Breath Wpn (DC)	Frightful Presence DC	CR
1,401	G	40d12+360 (620)	39	10	29	22	23	22	+40/+66	+50	+31	+22	+28	26d4 (39)	36	25
1,601	G	43d12+387 (666)	41	10	29	24	25	24	+43/+70	+52	+32	+23	+30	28d4 (40)	38	27
1,801+	C	46d12+460 (759)	43	10	31	26	27	26	+46/+78	+54	+35	+25	+33	30d4 (43)	41	33
Age	Speed				Initiative		AC				Special Abilities			Caster Level	SR	CR
1,401	60 ft., fly 200 ft. (clumsy), swim 60 ft.			+0			45 (-4 size, +39 natural), touch 6, flat-footed 45				DR 25/magic			17th	30	25
1,601	60 ft., fly 200 ft. (clumsy), swim 60 ft.			+0			48 (-4 size, +42 natural), touch 6, flat-footed 49							19th	32	27
1,801+	60 ft., fly 200 ft. (clumsy), swim 60 ft.			+0			51 (-8 size, +45 natural, +4 profane), touch 6, flat-footed 51							21st	34	33

Blue Dragon Abilities by Age

Age (years)	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/Grp	Attack	Fort Save	Ref Save	Will Save	Breath Wpn (DC)	Frightful Presence DC	CR
1,401	G	42d12+378 (651)	41	10	29	22	23	22	+42/+69	+51	+32	+23	+29	26d8 (40)	37	27
1,601+	C	45d12+405 (697)	43	10	29	24	25	24	+45/+77	+53	+33	+24	+31	28d8 (41)	39	31
Age	Speed				Initiative		AC				Special Abilities			Caster Level	SR	CR
1,401	40 ft., burrow 20 ft., fly 200 ft. (clumsy)			+0			47 (-4 size, +41 natural), touch 6, flat-footed 47				DR 25/magic			19th	32	27
1,601+	40 ft., burrow 20 ft., fly 200 ft. (clumsy)			+0			50 (-8 size, +44 natural, +4 profane), touch 6, flat-footed 50							21st	33	31

Green Dragon Abilities by Age

Age (years)	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/Grp	Attack	Fort Save	Ref Save	Will Save	Breath Wpn (DC)	Frightful Presence DC	CR
1,401	G	41d12+369 (635)	41	10	29	22	23	22	+41/+68	+52	+31	+22	+29	26d6 (39)	36	26
1,601+	C	43d12+396 (382)	43	10	29	24	25	24	+44/+76	+52	+33	+24	+31	28d6 (40)	38	30
Age	Speed				Initiative		AC				Special Abilities			Caster Level	SR	CR
1,401	40 ft., fly 200 ft. (clumsy), swim 40 ft.			+0			46 (-4 size, +40 natural), touch 6, flat-footed 46				DR 25/magic			19th	32	26
1,601+	40 ft., fly 200 ft. (clumsy), swim 40 ft.			+0			49 (-8 size, +43 natural, +4 profane), touch 6, flat-footed 49							21st	33	30

Red Dragon Abilities by Age

Age (years)	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/Grp	Attack	Fort Save	Ref Save	Will Save	Breath Wpn (DC)	Frightful Presence DC	CR
1,401+	C	43d12+473 (752)	49	10	33	28	29	28	+43/+78	+54	+34	+23	+32	26d10 (42)	40	33
Age	Speed				Initiative		AC				Special Abilities			Caster Level	SR	CR
1,401+	40 ft., fly 200 ft. (clumsy)			+0			48 (-8 size, +42 natural, +4 profane), touch 6, flat-footed 48				DR 25/magic			21st	34	33

White Dragon Abilities by Age

Age (years)	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/Grp	Attack	Fort Save	Ref Save	Will Save	Breath Wpn (DC)	Frightful Presence DC	CR
1,401	G	39d12+351 (604)	39	10	29	18	19	18	+39/+66	+50	+30	+21	+25	13d6 (38)	33	25
1,601	G	42d12+378 (651)	43	10	29	20	19	20	+42/+71	+55	+32	+23	+27	14d6 (40)	36	27
1,801	C	45d12+450 (742)	45	10	31	22	19	22	+45/+79	+55	+34	+24	+28	15d6 (42)	38	31
2,001+	C	48d12+480 (792)	47	10	31	22	23	22	+59/+83	+59	+36	+26	+33	16d6 (44)	40	35
Age		Speed			Initiative		AC				Special Abilities			Caster Level	SR	
1,401		60 ft., burrow 30 ft., fly 250 ft. (poor), swim 60 ft.			+0		44 (-4 size, +38 natural), touch 6, flat-footed 44				DR 25/magic			15th	28	25
1,601		60 ft., burrow 30 ft., fly 250 ft. (poor), swim 60 ft.			+0		47 (-4 size, +41 natural), touch 6, flat-footed 47							17th	30	27
1,801		60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.			+0		46 (-8 size, +44 natural), touch 2, flat-footed 46				DR 30/magic			19th	32	31
2,001+		60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.			+0		53 (-8 size, +47 natural, +4 profane), touch 6, flat-footed 53							21st	33	35

Metallic Dragon Abilities by Age (all at 1,401+ years old)

Color	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/Grp	Attack	Fort Save	Ref Save	Will Save	Breath Wpn (DC)	Frightful Presence DC	CR
Brass	G	40d12+360 (620)	39	10	29	22	23	22	+40/+66	+50	+31	+22	+28	13d6 (39)	36	27
Bronze	G	42d12+378 (651)	41	10	29	28	29	28	+42/+69	+53	+32	+23	+32	26d6 (40)	40	29
Copper	G	41d12+369 (635)	39	10	29	24	25	24	+41/+67	+51	+31	+22	+29	26d4 (39)	37	30
Gold	C	44d12+528 (814)	49	10	35	34	35	34	+44/+79	+55	+36	+24	+36	26d10 (44)	46	36
Silver	C	43d12+473 (752)	47	10	33	32	33	32	+43/+77	+53	+34	+23	+34	26d8 (42)	42	33
Color		Speed			Initiative		AC				Special Abilities			Caster Level	SR	CR
Brass		60 ft., burrow 30 ft., fly 250 ft. (poor), swim 60 ft.			+0		49 (-4 size, +39 natural, +4 sacred), touch 10, flat-footed 49				DR 25/magic			21st	32	27
Bronze		40 ft., fly 200 ft. (clumsy), swim 60 ft.			+0		51 (-4 size, +41 natural, +4 sacred), touch 10, flat-footed 51				DR 25/magic			21st	33	29
Copper		40 ft., fly 200 ft. (clumsy)			+0		50 (-4 size, +40 natural, +4 sacred), touch 10, flat-footed 50				DR 25/magic			21st	33	30
Gold		60 ft., fly 250 ft. (clumsy), swim 60 ft.			+0		49 (-8 size, +43 natural, +4 sacred), touch 6, flat-footed 49				DR 25/magic			21st	35	36
Silver		40 ft., fly 200 ft. (clumsy)			+0		49 (-8 size, +42 natural, +4 sacred), touch 6, flat-footed 49				DR 25/magic			21st	34	33



Supreme Avatar Black Dragon

Supreme Avatar Black Dragon: CR 36; Colossal dragon (water); HD 46d12+460; hp 759; Init +4; Spd 60 ft., fly 200 ft. (clumsy), swim 60 ft.; AC 51, touch 6, flat-footed 51; Base Atk +46; Grp +78; Atk +54 melee (5d8+16, bite); Full Atk +54 melee (5d8+16, bite), +53 melee (5d6+8, 2 claws), +52 melee (3d8+8, 2 wings), +52 melee (5d6+8, tail slap); Space/Reach 30 ft./20 ft. (bite 30 ft.); SA breath weapon, charm reptiles, corrupt water, crush, enhanced frightful presence, increased physical damage, increased supernatural damage, snatch, spell-like abilities, spells, tail sweep; SQ create magical item, create mundane item, damage reduction 30/magic, darkvision 120 ft., divine protection, enhanced senses, grant spells, immortality, immunities, lair affinity, low-light vision, regeneration 5, spell resistance 34, telepathy, water breathing; AL CE; SV Fort +35, Ref +27, Will +33; Str 43, Dex 10, Con 31, Int 26, Wis 27, Cha 26.

Skills and Feats: Appraise +28, Bluff +28, Climb +36, Concentration +59, Diplomacy +61, Gather Information +28, Hide +49, Intimidate +59, Knowledge (nobility and royalty) +57, Listen +59, Move Silently +49, Search +57, Spot +59, Swim +65; Alertness, Blind-Fight, Cleave, Craft Wondrous Item, Enlarge Spell, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Lightning Reflexes, Maximize Spell, Multi-attack, Power Attack, Snatch, Weapon Focus (claw), Wingover.

Description: The complete deterioration of skin around the base of the horn and cheek bones has left the supreme avatar black with an apparently diseased face. The dragon-god is unusually vain about this condition and wears a garment to hide it. Made of refined gold and platinum, this fine mesh blanket cloaks most of the wyrm's cranium. Sticky juices from a number of oozing pockets around the bare patches hold the mesh in place. A select group of worshippers residing in the sanctuary are charged with nothing more than to craft these expensive face garments.

The supreme avatar resides deep beneath the swamp surrounded by a mountain of coins. On the surface sits a lonely island of mossy earth which cradles a two-story sanctuary dedicated to the dragon god. Circling the island is a stretch of "quickmud," which allows passage to those worshippers knowing the pass phrase. Outside of the quickmud, a battalion of trident-wielding skum keeps the swamp and its immediate vicinity free of unwanted guests.

One of the supreme avatar black's long-term goals is to collect old coins from every nation in the world that uses money. This includes coins that are no longer in circulation and have risen to collectible value. Worshippers believe that the wyrm is going to use the rarest of coins to magically take control of their realms' leadership. The plan involves contacting and using the ancestral spirits of the current monarchs.

Breath Weapon (Su): 140-ft. line, damage 30d4 acid, Reflex DC 43 half.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 5d8+24 points of bludgeoning damage, and must succeed on a DC 43 Reflex save or be pinned; grapple bonus +78.

Snatch (Ex): Grapple bonus +78; claw against creature of Large or smaller for 5d6+8/round, bite against Huge or smaller for 5d8+16/round, or 10d8+32 if the dragon does not move; snatched creature can be flung 150 ft. for 15d6 points of damage.

Immunities (Ex): The supreme avatar black is immune to acid, sleep, and paralysis effects. He is not subject to death attacks and cannot be fooled by illusions. He is immune to all spells from the school of necromancy. This immunity can be suppressed as desired.

Water Breathing (Ex): A supreme avatar black can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Corrupt Water (Sp): Once per day a supreme avatar black can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 41) or become fouled. This ability is the equivalent of a 1st-level spell. Its range is equal to 450 ft.

Charm Reptiles (Sp): A supreme avatar black can use this ability three times per day. It works as a *mass charm* spell that affects only reptilian animals. The dragon can communicate with any charmed reptiles as though casting a *speak with animals* spell. This ability is the equivalent of a 1st-level spell.

Spell-Like Abilities: 3/day – *darkness* (150-ft. radius), *insect plague*; 1/day – *plant growth*.

Spells: As 21st-level sorcerer.

Typical Sorcerer Spells Known (6/8/8/8/8/7/7/7/6; DC 18 + spell level): 0-level – *arcane mark, dancing lights, detect magic, disrupt undead, light, mage hand, mending, read magic, resistance*; 1st – *feather fall, magic missile, protection from good, shield, unseen servant*; 2nd – *command undead, invisibility, magic mouth, obscure object, summon swarm*; 3rd – *dispel magic, gaseous form, summon monster III, wind wall*; 4th – *animate dead, contagion, polymorph, scrying*; 5th – *cloudkill, private sanctum, teleport, transmute mud to rock*; 6th – *antimagic field, create undead, mislead*; 7th – *control undead, delayed blast fireball, greater scrying*; 8th – *create greater undead, discern location, symbol of death*; 9th – *prismatic sphere, shapechange, summon monster IX*.

Tail Sweep (Ex): Half-circle 40 ft. in diameter, Medium or smaller opponents take 3d8+24 points of bludgeoning damage; Reflex DC 43 half.



Supreme Avatar Blue Dragon

Supreme Avatar Blue Dragon: CR 34; Colossal dragon (earth); HD 45d12+697; hp 697; Init +4; Spd 40 ft., burrow 20 ft., fly 200 ft. (clumsy); AC 51, touch 6, flat-footed 50; Base Atk +45; Grp +77; Atk +53 melee (5d8+16, bite); Full Atk +53 melee (5d8+16, bite), +52 melee (5d6+8, 2 claws), +51 melee (3d8+8, 2 wings), +51 melee (5d6+8, tail slap); Space/Reach 30 ft./20 ft. (bite 30 ft.); SA breath weapon, create/destroy water, crush, enhanced frightful presence, increased physical damage, increased supernatural damage, snatch, spell-like abilities, spells, tail sweep; SQ create magical item, create mundane item, damage reduction 30/magic, darkvision 120 ft., divine protection, enhanced senses, grant spells, immortality, immunities, lair affinity, low-light vision, regeneration 5, sound imitation, spell resistance 33, telepathy; AL LE; SV Fort +33, Ref +24, Will +31; Str 43, Dex 10, Con 29, Int 24, Wis 25, Cha 24.

Skills and Feats: Appraise +31, Bluff +55, Climb +40, Concentration +57, Hide +48, Intimidate +57, Knowledge (dungeoneering) +55, Listen +57, Move Silently +24, Search +55, Sense Motive +55, Spellcraft +55, Spot +57; Alertness, Blind-Fight, Cleave, Craft Magic Arms and Armor, Flyby Attack, Forge Ring, Hover, Improved Initiative, Improved Natural Armor, Improved Sunder, Multiattack, Power Attack, Snatch, Still Spell, Weapon Focus (claw), Wingover.

Description: Large, indigo, glossy scales are a testament to the supreme avatar blue's age. When excited, his eyes pulse with an inner energy. Feasting on a favored creature (generally any intelligent humanoid) causes the dragon's teeth to crackle with electricity. Several tattoos on his underbelly supposedly take on a life of their own when exposed to an attacker.

The supreme avatar believes that "the best place to hide is in plain sight." A mountain range on the corner of the desert once hosted a prosperous gem mine. While the gemstones remain, the prosperity is but a memory. Only the dragon god benefits anymore from the steady supply of sapphires excised by his worshippers. While still a great wyrm, the dragon took the area by force, slaying or driving away the dwarves settled there. The stocky refugees sponsored many an adventuring company to dispatch the creature but none ever returned. Today, their charred skeletons serve as chilling sentries at the base of the mountains. They are at once deterrent and catalyst for further dwarven-sponsored heroes.

Unlike most supreme avatar chromatrics, the blue has relatively few plans for the future. He has vanquished all but one of the world's avatar blues and discovered a seemingly endless sapphire vein. Unfortunately, the dragon god suffers from extreme paranoia. Numerous protocols must be observed simply to request an audience, much less actually meet him. If one of these protocols is not met, the blue uses the offender for target practice. To further keep himself safe,

the supreme avatar is layered in deception. His subterranean lair is accessed by only two methods. The first is a corridor so tight only one Medium-size creature can squeeze through it at one time. This leads from his sanctuary mine into the bottom of the other entrance – a volcanic shaft. Long since inactive, the volcano's interior is interspersed with mirrors. These large reflective surfaces lace much of the wyrm's lair and give visitors the distinct impression they are being watched. In addition to their function as scrying devices, the blue is extremely adept at using them to ricochet lightning blasts. Many an unwary intruder has met his doom at the end of a bouncing electrical bolt.

Breath Weapon (Su): 140-ft. line, damage 28d8 electricity, Reflex DC 41 half.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 5d8+24 points of bludgeoning damage, and must succeed on a DC 41 Reflex save or be pinned; grapple bonus +77.

Snatch (Ex): Grapple bonus +77; claw against creature of Large or smaller for 5d6+8/round, bite against Huge or smaller for 5d8+16/round, or 10d8+32 if the dragon does not move; snatched creature can be flung 140 ft. for 14d6 points of damage.

Immunities (Ex): The supreme avatar blue is immune to electricity, sleep, and paralysis effects. He is also not subject to death attacks and immune to all spells from the school of illusion. This immunity can be suppressed as desired.

Create/Destroy Water (Sp): A supreme avatar blue of any age can use this ability three times per day. It works like the create water spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 39) or be ruined. This ability is the equivalent of a 1st-level spell.

Sound Imitation (Ex): A supreme avatar blue can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a Will save (DC 39) to detect the ruse.

Spell-Like Abilities: 3/day – ventriloquism; 1/day – hallucinatory terrain, veil, mirage arcana.

Spells: As 21st-level sorcerer.

Typical Sorcerer Spells Known (6/8/8/8/7/7/7/6/6; DC 17 + spell level): 0-level – dancing lights, detect magic, disrupt undead, light, mage hand, mending, purify food and drink, read magic, resistance; 1st – magic missile, obscuring mist, protection from chaos, protection from good, remove fear; 2nd – cure moderate wounds, see invisibility, shatter, silence, zone of truth; 3rd – blink, dispel magic, glyph of warding, stone shape; 4th – cure critical wounds, detect scrying, dimension door, unholy blight; 5th – animal growth, insect plague, private sanctum, wall of stone; 6th – blade barrier, chain lightning, move earth; 7th – dictum, greater teleport, mass inflict wounds; 8th – clone, earthquake, sym-



bol of death; 9th – shapechange, storm, of vengeance, wish.

Tail Sweep (Ex): Half-circle 40 ft. in diameter, Medium or smaller opponents take 3d8+24 points of bludgeoning damage; Reflex DC 41 half.

Supreme Avatar Green Dragon

Supreme Avatar Green Dragon: CR 41; Colossal dragon (air); HD 43d12+396; hp 682; Init +4; Spd 40 ft., fly 200 ft. (clumsy), swim 40 ft.; AC 49, touch 6, flat-footed 49; Base Atk +44; Grp +76; Atk +52 melee (5d8+16, bite); Full Atk +52 melee (5d8+16, bite), +51 melee (5d6+8, 2 claws), +50 melee (3d8+8, 2 wings), +50 melee (5d6+8, tail slap); Space/Reach 30 ft./20 ft. (bite 30 ft.); SA breath weapon, crush, enhanced frightful presence, increased physical damage, increased supernatural damage, snatch, spell-like abilities, spells, tail sweep; SQ create magical item, create mundane item, damage reduction 30/magic, darkvision 120 ft., divine protection, enhanced senses, grant spells, immortality, immunities, lair affinity, low-light vision, regeneration 5, spell resistance 33, telepathy, water breathing; AL LE; SV Fort +33, Ref +24, Will +31; Str 43, Dex 10, Con 29, Int 24, Wis 25, Cha 24.

Skills and Feats: Bluff +53, Concentration +55, Diplomacy +55, Gather Information +30, Handle Animal +53, Hide +48, Intimidate +55, Knowledge (nature) +53, Listen +55, Move Silently +48, Search +53, Spot +55, Swim +39; Alertness, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Maximize Spell, Multiattack, Power Attack, Snatch, Stealthy, Weapon Focus (claw), Widen Spell, Wingover.

Description: With large scales the color of faded grass, the supreme avatar green lairs within a great forest's thick patch of pine trees. The body-length crest on his back appears to be a row of great scraggly pine needles. The dragon god often sports a deceptively genuine smile.

Worshippers maintain a small sanctuary in the same area of tall pines. The inner perimeter of these pines is laced with mind-affecting magics. These convince travelers that they are going in the wrong direction. Or the enchantments scare them off outright with fear-related spells. Rough terrain around the forest makes it the ideal area for this sanctuary.

A nearby river is a common playground for the half-dozen younger green dragons that reside here. The creatures use their enchantment magics to pry information out of passersby. The supreme avatar green's current ambition is to slay all druids and fey creatures in the region. Centuries ago, these goodly forces nearly killed the green and now he is powerful enough to reap final vengeance.

Breath Weapon (Su): 70-ft. cone, damage 28d6 acid, Reflex DC 40 half.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 5d8+24 points of bludgeoning damage, and must

succeed on a DC 40 Reflex save or be pinned; grapple bonus +76.

Snatch (Ex): Grapple bonus +76; claw against creature of Large or smaller for 5d6+8/round, bite against Huge or smaller for 5d8+16/round, or 10d8+32 if the dragon does not move; snatched creature can be flung 140 ft. for 14d6 points of damage.

Immunities (Ex): The supreme avatar green is immune to acid, sleep, and paralysis effects. He is also not subject to death attacks and cannot be fooled by illusions of 5th-level or below. He is immune to spells from the school of enchantment. This immunity can be suppressed as desired.

Water Breathing (Ex): A supreme avatar green can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spell-Like Abilities: 3/day – suggestion, dominate person; 1/day – plant growth, command plants.

Spells: As 21st-level sorcerer.

