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ENCYCLOPAEDIA
ARCANE

DRAGON MAGIC

POWER INCARNATE



Alejandro Melchor



Encyclopaedia Arcane Dragon Magic

Alejandro Melchor

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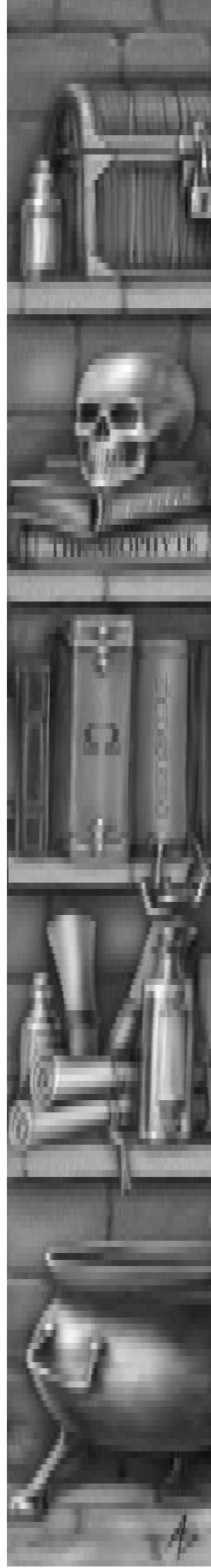
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INTRODUCTION

Dragons are the most powerful creatures to walk any fantasy world; majestic or terrible, noble or wicked but ultimately powerful. They are an intrinsic part of the world and their blood boils with its energy. They are magic incarnate.

For dragons, magic is as natural as breathing, and all of them learn to cast spells with incredible ease at some point in their lives. The lesser races have tried to mimic this power ever since they discovered magic, stealing the words and making up with gesture and ingredient what they lack in blood potency. Such is the way of arcane magic, with heaps of formulae the mortal wizards gather in order to reproduce the dragons' capacity to change the world at will. Sorcerers, with their claim of draconic heritage, do not need to study or memorise complex rituals, their magic comes from within but is still greatly limited, as they must actively labour to practice and learn where dragons only have to *be*. Bards are a strange case, for they power their magic with the spark of their soul, not learning or blood but this is also a mimicry of the deeply magical nature of a dragon's voice.

Even if they stumble in the dark, spellcasters have a spark that can be funnelled into a raging fire and they are able to reach in the span of decades what many dragons will not learn in a couple of centuries. The power of dragon spellcasting attracts these magic users nonetheless, who seek to understand why the great magical reptiles can harness magic with such natural talent.

Dragon magic, or dracomancy, groups the disciplines that arcane spellcasters have discerned from their study of dragons. From wresting the hidden meanings behind the Draconic language to tapping into the residual magic in dragons' bodies, they search for the key to the dragons' might. There is still no mortal spellcaster who can claim to have mastered all, and thus achieved the pinnacle of dracomancy: to wield magic as a dragon.

ENCYCLOPAEDIA ARCANE

Dragon Magic – Power Incarnate is the latest volume of the *Encyclopaedia Arcane* series, presenting a new way of looking at the magic of dragons. Designed to be seamlessly slotted into any fantasy-based D20 games system, these sourcebooks enhance and expand all arcane spellcasting classes, adding a whole new dimension to campaigns. Each book of the *Encyclopaedia Arcane* is not just intended for Games Masters to use in conjunction with their Non-Player Characters, however. Players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options they are presented with by the core rulebooks.

DRAGON MAGIC – POWER INCARNATE

The primary purpose of this sourcebook is to give players and Games Masters alike all the information they need to play out the magical might of dragonkind. Within these pages you will find chapters devoted to the different disciplines of dracomancy, from the power of the dragon's language and voice to the secrets of draconic blood pumped by a sorcerer's heart. Dragon mages give up some of their versatility in order to ignite the power behind draconic magic but, once they learn its secrets, they never regret the sacrifice; dragon magic allows them to touch the fabric of magic without the gloves of spellcasting. The experience, not to mention the power, is worth it.

Every wizard, sorcerer and bard knows deep within that his abilities are a pale imitation of the true power that dragons embody, and every new avenue of research is an attempt to find the original path of magic. Dragons continue to practice their arts, looking at the mortals trying to reach beyond their own limits with amusement, worry or admiration. Some of these magnificent beasts even teach their craft to those whom they deem worthy but they must do so with care, lest the weight of the lesson break their mortal pupils' minds.

INTRODUCTION

Killi'vaurr sat at the darkest corner of his family's hold. Today was the day when he would abandon the life he knew for a chance to learn under one of the most powerful wielders of magic his people's history had ever known. He cursed his blood and the power it carried. It had been two years since his powers began manifesting and, according to tradition, he would have to be apprenticed so he could reach beyond the limits of a normal spellcaster and make the most of his heritage.

Dragon blood, bah! He kicked at the dirt. He only wanted to grow up and become a warrior, like he and the other children played at. To defend his village with blade and cunning was a better life than skulking away in some dank cavern, learning the twisting passages of ancient texts or listening to droning lessons about a forgotten past.

The steps came closer and the young one sunk his head in defeat. They would find him and they would carry him off whether he liked it or not. Better face this with some measure of pride and fight the fear of meeting Master Verrthwynn, as he would be sharing his dark mountain retreat for better part of his life.

'Killi...' He met his mother on the way out. 'There you are! The master is here already! You will do us proud!' She exclaimed as she pulled him out of his hiding place. 'You are the first in generations to have the chance to claim the power of our blood! Already the chieftain fears you; he knows that you will come back as our rightful leader! Only because the shaman alerted Master Verrthwynn of your birth were you spared!'

The young apprentice sighed. He wanted to bark back about his reluctance but the power had chosen him, as the shaman said. He had two choices: study the art of dragon magic, or die in a 'hunting accident' before he sired any more like him.

'Ah... You are the youngling whose blood boils with power...' A booming voice interrupted his musing. He looked up to find the terrifying gaze of the one who would be his master, casting a shadow over him as well as over his future. 'Let us not delay. I have no patience left after talking to your chieftain.'

'Y-yes... master...' The apprentice looked forlornly at his mother and playmates, who all bore expressions of pride, envy and a little fear. He gulped once and started on his path.

Travel was tiring, not because he walked all the way but because he had been so tense during the whole trip.

'You realise,' master Verrthwynn growled as they made their way inside the cavern, 'that if not for an old pact your shaman was crafty enough to remember, I would gladly leave you to die at your pathetic chieftain's hands. You do not want to be here.' The ancient one chuckled, lowering his head to threaten his new pupil with the intensity of his eyes.

'No. Truly I do not... I am honoured but... I did not want this.'

'Good. At least it will amuse me to hear you scream yourself awake at each new secret I reveal to you. If your little mind does not snap from the strain, you will serve me well. You and your tribe. You get power in return, of course but you must never forget whence the power flows forth. That corner is yours. You may eat my leftovers but I advise you to search for your own food when you are not tending to my treasures, which you may touch only with my permission. Your first lesson starts tomorrow. We shall start by teaching you how not to butcher our language. Do you understand your position now?'

'Yes, master...' Killi'vaurr, the little kobold apprentice, nodded rapidly and scampered off to the small alcove Verrthwynn had pointed out. He was the first in centuries to learn the secrets of magic from the green wyrm but he was not keen to spend the best years of his life as a slave-student in a dragon's lair. He sobbed once but swallowed his tears. He would return to his village and burn the chieftain's bones inside his body, take his place and teach every other kobold in the tribe what it meant to be a dragon's slave.



DRAGON MAGIC – AN OVERVIEW

Dragons are able to harness the power of magic without study or training, bringing forth sorcery as easily as they beat their wings. They are elemental power incarnate and their blood burns with it. Since the mortal races discovered magic, they have tried to ape the dragons' mastery of it. Even elves, who are partly magical themselves, can only grasp at the visceral power of dragon magic.