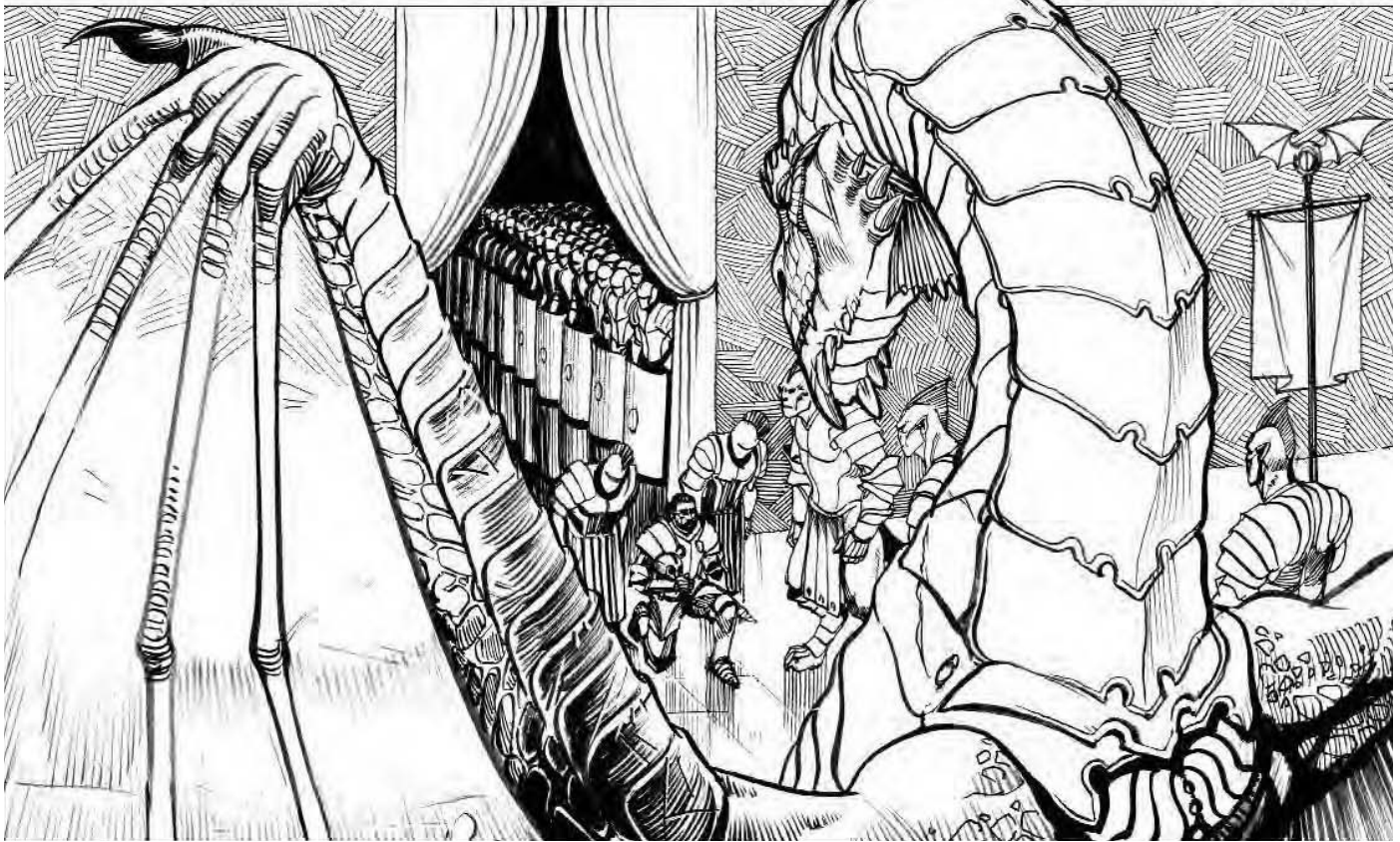
Typical Sorcerer Spells Known (6/8/8/8/7/7/7/6/6; DC 17 + spell level): 0-level – acid splash, arcane mark, daze, detect magic, ghost sound, mage hand, message, read magic, resistance; 1st – alarm, magic missile, ray of enfeeblement, reduce person, shield; 2nd – acid arrow, continual flame, invisibility, scorching ray; 3rd – dispel magic, fireball, sleet storm, slow; 4th – charm monster, lesser geas, mass reduce person, scrying; 5th – faithful hound, feeblemind, summon monster V, symbol of sleep; 6th – control water, greater dispel magic, true seeing; 7th – greater shadow conjuration, greater teleport, mass hold person; 8th – horrid willing, incendiary cloud, mass charm monster; 9th – dominate monster, shapechange, weird.

Tail Sweep (Ex): Half-circle 40 ft. in diameter, Medium or smaller opponents take 3d8+24 points of bludgeoning damage; Reflex DC 40 half.

Supreme Avatar Red Dragon

Supreme Avatar Red Dragon: CR 36; Colossal dragon (fire); HD 43d12+473; hp 752; Init +4; Spd 40 ft., fly 200 ft. (clumsy); AC 48, touch 6, flat-footed 48; Base Atk +43; Grp +78; Atk +54 melee (5d8+19, bite); Full Atk +54 melee (5d8+19, bite), +50 melee (5d6+9, 2 claws), +49 melee (3d8+9, 2 wings), +49 melee (5d6+9, tail slap); Space/Reach 30 ft./20 ft. (bite 30 ft.); SA breath weapon, crush, enhanced frightful presence, increased physical damage, increased supernatural damage, snatch, spell-like abilities, spells, tail sweep; SQ create magical item, create mundane item, damage reduction 25/magic, darkvision 120 ft., divine protection, enhanced senses, grant spells, immortality, immunities, lair affinity, locate object, low-light vision, regeneration 5, spell resistance 34, telepathy, vulnerability to cold; AL CE; SV Fort +34, Ref +23, Will +32; Str 49, Dex 10, Con 33, Int 28, Wis 29, Cha 28.





Skills and Feats: Appraise +55, Bluff +57, Concentration +57, Decipher Script +32, Diplomacy +59, Gather Information +34, Intimidate +59, Jump +65, Knowledge (arcana) +55, Knowledge (the planes) +55, Listen +57, Search +57, Sense Motive +55, Spellcraft +34, Spot +57; Alertness, Blind-Fight, Cleave, Enlarge Spell, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Investigator, Maximize Spell, Persuasive, Power Attack, Snatch, Spell Focus (divination), Weapon Focus (claw), Wingover.

Description: The supreme avatar red's neck frill and wing edges have darkened to a deep purple. His once-bright eyes have become smoldering orbs. Slow and deliberate movements contribute to any onlooker's appraisal that this dragon is close to death. Appearances are deceiving, however, and that is how the dragon god wants it to remain.

Miles from the closest humanoid settlement, this supreme avatar lairs in a deep complex of caverns beneath a desolate mountain. There is no band of worshippers as is common for a dragon god. Instead, only one old half-dragon, half-human man lives at the mountain's peak. He tends the wildflowers that sprout on almost every habitable spot in the area. The half-dragon is of red lineage but not the supreme avatar's. He is a worshipper of the dragon god and maintains watch on the lair while the creature is out on its nighttime

flights.

No dragon has been allowed close enough to discern the supreme avatar red's goals. The dragon spends long hours in silent contemplation (or so it seems to the half-dragon). The company of non-worshippers is not unheard of. Some of the visitors are from the far corners of the world. When asked about their visit, each replies, "I was brought here to talk." The most common rumor is that the red is tracking the exact whereabouts of a heart shard through dragonkin agents before moving to retrieve it.

Breath Weapon (Su): 140-ft. cone, damage 26d10 fire, Reflex DC 42 half.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 5d8+28 points of bludgeoning damage, and must succeed on a DC 42 Reflex save or be pinned; grapple bonus +78.

Snatch (Ex): Grapple bonus +78; claw against creature of Large or smaller for 5d6+9/round, bite against Huge or smaller for 5d8+19/round, or 10d8+38 if the dragon does not move; snatched creature can be flung 130 ft. for 13d6 points of damage.

Immunities (Ex): The supreme avatar red is immune to fire, sleep, and paralysis effects. He is also not subject to death attacks and cannot be fooled by illusions of 5th-level or



below. He is immune to spells from the school of divination. This immunity can be suppressed as desired.

Locate Object (Sp): A supreme avatar red can use this ability as the spell of the same name, 13 times per day.

Spell-Like Abilities: 3/day – suggestion; 1/day – find the path, discern location.

Spells: As 21st-level sorcerer.

Typical Sorcerer Spells Known (6/9/8/8/8/8/7/7/6/6; DC 19 + spell level): 0-level – create water, dancing lights, detect magic, detect poison, disrupt undead, mage hand, purify food and drink, read magic, resistance; 1st – burning hands, comprehend languages, identify, magic aura, protection from good; 2nd – align weapon, cure moderate wounds, make whole, obscure object, see invisibility; 3rd – clairaudience/clairvoyance, dispel magic, flame arrow, meld into stone; 4th – discern lies, lesser planar ally, sending, scrying; 5th – dismissal, plane shift, summon monster V, true seeing; 6th – greater dispel magic, forbiddance, planar binding; 7th – greater scrying, prismatic spray, resurrection; 8th – greater planar ally, greater prying eyes, mass hold person; 9th – gate, elemental swarm (fire only), shapechange.

Tail Sweep (Ex): Half-circle 40 ft. in diameter, Medium or smaller opponents take 3d8+28 points of bludgeoning damage; Reflex DC 42 half.

Supreme Avatar White Dragon

Supreme Avatar White Dragon: CR 38; Colossal dragon (cold); HD 48d12+480; hp 792; Init +4; Spd 60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.; AC 53, touch 6, flat-footed 53; Base Atk +49; Grp +83; Atk +67 melee (5d8+18, bite); Full Atk +67 melee (5d8+18, bite), +66 melee (5d6+9, 2 claws), +65 melee (3d8+9, 2 wings), +65 melee (5d6+9, tail slap); Space/Reach 30 ft./20 ft. (bite 30 ft.); SA breath weapon, crush, enhanced frightful presence, icewalking, increased physical damage, increased supernatural damage, snatch, spell-like abilities, spells, tail sweep; SQ create magical item, create mundane item, damage reduction 30/magic, darkvision 120 ft., divine protection, enhanced senses, grant spells, immortality, immunities, lair affinity, low-light vision, regeneration 5, spell resistance 33, telepathy, vulnerability to fire; AL CE; SV Fort +36, Ref +26, Will +33; Str 47, Dex 10, Con 31, Int 22, Wis 23, Cha 22.

Skills and Feats: Balance +20, Climb +38, Concentration +61, Hide +51, Intimidate +57, Jump +38, Knowledge (arcana) +50, Listen +59, Move Silently +51, Search +57, Spellcraft +28, Spot +59, Swim +69; Alertness, Blind-Fight, Cleave, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Diehard, Endurance, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Snatch, Weapon Focus (claw), Wingover.

Description: Since white dragons must live long to even achieve avatar age, they must be either particularly skilled or

particularly lucky. The supreme avatar white has been both. Scars crisscross the dragon's gray-white body, left as reminders of his path to power.

Born the runt of the clutch, the white fought his way to dominance in every group environment. Always a cold and calculating killer, he watched his fellows grow powerful and then assassinated them at the most opportune moment. Over a dozen lairs from different whites were acquired in this manner over his lifetime. As a normal dragon the white cared nothing for life besides his own. "If it draws breath, I've slain it," was a famous boast.

Now as a god, the supreme avatar white has warmed to the idea of having worshippers. The cavernous ice lair is populated by dozens of nefarious individuals ready to kill for this equally vile creature. The white maintains a rigid martial atmosphere in his sanctuary. Worshippers are separated into and trained with elite commando units. The supreme avatar's church gathers followers with promises of power and fortune. Its goals are nothing short of world conquest, a fitting destiny for a creature who was not supposed to survive his first six months.

Breath Weapon (Su): 70-ft. cone, damage 16d6 cold, Reflex DC 44 half.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 5d8+25 points of bludgeoning damage, and must succeed on a DC 44 Reflex save or be pinned; grapple bonus +83.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Snatch (Ex): Grapple bonus +83; claw against creature of Large or smaller for 5d6+9/round, bite against Huge or smaller for 5d8+18/round, or 10d8+36 if the dragon does not move; snatched creature can be flung 160 ft. for 16d6 points of damage.

Immunities (Ex): The supreme avatar white is immune to cold, sleep, and paralysis effects. He is also not subject to death attacks and cannot be fooled by illusions of 5th-level or below. He is immune to spells from the school of evocation. This immunity can be suppressed as desired.

Freezing Fog (Sp): This ability is similar to a *solid fog* spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The supreme avatar white is immune to the *grease* effect because of its icewalking ability. This ability is the equivalent of a 5th-level spell and is usable 3/day.

Spell-Like Abilities: 3/day – fog cloud, gust of wind, wall of ice; 1/day – control weather.

Spells: As 21st-level sorcerer.

Typical Sorcerer Spells Known (6/8/8/7/7/7/6/6/6; DC 16 + spell level): 0-level – arcane mark, daze, detect magic, disrupt undead, light, ray of frost, read magic, resistance, touch of fatigue; 1st – chill touch, color spray, floating disk,



magic missile, shocking grasp; 2nd – darkness, invisibility, mirror image, obscure object, web; 3rd – blink, dispel magic, haste, sleet storm; 4th – confusion, dimension door, greater invisibility, ice storm; 5th – cone of cold, magic jar, teleport, wall of force; 6th – antimagic field, contingency, freezing sphere; 7th – greater teleport, insanity, reverse gravity; 8th – polar ray, screen, temporal stasis; 9th – disjunction, shapechange, time stop.

Tail Sweep (Ex): Half-circle 40 ft. in diameter, Medium or smaller opponents take 3d8+27 points of bludgeoning damage; Reflex DC 44 half.

Supreme Avatar Brass Dragon

Supreme Avatar Brass Dragon: CR 36; Gargantuan dragon (fire); HD 40d12+360; hp 620; Init +4; Spd 60 ft., burrow 30 ft., fly 250 ft. (poor), swim 60 ft.; AC 49, touch 6, flat-footed 49; Base Atk +40; Grp +66; Atk +50 melee (5d6+14, bite); Full Atk +50 melee (5d6+14, bite), +46 melee (3d8+7, 2 claws), +45 melee (3d6+7, 2 wings), +45 melee (3d8+7, tail slap); Space/Reach 20 ft./15 ft. (bite 20 ft.); SA breath weapon, crush, enhanced frightful presence, increased physical damage, increased supernatural damage, snatch, spell-like abilities, spells, tail sweep; SQ create magical item, create mundane item, damage reduction 25/magic, darkvision 120 ft., divine protection, enhanced senses, grant spells, immortality, immunities, lair affinity, low-light vision, regeneration 5, spell resistance 32, *summon djinni*, telepathy, vulnerability to cold; AL CG; SV Fort +31, Ref +28, Will +28; Str 39, Dex 10, Con 29, Int 22, Wis 23, Cha 22.

Skills and Feats: Bluff +36, Concentration +52, Gather Information +49, Knowledge (arcana) +52, Knowledge (geography) +49, Knowledge (history) +49, Knowledge (nature) +51, Knowledge (religion) +49, Knowledge (the planes) +49, Listen +8, Speak Language 20 ranks, Spot +8, Survival +49, Use Magic Device +22; Alertness, Blind-Fight, Cleave, Extend Spell, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Scribe Scroll, Skill Focus (Knowledge (arcana)), Snatch, Weapon Focus (claw), Wingover.

Description: The supreme avatar brass has a sparkle in his eyes and deep wrinkles around the mouth indicating its constant use. His normally slim form has been plumped up by centuries of indulging. Since acquiring worshippers, the dragon has discovered no end of delightfully delectable foods offered to it in praise. It is common knowledge in the sanctuary that one can gain an audience at any time of day by having a choice bit of chocolate ready to give up.

The supreme avatar's home and sanctuary are located in the same area of standing stones. Near the center of the desert is a mile-long stretch of large, broken stones. The debris field is dotted with tall pillars of rock. Legend has it that this area houses the only remnants of the dust giant race that

used to roam the desert. The pillars are an average of 40 feet in diameter and reach upwards some 200 feet. Since the brass' acquisition of the site, these pillars have been hollowed out to house the god and his worshippers.

While most dragons tackle problems physically, the supreme avatar brass mulls them in his mind before deciding on a course of action. The dragon god's church is the acknowledged "think tank" of metallic kind. Bards, experts, and loremasters are the most prominent worshippers. When not solving worldly dilemmas, they are tasked to solve the conundrums other metallic supreme avatars face. The brass and his church hope to find the answer to the most important question: what comes after supreme avatar age?

Breath Weapon (Su): 120-ft. line, damage 13d6 fire, Reflex DC 39 half; or 60-ft. cone, sleep 1d6+13 rounds, Will DC 39 negates.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 5d6+21 points of bludgeoning damage, and must succeed on a DC 39 Reflex save or be pinned; grapple bonus +66.

Snatch (Ex): Grapple bonus +66; claw against creature of Medium or smaller for 3d8+7/round, bite against Large or smaller for 5d6+14/round, or 10d6+28 if the dragon does not move; snatched creature can be flung 130 ft. for 13d6 points of damage.

Immunities (Ex): The supreme avatar brass is immune to fire, sleep, and paralysis effects. He is also not subject to death attacks and cannot be fooled by illusions of 5th-level or below. He is immune to spells from the school of conjuration. This immunity can be suppressed as desired.

Spell-Like Abilities: At will – *speak with animals*; 3/day – *endure elements* (radius 10 ft. x 1/2 dragon's age category); 1/day – *suggestion, control winds, control weather*.

Summon Djinni (Sp): This ability works like a *summon monster* spell, except that it summons one djinni. This ability is the equivalent of a 7th-level spell.

Spells: As 21st-level sorcerer.

Typical Sorcerer Spells Known (6/8/8/7/7/7/6/6/6; DC 16 + spell level): 0-level – *arcane mark, daze, detect magic, detect poison, light, mage hand, message, open/close, read magic*; 1st – *bless water, comprehend languages, death-watch, identify, protection from law*; 2nd – *align weapon, augury, cure minor wounds, detect thoughts, gentle repose*; 3rd – *dispel magic, locate object, secret page, speak with dead*; 4th – *divination, imbue with spell ability, neutralize poison, scrying*; 5th – *commune, dispel evil, hallow, raise dead*; 6th – *analyze dweomer, find the path, legend lore*; 7th – *greater arcane sight, refuge, vision*; 8th – *binding, discern location, greater prying eyes*; 9th – *disjunction, etherealness, shapechange*.

Tail Sweep (Ex): Half-circle 30 ft. in diameter, Small or smaller opponents take 3d6+21 points of bludgeoning damage; Reflex DC 39 half.



Supreme Avatar Bronze Dragon

Supreme Avatar Bronze Dragon: CR 32; Gargantuan dragon (water); HD 42d12+378; hp 651; Init +4; Spd 40 ft., fly 200 ft. (clumsy), swim 60 ft.; AC 51, touch 6, flat-footed 51; Base Atk +42; Grp +69; Atk +53 melee (5d6+15, bite); Full Atk +53 melee (5d6+15, bite), +49 melee (3d8+7, 2 claws), +48 melee (3d6+7, 2 wings), +48 melee (3d8+7, tail slap); Space/Reach 20 ft./15 ft. (bite 20 ft.); SA breath weapon, crush, enhanced frightful presence, increased physical damage, increased supernatural damage, snatch, spell-like abilities, spells, tail sweep; SQ alternate form, create magical item, create mundane item, damage reduction 25/magic, darkvision 120 ft., divine protection, enhanced senses, grant spells, immortality, immunities, lair affinity, low-light vision, regeneration 5, spell resistance 33, telepathy, water breathing; AL CG; SV Fort +32, Ref +23, Will +32; Str 41, Dex 10, Con 29, Int 28, Wis 29, Cha 28.

Skills and Feats: Concentration +54, Diplomacy +54, Disguise +54, Handle Animal +31, Heal +31, Intimidate +34, Knowledge (geography) +54, Knowledge (nature) +56, Listen +56, Move Silently +20, Ride +24, Search +54, Spellcraft +29, Spot +56, Survival +56, Swim +60; Alertness, Animal Affinity, Blind-Fight, Cleave, Craft Wondrous Item, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Self-Sufficient, Silent Spell, Snatch, Weapon Focus (claw), Wingover.

Description: The supreme avatar's rich bronze hue is dotted like a leopard with spots of blue-black scales. Her pupils resemble brightly glowing green orbs. Spotted bronze-colored hair and green eyes are the norm when the dragon goddess walks a sanctuary in human form. In any form her voice is soft but commanding.

Thick crystal domes cover the half-dozen sanctuaries at the bottom of the world's oceans. Each contains 40 to 60 worshippers who, in case of emergency, possess teleportation magics or the ability to breath underwater. Layered with magic, these domes cloak the sanctuaries and simulate surface time by producing daytime and nighttime lighting. The supreme avatar bronze can control the illumination amount if she wishes. Each sanctuary is approximately one mile in diameter and has an area set aside as the dragon goddess' lair. She maintains a regular rotation, traveling by sea during the day and by sky at night between them. While maintaining smooth operations at each sanctuary, she also personally scours the surrounding area for lost treasure, since each sanctuary is situated below surface shipping lanes.

Each dry sanctuary is host to the more unique flora and fauna of the local surface environment. The supreme avatar bronze strives to preserve the natural world against the unnatural ways of men and chromatic kind. Druids comprise nearly half of a sanctuary's population while rangers and the rare barbarian safeguard natural life on the surface. These

latter classes may not even realize they are performing the dragon goddess' will, but find unexpected dragonkin allies when great evil threatens.

Breath Weapon (Su): 120-ft. line, damage 26d6 electricity, Reflex DC 40 half; or 60-ft. cone, *repulsion* 1d6+13 rounds, Will DC 40 negates.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 5d6+22 points of bludgeoning damage, and must succeed on a DC 40 Reflex save or be pinned; grapple bonus +69.

Snatch (Ex): Grapple bonus +69; claw against creature of Medium or smaller for 3d8+7/round, bite against Large or smaller for 5d6+14/round, or 10d6+28 if the dragon does not move; snatched creature can be flung 130 ft. for 13d6 points of damage.

Immunities (Ex): The supreme avatar bronze is immune to electricity, sleep, and paralysis effects. She is also not subject to death attacks and cannot be fooled by illusions of any level. This immunity to illusions can be suppressed as desired.

Water Breathing (Ex): A supreme avatar bronze can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Alternate Form (Su): The supreme avatar bronze can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Spell-Like Abilities: At will – *speak with animals*; 3/day – *create food and water, fog cloud, detect thoughts, control water*; 1/day – *control weather*.

Spells: As 21st-level sorcerer.

Typical Sorcerer Spells Known (6/9/8/8/8/7/7/7/7; DC 19 + spell level): 0-level – *cure minor wounds, daze, detect magic, detect poison, disrupt undead, mage hand, mending, read magic, resistance*; 1st – *bless water, calm animals, magic missile, obscuring mist, silent image*; 2nd – *calm emotions, cure moderate wounds, hold animal, minor image, shield other*; 3rd – *dispel magic, dominate animal, stinking cloud, water breathing*; 4th – *control water, neutralize poison, rainbow pattern, summon nature's ally IV (animal only)*; 5th – *commune with nature, mass cure light wounds, mirage arcana, true seeing*; 6th – *forceful hand, mass cat's grace, mislead*; 7th – *animal shapes, greater scrying, mass hold person*; 8th – *earthquake, prismatic wall, screen*; 9th – *crushing hand, elemental swarm (water only), wish*.

Tail Sweep (Ex): Half-circle 30 ft. in diameter, Small or smaller opponents take 3d6+21 points of bludgeoning damage; Reflex DC 40 half.



Supreme Avatar Copper Dragon

Supreme Avatar Copper Dragon: CR 33; Gargantuan dragon (earth); HD 41d12+369; hp 635; Init +4; Spd 40 ft., fly 200 ft. (clumsy); AC 50, touch 6, flat-footed 50; Base Atk +41; Grp +67; Atk +51 melee (5d6+14, bite); Full Atk +51 melee (5d6+14, bite), +47 melee (3d8+7, 2 claws), +46 melee (3d6+7, 2 wings), +46 melee (3d8+7, tail slap); Space/Reach 20 ft./15 ft. (bite 20 ft.); SA breath weapon, crush, enhanced frightful presence, increased physical damage, increased supernatural damage, snatch, spell-like abilities, spells, tail sweep; SQ create magical item, create mundane item, damage reduction 25/magic, darkvision 120 ft., divine protection, enhanced senses, grant spells, immortality, immunities, lair affinity, low-light vision, regeneration 5, spell resistance 33, spider climb, telepathy, vulnerability to fire; AL CG; SV Fort +31, Ref +22, Will +29; Str 39, Dex 10, Con 29, Int 24, Wis 25, Cha 24.

Skills and Feats: Bluff +51, Climb +36, Concentration +53, Decipher Script +29, Diplomacy +31, Disguise +27, Forgery +25, Hide +46, Jump +58, Knowledge (dungeoneering) +51, Listen +31, Move Silently +24, Search +29, Sleight of Hand +24, Spot +31, Use Magic Device +20; Alertness, Blind-Fight, Cleave, Deceitful, Empower Spell, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Snatch, Stealthy, Weapon Focus (claw), Wingover.

Description: The supreme avatar's color is a deep copper except at the extremities where light green has crept in. A playful smirk commonly decorates the dragon god's face. His movements are quick and he approaches new things with childlike wonder and amusement.

The lair of the supreme avatar copper is a maze. With puzzles at every intersection, only the most dedicated and clever can move about the subterranean passages. The church's sanctuary is beneath the same warm hills as the lair but not directly connected. Both possess narrow corridors that occasionally have long, seemingly bottomless gaps. Magic or abilities which grant flying or climbing effects are mandatory for worshippers.

"Life is about personal enjoyment so long as no one else is harmed in the process." This is the supreme avatar copper's central tenet. It is pursued by both god and worshippers through wit, games, and pranks. Chances are good that at least half of the jokes one hears in his lifetime have origins in the copper's church. By the same token, the ingenious word and symbol traps used by some cultures to guard valuables have most likely been designed by clerics of the supreme avatar copper. Fun and games end, however, where the dragon god's hoard is concerned. The amassed valuables of the copper are protected by no less than 15 puzzles. Each is more devious than the one before it and collectively harbor unpleasant magical side effects for those who fail to overcome them.

Breath Weapon (Su): 120-ft. line, damage 26d4 acid, Reflex DC 39 half; or 60-ft. cone, *slow* 1d6+13 rounds, Fortitude DC 39 negates.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 5d8+21 points of bludgeoning damage, and must succeed on a DC 39 Reflex save or be pinned; grapple bonus +67.

Snatch (Ex): Grapple bonus +67; claw against creature of Medium or smaller for 3d8+7/round, bite against Large or smaller for 5d6+14/round, or 10d6+28 if the dragon does not move; snatched creature can be flung 130 ft. for 13d6 points of damage.

Immunities (Ex): The supreme avatar copper is immune to acid, sleep, and paralysis effects. He is also not subject to death attacks and cannot be fooled by illusions of 5th-level or below. He is immune to spells from the school of transmutation. This immunity can be suppressed as desired.

Spider Climb (Ex): A supreme avatar copper can climb on stone surfaces as though using the *spider climb* spell.

Spell-Like Abilities: 2/day – *stone shape*; 1/day – *transmute rock to mud* or *mud to rock*, *wall of stone*, *move earth*.

Spells: As 21st-level sorcerer.

Typical Sorcerer Spells Known (6/8/8/8/7/7/7/6/6; DC 17 + spell level): 0-level – *arcane mark*, *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*, *read magic*; 1st – *entropic shield*, *magic missile*, *obscuring mist*, *protection from evil*, *unseen servant*; 2nd – *arcane lock*, *invisibility*, *silence*, *touch of idiocy*, *undetectable alignment*; 3rd – *blink*, *dispel magic*, *major image*, *nondetection*; 4th – *bestow curse*, *confusion*, *illusory wall*, *spike stones*; 5th – *false vision*, *permanency*, *true seeing*, *wall of stone*; 6th – *animate objects*, *antimagic field*, *mislead*; 7th – *repulsion*, *symbol of stunning*, *symbol of weakness*; 8th – *dimensional lock*, *irresistible dance*, *polymorph any object*; 9th – *freedom*, *imprisonment*, *time stop*.

Tail Sweep (Ex): Half-circle 30 ft. in diameter, Small or smaller opponents take 3d6+21 points of bludgeoning damage; Reflex DC 39 half.

Supreme Avatar Gold Dragon

Supreme Avatar Gold Dragon: CR 39; Colossal dragon (fire); HD 44d12+528; hp 814; Init +4; Spd 60 ft., fly 250 ft. (clumsy), swim 60 ft.; AC 49, touch 6, flat-footed 49; Base Atk +44; Grp +79; Atk +55 melee (5d8+19, bite); Full Atk +55 melee (5d8+19, bite), +51 melee (5d6+9, 2 claws), +50 melee (3d8+9, 2 wings), +50 melee (5d6+9, tail slap); Space/Reach 30 ft./20 ft. (bite 30 ft.); SA breath weapon, crush, enhanced frightful presence, increased physical damage, increased supernatural damage, snatch, spell-like abilities, spells, tail sweep; SQ alternate form, create magical item, create mundane item, damage reduction 25/magic, darkvision 120 ft., detect gems, divine protection, enhanced



senses, grant spells, immortality, immunities, lair affinity, low-light vision, luck bonus, regeneration 5, spell resistance 33, telepathy, water breathing; AL LG; SV Fort +36, Ref +24, Will +36; Str 49, Dex 10, Con 35, Int 34, Wis 35, Cha 34.

Skills and Feats: Bluff +30, Concentration +59, Diplomacy +61, Disguise +62, Gather Information +35, Heal +59, Intimidate +61, Jump +39, Knowledge (arcana) +59, Knowledge (nature) +59, Knowledge (religion) +59, Knowledge (the planes) +59, Listen +54, Move Silently +23, Perform (oratory) +27, Perform (sing) +27, Search +59, Spellcraft +37, Spot +55, Swim +50; Alertness, Blind-Fight, Cleave, Empower Spell-Like Ability (sunburst), Flyby Attack, Hover, Improved Initiative, Improved Sunder, Leadership, Maximize Spell, Power Attack, Skill Focus (Disguise), Snatch, Weapon Focus (claw), Wingover.

Description: Radiantly golden scales cause some to wonder if the supreme avatar is made of pure energy. From his clenched tail to his rigid, angular wings, the dragon god exudes a no-nonsense attitude. He does not hesitate in bringing the power of voice and size to bear when dealing with non-worshippers. The difference when interacting with followers is that the gold is not close enough for the worshipper to see himself reflected in the dragon's polished claws.

The supreme avatar gold is the only dragon god that does not spend most of his time in dragon form. He is the leader of a select group of adventurers who dwell in a lonely castle on the great plains. Upon assuming the supreme avatar mantle, the gold and his retinue quietly assumed proprietorship as human adventurers. Several clerics, paladins, and a handful of disguised gold dragons make up the bulk of the castle's residents. Members of almost every other class call the sanctuary home in their dedication as Knights of the Circle. But these non-worshipper classes do not realize their leader is a dragon, much less a deity.

The supreme avatar despises the undead. "All creatures are born to die. No exceptions," is his motto. It is also the motto of the Knights of the Circle – a militant holy order dedicated to the destruction of undead everywhere. The castle is home base for coordinated strikes against necromancers and general undead hot spots the world over. The "circle" part of their name is in reference to life as being a circle – birth, death, and the eternal renewal of that process. Undeath is an aberration that interferes with the circle of life and must be extinguished.

Breath Weapon (Su): 70-ft. cone, damage 26d10 fire, Reflex DC 44 half; or 70-ft. cone, 13 points Strength damage, Fortitude DC 44 negates.

Any creature slain by the supreme avatar's fiery breath weapon cannot be brought back to life (or unlife) by any means. This is a side effect of the dragon god's immunity to necromantic spells and effects.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller oppo-



nents take 5d8+28 points of bludgeoning damage, and must succeed on a DC 44 Reflex save or be pinned; grapple bonus +79.

Snatch (Ex): Grapple bonus +79; claw against creature of Large or smaller for 5d6+9/round, bite against Huge or smaller for 5d8+18/round, or 10d8+36 if the dragon does not move; snatched creature can be flung 130 ft. for 13d6 points of damage.

Immunities (Ex): The supreme avatar gold is immune to fire, sleep, and paralysis effects. He is also not subject to death attacks and cannot be fooled by illusions of 5th-level or below. He is immune to spells from the school of necromancy. This immunity can be suppressed as desired.

Alternate Form (Su): A supreme avatar gold can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Water Breathing (Ex): A supreme avatar gold can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

Luck Bonus (Sp): Once per day a supreme avatar gold can touch a gem, usually one embedded in the dragon's



hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature in a 10-foot radius per age category of the dragon receives a +1 luck bonus on all saving throws and similar rolls, as for a *stone of good luck*. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 plus 39 hours but ends if the gem is destroyed. This ability is the equivalent of a 2nd-level spell.

Detect Gems (Sp): A supreme avatar gold can use this ability three times per day. This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The dragon can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2nd-level spell.

Spell-Like Abilities: 3/day – *bless*; 1/day – *geas/quest*, *sunburst*, *foresight*.

Spells: As 21st-level sorcerer.

Typical Sorcerer Spells Known (6/9/9/9/8/8/8/7; DC 22 + spell level): 0-level – *acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *light*, *mage hand*, *mending*, *read magic*, *resistance*; 1st – *bless water*, *detect undead*, *hide from undead*, *magic missile*, *protection from evil*; 2nd – *command undead*, *consecrate*, *remove paralysis*, *scorching ray*, *see invisibility*; 3rd – *daylight*, *dispel magic*, *magic circle against evil*, *searing light*; 4th – *freedom of movement*, *holy smite*, *restoration*, *wall of fire*; 5th – *dispel evil*, *disrupting weapon*, *hallow*, *true seeing*; 6th – *antimagic field*, *heal*, *undeath to death*; 7th – *control undead*, *greater restoration*, *holy word*; 8th – *fire storm*, *mass cure critical wounds*, *sympathy*; 9th – *meteor swarm*, *teleportation circle*, *wish*.

Tail Sweep (Ex): Half-circle 40 ft. in diameter, Medium or smaller opponents take 3d8+28 points of bludgeoning damage; Reflex DC 44 half.

Supreme Avatar Silver Dragon

Supreme Avatar Silver Dragon: CR 36; Colossal dragon (cold); HD 43d12+473; hp 752; Init +4; Spd 40 ft., fly 200 ft. (clumsy); AC 49, touch 6, flat-footed 49; Base Atk +43; Grp +77; Atk +53 melee (5d8+18, bite); Full Atk +53 melee (5d8+18, bite), +49 melee (5d6+9, 2 claws), +48 melee (3d8+9, 2 wings), +48 melee (5d6+9, tail slap); Space/Reach 30 ft./20 ft. (bite 30 ft.); SA alternate form, breath weapon, crush, enhanced frightful presence, increased physical damage, increased supernatural damage, snatch, spell-like abilities, spells, tail sweep; SQ cloudwalking, create magical item, create mundane item, damage reduction 25/magic, darkvision 120 ft., divine protection, enhanced senses, grant spells, immortality, immunities, lair affinity, low-light vision, regeneration 5, spell resistance 33, telepathy, vulnerability to fire; AL LG; SV Fort +34, Ref +23, Will +34; Str 47, Dex 10,

Con 33, Int 32, Wis 33, Cha 32.

Skills and Feats: Bluff +57, Concentration +57, Diplomacy +65, Disguise +57, Gather Information +34, Heal +34, Intimidate +59, Jump +64, Knowledge (arcana) +57, Knowledge (nobility and royalty) +57, Knowledge (religion) +57, Listen +59, Search +57, Sense Motive +59, Speak Language 23 ranks, Spellcraft +36, Spot +59; Alertness, Blind-Fight, Cleave, Craft Wondrous Item, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Negotiator, Power Attack, Spell Focus (enchantment), Snatch, Weapon Focus (claw), Widen Spell, Wingover.

Description: The supreme avatar silver's scale coloring is so consistent that he appears to not even have scales. Frayed wings and frills are the only indicators of the dragon's advanced age. In fact, the silver is the oldest supreme avatar currently living. Like the gold dragon god, he enjoys spending time in humanoid form – in this case an aged elven male.

The original lair for the silver was a remote mountain peak. Several stone structures housed the dragon god's worshippers (monks and other contemplative types) while a simple cave at the top served as lair. The position became a liability when agents of the supreme avatar red discovered and laid siege to it. The dragon god summoned a great fog bank to wrap around the peak. The red's small army heard and felt a terrible rending of stone before charging the sanctuary. When the fog cleared, all that remained of the besieged area was a smooth plateau. The supreme avatar silver and his clerics used the fog cover to hide the transformation of the mountain peak into a flying citadel. The entire sanctuary now resides on a cloudbank, floating freely across the skies.

The sanctuary now has what the dragon god desires for all goodly folk – freedom. Earthbound worshippers are often found in the roles of aristocrat, diplomat, mediator, or any office that uses nonviolent methods to achieve peace and freedom from oppression. Like the dragon they worship, followers are quick to involve themselves in violent situations if the outcome is important enough. Worshippers in the sky sanctuary use magic to monitor what goes on below. If freedom is imperiled, “groundlings” may notice a particularly stubborn cloud above their community until the problem is solved. Traveling to and from the sanctuary can be accomplished via magic, on dragonback, or in sky ships.

Breath Weapon (Su): 70-ft. cone, damage 26d8 cold, Reflex DC 42; or 70-ft. cone, paralysis 1d6+13 rounds, Fortitude DC 42 negates.

Crush (Ex): Area 30 ft. by 30 ft.; Large or smaller opponents take 5d8+27 points of bludgeoning damage, and must succeed on a DC 42 Reflex save or be pinned; grapple bonus +77.

Snatch (Ex): Grapple bonus +77; claw against creature of Large or smaller for 5d6+9/round, bite against Huge or smaller for 5d8+18/round, or 10d8+36 if the dragon does not move; snatched creature can be flung 130 ft. for 13d6 points



of damage.

Immunities (Ex): The supreme avatar silver is immune to acid, sleep, and paralysis effects. He is also not subject to death attacks and cannot be fooled by illusions of 5th-level or below. He is immune to spells from the school of enchantment. This immunity can be suppressed as desired.

Alternate Form (Su): A supreme avatar silver can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a polymorph spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Cloudwalking (Su): A supreme avatar silver can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

Spell-Like Abilities: 3/day – fog cloud, control winds;

2/day – feather fall; 1/day – control weather, reverse gravity.

Spells: As 21st-level sorcerer.

Typical Sorcerer Spells Known (6/9/9/9/8/8/8/8/7/7; DC 21 + spell level): 0-level – cure minor wounds, daze, detect magic, detect poison, light, open/close, read magic, resistance, touch of fatigue; 1st – command, magic missile, protection from chaos, sanctuary, shield of faith; 2nd – aid, calm emotions, detect thoughts, heat metal, protection from arrows; 3rd – cure serious wounds, dispel magic, remove blindness/deafness, remove disease; 4th – fire shield, freedom of movement, order's wrath, remove curse; 5th – plane shift, prying eyes, scrying, wall of force; 6th – blade barrier, heroes' feast, mass suggestion; 7th – banishment, greater scrying, sunbeam; 8th – mind blank, telekinetic sphere, whirlwind; 9th – disjunction, elemental swarm (air only), prismatic sphere.

Tail Sweep (Ex): Half-circle 40 ft. in diameter, Medium or smaller opponents take 3d8+27 points of bludgeoning damage; Reflex DC 42 half.

Organizations

Religious Cults

Cults of the supreme avatars are smaller but similar in composition to the church's main sanctuary. The cult is a cloister active away from personal deity purview. Each must put aside all other activities if a specific mandate is handed down by the supreme avatar (or an agent of the dragon god). The following cult examples provide the GM with ready-to-use information concerning each type of cult. These are stand-alone examples that can be further tailored to fit the campaign world. Cult format is described in the following format:

Name: To distance itself from the church should its organization be discovered, the cult takes on a name and persona.

Location: This entry describes the basic environs of the cult's lair, whether it is urban, rural, or other.

Membership: The leader, his second-in-command, typical followers, and any affiliated monsters are provided in brief detail. Unlike the sanctuary of the supreme avatar, a cult is more prone to allow in new members (at the leader's discretion). The methods in place for initiates (if any) are also described here.

Motives: Whether it is a directive of the supreme avatar or a personal desire of the cult leader, the goal of the cult is provided in this entry. How the cult goes about achieving it is also described.

Current Events: Important local events that affect the cult's goals or membership are given in this entry.

Supreme Avatar Cult: Black

Name: Gemistry – A reclusive group of gemologists with excellent business connections.

Location: The basement of Shallik's shop called "Stones & Coins" serves as the cult's religious center.

Membership: High Priest and senior gemologist: Shallik Fetz, black dragontouched male half-orc, Exp3/Clr5, AL LE.

Acolyte and arcane spy: Tamarin Ahnekesh, male halfling, Rog2/Sor4, AL CE.

Novices and gemologists-in-training (7): male/female humans and half-elves, Exp1/War3, AL LE.

Creatures: In the shop's natural stone basement is a glass frieze depicting a black dragon breathing acid onto a defeated silver dragon. The 15-foot diameter artwork is held in place by retractable construction. When released by a wall catch, the glass smashes onto the floor and releases an irate ochre jelly.

Initiates: This cult does not accept any new members unless directed by the supreme avatar himself.

Motives: Besides gems and precious stones, Stones & Coins is also a haven for rare coins. The supreme avatar black uses Shallik as one of many field agents in his quest to gather the coinage of other nations. The dragontouched half-orc is a



legitimate gemologist. He receives gemstones from the dragon god's own hoard when his supplies are low. These are traded for the coins his deity craves. Stones & Coins is well known locally for its generous trades for such coins.

Current Events: Thefts from wealthy estates have led authorities to finger Tamarin as a prime suspect. His activities are being monitored closely, especially his frequent nighttime visits to Stones & Coins.

Supreme Avatar Cult: Blue

Name: The Problem Solver – this is the thieves' guild name for Zich, who maintains the appearance of a contract killer.

Location: A large urban center. Zich's residence is above a privately-owned warehouse (actually owned by the guild).

Membership: Senior assassins: Zich, blue half-dragon half-human male, Asn3/Clr3/Rog2, AL LE; and Bralzenaltopen ("Bral"), young adult blue dragon, AL LE.

Initiates: This cult does not accept any new members unless directed by the supreme avatar himself.

Motives: Granted housing and money, Zich earns his keep by "dispatching" those persons the thieves' guild would like to see disappear. Unknown to the guild, the half-dragon actually incapacitates the targets and takes them to Bral. A fellow worshipper of the supreme avatar blue, Bral keeps a meager lair beneath the old well outside of the city. A shaft opens from the subterranean passages onto a rock field a few miles from the city. The dragon delivers Zich's cargo to the supreme avatar's lair. There the poor souls are doomed to work the sapphire mines for the rest of their natural lives.

Having major trust issues, the supreme avatar does not keep a great many cults in his service. This one is typical of the size and structure of the slaver cults. Only Zich and Bral know where the bodies of the assassin's marks are taken. It is the pair's sole responsibility to ensure a steady supply of new slaves; at least one person every other week is expected.

Current Events: Family members of a recently kidnapped victim are offering a substantial reward for anyone who brings the perpetrator to justice. The victim may have been a familiar NPC or even a relative of one of the PCs.

Supreme Avatar Cult: Green

Name: Friends of Progress – a mercantile society that brings industry and better living to smaller communities.

Location: The cult always establishes a lair within a hamlet or village within a day's ride from forested land.

Membership: Chief Operator: Filandren Majestone, green half-dragon half-dwarf female, Ari7/Ftr6, AL NE.

Site Overseer: Tobis Moll, male human, Brd6/Clr4, AL CE.

Workers (50 to 200): male/female humans and half-elves, Com1-Com5 or Exp1-Exp3, AL any. For every 50 workers, there is a subordinate overseer: human male, Exp3/War3, AL LE.

Initiates: Everyone is welcome to join the Friends of Progress as a worker. Requests for a supervisory position, no matter how qualified the applicant, are rejected out of hand.

Motives: Friends of Progress spans dozens of communities. While it honors its commitment to bring industry to an area, it does so at the cost of the environment. The communities are chosen for their proximity to a healthy forest, rich soil, or unique flora/fauna. By the time the chosen industry is established, workers are generally too busy enjoying the generous wages to notice the rapid deterioration of their natural surroundings.

The leadership of the hamlet or village is contacted by Filandren herself. She negotiates with them, convincing the members how the Friends of Progress would be a boon to their community. Particularly stubborn officials are charmed into line and the Friends move in soon after. The first order of business is to construct the work houses from local wood. The craft that is housed inside them also requires something from the environment that must be harvested. All of this is designed to draw out local druids. Happy residents, who are probably already distrustful of the nature dwellers, do the bidding of the supreme avatar green by forcing them to leave the area. If the druids grow too curious at the residents' tendency to compromise, the site overseer intercedes. A number of breathslain are transported to the community from the supreme avatar's sanctuary and released to destroy them.

Current Events: A local flower is harvested en masse for its dye-making properties. When the druids object to the crafters' actions, tensions mount. Treants now patrol the forest's perimeter.



Supreme Avatar Cult: Red

Name: The Seekers – Cursed by an evil dragon, these adventurers seek the cure for their deformities.

Location: The Seekers can be found anywhere – on the road, in a village, or at the center of a bustling city. This cult does not stay in one place for more than a few days unless a strong lead surfaces.

Membership: Master Hengis Al’famik, black half-dragon half-human male, Clr1/Mnk4, AL LE.

Secondaries Evaen Hummerk, red half-dragon half-human male, Sor3, and Ellala Hummerk, red half-dragon half-human female, Rog3; both AL LE. The Hummerks are twins.

Initiates: This cult does not accept any new members unless directed by the supreme avatar himself. Besides their cover story, the trio says very little in public. They are not looking for friends or well-wishers, only a cure for their malady.

Motives: This low-level trio travels from one place to another in their search for the *heart shards*. They claim to all who will listen that an evil dragon destroyed their village and cursed the survivors to look like dragon-men. The Seekers claim a sage spoke of a cure that comes from the magic of a special oak tree. Several sections of that tree had been dispersed by magic across the world. No one can say that their tale is untrue, for this is how the supreme avatar red described the *heart shards* to them. Once a *shard* is located, the Seekers leave one of their own in the vicinity while the other two return to the dragon god with the news. The trio of dragonkin search for the *shards* by relying on the visions from the collective unconscious as well as spotting unusual arcane phenomena.

Current Events: When giving their speech in a town, the Seekers claim their origins are from a mountainous region. A listener who previously heard the speech remembers the Seekers stating their village had been on the plains. The man fears the draconic humans are far more than the sum of their tale and seeks his own answers. He hopes that someone will investigate the trio before they return to the road.

Supreme Avatar Cult: White

Name: The Church of Victory – A highly militant religious order preparing to fight an upcoming incursion from the outer planes.

Location: Every nation has a church of victory within its borders. The keeps are almost always located in rural areas with cool, damp conditions.

Membership: Strike Force (of 4): Rexen Altivro, white dragontouched male elf, Clr15, AL LE; Yarro Getrin, white half-dragon half-human male, Ftr14, AL CE; Asaquin Rem, red dragontouched male human, Sor13, AL NE; Lankri Patrok,

wyrmbred male dwarf, Ftr13, AL LE.

Initiates: People are invited to join the church of victory if they enjoy the glory of battle and a disciplined life of order. The actual cult refers to the core team of four worthy enough to leave training at the supreme avatar’s sanctuary.

Creatures: Several types of golems are created at the supreme avatar white’s sanctuary. They are transported secretly by caravan to a cult’s keep, where the commanding draconic cleric is free to use them as he sees fit. Each cult is allowed their choice between two clay, three flesh, one iron, or two stone golems.

Motives: The cult assumes command of other military organizations by force, normally slaying the leaders in combat. Such groups include bandit gangs, mercenary companies, and the personal security forces of nobles or wealthy personages. The cult has access to a small keep out of which all its forces operate. Daily life here consists of martial training and a dusk worship service in honor of the god called War. The cover story about a planar incursion is substantiated by the periodic release of demons and devils into the keep itself. When the outsiders are disposed of, the cult’s commander praises the followers’ vigilance and strength, saying, “These creatures are just a taste of the coming apocalypse. We must be ready!”

Adventurers are also disparaged by the church. Such people are “random and undisciplined elements in the church’s great plan to stop the apocalypse.” Adventurers are never allowed into the church of victory. The same is true for elves. The supreme avatar white finds the elven race too intuitive to be taken in by the church’s deceit.

Current Events: A shipment bearing two stone golems and arms for newly acquired troops is overdue by a week. The cult commander has dispatched three search parties to locate the missing caravan. Meddlesome adventurers are, as always, prime suspects. There is also the possibility that the golems are under an enemy’s control. When they are shipped from the sanctuary, the caravan master is given control over the constructs. He is then to hand control over to the draconic cleric at the keep. The commander hopes the fool was not deceived into passing over that control before he was slain.

Supreme Avatar Cult: Brass

Name: Higher Learning – A college dedicated to teaching every subject imaginable.

Location: Near the outskirts of a large urban area. The college grounds are open to all, since “knowledge is for any who would use it wisely.” Lamp posts magically detect evil on all creatures passing through their illumination. An evil presence is signaled by a shrill alarm and the light’s color changing to amber. Higher Learning is split between three multi-story build-





ings for physical, spiritual, and supernatural learning.

Membership: Director Vellaf Shingelbulp, brass wyrm-bred male gnome, Exp2/Wiz10/Lrm4, AL NG.

Professors (3): Melis Laenann, brass half-dragon half-human male, Exp5/Ftr7, AL CG; Bebbin Akiino, brass dragontouched male human, Exp4/Clr7, AL CG; Sectembra Shatterstone, gold dragontouched female human, Exp5/Sor7, AL CG.

Motives: Higher Learning is a fully functional college. There are instructors below the professors' supervision but only those named above know of the school's true purpose. Beneath the college is a veritable playground of laboratories and other private work spaces. A grand study doubles as a library beside an equally large conference/situation room. Higher Learning's cult secretly does the work assigned by the supreme avatar brass in the basement levels. Here they discuss and experiment on natural and supernatural problems and materials sent to them by the sanctuary. If there is no pressing matter to attend to from the

supreme avatar, the cult is free to take on the conundrums of other metallic churches or even the city that hosts the college.

Current Events: The sanctuary of the supreme avatar silver sent a rock sample to Higher Learning some weeks ago. The rock has caused a village to descend into murderous insanity. Magical attempts to dispel the rock's effects have been unsuccessful. The cult has determined the rock possesses innate psionics properties. Director Vellaf is secretly searching for a group that can travel to a marshy region to retrieve a special plant that can naturally counteract the rock's powers. Since the situation involves another supreme avatar, the cult is reluctant to use students for the mission. Hired help is not as likely to ask questions for days on end after the mission is complete.

Supreme Avatar Cult: Bronze

Name: Morning Dew – A society of nature dwellers that maintains the sanctity and serenity of the wild.

Location: Any region that is barely, if at all, cultivated by humanoid hands; in this case, a deep forest. Open plains, a lonely island, or temperate mountains are all possible homes for cults such as Morning Dew.

Membership: Caretaker Shallem Paav, bronze dragontouched male elf, Drd4, AL N.

Scout Alandra Sage, female elf, Rgr3, AL NG.

Shield Maiden Heshta Rayn, bronze half-dragon half-elf female Bbn2/Clr1, AL N.

Initiates: This cult does not accept any new members unless directed by the supreme avatar herself.

Creatures: A pseudodragon named Rasp is Sage's companion.

Motives: Morning Dew patrols a forest chosen for it by the supreme avatar bronze. The cult's goals are the exact same as their cover story. The kinds of characters involved in the cult are typical forest protectors. They do not arouse suspicion as to ulterior motives when their activities are discovered. Creatures and magic that are not a normal part of forest life are ousted by Morning Dew. The cult first establishes a friendly presence among the natives by offering an item or service out of respect. This commonly forges a bond of trust between the cult and a dryad or a centaur colony. Such allies come to Morning Dew's aid if called for and vice versa. Members of cults like this one live out their lives in defense of their chosen area. They may request, or be forced to take, reassignment by the supreme avatar.

Current Events: Last week's earthquake rocked the region but caused little damage. In the forest, a sloped section of the deep interior shifted just enough to open a crevasse. Morning Dew entered this tear to investigate its depth. After a few hours, only Rasp emerged. The pseudodragon now searches for some-



one to return with him to the underearth. He will telepathically relate how his companions discovered the tunnel's connection to deep-running passages and were ambushed by humanoids wielding venom-coated crossbow bolts.

Supreme Avatar Cult: Copper

Name: Sight and Sound – A traveling circus that the wealthy occasionally hire for special engagements. Word games, skits, and simple magics are regular offerings.

Location: This cult can be found anywhere at any time. The circus has no defined schedule and goes where the wind takes it.

Membership: Ringmaster Lennak Yuett, copper half-dragon half-human male, Clr4/Sor4/Ari6, AL CG.

Animal Trainer Pel-Masu, copper wymbred female half-elf, Rgr9/Brd5, AL NG.

Acrobat Zinjen Darmuth, male human, Rog10/Shd6, AL NG.

“Strong Man” Nanok, mature adult male bronze dragon (normally appears as a bearded human male).

Crew/Security (35): male/female humans, Com3-Com6 and War2-War7, AL CG.

Initiates: The cult always seeks low to mid-level persons for labor-intensive work. Prospective candidates must share the cult's philosophy.

Motives: Sight and Sound is run by a cult comprised of the four named individuals above. Only they are privy to the fact that the traveling circus is a front for the church of the supreme avatar copper. As a public attraction, the cult hopes to lead by example, showing others what good clean fun is all about. As a secret religious group, the cult transmits messages and cargo from one good-aligned group to another (not always limited in scope to other metallic churches).

Sight and Sound requires a half-acre of space for its large tent and game/exhibition areas. There is also a hedge maze capable of being magically enlarged and reduced for transport, which is a children's favorite attraction. The circus is only active during daylight hours. At night, if there are no other pressing matters to attend to, Zinjen takes stock of the local underworld (if any). The cult delights in stopping an urban center's criminal activities – be they murder mysteries, illegal good shipments, or simple thefts.

Current Events: After the group sets up in a new city, one of the first children to run through the hedge maze discovers a naked corpse. The week-long dead female elf is examined by authorities and word spreads that she was strangled. As often happens with rumors, the public blame is laid at the feet of the wrong person; in this case someone in Sight and Sound's employ. The cult realizes that the body must have been dumped

into the maze as the circus packed to leave the previous city. Ringmaster Lennak desperately seeks a third party to investigate the matter and keep Sight and Sound's reputation unblemished.

Supreme Avatar Cult: Gold

Name: Custodians of Mortality – A small faith dedicated to helping the poor and downtrodden.

Location: Any large graveyard or battlefield where significant numbers of creatures died. In either case, the number of dead is in excess of 100.

Membership: Lord Garenth Opalshiv, gold dragon-touched male human, Pal10, AL LG.

Kaspin DeWomm, gold half-dragon half-human male, Clr5/Rgr4, AL LG.

Cerrina Unalle, female elf, Brd6/Ftr2, AL LG.

Initiates: Any person is welcome to worship at the church. Those wishing to join the trio on their mysterious outings must first be judged worthy. Candidates are subjected to several physical and magical tests and must be found worthy by the trio themselves. None have yet been successful.

Motives: “People who have nothing to lose are more prone to evil than those who do not.” The Custodians of Mortality live by this statement, often spoken by Lord Garenth. The cult rents (or owns in smaller communities) a single-story building to act as church for their “sun worship.” To the public, the Custodians are a charity group of well-to-do volunteers. Secretly, the cult maintains a vigilant watch on the nearby focus site (a large graveyard or battlefield). Each cult member spends an hour or two at the location every day. Dusk and midnight are especially watched for these are prime times for necromancers to work their arcane evils. When the undead or their masters are spotted, the on-site member sounds a thunderclap device (which all members possess) to warn the others of imminent danger. The cult adventured for years before being approached by the supreme avatar gold's Knight of the Circle. The group worked well together and agreed wholeheartedly with the Knight's ethos so they entered the church's service. Only Kaspin knows the truth about their draconic deity. The other members believe that an anonymous sun god blesses their actions.

Current Events: A wealthy noble from foreign lands has big plans to develop the Custodians' focus site. City leadership has warmed to the smooth-talking man and agreed to sell him rights to the battlefield. The noble, out of respect for those who died there, plans to exhume the bodies and relocate them. The Custodians are resigned to the situation and insist on guarding the bodies during transport. They have been so busy speaking with politicians that the cult has failed to notice the noble's peculiar habits like an aversion to mirrors and that he only comes out of his residence at night.



Supreme Avatar Cult: Silver

Name: Silver Lining – A diplomatic corps whose members lend a verbal hand whether it is requested or not.

Location: On the ethereal plane, where the borders of several nations meet, is the Citadel of Silver Lining. Cult members can be found here or on the material plane anywhere inside any of the bordering nations.

Membership: Father Ulias Mournes, male human, Exp17, AL LN.

Mother Minae Mournes, silver dragontouched female human, Mnk13/Clr4, AL LN.

Senior Negotiators (7): male/female humans, half-elves, halflings, Exp7/Mnk7, AL N(G).

Negotiators (21): male/female of any race, Exp6/Mnk4, AL any neutral.

Initiates: Any individual who seeks out the Citadel is welcome to join. Tests in diplomacy and self-defense are administered. Those who cannot maintain their composure in the face of adversity are shown the door. The rest are housed in the Citadel and trained by Silver Lining's "parents." Initiates are cautioned that they continue to be judged on a daily basis. Even one transgression can lead to expulsion. After the initial tests, all who successfully enter the cult are given a silver-trimmed cloak as a symbol of their new position.

Motives: Silver Lining's name is not only a tongue-in-cheek reference to the supreme avatar but to the cult's goal. Members strive to show opposing factions in a situation that "there is always more to gain by embracing peace over conflict." Silver Lining throws itself into battles concerning racial intolerance, social inequality, basic humanoid rights, and even centuries-old vendettas between individuals, communities, or nations. Each member is as skilled in diplomacy as he is in self-defense.

The husband and wife founders of the cult recognized the need for physical prowess in hostile encounters. The Citadel's central tenet revolves around the balance of mental and physical ability. While many members live in the citadel itself, others are content to toil on the material plane until called for. Only the Mournes know of the cult's connection to the church of the supreme avatar silver.

Current Events: An important port city in one of Silver Lining's protected nations has come under harassment by ogres. Rumor has it that the ogres are one part of a massive invasion force just waiting for the command to strike out from their mountain lair. A senior negotiator has been dispatched to stop the ogre assaults and see if there is any truth to these rumors. The negotiator is a bit intimidated by the size of the ogre's numbers and seeks a band of adventurers to act as formal escort and extra muscle should negotiations break down.

Secretive Bands

For as many religious cults as there are in the world, there are at least half again that many secretive bands relating to dragonkin. Detailed below are but a few of those groups, presented in a similar format to the religious ones above.

Preservers

Ethos: Half-dragons who only mate with others possessing dragon blood. Other half-dragons are preferred but dragontouched are acceptable as an unfortunate necessity.

Location: The Preservers are a loose collection of individuals and families spread over the world. Members stay in touch as best they can but there is no single meeting place outside of the annual Purity Festival.

Membership: Individuals: male/female metallic half-dragon half-humans, any class but usually commoners, warriors, or sorcerers, AL usually good.

Families: male metallic half-dragon, Com2/War2 or Sor3, AL any good; female metallic dragontouched human, Com2, AL any good; Child metallic dragontouched human, Com1, AL any good.

Initiates: Dragonkin who share the ideals of draconic puri-

ty and sanctity can be invited to join the Preservers by any other member. Membership brings no rituals, specific dress, or passwords. It is a word of mouth organization that does not prevent the dragonkin from joining other groups.

Motives: Members of the Preservers are wanderers until they find a dragonkin spouse to love. The two usually settle in a rural home and raise a family in as much isolation as possible. Members are convinced that true dragons are close to extinction. The creatures create half-dragon young to carry on the draconic bloodline for at least another generation. The Preservers want to keep the memory of these noble creatures alive for all time. So besides marrying other dragonkin, members gather once a year for the Purity Festival.

This event is open to the public and features dragonkin families taking on the roles of dragons. The festival is designed to teach normal folk what dragons are really like and cries out to those who would slay them to reconsider their actions. Chro-



matics and metallics are portrayed in as favorable a manner as possible. Preservers state that dragon attacks come as a result of their being nearly hunted to extinction.

Besides trying to live a normal existence, some dragonkin look out for their own by harboring other dragonkin on the run. Whether the refugee is fleeing oppression or is a fugitive from justice, a Preserver family is likely to take in and hide him.

Current Events: A dragonkin family has recently moved onto a village's "cursed" farm that no one else wanted. When it becomes known that the former occupant may have left some of his gold buried on the property, those folk who were vaguely interested in the farm now want the draconic "freaks" evicted. The village's meager law enforcement recognizes that a riot is inevitable and is looking for someone that might talk some sense into either party or solve the problem another way.

Renegades

Ethos: A secret society of dragonkin that has the same ambitions as most dragons: unadulterated domination.

Location: The five-person teams that comprise this group can be found in any place that hosts agents of another power group. Urban locales are most likely but it is not uncommon to find a Renegade or two on a mission away from town.

Membership: Elder Wyrm Pashka Gruum, red half-dragon half-human, Ari4/Rog6/Sor9, AL LE.

Second Wyrm Locathe Lejemi, black dragonouched male half-orc, Ftr6/Rog3/Sor8, AL CE.

Typical "Talon" (5-man team): green dragonouched male human, Ftr6/Clr8, AL LE; white half-dragon half-human male, Brd13, AL CE; green half-dragon half-elf female, Rog6/Sor7, AL CE; blue dragonouched male human, Exp7/Ftr7, AL NE; red dragonouched male human, Ari5/Enc9; AL LE.

Initiates: No one knows about the Renegades, much less petitions to become a member. The elder and second wyrm hand-pick prospective candidates and train them with an already-established talon. When five such individuals complete their tours, they are joined to form another talon. A tendency to disobey orders or possession of even moderate morals gets a candidate killed by order of the elder wyrm.

Motives: Dragons were meant to rule the world and if they do not want the job this group of dragonkin will take up the mantle. Members believe themselves superior to all other creatures and hold members unaccountable for their actions when dealing with non-dragonkin. Working in their talons, the Renegades coordinate with their brethren constantly as they work to eliminate rival power groups among the humanoids currently governing any given nation. Using every underhanded means at their disposal, the group discredits an enemy's leaders before physically dispatching lower-echelon members. Talons are very

cautious, sometimes keeping targets under surveillance for over a year before striking.

Current Events: The Vigilant Eye, bodyguards to a recently disgraced noble, are being slain one by one. The assassinations are too precise to come from common thugs. The noble is worried about an upcoming trip overseas. Since the Vigilant Eye appears to be compromised, a discreet call has gone out for trustworthy warriors that can root out the Eye's slayers and bring them to justice. Failing that, a band is requested to replace the Vigilant Eye as personal guards on the noble's voyage.

The Outdoorsmen

Ethos: Individuals who hunt half-dragons for sport. These people have set days throughout the year where they gather together to boast about their kills and add trophies to their museum.

Location: A multiple-story lodge set in a remote forest or mountain area.

Membership: Grand Master Aenius Quinter, male human, Ftr6, AL NE.

First Tier Stalker Maz'rik Taan, male human, Bbn4, AL CE.

First Tier Archer Borann Geltt, male human, Rgr5, AL CE. Chaplain Mog, male half-orc, Clr4, AL LE.

Second Tier Stalkers (10): male/female humans, Bbn2s and Rog3s, AL any evil.

Second Tier Archers (8): male/female humans, Ftr3s and Rgr 3s, AL any evil.

Stalkers (7): male/female humans, Ftr1s and Rog1s, AL any evil.

Archers (5): male/female humans, Rgr1s, AL any evil.

Initiates: Anyone who demonstrates a hatred for dragons or dragonkin is approached by Grand Master Aenius about joining the Outdoorsmen. The human asks, "If there were a method by which you could contribute to the draconic downfall, would you participate?" Should the prospective member show obvious enthusiasm, he is taken to the lodge. Chaplain Mog detects the candidate's alignment to make certain the group is not being infiltrated. If he checks out, the group gains a new Outdoorsman. If not, the curious visitor is put to death.

Motives: With the exception of chaplain Mog, the Outdoorsmen are all humans. As a whole, the group is composed of the typical bullies, brutes, and bigots one finds in any community. These like-minded folk started the organization after several chromatic half-dragons made trouble for the region. The humans quietly constructed their lodge and laid out the bizarre rituals and hierarchy they observe today.

At least once a season, the Outdoorsmen make their way to





the lodge under the pretense of a mundane hunt. Then they release a half-dragon, or other obvious dragonkin, into the wilds around the lodge and methodically hunt him like an animal. The Outdoorsmen use cowardly group tactics and never kill with honor. The dragonkin is usually invited to a “pleasant nature getaway” on behalf of a local business owned by one of the Hunters. Grizzly trophies from years of previous kills decorate the lodge’s interior. When not hunting, the members share tales of previous slayings and enjoy alcohol-induced games under the Grand Master’s careful watch.

Current Events: The Outdoorsmen have made more enemies than just in dragonkin circles. A brass half-dragon and a group of elves have hatched a plot to make certain the metallic dragonkin is the next guest at the lodge. The elves plan to hide around the lodge and then dispatch the Outdoorsmen as they chase down the half-dragon. Unfortunately, an emergency demands the elves return to their homeland just before the half-dragon is to leave for the lodge. An upstanding group is needed to replace the elves as hunters of the hunters before the brass dragonkin becomes the next victim.

Spawn of Tel’chac

Ethos: A society whose members traffic in all things draconic. They are also interested in the modification of dragon eggs according to the methods practiced by Tel’chac Embrim.

Location: The Spawn are headquartered in the mansion or

estate of a wealthy member. Such lairs are found in nearly every civilized nation.

Membership: Master Raidac Echavarr, black dragon-touched male human, Tra18, AL NE.

Apprentice Zorralla Mouv, female half-elf, Rog4/Exp3/Tra10, AL LE.

Apprentice Quibba Loj, white half-dragon half-human male, Ftr8/Wiz8, AL LE.

Initiates: The society is very close-knit and only accepts individuals it has been watching for some time. Contacts are not considered part of the group but rather are expendable employees.

Contacts: Com7-10 or War6-11, AL usually evil. Contacts work for or own businesses that require the movement of materials on a regular basis. Examples include bakers, carpenters, sculptors, or smiths. An ideal contact is the driver who oversees such shipments. These seemingly innocent folk accept a modest monetary sum to transport a dragon egg delivered to them. A “field unit” acquires an egg and delivers it to a contact, who in turn delivers it to another contact, and so on until it reaches the nearest Spawn headquarters.

Field Unit: The Spawn of Tel’chac assemble a dragonkin-heavy adventuring group. The society finances them as long as they perform egg extractions as needed – green wyrbred male dwarf, Ftr12; red dragon-touched female human, Rog13; white dragon-touched male human, Clr11; green half-dragon half-human male, Sor/Wiz12; AL all any evil.

Motives: The Spawn of Tel’chac got their name from the man who created the dragon egg modification system – evil wyrbred Tel’chac Embrim. The Spawn are known for their sales and purchases of draconic body parts for use in spells and rituals. But a person must be extremely well-informed to know that the society warps unborn dragons into a desired form. Sometimes they perform modifications by request while other times the Spawn transform a dragon only to sell it on the black market.

The cost for modification is expensive due to the number of middle men involved. There is also great personal risk to the transmuter. Dragonkind are ever-vigilant for the spellcasters who would dare harm their young.

Current Events: A wagonload of wood makes its way through a busy marketplace. One of the wheels suddenly shatters. The wooden blocks tumble into the street as does a large oval item wrapped in blankets. When folk approach to help the driver collect his cargo, the man draws his sword. He demands everyone keep their distance as he moves toward the curious bundle. Three children make a dash for the bundle to see what is inside. Nearby women cry out for help when the man swings his blade menacingly at the youngsters. The bundle, of course, is a dragon egg.



Chapter Four

Dragonkin Magic

Dragon Domain

Once a dragon achieves supreme avatar status, he can grant two domains to his worshippers. One of the domains is an extension of the dragon god's personality or goals. The other is the basic Dragon domain inspired by the awesome power all dragons share.

Granted Power: Turn evil dragons as a good cleric turns undead. Rebuke or command good dragons as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + Charisma modifier. This granted power is a supernatural ability.

Dragon Domain Spells

- 1 *Command*
- 2 *Scare*
- 3 *Locate object*
- 4 *Air walk*
- 5 *Spell resistance*
- 6 *Shout, greater*
- 7 *Prismatic spray*
- 8 *Spell immunity, greater*
- 9 *Storm of vengeance*

New Spells

Alter Breath Weapon

Transmutation [acid, cold, electricity, fire]

Level: Clr 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fort negates

Spell Resistance: Yes

This spell allows you to change a creature's breath weapon energy from its base type to another. Nothing else concerning the breath weapon changes. For example, a young blue dragon can fire a 60-ft. line of electricity that deals 6d8 points of damage. When this same dragon is affected by *alter breath weapon*, it still fires a 60-ft. line of energy that deals 6d8 damage but the type of energy changes to either acid, cold, or fire as dictated by you. Once cast, the chosen energy type cannot be changed for

the duration of the spell (unless a second *alter breath weapon* is cast on the dragon). The spell does not harm the affected creature, for the energy only turns to the altered type once it leaves the body.

In addition, the spell is not only effective on dragons. It can affect any creature with the breath weapon special attack as long as the breath inflicts one of the four energy types listed in the spell's descriptor. Other possible target creatures include the behir, chimera, dragontouched, frost worm, half-dragon, hell hound, mephit (fire, ice, ooze, steam, water), and winter wolf.

Know Age Category

Divination

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One dragon (see below)

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: No

Forewarned is forearmed. *Know age category* tells you the most basic element behind a dragon's powers. You immediately know whether a dragon is of wyrmling, very young, juvenile, young adult, adult, mature adult, old, very old, ancient, wyrm, great wyrm, avatar, or supreme avatar age. Besides being useful against a dragon you can see, the spell can also be cast on a dragon's body part. A broken horn, chipped tooth, or even a shed scale is enough of a target. You must beware, however, because *know age category* provides only the age at which these bits left the dragon proper (possibly providing some very mistaken information about the dragon's current state).

Repel Breath Weapon

Abjuration

Level: Clr 3, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

You are enveloped by intangible protective energies. Upon casting *repel breath weapon*, you choose one visible creature that possesses a breath weapon. For the spell's duration, if the



chosen creature uses its breath within 100 feet of you, the magic of the spell instantly moves against it. The breath is turned back on the creature as soon as it leaves its mouth. Since most creatures are immune to their own breath weapon, this repulsion causes little or no harm. What it might do is catch the creature off guard. The creature must succeed a Will save or be dazed for 1 round. The spell dissipates harmlessly if the creature does not use its breath weapon by the end of the duration.

Repel breath weapon is most effective when used along with *alter breath weapon*. And like that spell, *repel breath weapon* is usable against any creature possessing a breath weapon special attack.

Repel Breath Weapon, Mass

Abjuration

Level: Clr 5, Sor/Wiz 5

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no 2 of which can be more than 30 ft. apart

Mass repel breath weapon works like *repel breath weapon* except that it bestows protection on multiple creatures. When a creature uses its breath weapon when targeted by two or more people under this spell's protection, the one closest to the breathing creature loses his enchantment.

For example, you cast *mass repel breath weapon* on yourself and your warrior companion. The warrior closes to within melee range of a red dragon while you cast spells from a distance. The dragon attempts to use its breath weapon and is surprised when the fire shoots back toward its face. The warrior's enchantment is responsible for this because he is closest to the dragon of those who are protected.

Scale Shield

Conjuration (Creation)

Level: Brd 1, Clr 1, Pal 1, Rgr 1, Sor/Wiz 1

Components: V, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A shield

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You create a shield equivalent in size and weight to a light steel shield. The armor is made of the dragon's scale used as the spell's focus. Upon the spell's completion, the shield appears at any designated position in range. The shield provides a +2 armor bonus to AC as well as energy resistance 5 to whoever holds it. The scale's color matches that of the dragon it came from. The energy resistance granted by the shield is the same

energy immunity as that of the dragon from which the scale came.

Focus: A dragon scale (whole or part).

Wall of Scales

Conjuration (Creation)

Level: Clr 5, Sor/Wiz 5

Components: V, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 5-foot square/level

Duration: 1 standard action

Saving Throw: None

Spell Resistance: No

You create a barrier of close-knit dragon scales. The color of the wall is the same as the dragon's scale used as the spell's focus. The color is merely aesthetic and provides no benefits. You form the wall into a 3-inch thick vertical plane whose area is up to one 5-foot square per level. The *wall of scales* must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

The wall can be damaged by weapons and spells like any object. It has a hardness of 10 and 30 hit points no matter how many 5-foot squares it is composed of. Besides acting as a simple barrier, the wall has two special qualities for dragonkin. First, any creature of draconic descent can see through the wall as if it were transparent. Second, any creature of draconic descent is able to cast spells through the wall as if it were not there. This is limited to ranged effects, for while a dragonkin can see through the wall he cannot physically pass through it (to use touch spells, for example). Similarly, any magic items do not penetrate the wall unless they contain draconic components or are capable of destroying the *wall of scales* on their own. Characters without dragon blood, however, would use such items blindly without some other means of seeing through the wall.

New Magic Items

The Magic of Dragons: An Overview

Born from two divine beings, true dragons exist with magic entwined with their very being. The powers a dragon acquires over its lifetime are not gained by constant study or exposure to a certain environment. They are inherited through the simple process of aging. As a dragon's mind develops, the capacity to understand the innate energies of its form grows. Knowledge of the arcane is gained as easily as a humanoid child learns to



walk. It is no surprise that a dragon can perform novice spells at a young age, intuitively understanding how thought and energy combine. With increased age comes increased insight into arcane complexities. This is why older dragons cast higher level spells.

As it is with the mind, so it is with the body. The same divine spark that fuels a dragon's magical capability enhances the creature's defenses against magic. Age is again the determining factor. The older a dragon is, the greater his resilience to enemy magics. Besides spell resistance, there are other uses for a dragon's physical parts. Collectively, any material from a dragon's body used to fashion a magic item is referred to as a draconic component. The purpose of such components is detailed below.

New Material: Draconic Components

When any kind of magic item is created, the caster may opt to include bits from the body of a true dragon. The exact details are unimportant in terms of mechanics, but should follow logical guidelines. The draconic component in a potion might be dragon spittle or blood. A swath of dragon skin might be used in fashioning a scroll. Powdered bone could coat a ring, and so on.

Any item made with draconic materials costs less XP for the creator. Instead of requiring 1/25 the base price in XP, using draconic materials costs 1/25 the base price minus 10% of that in XP. So if a *cloak of elvenkind* costs 100 XP normally, using dragon skin as a base material lowers the XP cost to 90. Since any materials that come from a dragon's body are harder to come by, the item's base price is more expensive by a factor of +20%. Thus our *cloak of elvenkind* (draconic) has a base price of 1,500 gp instead of the normal 1,250 gp. Market price remains the same for draconic items. These items are of special interest to dragonkin characters.

New Weapon Quality: Bio-Energy

A bio-energy weapon has a significant portion – such as its blade, axe head, or arrowhead – transformed into a shadowy haze, although this does not modify the item's weight. It ignores the hide of any living creatures, negating any natural armor bonus to AC. A bio-energy weapon passes through the hide to damage the flesh beneath it. (Dexterity, deflection, dodge, armor, and other such bonuses still apply.) It cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Strong transmutation; CL 14th; Craft Magic Arms and Armor, *gaseous form*; Price +3 bonus

New Magic Items

Dragon tooth knife (draconic): In its normal form, this is an ordinary knife. Whether in knife or sword form, the item's blade bears a scale pattern that ends just below the tip. On command, this small bone-handled utensil grows to the size of a shortsword or longsword as desired by the wielder. A dragonkin, no matter his class, can wield the weapon proficiently and without difficulty. Other races must be proficient in swordplay to wield the weapon without penalty. The sword carries a +2 enchantment bonus in either form. It also grants the wielder immunity to one 1st-level spell when in sword form. The exact spell is determined when the item is created but is commonly *magic missile* or *burning hands*.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *shrink item*, *spell immunity*, part of a dragon's claw; Price 121,715 gp; Weight 1 lb.; Cost: 66,944 gp + 4,382 XP.

Ring of repel breath weapon: Featuring the head of a dragon, the beast's exhaled breath has been crafted to become the band of this ring. It acts exactly like a *repel breath weapon* spell except the wearer need not designate a target creature. The ring repels any breath weapon aimed at the wearer. A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Faint abjuration; CL 5th; Forge Ring, *repel breath weapon*, Price 15,000 gp; Cost 7,500 gp + 600 XP.

Brooch of fright: Represented by a crystalline emerald spider body with a dragon's neck and head, the brooch is disturbing enough on its own. It enables the wearer to generate an impressive field of fear up to 3 times per day. A wearer not having the frightful presence ability (as a dragon) is granted it for 3 continuous rounds. Creatures within a radius of 80 feet are subject to the effects of a fear spell if they have fewer than 8 HD. A Will save (DC 16) negates.

A wearer already generating a frightful presence aura can use the *brooch of fright* to focus the field into a cone-shaped burst (range 60 feet). Creatures are subject to the normal effects of the frightful presence if they have fewer than 16 HD. A Will save (DC 20) negates.

Moderate necromancy; CL 8th; Craft Wondrous Item, *fear*; Price 40,500 gp; Cost: 20,250 gp + 1,620 XP.

Candlesticks of force (draconic): Always created as a pair, these candlesticks stand 4 feet tall, supporting a golden disc that holds a pillar candle. Also made from gold, a sculpted dragon winds around the candlestick from floor to disc. Too often are dragonkin clerics interrupted at their altars by enemy attack. This pair of magic items helps to stave off foes by generating a protective field once a day.

On command, a wall of force springs into existence in a straight line between the candlesticks. There are three require-



ments, besides knowing the command word, to activate the items. First, the candlesticks must be within line of sight of each other and no farther than 30 feet apart. Second, if that line of sight is broken by a creature or object when the wall is called upon, the magic fails. And third, the candles must be lit for the magic to function. The pillars are partially made from dragon bile and require the flame to unleash the draconic power.

The character invoking the *wall of force* is protected by a wall that spans the 30 feet between candlesticks. That wall can reach upward to a maximum of 100 feet. The wall lasts up to 10 rounds or until dispelled by the person who invoked it.

Dragonkin attempting to use the Suppress Item feat need only target one of the candlesticks to suppress the magic of the pair.

Moderate evocation; CL 10th; Craft Wondrous Item, *wall of force*, 2 flasks of dragon bile; Price 18,100 (per set); Weight 10 lbs.; Cost (per set) 9,955 gp + 652 XP.

Chaos scale (draconic): This item is a dragon scale the size of an outstretched human hand. During its creation, the scale is imbued with chaotic energy that makes the specimen fade to a dull brown color. The power of a chaos scale comes to life when attached to a true dragon. The bearer of a scale must make a successful touch attack to slap it onto the target dragon. The scale affixes itself instantly and remains attached for 2d4 rounds. During this time, the scale disrupts the dragon's innate connection to the arcane, making it difficult to cast spells.

If a dragon attempts to cast a spell (or use a spell-like ability), it must overcome its own spell resistance. The dragon must succeed a caster level check (1d20 + caster level) or the spell is lost. Dragons without spell resistance are simply not powerful enough to overcome the *chaos scale's* effect. When the scale's duration expires, it explodes, sending a damaging wave of multi-colored energy across the dragon's body. The creature takes 10d6 points of chaotic energy damage. Since no one energy type is prevalent in a chaotic blast, all dragons suffer the same damage no matter their individual immunities.

Moderate abjuration; CL 10th; Craft Wondrous Item, *spell turning*, a dragon scale (from a dragon of adult age or older); Price 3,500 gp; Weight 2 lbs.; Cost: 1,925 gp + 126 XP.

Lair talisman: Adorned with layered knotwork art, this 3-inch diameter pendant is hung near the entrance to a dragonkin's lair. Even if the dragonkin has a public home, there is a need to establish a secret place, one that is sacred where safety and relaxation are paramount. The need for a lair is transferred to the dragonkin from the collective unconscious. Once the owner verbally states what area his lair encompasses, the talisman is hung near the recognized entrance. Whether he is at home, out of the area, or sleeping, the talisman is active, mentally imparting the number, type (as scrying), and power estimates (as detect magic) of individuals penetrating the sanctum. As long as the dragonkin is on the same plane as his lair, the talisman can communicate this information to him. No spells can

be cast by an "away" dragonkin through the talisman. Its purpose is surveillance and early warning only.

Strong divination; CL 13th; Craft Wondrous Item, *detect evil/good*, *detect law/chaos*, *detect magic*, *greater scrying*; Price 124,000 gp; Weight 1/2 lbs.; Cost: 62,000 gp + 4,960 XP.

New Artifact: Heart Shards

Designed to absorb energy from a primeval storm left over from the world's creation, the *shards* are responsible for the creation of dragonkind. As stated in the origins legend at the beginning of this book, the xalchi deceived early human mages into creating a tree that would absorb magical power. The demipower of purity noted the storm of Xalchik's creation and became ensnared by the tree's absorption ray when he moved to investigate it. The Elder Oak also absorbed a good deal of the storm's energy, its intended target, and mingled the good and evil powers before its destruction by Druggen's suicide dive.

These events resulted in five fragments surviving the destruction. Each is little more than a bloodstained piece of wood approximately 2 feet long and 1 foot wide. These "heart shards" gave birth to the 10 true dragons types – five evil chromatic and five good metallic. The birth of dragonkind weakened the *shards* to the point where they faded from reality altogether for a number of decades. The time of their reappearance is not known but when they did reenter the world, they were scattered across it. During the reappearance, the dragons of the time made the first connection with what would be called the collective unconscious.

The *shards* faded from the material plane but kept this intangible attachment to their dragon creations. The collective unconscious comes from the personality of Druggen, trapped within the remnants of the Elder Oak. He calls out to dragonkind to reunite the fragments, for his goal is the same as the *shards* – destruction of Xalchik, the Tainted One. Unfortunately, the former deity cannot choose which dragons receive the collective unconscious' visions because he barely exists as an individual himself. So the call goes out to all dragonkind to find and reassemble the *heart shards* in an attempt to end the eons-old battle between purity and corruption.

Laden with magical energies, the *shards* are capable of manifesting numerous spell-like abilities as well as strengthening any creature they remain in contact with. Besides these abilities, the *shards* continue to perform the function they had been constructed for – energy absorption. All of these powers are detailed below. The given numbers are not an indicator of specific powers for specific *shards*. Rather, the list tells the GM what powers the *shards* possess as they are brought into proximity. Each successive fragment's powers build on those before it, expanding in some cases and strengthening in others the



capability of the whole.

All *heart shards* share the most important reason these items are so prized by dragons – the *heart shards* ignore the spell resistance of dragons. When combined, the wielder gains all abilities of all *shards*. SR and attack/damage bonuses don't stack, but other abilities do.

Heart shard #1: Inherent abilities: wielder granted +2 bonus to Strength, Dexterity, and Constitution; Spell resistance 3 + character level; +1 to attack and damage demons and dragons (wielder's choice).

Spell-Like Abilities: 1/day – *dispel magic*, *protection from chaos/evil/good/law* (wielder's choice); 3/day – *magic missile* (CL 7th)

Drain Life (Su): The wielder of the *shard* can drain the life essence from a demon or dragon. This requires a successful touch attack and inflicts 1 permanent point of damage as well as 1 temporary point of Strength and Constitution damage. This power is usable once per day.

Heart shard #2: Inherent abilities: wielder granted +2 bonus to Intelligence, Wisdom, and Charisma; Spell resistance 6 + character level; +2 to attack and damage demons and dragons (wielder's choice).

Spell-Like Abilities: At will – *shatter*; 3/day – *dispel magic*, *protection from chaos/evil/good/law* (wielder's choice)

Drain Life (Su): The wielder of the *shard* can drain the partial life essence from a demon or dragon. This requires a successful touch attack and inflicts 2 permanent points of damage as well as 2 temporary points of Strength and Constitution damage. This power is usable once per day and replaces the drain life power of *shard* #1.

Heart shard #3: Inherent abilities: wielder granted +4 to Strength, Dexterity, and Constitution; Spell resistance 9 + character level; +3 to attack and damage demons or dragons (wielder's choice).

Spell-Like Abilities: 1/day – *imbue with spell ability*, *resilient sphere*

Drain Life (Su): The wielder of the *shard* can drain the partial life essence from a demon or dragon. This requires a successful touch attack or strike with a ray that shoots from the *shard* to a maximum distance of 20 feet. It inflicts 3 permanent points of damage as well as 1d4 temporary points of Strength and Constitution damage. This power is usable twice per day and replaces the drain life power of *shard* #2.

Heart shard #4: Inherent abilities – wielder granted +4 to Intelligence, Wisdom, and Charisma; Spell resistance 12 + character level; +4 to attack and damage demons or dragons (wielder's choice).

Spell-Like Abilities: 1/day – *spell turning* (1d4+6 spell levels reflected); 3/day – *resilient sphere*

Drain Life (Su): The wielder of the *shard* can drain the partial life essence from a demon or dragon as if using the *enerva-*

tion spell. The range is 35 feet. This power is usable up to 3 times per day and replaces the drain life ability of *shard* #3.

Heart shard #5: Inherent abilities – 2/day: wielder can use the spell attraction ability (see below); Spell resistance 15 + character level; +5 to attack and damage demons or dragons (wielder's choice).

Spell-Like Abilities: 1/day – *disjunction*, *prismatic spray*

Drain Life (Su): The wielder of the *shard* can drain the life essence from any creature as if using the *energy drain* spell. The range is 35 feet. This power is usable up to 3 times per day and replaces the drain life ability of *shard* #4.

Combined heart shard powers: When all five fragments are assembled, they instantly fuse into one cylinder-shaped body of wood (taking the form of a thick quarterstaff) called the *oaken root*. The combined whole pulses with obvious power and has the following abilities in addition to all those listed for the individual *shards* above.

Collective Unconscious: The *heart shards* are the collective unconscious. They are in constant, albeit weak, contact with all of dragonkind. The *shards* can individually contact any sleeping dragon or dragonkin through dreams, and any wakened dragon or dragonkin through visions. (See the collective unconscious section on page 4 or the New Uses for Skills section on page 21 for more information.)

Spell Attraction: This ability is always active but can be suppressed at the whim of the wielder.

Spell Immunity: Any spells directed at the wielder are instantly absorbed into the *oaken root*. This ability can be suppressed at the whim of the wielder.

Spell Attraction (“SpA”): This is a new special ability which works in an opposite manner from spell resistance. An item with SpA *wants* to be affected by spells. In the same way the phlebotomist prestige class allows the character to enchant blood to draw magical energies, this quality draws spells to the *shard* wielder. In this case, a caster within 60 feet must succeed a caster level check to control his spell. The pull from the *heart shard* forces a caster to concentrate on the spell once it is cast so that it does not get absorbed into the *shard*. For this check, the DC is 10 + twice the spell level being cast. Failure indicates the spell energy is absorbed by the *shard*, dissipating harmlessly but still using up the spell slot. There is no limit to the amount of energy the *shards* can absorb.

Summon Xalchi: Whenever a *heart shard*'s spell-like ability or drain life power is activated, there is a 5% chance per use per day that a *gate* opens between the wielder's plane and the demiplane of Xalchik. The *xalchi* there are always ready for such portals to appear and 1d2 of the demons pass through during these opportunities. The *gate* opens at a random location within a 1d4 mile radius of the *shard* wielder (who has no knowledge of the summoning). This side effect occurs no matter how many *shards* a creature possesses.





Dragon Egg Sculpting

Over the millennia since dragonkin have existed, experiments with unhatched eggs have been performed. Dragons have innate magic that can be altered or enhanced with the right knowledge and materials. While the results of such experimentation are often successful, the new dragons simply do not fit in with their parents' "kind" and are often forced to live in solitude. The new dragonkin that survived their formative years gave birth to the other dragon and dragonkin types catalogued by scholars (represented by dragons not of the 10 base types that frequent any campaign setting).

When one warps a dragon egg, he transforms the unborn hatchling into a different creature. Any life created from this type of modification, no matter its new form, still has dragon blood. Thus the creature has access to the collective unconscious. Egg modification is dependant on an understanding of draconic language and a mastery of arcana. Only a handful of non-dragons even know such rituals are possible. Dragonkin are far more likely to have such knowledge if they can gain audience with the Spawn of Tel'chac (see page 50). Understandably, dragonkind has no love for anyone who would steal its eggs, much less alter the children. Dragonkin created from an egg's modification are spotted easily for what they are by a true dragon and are usually killed on sight (including kobolds).

Modifying dragon eggs can be accomplished by any character with the Craft Wondrous Item feat. But since an object is being modified instead of created from scratch, this procedure requires only 1 hour per 1,000 gp in the egg's price (as opposed to the usual 1 day per 1,000 gp). To determine the base gold piece value of an egg, multiply the CR of a wyrmling of the appropriate type by 1,000. Therefore, a red dragon egg would equal 4,000 gp and require 4 hours to modify.

Prerequisites: The following criteria must be met by the egg sculptor.

Level: Ability to cast 6th-level transmutation spells

Skills: Knowledge (arcana) 5 ranks, Speak Language (Draconic)

Feat: Craft Wondrous Item

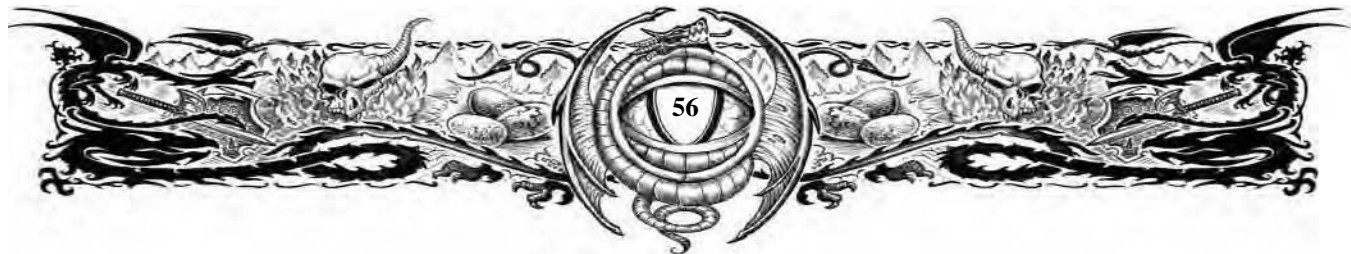
The spellcaster must be uninterrupted as he scrawls draconic runes across the egg's surface. The runes are incredibly complex and require a steady hand and mind. As soon as a rune is completed, the script fades from the egg. The magic inherent in the rune is absorbed into the arcane matrix of the unhatched dragon. No other magic can be cast on the egg before modification. A spellcaster using teleportation magic to transport the egg safely back to his lair is in for a rude surprise when the modifications cannot even begin. Any such magic triggers a

Adventure Ideas

There are obvious adventure ideas one can draw from the *heart shards*. Not the least of these is the chain of events once the first one is found. Xalchi summoned by the *shard's* power are bound to discover the PC (or NPC) holder and shadow his movements until the time is best to strike. The same is true for dragons who know what to look for. Either of these forces could throw minions at the party in order to test their abilities or prevent themselves from being exposed. Eventually, once other *shards* are discovered, epic battles are sure to ensue for control of these artifacts.

But there are other low-level adventure ideas inspired by these artifacts. Sometimes the energies of a *heart shard* disturb its surroundings in interesting and unusual ways. For example, a *shard* at the bottom of a well might imbue the waters with a *dispel magic* property. Among other results, this could remove a random low-level spell from a the mind of a spellcaster who drinks from its waters. Or perhaps a *shard* beneath the grounds of a graveyard can routinely animate a body as a breathsain, even if the creature had not been killed by a dragon's breath weapon. None of these side effects needs to lead back to the *shard*. Perhaps the adventure surrounding the breathsain is merely to defeat it and the necromancer who uses the graveyard as his home. Side effects should come across as natural, if odd, occurrences which other creatures capitalize on.

The GM is encouraged to drop the *heart shards* within any area of the campaign world and then draw on the surroundings of each to create similar weird magical side effects. The *shards* are artifact items that were not created purposely. Side effects not only reinforce their unusual nature to players but can provide some unique gaming moments.



defense mechanism in the egg which fuses its arcane matrix to prevent tampering from harming the unborn inside.

The caster must succeed in one Knowledge (arcana) check for each hour of the modification ritual. The DC is 15 + total modification rating. If all checks are successful, all modifications take hold. If even one check is failed, the process fails and the egg never hatches, producing only a warped, stillborn dragon corpse.

The effects of egg sculpting can be reversed, but only before the dragon hatches. The same rituals must be performed but in reverse, and the character must again meet the prerequisites. He also must succeed the same at Knowledge (arcana) check. Failure indicates the egg is mutated incorrectly and the dragon within dies.

Modification Ratings

The listings below display the modification amounts corresponding to various possible changes one can make to a dragon egg. The layout uses a monster's stat block as a format: size, type, hit dice, etc. The modification ratings (MR) are added to the base DC (15) of the caster's Knowledge (arcana) checks.

Size

Define Size: You limit the creature's growth to a size category. If the unborn remains a dragon (or other monster where tracking growth is important), then this condition indicates the creature's maximum size. The modification rating (MR) is +2/size category above that of the wyrmling's being changed. Example – A bronze dragon egg is modified to be limited to Large size. A bronze wyrmling is Small. Small to Large is two categories so 2×2 (per size category) = +4 total MR.

Special: With this modification only, an egg sculptor can create an egg that yields twins (or even triplets or quadruplets). When the total MR exceeds +10, then the number of categories between the *defined* and the maximum size for that dragon type equals the number of creatures that can be yielded. For example, define size is used to set a red dragon's growth to Large. Since this type of dragon can normally grow to Colossal size, the difference (and therefore number of young capable of being birthed from this egg) is 3 (Large to Huge to Gargantuan to Colossal). This is assuming the red dragon's modification rating exceeds +10.

Type

Change Type: You can change the "dragon" type to any other type except construct, ooze, or plant. Any change brings a +10 MR.

Subtype

Add Subtype: You allow any one subtype to be added to the creature. Each subtype addition is a +5 MR.

Change Base Subtype: You change the dragon's subtype to the subtype another dragon possesses (air, cold, earth, fire, or water). This change is a +3 MR.

Remove Base Subtype: You remove the dragon's base subtype. This likely removes immunities and/or special abilities as well. Removal is a -3 MR.

Hit Dice

Hit Dice are a function of size and type. If one of these is changed, then the HD changes accordingly.

Initiative

Initiative is a function of Dexterity and feats. If one of these is changed, then the Initiative modifier changes.

Speed

When the dragon's type is changed to something else, its speed is a function of the new type. Otherwise, you can use the modification below.

Change Physical Quality: Adding a new movement type (such as a burrowing or swimming speed) brings a +3 MR. Improving an existing speed costs +1 MR/5 feet. Reducing an existing speed costs -1 MR/5 feet.

Armor Class

When the dragon's type changes to something else, its armor class is a function of the new type, size, and Dex modifier. Otherwise, you can use the modification below.

Change Physical Quality: You can cause skin and bones to grow thicker or to become brittle. Each point of increase to natural armor costs +1 MR/wyrmling's CR. Conversely, each point of decrease to natural armor costs -1 MR/wyrmling's CR. Example – Increasing a black dragon's natural armor by 3 costs +9 MR (wyrmling's CR is 3). If the creature remains a dragon, the change in natural armor remains throughout his life.

Base Attack/Grapple

These are a function of the creature's size, type, hit dice, and Strength modifier. If one of these is changed, then the BAB and grapple modifier change appropriately.

Attack/Full Attack

When the dragon's type is changed to something else, its attacks are a function of the new type. In either case, you can use the modifications below.

Add Natural Attack: You can add an attack form to the



creature if it does not possess it already. It must have the necessary physical characteristics for the attacks to make sense (e.g., a creature without arms cannot be granted claw attacks). Possibilities include bite, claw/talon, gore, slap/slam, sting, or tentacle. Damage is a function of size and ability modifier as computed according to the MM. The addition of a natural attack makes the creature proficient with it. Whether the attack is a primary or secondary one is for the GM to decide. Each natural attack added costs +1 MR.

Remove Natural Attack: It is easier to take away a physical quality than it is to add one. You remove one of the dragon's natural attacks. Possibilities include bite, claws, wings, tail slap, crush, or tail sweep. The physical characteristics for each are not removed (a dragon would keep its teeth even though the bite attack is removed), but the dragon is not capable of using them effectively in an attack. Each natural attack removed costs -1 MR.

Space/Reach

When the dragon's type is changed to something else, its space/reach is a function of the new size. In either case, you can use the modification below.

Change Reach: You can adjust the distance a creature threatens opponents with its natural weapons. Physical extensions make it obvious that a dragon has been modified. Reach for a bite attack, for example, means the creature has an especially long neck or snout. The cost is +1 MR/5-foot of reach, to a maximum of twice the original reach.

Special Attacks

Add/Alter/Expand Special Attack: Possibilities include any of the special attacks listed in the MM. Adding a special attack includes making the requisite changes in anatomy, while altering a special attack changes the effect without altering the delivery method. Example – Changing a blue dragon's breath weapon from electricity to acid. The energy is different but the breath weapon shape, range, etc., remains the same. On the other hand, expanding a special attack concerns changing only the attack's delivery. Possibilities include modifying an attack's duration, radius, or uses per day. The cost to expand each extraordinary ability is +1 MR with the effects similar to the metamagic feats. The cost to expand each supernatural or spell-like ability is +2 MR. Improving a use per day by one step (1/day to 2/day) costs +1 MR for each step. Expanding a "uses per day" attack to "at will" costs +5 MR.

Reduce/Remove Special Attack: You can reduce or remove the dragon's special attacks. This is similar to "add/alter/expand special attack" above but the cost is the reverse. Each extraordinary ability removed costs -1 MR. Each supernatural or spell-like ability removed costs -2 MR. Reducing an "at will" attack to a "usable 5/day" ability costs -5 MR.

Reducing a "use per day" costs -1 MR per step. Example – A juvenile black dragon can cast *darkness* 3/day. Lowering the uses to 1/day costs -2 MR.

Special Qualities

Add/Change Special Quality: Possibilities include any of the special qualities listed in the MM. Changing a special quality can mean swapping one thing for another. Example – Changing a blue dragon's immunity from electricity to acid. But it can also mean improving a quality's effectiveness. Possibilities include modifying the value of damage reduction or fast healing as well as expanding the radius of blindsight or tremorsense. The cost to modify each extraordinary ability to the next step (one point or 5 feet depending on individual quality) is +1 MR. The cost to expand each supernatural or spell-like quality is +2 MR.

Reduce/Remove Special Quality: You can reduce or remove the dragon's special qualities. This is similar to "add/change special quality" above but the cost is the reverse. Each extraordinary ability reduced (one point or 5 feet depending on individual quality) costs -1 MR. Each supernatural quality reduced costs -2 MR. Removing an ability entirely is -5 MR.

Saves

Saving throws are a function of type, hit dice, and ability modifiers. If one of these is changed, then the base saves change appropriately.

Abilities, Skills, and Feats

These are functions of a creature's size and type. If one of these is changed, then the base abilities, skills, and feats must be reexamined as well. You can increase any one of the dragon's ability scores at the cost of +1 MR for every +1 point in the listed ability, to a maximum of double its initial score.

Environment

Environment is not something that can be altered using dragon egg modification.

Organization

Unless multiple creatures are created (see *define size* modification above), then the result is always a solitary creature once it is ejected from the dragon's lair.

Challenge Rating

Challenge rating is a function of many different characteristics including size, type, special attacks and qualities. CRs must be determined on a case-by-case basis, using the guidelines in the MM as a basis.





Treasure

Treasure is not a condition that can be altered or determined using dragon egg modification.

Alignment

Change Alignment: You can change the dragon's alignment to any of the nine types possible. Use the following progression – LG, CG, NG, LN, N, CN, NE, CE, LE – to determine how many steps you are moving the base alignment. The cost is +2 MR per step moved. Example – Changing a gold dragon's lawful good alignment to true neutral costs +8 MR (4 steps using the progression).

Advancement and Level Adjustment

These conditions are not applicable to a modified dragon egg. If the creature remains of the dragon type, it advances according to its base progression table. In either case, these modified dragons should not be allowed as PCs.

Other

Add Body Part: You can add an appendage to the dragon's body (arm, head, leg, tail, or wing). The new appendage is fully

functional but cannot participate in attacks unless given the *add natural attack* modification (above). The cost is +2 MR per part.

Add Personality: You can add the soul of one willing or unconscious creature to the dragon's body. The two souls cohabit after the dragon is born. The dominant personality is determined on a daily basis (opposing Will saves where the added personality uses the score from his previous body). If either personality fails a dominance roll more than five times in a row, it is subsumed forever, allowing the other to take control permanently. The cost to add a personality is +15 MR.

Change Personality: You instill a prejudice or predilection for a specified item, race, area, etc. The cost per suggestion is +3 MR.

Cosmetic Change: You can alter the dragon's base color. This costs +1 MR.

Destroy Base Personality: The dragon's soul is obliterated. The hatchling emerges from the egg stillborn unless another personality is inserted into the body before birth. The cost is +30 MR.

Remove Body Part: You can remove one of the dragon's body parts (arm, head, leg, tail, or wing). This may affect speed or special abilities. The cost is -2 MR per part.



Modification Examples

The following list of examples shows 20 possible types of dragonkin that can emerge from egg sculpting. Some degree of GM judgment is required, as you can see.

- Dragon body based on a precious stone. Scale coloring matches a gemstone's appearance. The breath weapon and other abilities are as the dragon parent.

Modification method: cosmetic change (+1 MR).

DC to create: 16

- Black dragon yields kobolds.

Modification methods: define size (Small) (+2 MR), change type (dragon to humanoid) (+10 MR), remove base subtype (water) (-3 MR), add subtype (reptilian) (+5 MR), add special qualities (darkvision and light sensitivity) (+2 total MR), change alignment (chaotic evil to lawful evil) (+2 MR).

DC to create: 33. Since the MR exceeds +10, then multiple creatures are capable of being created if the caster wishes. The number is 4 since the defined size is Small and a black dragon can grow to be Gigantic, a difference in categories of 4 spaces.

- Dragon body without wings but possessing large venomous spikes on the tail and back.

Modification methods: add special attack (poison – type determined by caster to duplicate existing monster's poison) (+1 MR), remove body parts (2 wings) (-4 MR).

DC to create: 12

- Dragon body that can change the color of its scales at will. The breath weapon and other abilities are as the parent.

Modification methods: expand special attack (while changing exterior coloring is not a special attack, we'll bring over the "at will" usage for it since this is an unusual quality) (+3 MR; reduced MR since this is not a combat ability), cosmetic change (+1 MR).

DC to create: 19

- A gold dragon body with increased scale toughness. Natural armor is improved by +3.

Modification method: change physical quality (AC increase of 3 points; gold wymling is CR 5) (+15 MR).

DC to create: 30

- The unborn dragon's soul is destroyed and is replaced with the soul of a dying human.

Modification methods: destroy base personality (+30 MR), add personality (+15 MR).

DC to create: 60

- Dragon body is granted greater magical aptitude than normal. One innate spell-like ability can be used an extra 3 times per day (e.g., 3/day becomes 6/day).

Modification method: expand special attack (use per day increase by 3) (+3 MR).

DC to create: 18

- Necromantic magics allow the dragon to become incorporeal (as a ghost) at will. The effect includes items and/or beings held or carried.

Modification methods: add special quality (incorporeal traits) (+5 MR), expand special attack (at will) (+5 MR).

DC to create: 25

- Dragon body that can become an elemental type based on the dragon's breath weapon. This ability is usable twice per day and lasts for up to 6 rounds as desired by the dragon. Other abilities are as dragon parent.

Modification methods: add special quality (elemental traits) (+2 MR for supernatural quality), expand special attack (usable twice per day) (+2 MR).

DC to create: 19

- Dragon has antlers instead of a tail. These antlers are supple and can lengthen to grab opponents.

Modification methods: add body part (antlers) (+2 MR), remove body part (tail) (-2 MR), add special attacks (improved grab and constrict) (+2 MR for 2 extraordinary abilities).

DC to create: 17

- Bronze dragon has no wings, no tail, and is limited to Large size. Body has two extra pairs of legs, making it extremely fast and able to trample opponents. Some dragonkin train these mutations from birth to be excellent mounts.

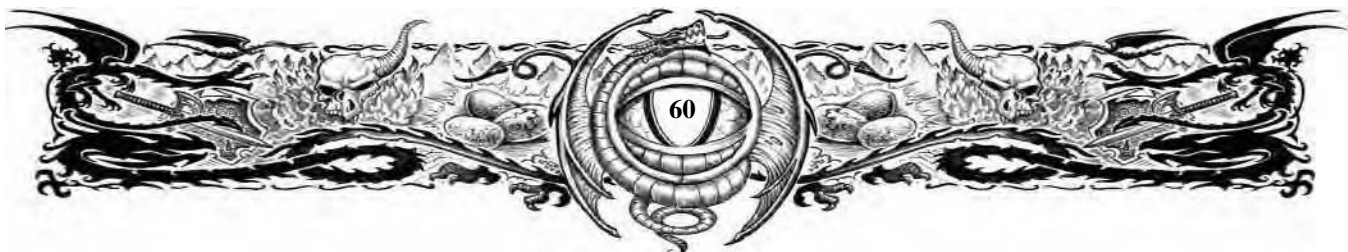
Modification methods: define size (Large) (+4 MR for two size categories above Small), change physical quality (+10 foot speed) (+2 MR), add special attack (trample) (+1 MR for this extraordinary ability), add body parts (2 pair legs) (+8 MR for 4 additions), remove body parts (remove wings and tail) (-6 MR for 3 removals).

DC to create: 24

- Brass dragon's body does not grow physically larger than Medium size. The dragon's breath weapon is alcohol.

Modification methods: define size (Medium) (+2 MR for one size category above Tiny), alter special attack (line of fire and cone of sleep become a line and cone of alcohol) (+2 MR for supernatural ability).

DC to create: 19





- Dragon body has detachable parts. It can leave a claw or even a tooth attached to an opponent. The lost parts regenerate at an accelerated rate, taking only two days to return.
Modification methods: add natural attack (must be used for each natural weapon designed to be detached; 2 claws, bite) (+3 MR), add special quality (regeneration 1) (+1 MR).
DC to create: 19
- Dragon body's damage reduction ability is replaced with regeneration 5.
Modification method: change special quality (DR to regeneration) (+1 MR).
DC to create: 16
- Dragon has an additional three heads (each with the same ability to bite and damage opponents as the base head).
Modification methods: add natural attack (for each of the additional heads) (+3 MR), add body parts (3 heads) (+6 MR).
DC to create: 24
- Dragon's body is born undead. It has a breath weapon with the same effect as a ghost's touch.
Modification methods: change type (dragon to undead) (+10 MR), alter special attack (acid breath weapon to paralysis) (+2 MR for supernatural change).
DC to create: 27
- Green dragon retains wings but has 4 pairs of spider legs instead of arms and legs. The breath weapon is a web (as an aranea's web but based on the dragon's ability scores).

The dragon can construct a web (as a monstrous spider) using spinnerets on the tail spikes. The dragon does not physically grow beyond the Large size and has a poisonous bite (as monstrous spider).

Modification methods: define size (Large) (+4 MR for two size categories above Small), alter special attack (acid breath weapon to web) (+2 MR for supernatural change), add special quality (web) (+1 MR for extraordinary ability), add body parts (4 pairs spider legs) (+8 MR for 8 legs), remove body parts (arms and legs) (-8 MR for 8 limbs).

DC to create: 22

- Dragon body is given an innate like or dislike of a particular race.
Modification method – change personality (+3 MR).
DC to create: 18
- White dragon's body does not require rest. For purposes of determining when a spell-like ability is replenished, a "day" for this dragon is only 12 hours. This, in effect, doubles all of the possible spell-like abilities for the white dragon (even though they do not take effect until the proper age is reached).
Modification methods: add special quality (no sleep) (+1 MR), expand special attacks (doubling all of the white's possible spell-like abilities) (+12 MR for changing four 3/day abilities to 6/day and +2 MR for changing one 1/day ability to 2/day).
DC to create: 30



Chapter Five

New Opponents

This chapter is divided into two sections. First, several new monsters and templates are presented. Then there are stat blocks for a variety of standard dragonkin NPCs, which can be included in your campaigns as allies or enemies.

New Monsters

BLOODLING

Fine Ooze

Hit Dice: 1/16d10 (1 hp)

Initiative: +4

Speed: 5 ft., swim 30 ft.

Armor Class: 22 (+8 size, +4 Dex), touch 14, flat-footed 18

Base Attack/Grapple: -1/-20

Attack: –

Full Attack: –

Space/Reach: 1/2 in./0 ft.

Special Attacks: Poison

Special Qualities: Blindsight 30 ft., ooze traits, replicate, sunlight vulnerability, taint

Saves: Fort +0, Ref +4, Will -5

Abilities: Str 4, Dex 19, Con 10, Int -, Wis 1, Cha 1

Environment: Underground

Organization: Solitary, or brood (see below)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: –

Elusive even to sages of the underworld, the insidious bloodling lives only to breed inside other living creatures. Its origins are very close to dragonkind in the blood splattered across the ground by the deaths of the xalchi. The life fluids that did not become part of the dragon creation matrices sank beneath the earth. Granted a half-life of their own as oozes, these bloodlings mindlessly perform a corruption process that hints at their demonic origins. Any creature that runs afoul of the bloodling thinks twice before imbibing any water it finds afterward.

The bloodling requires nothing to subsist on besides water or other liquid. When tainting the fluid, the ooze seems to take nourishment, though in sparse amounts. For some reason, they do not collect in a brood except for when they are replicating. Those few who have studied the ooze believe it is the creation of an arcane spell designed just for fashioning it. Others think the bloodling a product of magics used to slay a creature combined with ambient underworld energies and hostile emotions left at the scene of such a slaying. Proponents of this theory are

in the minority.

There is not much to describe about the ooze physically. Its kind has thrived because of its half-inch size and the ease by which it reproduces. A bloodling appears to be a congealed drop or a fine stain of blood. Unless it is seen while in motion, it is nearly impossible to detect by sight.

As an ooze, the bloodling goes about its business of tainting liquid, gaining access to a host, and then reproducing with unflinching purpose. It does not “combat” foes in the conventional sense, although the poisoning of creatures that imbibe it might say otherwise. The bloodling speaks no languages and keeps no companions. After it reproduces and the host dies, each bloodling goes its separate way to begin the cycle anew.

Combat

Once a bloodling finds a water hole or other significant body of liquid, it taints the water and waits for a living creature to partake of the fluid. Using its blindsight ability, the bloodling moves toward the creature as it drinks and attempts to be part of the liquid imbibed. This is an uncomplicated task for the ooze, but the GM may want to roll a Dexterity check for the bloodling (DC 10) to see if it succeeds. The target creature feels a burning sensation at the back of its throat when swallowing and it takes 1 point of acid damage. The being must also succeed a Fortitude save (DC 13) or be damaged as though affected by arsenic (see below).

After entering a living being, the bloodling begins its reproduction process. Twenty-four hours after the bloodling entered the body, it replicates itself by fission and the poison save must be made again. This time, however, the save DC is 14 to reflect the additional bloodlings in the creature’s system. After a creature’s Con score reaches zero and it dies, the bloodlings exit through any open orifice and split up to search for their own body of liquid to inhabit.

Neutralize poison or similar magic does negate the poison and cause the bloodling to find the creature uninhabitable. The round following the casting of such a spell, the bloodling leaves the creature by either ear or nostril. This may be one of the only times a character sees the bloodling and can take action to destroy it.

Poison (Ex): The poison effect of the bloodling is the same



as if it were arsenic (Ingested DC 13; initial damage 1 Con; secondary damage 1d8 Con). For each bloodling in the creature's body, the DC increases by 1.

Blindsight (Ex): The bloodling can “see” in every direction at a distance of 30 feet. Its body senses disturbances in both air and ground to detect the presence of other beings.

Ooze traits (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. The bloodling is also not subject to critical hits.

Replicate (Ex): Only inside a living being can the bloodling reproduce via fission. After residing in a creature for 24 hours, the ooze splits into two bloodlings. After another day, these two become four and so on until they are removed from the creature or they remove themselves after the host dies.

Sunlight Vulnerability (Ex): Exposure to direct sunlight or an equivalent (*daylight* or greater spell) immediately kills the bloodling. Such measures do not function if the bloodling is already inside a creature.

Taint (Ex): When submerged in a body of water (or other liquid) larger than a human hand, the bloodling secretes a liquid that taints one cubic foot of water per minute with a light red coloring. Besides aiding in its camouflage, the tainted water exudes a faint sweet odor. As a result, creatures are more prone to visit the body of water and partake of it. Once the bloodling leaves this water, the tainted effects dissipate after one hour. Besides possibly drawing creatures to it, the taint has no other effect on those that drink it.

Adventure Ideas

A bloodling is left in a water hole near to a race's lair that knows of the ooze, so that the subsequent infection drives visitors or would-be settlers away from their door. Enterprising beings that are familiar with the bloodling may partially fill a glass container with water and drop 1d4 bloodlings inside it. This vial is then used as a grenade weapon against an opponent. A successful attack brings a 25% chance for a bloodling to remain on the target and eventually enter through nose or ear.

A third idea for bloodling use in a campaign involves the aftereffects of a successful inhabitation. The party comes across a dead humanoid but there is no apparent cause of death. In this situation, the bloodling has come and gone. When the corpse's friends see the party inspecting the body, it accuses them of slaying the individual. To prove their innocence, the party must somehow find a bloodling and demonstrate what it did to the slain man. This is made a bit more interesting when more of the accusing humanoid's settlement drop dead from bloodling infection due to the proliferation of oozes from the original corpse.

BREATHSLAIN (TEMPLATE)

Forever haunted by the grizzly circumstances of their deaths, these dangerous individuals seek to spread the exact same agony they endured at mortality's end.

Breathslain are created when the spell *animate dead* (or similar magic) is used on the corpse of a creature killed by dragon breath within the last 24 hours. These beings appear as they did just after the dragon's breath weapon engulfed them; the exact moment they realized that their existence had ended. Breathslain killed by a black, copper, or green acid breath weapon are missing large patches of skin and muscle across their entire body. These areas are framed by drooping slabs of flesh. Those slain by silver or white ice breath possess a white film over much of their form. Areas of skin not coated are pale blue, especially the face and hands. The electrical breath weapon of a blue or bronze dragon leaves a charred and blackened exterior. Nearby creatures can see a faint blue-green nimbus of electricity behind the undead's eyes and around its fingertips. Breathslain killed by the fiery breath of a brass, gold, or red dragon possess partially melted skin on one side of the body (commonly the back) and a raw, black-red exterior on the other.

Breathslain understand any languages they knew in life but rarely speak.

Sample Breathslain Creatures

Breathslain, 5th-Level Human Fighter

Medium Undead (Augmented Humanoid)

Hit Dice: 5d12 (32 hp)

Initiative: +8

Speed: 30 ft.

Armor Class: 21 (+4 Dex, +2 natural, +5 chain shirt), touch 14, flat-footed 17

Base Attack/Grapple: +5/+11

Attack: Slam +11 melee (1d6+9 plus 2d6 acid) or +1 *heavy flail* +13 melee (1d10+10/19-20) or masterwork light crossbow +9 ranged (+1 within 30 feet) (1d8/19-20)

Full Attack: Slam +11 melee (1d6+9 plus 2d6 acid) or +1 *heavy flail* +13 melee (1d10+10/19-20) or masterwork light crossbow +9 ranged (+1 within 30 feet) (1d8/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, death throes (DC 14), energy touch

Special Qualities: Breathslain weaknesses, damage reduction 10/magic, gaseous form, resistance to acid 10

Saves: Fort +4, Ref +5, Will +2

Abilities: Str 22, Dex 19, Con —, Int 9, Wis 12, Cha 14

Skills: Climb +14, Intimidate +18, Jump +14, Listen +3, Spot +3

Feats: Alertness, Dodge, Improved Bull Rush, Improved Initiative, Improved Sunder, Point Blank Shot, Power Attack, Weapon





Focus (heavy flail)

Environment: Temperate swamps

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always evil (any)

Advancement: By character class

Level Adjustment: +5

This example uses a 5th-level human fighter who was slain by black dragon breath as the base creature.

Combat

This breathslain's slam attack is treated as a magic weapon for the purpose of overcoming damage reduction.

Possessions: +1 chain shirt, +1 heavy flail, masterwork light crossbow, 10 bolts, potion of inflict moderate wounds, 99 gp.

Breathslain, 13th-Level Gnome Rogue/Assassin

Small Undead (Augmented Humanoid)

Hit Dice: 13d12 (84 hp)

Initiative: +10

Speed: 20 ft.

Armor Class: 21 (+1 size, +6 Dex, +2 natural, +2 ring of protection), touch 17, flat-footed 15

Base Attack/Grapple: +9/+7

Attack: Slam +16 melee (1d6+3 plus 2d6 fire) or +2 *defending short sword* +18 melee (1d4+4/17-20) or masterwork dart +17 ranged (1d3+2)

Full Attack: Slam +16/+11 melee (1d6+3 plus 2d6 fire) or +2 *defending short sword* +18/+13 melee (1d4+4/17-20) or masterwork dart +17/+12 ranged (1d3+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, death attack, death throes (DC 20), energy touch, sneak attack +7d6, spells

Special Qualities: Breathslain weaknesses, damage reduction 10/magic, evasion, gaseous form, gnome traits, improved uncanny dodge, resistance to fire 10, save bonus against poison +2, trapfinding, trap sense +3

Saves: Fort +4, Ref +16, Will +3

Abilities: Str 14, Dex 22, Con —, Int 13, Wis 8, Cha 18

Skills: Appraise +5, Balance +15, Bluff +15, Disguise +20, Disable Device +8, Escape Artist +11, Hide +28, Knowledge (local) +10, Listen +8, Move Silently +24, Open Lock +13, Search +8, Sense Motive +6, Spot +10, Tumble +13, use Magic Device +6

Feats: Dodge, Improved Critical (short sword), Improved Initiative, Mobility, Spring Attack, Stealthy, Weapon Finesse

Environment: Temperate plains

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Alignment: Always evil (any)

Advancement: By character class

Level Adjustment: +5

This example uses a gnome 9th-level rogue/4th-level assassin who was slain by gold dragon breath as the base creature.

Combat

This breathslain's slam attack is treated as a magic weapon for the purpose of overcoming damage reduction.

Assassin Spells Known (4/1; DC 11 + spell level): 1st—*disguise self*, *feather fall*, *obscuring mist*, *true strike*; 2nd—*cat's grace*, *darkness*, *invisibility*

Possessions: +2 *defending short sword*, 6x masterwork dart, horn of evil, large scorpion venom (1 dose), 3x *potion of inflict light wounds*, *ring of protection* +2, 37 gp.

Creating a Breathslain Creature

“Breathslain” is an acquired template that can be added to any non-dragonkin humanoid or monstrous humanoid (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead (augmented humanoid or monstrous humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is



unchanged.

Hit Dice: Increase all current and future hit dice to d12s.

Armor Class: The base creature's natural armor bonus improves by +2.

Attack: A breathslain retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the breathslain retains this ability. A creature with natural weapons retains those natural weapons. A breathslain fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A breathslain armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A breathslain fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Breathslain have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the breathslain's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A breathslain retains all the special attacks of the base creature and gains those described below. Saves have a DC of $10 + 1/2$ breathslain's HD + breathslain's Cha modifier unless noted otherwise.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a breathslain's energy touch rises as a breathslain 48 hours after death.

If the breathslain instead kills a humanoid with its death throes, the creature returns as a breathslain. If it had less HD than the deceased breathslain, the new breathslain is under the command of the breathslain that created it and remains enslaved until its master's destruction. If not, the new breathslain is as free-willed as any other. At any given time a breathslain may have enslaved spawn totaling no more than twice its own hit dice; any spawn it creates that would exceed this limit are created as free-willed breathslain. A breathslain that is enslaved may create and enslave spawn of its own, so a master breath-

slain can control a number of lesser breathslain in this fashion. A breathslain may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a breathslain cannot be enslaved again.

Death Throes: When a breathslain dies, its body detonates. A devastating wave of energy deals 3d4 points of damage to all creatures within a 15-foot radius (Reflex save negates). The exact type of energy matches that used by the energy touch attack (see below).

Energy Touch (Su): Living creatures hit by a breathslain's slam attack (or any other natural weapon the breathslain might possess) are engulfed by a field of energy appropriate to the dragon who slew the breathslain. The damage added for each type is 2d6. A breathslain can use its energy touch ability once per round.

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

Special Qualities: A breathslain retains all the special qualities of the base creature and gains those described below.

Damage Reduction (Su): A breathslain has damage reduction 10/magic. A breathslain's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Gaseous Form (Su): As a standard action, a breathslain can assume gaseous form twice per day as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A breathslain has resistance 10 to whatever energy it uses for its energy touch attack.

Turn Resistance (Ex): A breathslain has +2 turn resistance.

Abilities: Modify from the base creature as follows: Str +4, Dex +2, Int -2, Wis -2, Cha +4. As an undead creature, a breathslain has no Constitution score.

Skills: Breathslain have a +8 racial bonus to Intimidate checks. Otherwise, same as the base creature.

Feats: Breathslain gain Dodge and Improved Initiative, assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, or gang (3-5)

Challenge Rating: Same as the base creature +2.



Treasure: Standard.
Alignment: Always evil (any).
Advancement: By character class.

Breathslain Weaknesses

For all their abilities, breathslain have a potentially deadly weakness when it comes to dragonkind.

Repelling a Breathslain: Breathslain cannot attack (or even approach) dragons or dragonkin. The horrible death the breathslain received from the dragon is forever embedded in its memory. The undead can instinctively sense a creature possessing dragon blood and becomes “afraid” of them. The breathslain remains at a distance dependant on the power of the dragon blood within a creature as detailed below. Advancing within this area requires a Will save (DC 20) on the part of the breathslain.

Dragon blood strength	Warded Distance (radius)
True dragon	60 ft.
Half-dragon	30 ft.
Dragontouched	20 ft.
Kobold/Dragold	10 ft.

If a dragon or dragonkin moves toward a breathslain, the undead maintains the warded distance as best it can. Should the breathslain be cornered, it uses its *gaseous form* power to escape. If denied that option, the breathslain reluctantly attacks the dragon blooded creature but suffers a -4 attack penalty while doing so.

DRAGOLD

Dragold, 1st-Level Warrior

Small Humanoid (Dragonkin, Reptilian)

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 17 (+1 size, +1 Dex, +2 natural, +3 studded leather), touch 12, flat-footed 16

Base Attack/Grapple: +1/-2

Attack: Heavy mace +3 melee (1d6+1) or bite +3 melee (1d4+1) or tail +3 melee (disarm or trip with no AoO) or javelin +3 ranged (1d4+1)

Full Attack: Heavy mace +3 melee (1d6+1) and bite +1 melee (1d4+1) and tail +1 melee (disarm or trip with no AoO) or javelin +3 ranged (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: Darkvision 60 ft., light sensitivity

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 13, Dex 13, Con 10, Int 10, Wis 10, Cha 11

Skills: Hide +5, Intimidate +6, Listen +3, Search +2, Spot +3

Feats: Alertness, Improved Tail UseB, MultiattackB

Environment: Temperate forests

Organization: Solitary, pair, band (3–6), or tribe (10–30 plus 1 adept, cleric, or sorcerer of 6th or 7th level); or in a kobold tribe (1 in 40 kobolds is a dragold)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +1

Dragold Dek’ju, 7th-Level Bard/3rd-Level Warrior

Small Humanoid (Dragonkin, Reptilian)

Hit Dice: 3d8 plus 7d6 (38 hp)

Initiative: +5

Speed: 40 ft.

Armor Class: 18 (+1 size, +1 Dex, +2 natural, +3 studded leather, +1 ring), touch 13, flat-footed 17

Base Attack/Grapple: +8/+5

Attack: +1 heavy mace +11 melee (1d6+2) or bite +10 melee (1d4+1) or tail +10 melee (disarm or trip with no AoO) or masterwork javelin +11 ranged (1d4+1)

Full Attack: +1 heavy mace +11/+6 melee (1d6+2) and bite +8 melee (1d4+1) and tail +8 melee (disarm or trip with no AoO) or masterwork javelin +11 ranged (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon (no Reflex save allowed), spells

Special Qualities: Bardic knowledge, bardic music, countersong, darkvision 60 ft., *fascinate*, inspire competence, inspire courage +1, light sensitivity, *suggestion*

Saves: Fort +5, Ref +7, Will +6

Abilities: Str 13, Dex 13, Con 10, Int 11, Wis 10, Cha 15

Skills: Concentration +10, Disguise +5, Hide +5, Intimidate +5, Listen +7, Perform (singing-chant) +15, Search +5, Spellcraft +12, Spot +7

Feats: Dodge, Enhanced Breath, False Guise, Improved Initiative, Improved Tail Use (B), Multiattack (B)

Environment: Temperate forests

Organization: Solitary or with tribe

Challenge Rating: 9

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +1

On the outside, dragolds are large striped versions of kobolds. On the inside, dragolds are the true inheritors of dragon blood among the kobolds. More often than not, dragolds have black skin with red stripes. Dragolds of good alignment usually possess gold skin with copper stripes. Glowing blue eyes sit above the long snout common to kobolds. A prehensile tail undulates behind the dragold’s 3-1/2- to 4-foot bodies.



Dragolds speak Draconic with a deep growl which sounds like that of an angry dog.

Combat

Since they do not have the advantage of numbers like their kobold cousins, dragolds use deception and stealth to achieve victory. Dragolds use their breath weapon first and foremost before throwing javelins and finally closing to melee. When face-to-face combat is finally reached, the dragold first attempts to disarm the foe. With this maneuver, the dragold hopes to achieve a sense of superiority over the opponent. Dragolds often follow a disarm attack by using their Intimidate skill to attempt to demoralize an opponent. On the following round, the dragold again uses its breath weapon. Unless it is part of a kobold combat unit, a dragold retreats as soon as it is wounded.

Breath Weapon: Once every three rounds, the dragold can expel a 20-ft. cone of gray mist. This breath weapon acts exactly as the spell *daze* but affects all creatures within the cone (as cast by a sorcerer of the dragold's total hit dice). A Reflex save negates the effect.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: Dragolds have a +2 racial bonus on any three of the following skills (all of which are considered racial skills): Concentration, Craft (trapmaking), Intimidate, Listen Profession (miner), Search, and Spot.

Feats: A dragold receives the Improved Tail Use and Multiattack feats as bonus feats (even if the prerequisites are not met).

The dragold warrior presented above had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 11. For details on dragolds as a player character race, see page 11.

Dragold Characters

Although many dragolds have an affinity for sorcery, they are just as apt to take up the role of cleric. A dragold cleric probably worships a kobold deity (granting it access to the Evil and War domains). But it is not unheard of for a dragold cleric to worship a supreme avatar dragon (granting it access to whatever domains are appropriate).

Dragold Dek'ju

A dragold leader is most often a fighter or sorcerer, but some of the greatest dragolds become bards. The chanting of a dragold bard is like a dog growling and barking at the same time. Several quick barks followed by two growls form the cadence of the bard's musical abilities. Often alone in his position of power, the dragold uses his bardic talents to win more powerful allies while bolstering kobold underlings both on and



off the battlefield.

The dragold Dek'ju described below has all the qualities and abilities of a typical dragold, as well as other abilities from being a bard. When not supervising his kobold tribe, Dek'ju scouts the provisions and defenses of nearby settlements in the guise of a merchant halfling (using the False Guise feat and *undetected alignment*). The dragold bard avoids combat when possible. He uses his smokesticks to provide cover during attack or retreat as necessary since they are inexpensive to replace. Dek'ju casts spells such as *rage* and *blur* on the experienced warriors before combat and uses *grease* and *cause fear* and his breath weapon as needed from behind the front lines.

Bard Spells Known (3/4/3; DC 12 + spell level; 15% chance of spell failure): 0—*detect magic*, *ghost sound*, *mage hand*, *message*, *read magic*, *resistance*; 1st—*cause fear*, *grease*, *undetected alignment*, *unseen servant*; 2nd—*blur*, *invisibility*, *rage*, *silence*

Possessions: masterwork studded leather, +1 heavy mace, masterwork javelin, *boots of striding and springing*, *cloak of Charisma +2*, 2x *potion of cure moderate wounds*, 2x *potion of eagle's splendor*, *ring of protection +1*, silver pearl, 2x smokestick, *wand of detect magic* (40 charges).



XALCHI

Medium Outsider (Chaotic, Extraplanar, Evil)

Hit Dice: 7d8 (31 hp)

Initiative: +3

Speed: 30 ft.

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +7/+8

Attack: +1 *short sword* +9 melee (1d6+2/19-20)

Full Attack: +1 *short sword* +9 melee (1d6+2/19-20) or bite +10
melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sneak attack +1d6, spell-like abilities

Special Qualities: Damage reduction 5/good, darkvision 60 ft.,
immunity to acid and poison, resistance to cold 10, fire 10, and
electricity 5, spell resistance 17, telepathy 60 ft.

Saves: Fort +7, Ref +8, Will +5

Abilities: Str 12, Dex 16, Con 10, Int 15, Wis 10, Cha 16

Skills: Bluff +18, Concentration +8, Diplomacy +11, Disguise
+16, Gather Information +9, Hide +8, Intimidate +14, Listen
+8, Move Silently +8, Search +10, Sense Motive +9, Spot +8,
Use Magic Device +11

Feats: Great Fortitude, Persuasion, Weapon Finesse

Environment: Any or demiplane of Xalchik

Organization: Solitary or pair

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-14 HD (Large); 15-21 (Huge)

Level Adjustment: –

Some of the earliest demons to exist belonged to a race called the xalchi. They brought unrest and strife to the first humanoid cultures in their worship of Xalchik, the Tainted One. The xalchi poisoned nature and man through magic and deceit. Their goal of world anarchy failed to be realized when Xalchik was banished for destroying the god Druggen. Despite the demons' best efforts to hide from the other gods, they were soon discovered and banished along with their master.

Time has not been kind to the xalchi. Only a few hundred of the common type have survived since their banishment. The xalchi warrior caste is presumed to have been destroyed during the battle with Druggen. The reduction of worshippers has weakened Xalchik to the point where he is quite desperate to return to the material plane. The demons can enter the world if summoned but Xalchik is forced to wait in his demiplane prison until the *heart shards* have been reassembled. The handfuls of xalchi who have escaped banishment tempt humans and less savory humanoids into doing their deity's work. These unknowing minions play the role of scout in the xalchi's search for the *shards*.

A xalchi's stooped form is nearly 6 feet in height. It has

deep purple-hued skin and an angular face ending in a powerful jaw. Small horns run from beneath the ears to the shoulders.

Switching its form at will allows the xalchi to blend in seamlessly with the local populace. The demon prefers flight over fight in situations where its persuasive abilities fail. When the xalchi does make friends within a political structure, it tends to stay behind the scenes, manipulating decisions to best suit its own hidden agenda. The demons and their god have no love for any type of dragon, for they physically represent the ancient enemy Druggen. Xalchi will occasionally work with chromatrics, however, because evil dragons are much easier to manipulate. Such relationships only last long enough to see the xalchi's goals complete. Then the demon arranges a quick death for its dragon "comrade."

Combat

Sneak Attack (Ex): A xalchi can make a sneak attack like a rogue, dealing an extra 1d6 points of damage whenever a foe is denied his or her Dexterity bonus or when the xalchi is flanking.

Spell-Like Abilities: At will – *alter self*, *charm person* (DC 14); 1/day – *dominate person* (DC 18); 3/day – *dispel magic*, *nondetection*, *scare* (DC 15).

Skills: Xalchi have a +4 racial bonus on Bluff and Disguise checks (already calculated).

Dragonkin NPCs

The following NPC stat blocks provide an array of challenge ratings and character types. Each comes with a brief description that provides roleplaying notes that may come in handy when using the character. The NPCs are organized by challenge rating.

Prang, Male Dragontouched Human (blue dragon grandparent) Rog3: CR 3; Medium Humanoid (dragon, human); HD 3d6+3; hp 13; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 studded leather), touch 13, flat-footed 14; BAB +2; Grp +2; Atk/Full Atk masterwork short sword +3 melee (1d6/19-20) or masterwork shortbow +6 ranged (+1 within 30 feet) (1d6); SA Sneak attack +2d6; SQ Dragontouched human traits, evasion, trapfinding, trap sense +1; AL LE; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 13.

Skills and Feats: Appraise +5, Balance +5, Bluff +4, Decoder Script +4, Diplomacy +3, Disable Device +8, Disguise +3, Hide +9, Listen +6, Move Silently +9, Search +8, Sense Motive +6, Sleight of Hand +9, Spot +6, Use Magic Device +7; Insidious Ancestry, Magic Sensitivity, Point Blank Shot.

Possessions: +1 *studded leather*, masterwork shortbow, 20 arrows, masterwork short sword, *elixir of sneaking*, masterwork thieves' tools, *potion of cure moderate wounds*.



Description: Prang prefers ranged attacks and keeps to the shadows. He is eager to use his newly acquired Magic Sensitivity power to make a quick fortune by stealing magic items to sell.

Tranjic Dhelm, Male Half-Dragon/Half-Elf (black dragon parent) Ftr3/Clr3: CR 6; Medium Humanoid (dragon, elf); HD 3d8 plus 3d10+6; hp 36; Init +5; Spd 20 ft; AC 18 (+2 natural, +1 Dex, +5 breastplate), touch 11, flat-footed 17; BAB +5; Grp +9; Atk/Full Atk +1 *heavy mace* +10 melee (1d8+5) or masterwork heavy crossbow +7 ranged (1d10/19-20); SA Spells; SQ Half-dragon/half-elf traits (Concentration, Knowledge (religion) and Search), immunity to acid, rebuke undead; AL CE; SV Fort +7, Ref +3, Will +6; Str 18, Dex 12, Con 13, Int 11, Wis 15, Cha 11.

Skills and Feats: Concentration +6, Intimidate +6, Knowledge (religion) +5, Search +2, Swim +10; Energy Immunity, Frightful Presence (DC 13), Improved Initiative, Scribe Scroll, Spontaneous Breath Weapon.

Possessions: breastplate, +1 *heavy mace*, masterwork heavy crossbow, 10 bolts, 2x black dragon scale (see *scale shield* spell), *brooch of shielding* (unused), *cloak of resistance* +1, *potion of cure light wounds*, *scroll of silence* (caster level 3), 37 gp.

Cleric Spells Prepared (4/3/2; DC 12 + spell level): 0 – *detect magic*, *guidance*, *inflict minor wounds*, *mending*; 1st – *bane*, *obscuring mist**, *scale shield*, *shield of faith*; 2nd – *hold person*, *scare**, *sound burst*.

* Domain spell: Domains: Dragon and Water

Description: Tranjic serves either as a minor commander in a black supreme avatar's cult (or other military organization) or is leader of a swamp-based bandit gang. He is a bully with the strength and melee skills to back up his threats.

Brianni MavDett, Female Human Bbn2/Sor4/Dragon Disciple3: CR 9; Medium Humanoid; HD 5d12 plus 4d4+9; hp 51; Init +1; Spd 40 ft; AC 17 (+1 natural, +1 Dex, +4 mithral shirt, +1 ring), touch 11, flat-footed 16; BAB +6; Grp +10; Atk +2 *warhammer* +12 melee (1d8+6) or masterwork javelin +8 ranged (1d6+4) or bite +10 melee (1d6+4) or claw +10 melee (1d4+4); Full Atk +2 *warhammer* +12/+7 melee (1d8+6) or masterwork javelin +13/+8 ranged (+1 within 30 feet) (1d4+1) or bite +10 melee (1d6+6) and claws +8 melee (1d4+4); SA Breath weapon (30-ft. cone of cold; 2d8 damage; DC 14), claws and bite, rage 1/day, spells; SQ Uncanny dodge; AL CE; SV Fort +8, Ref +3, Will +7; Str 19, Dex 13, Con 12, Int 10, Wis 11, Cha 17.

Skills and Feats: Climb +8, Concentration +5, Craft (weaponsmithing) +5, Intimidate +8, Knowledge (arcana) +10, Listen +5, Ride +2, Spellcraft +6, Survival +5; Cleave, Endurance, Leadership, Multiattack, Power Attack.

Possessions: mithral shirt, +2 *warhammer*, masterwork javelin, *boots of the winterlands*, 2x light horse, 2x *potion of cure moderate wounds*, *potion of protection from arrows*



10/magic, sled, *wand of silence* (30 charges), 17 gp.

Sorcerer Spells Known (6/7/6; DC 13 + spell level; 10% arcane spell failure chance): 0 – *detect magic*, *light*, *message*, *ray of frost*, *read magic*, *resistance*; 1st – *alarm*, *magic missile*, *shield*; 2nd – *blur*.

Description: Brianni is the charismatic leader of a white dragon-worshipping cult. She leads fights in arctic terrain on her horse-drawn sled. She is very melee oriented, *silencing* spellcasting foes before attacking enemy warriors.

Chal'trem, Male Half-Dragon/Half-Human (green dragon parent) Mnk12: CR 12; Medium Humanoid (dragon, human); HD 12d8+12; hp 66; Init +1; Spd 80 ft; AC 22 (+2 natural, +1 Dex, +6 Wis, +3 Monk), touch 20, flat-footed 21; BAB +11; Grp +13; Atk unarmed strike +13 melee (2d6+2) or +3 *sling* +15 ranged (1d4+3); Full Atk unarmed strike +13/+8/+3 melee (2d6+2) or +3 *sling* +15/+10/+5 ranged (1d4+3); SA Breath weapon (4d8 acid damage; DC 21; 2/day), flurry of blows (+13/+13/+13/+8/+3), ki strike (magic, lawful), unarmed strike; SQ Abundant step, diamond body, evasion, half-dragon/half-human traits (Listen, Search, and Spot), improved evasion, purity of body, still mind, slow fall, wholeness of body; AL LE; SV Fort +10, Ref +10, Will +15; Str 15, Dex 13,



Con 13, Int 13, Wis 22, Cha 13.

Skills and Feats: Balance +21, Hide +19, Listen +26, Move Silently +19, Search +3, Spot +8, Tumble +19; Breath Weapon, Deflect Arrows, Diehard, Enhanced Breath, Improved Disarm, Improved Grapple, Increased Breath, Tactical Breath.

Possessions: +3 *sling*, 10 sling bullets, *necklace of fireballs type III*, *periapt of Wisdom* +2, *potion of cure light wounds*, *potion of lesser restoration*.

Description: Chal'trem makes a good senior scout for a large army or field commander. The monk does not know the meaning of the word surrender. If he loses a battle, revenge is nurtured until the opportunity to strike back presents itself. Chal'trem's breath weapon is saved for multiple opponents. It is fired first, as much to intimidate as damage, before Chal'trem's flying fists rain across the battlefield.

Shaeliiz, Male Elf Dragontouched (red dragon grandparent) Sor15: CR 15; Medium Humanoid (dragon, elf); HD 15d4-3; hp 34; Init +4; Spd 30 ft; AC 17 (+3 natural, +4 Dex), touch 14, flat-footed 13; BAB +7; Grp +7; Atk +1 *flaming burst longsword* +8 melee (1d8+1/19-20 plus 1d6 fire (+1d10 on crit.)); Full Atk +1 *flaming burst longsword* +8/+3 melee (1d8+1 plus 1d6 fire (+1d10 on crit.)); SA Spells; SQ DR 5/magic, dragontouched elf traits; AL NE; SV Fort +8, Ref +12, Will +12; Str 11, Dex 18, Con 10, Int 13, Wis 11, Cha 18.

Skills and Feats: Concentration +17, Knowledge (arcana) +19, Listen +2, Search +3, Spellcraft +19, Spot +2; Arcane Reservoir, Damage Reduction, Destabilize Magic (+12 ranged touch attack), Divine Inspiration (cleric level 3), Focus Energy, Weapon Focus (ray).

Possessions: +1 *flaming burst longsword*, *amulet of natural armor* +3, *cloak of resistance* +3, 3x *potion of cure moderate wounds*, *staff of fire* (36 charges), 5 gp.

Sorcerer Spells Known (7/8/8/8/7/7/5; DC 15 + spell level): 0 – *arcane mark*, *daze*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *message*, *resistance*; 1st – *identify*, *magic missile*, *ray of enfeeblement**, *shield*; 2nd – *invisibility*, *resist energy*, *scorching ray**; 3rd – *deeper darkness*, *ray of exhaustion**, *searing light**; 4th – *arcane sight*, *enervation**, *fire shield*; 5th – *teleport*, *wall of fire*, *waves of fatigue*; 6th – *disintegrate**; 7th – *spell turning*.

* +12 ranged touch attack for rays

Description: Whether encountered alone in a tower or as a king's advisor, Shaeliiz is a potent adversary. *Arcane sight* is cast at the start of combat. Foes with protective or numerous dweomers are targeted by Shaeliiz's destabilizing energy rays. The sorcerer disdains melee combat unless victory is a certainty. He is deadly with the amount of *disintegrate* and other offensive spells at his disposal.

Denzik the Alchemist, Male Half-Dragon/Half-Dwarf (blue dragon parent) Sor9/Drd5/Phlebotomist4: CR 18; Medium Humanoid (dragon, dwarf); HD 13d4 plus 5d8+18; hp 73; Init +1; Spd 30 ft; AC 18 (+2 natural, +1 Dex, +5 ring), touch 11, flat-footed 17; BAB +10; Grp +11; Atk +3 *shocking burst sickle* +14 melee (1d6+4 plus 1d6 electrical (+1d10 on crit.)) or masterwork dart +13 ranged (+1 within 30 feet) (1d4+1) or bite +11 melee (1d6+1) or claw +11 melee (1d4+1); Full Atk +3 *shocking burst sickle* +14/+9 melee (1d6+4 plus 1d6 electrical (+1d10 on crit.)) or masterwork dart +13/+8 ranged (+1 within 30 feet) (1d4+1) or bite +11 melee (1d6+1) and claws +6 melee (1d4+1); SA Spells; SQ Concoction (x4), first rite, half-dragon/half-dwarf traits (Concentration, Knowledge (arcana) and Knowledge (nature)), nature sense, poison use, resist nature's lure, trackless step, wild empathy, wild shape (1/day); AL LN; SV Fort +8, Ref +8, Will +11; Str 13, Dex 13, Con 13, Int 11, Wis 18, Cha 18.

Skills and Feats: Concentration +10, Craft (alchemy) +21, Heal +25, Knowledge (arcana) +2, Knowledge (nature) +2, Spellcraft +9; Brew Potion, Craft Wondrous Item, Natural Spell, Natural Weapons, Point Blank Shot, Precise Shot, Weapon Focus (dart).

Possessions: +3 *shocking burst sickle*, 8x masterwork darts, *boots of striding and springing*, *everburning torch*, 2x *potion of resist energy (fire)* 30, powdered agate (500 gp), *ring of protection* +5, smokestick, 2x thunderstone, *wand of lightning bolt* (caster level 10) (22 charges), wyvern poison (3 doses).

Druid Spells Prepared (5/4/3/2; DC 14 + spell level): 0 – *flare*, *guidance*, *light* (x2), *virtue*; 1st – *cure light wounds*, *faerie fire*, *longstrider* (x2); 2nd – *heat metal*, *lesser restoration*, *tree shape*; 3rd – *call lightning*, *neutralize poison*; 4th – *animate dead*, *fear*, *fire shield*, *greater invisibility*, *magic missile* (maximized); 5th – *cloudkill*, *cone of cold*, *telekinesis*, *teleport*; 6th – *chain lightning*, *disintegrate*, *globe of invulnerability*, *greater dispel magic*, *invisibility* (quickened); 7th – *greater teleport*, *prismatic spray*, *reverse gravity*; 8th – *polar ray*; 9th – *meteor swarm*.

Sorcerer Spells Known (6/7/7/7/5; DC 14 + spell level): 0 – *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *mending*, *message*, *read magic*, *resistance*; 1st – *charm person*, *grease*, *jump*, *mage armor*, *shocking grasp*; 2nd – *alter breath weapon*, *arcane lock*, *invisibility*, *protection from arrows*; 3rd – *dispel magic*, *lightning bolt*, *repel breath weapon*; 4th – *bestow curse*, *summon monster IV*.

Description: Denzik's phlebotomist activities provoked the ire of a red dragon. Out of fear, Denzik moves quietly from town to town pursuing his trade under the cover of being an alchemist. He is equipped to fashion four of the possible concoctions listed under the ability of the same name in the phlebotomist prestige class. Denzik's primary goal is research into dragon blood and he flees from persistent foes.



Chapter Six

Campaigns

The Dragonkin Campaign

The dominant race in most campaigns is humankind. In this realm of men, dragonkin acceptance varies greatly. Kin such as the dragonouched physically blend in better among humans. Half-dragons might blend in depending on how much draconic heritage they embrace during their lives. The birth features are attributed to elven blood by humans in the average community. When revealed for the dragonkin they are, the reaction by humans is almost universally negative. As a general rule, people fear anything that is alien to what they have come to expect from daily life. Half-dragons, as well as any dragonkin, represent a physical and perhaps even moral aberration from what humans consider “right.” While most humans’ adaptable natures overcome their initial fears, there will always be some who desire the dragonkin’s removal from the community and actively work toward that end. More than any other plotline the GM can concoct, this fight for equality is the background of every good-aligned dragonkin. Evil dragonkin are not recommended for PC use and have a very different agenda (domination and control) in the world of men.

Dragonkin might excel so much in their chosen vocation that they attract the attention of the local dragon. No matter how the dragon discovers the character (whether via scrying, a network of spies, or personal surveillance in an alternate form), it has taken a special interest in the dragonkin’s well-being. The GM is free to use this connection as much or as little as he sees fit. The dragon might provide the dragonkin character with information at a crucial time or perhaps even a magic or mundane item via a courier. These are two simple examples of how a dragon can get involved with the character. It may or may not want something in return. This is generally determined by alignment. The dragon fills one of two roles – patron or admirer. The patron is an obvious benefactor for the dragonkin and does not go out of its way to hide its identity. The admirer is a bit more mysterious and the likely choice should the GM wish to aid a good character with an evil dragon. The admirer works behind the scenes to aid the character for his own secret goals (not always bad ones) and the GM might want to hide the dragon’s identity, possibly making the revelation of the admirer a story arc in itself.

Dragonkin of any type must beware of demons. The banishment of the xalchi left a vacuum in the demonic hierarchy’s spy network that allowed for devastating devil attacks. Since that time, all demons consider dragons enemies. The creatures

are viewed as a symbol of past weakness and as such, are usually attacked on sight. Whole campaigns could revolve around a plot by good dragons to eliminate recurring demonic attacks. Good-aligned half-dragons are called upon to assist in the task. But even evil half-dragons are not immune to demonic hatred and may find themselves involved in a planar-spanning adventure against demons or a demonic cult.

Goals of Dragonkin

The goals of dragonkin are as varied as the dragons they are spawned from. As with any individual, dragonkin are a product of their genetics as well as their environment. And since dragonkin do not have a cultural history to judge their actions against, there is no preconceived notion of what their kind should *do* in the world, or what roles they should fill. As a result, dragonkin fill posts where interaction with other humanoids is minimal – like adventuring! Although this is typical, it is not always the case. Every nation has a number of dragonkin active in the public eye (be they shopkeepers or, in limited cases, authority figures).

For every dragonkin one sees integrating with the world, there are twice as many that spurn it. A neglected upbringing and/or harsh treatment as youths drive some dragonkin down the path of anarchy. No alignment is forbidden in this personality type. These characters lash out at society and harbor a hatred for all dragons, since it is their fault the kin was born at all.

Actual communities of dragonkin are rare but do exist when enough members of this “race” find they have common beliefs. It might not be obvious to an outsider that a particular village is populated by dragonkin, due to the varied nature of their appearance.

Adventure Ideas

Dragonkin characters become more interested in their draconic heritage if they know little about it. A GM should make the presence of other dragonkin scarce, thus making encounters with them that much more interesting for the PC.

Low-level: Basic dungeon crawling is a good field test for any PC’s abilities. Take a typical undead-infested ruin. The destroying of skeletons and zombies is something all low-level characters find themselves doing. Such exercises become more personal for a dragonkin character when the necromancer found here in the dungeon is the exact same dragonkin type as the PC.





But when the necromancer uses an ability that the PC has not yet “embraced,” does the PC desire the same power? Considering the race’s rareness, how will the PC’s comrades react to the villain’s apparent relation to their friend? Will the dragonkin PC become interested in where this dragonkin villain came from? Just how many dragon-spawned people are in this region anyway?

Mid-level: At these levels (5th to 12th), a party is ready to face its first dragon. This is a good time for the GM to make use of the dragon-as-sponsor plot device. When the dragonkin PC begins to receive mysterious parcels during his watch (or any time the other party members are occupied), will the group continue to trust him? Are the gifts part of a plot from an evil dragon admirer or are they preparatory measures for a mission a good-aligned patron dragon would like the PCs to embark upon? This is the time for a PC dragonkin to really discover what he is capable of because of his draconic blood. The GM might want to fashion special encounters that focus on the dragonkin’s abilities. Use of the collective unconscious could warn the PC away from a dragon admirer even though the rest of the party is convinced the benefactor is a force for good.

High-level: The character is deemed ready to embark on the quest for a *heart shard*. Visions come frequently to direct the dragonkin and his companions to a particular location. But is there another group closing in on the artifact already? While the hunt for a *shard* is the focus of this story arc, the GM can throw on any window dressing he feels like. Perhaps the *shard*’s location is in a hotly-contested area of land where two kingdoms claim legal rights. Or perhaps the land is haunted by the ghosts of dragonkin who failed to obtain the *shard* in the past. What slayed these dragonkin and would they help or hinder the PC dragonkin?

Any level: A ritual has been performed on a good dragon’s clutch of eggs. The PC dragonkin is called upon to help reverse the effects before it is too late. The adventure can have as much or as little roleplaying as the GM likes. The main objective is to find and retrieve a transmuter of sufficient talent to undo the transformation. Such an adventure can involve locating the spellcaster through a network of his associates. A more complicated scenario sees the needed transmuter in the hands of a mercenary group or even in the claws of a rival dragon type.