Sorcerers are able to wield a portion of this power but they know that it is only a mere fraction of what is possible, as their blood is diluted by their mortal ancestry. They can tap only so much magic naturally and must work, practice and study to realise their potential. Bards, using the magic of the heart, are less in contact with the source of magic but recognise the power of dragon magic lies partly in words, their own field of expertise. Wizards' magic consists of chanting and discovering the intricate patterns of word, movement and material that resonate with enough strength to channel their will into producing magical effects and they long for ways of increasing their power without going to such efforts.

Dragons, for their part, just wait and see, age and naturally learn to twist the patterns at will, where others must strive hard to study. Those interested in expanding their prowess practice more and discover the further secrets hidden in their blood, making them even more formidable enemies or allies. A dragon sorcerer is nothing to be trifled with.

DRACOMANCY

The origins of dragons are shrouded by the mists of time. The only true fact is that they are among, if not *the*, oldest species in any world, born at the same time as the mountains and oceans. They can be servants of the gods, wardens of creation, blights upon the face of the earth or invaders from other planes but no other race can claim to have walked the land before them. Even most dragons are unaware of their origins, as they are content to sit at the top of the food chain. This makes the source of their

magical acumen difficult to ascertain but it does not mean nobody has tried.

Dracomancy is a collection of disciplines that study everything related to dragons, including their magic. Dracomancers have traced dragon magic by analysing carefully both the different species of dragons as well as how spellcasting is conducted by all the races. They have found many interesting correspondences.

Dragons and the Elements

The first notable relationship between dragons and magic is their relationship with the elements. Dracomancers interested in dragon magic go past the implications this has on the origin of dragons and concentrate on the magical resonances. The elements of air, earth, fire and water each have several dragon species aligned with them, and the magical abilities of such specimens correspond to such alignments.

Air: Dragons aligned to this element include the green chromatic, with abilities to confound and dominate minds and to control vegetation, reaching their spellcasting potential at the juvenile age. The more impressive silver dragon has power over weather conditions and flight, not to mention shapeshifting, and begins casting from young age.

Cold: The white dragon stands as an anomaly, concentrating their magical birthright on surviving where no reptile has any right to live. Therefore, they do not learn magic until they are adults and even their control over weather and cold does not start developing until their juvenile stage.

Earth: Blue dragons have illusion and deception abilities, casting spells since their juvenile stage. Copper metallics develop influence over stone and rock and they are quick to learn magic, casting their first spells when young.

Fire: Fire dragons are the most feared and respected, and with good reason. Red dragons can locate almost anything as well as overpower their victims' minds, and are the most powerful of the chromatic species in magic, able to cast spells since their young age. Brass dragons' abilities are mysteriously related to the control of winds, fire's complement, and also begin casting when young. Gold dragons possess more diverse abilities, dealing

mostly with fortune and blessings, cast from a young age.

Water: Black dragons have influence over their swampland environments and only learn to wield a wider variety of magic when they become young adults. Bronze dragons, in contrast, cast spells since young, with additional control over weather, thoughts and their own shape.

Mortal spellcasters profit from such elemental correspondence when they utilise the right draconic components to create magical items, and some sorcerers are able to determine the elemental heritage of their draconic parentage, tapping into its powers.

Draconic Spellcasting

Dragons do not need to practice or study to awaken their spellcasting ability; it just comes naturally to them. In fact, even magic barred to arcane spellcasters is open to some dragon species, who can cast spells usually reserved for clerics but without the need to pledge their allegiance to any deity. As any dragon hunter can attest, provided that he survives his profession long enough to tell tales, dragons can learn to manipulate the properties of their spells as well as any wizard and sorcerer, and even apply such knowledge to their other magical abilities.

Several wizards theorise that such expertise developed the other way around, with mortals trying to mimic the ease of draconic spellcasting and coming up with special training to alter a spell's formulae to coax better results from its casting.

It is hard for observers to tell when the dragon is spellcasting or when he is using its innate abilities, as the effects are hard to tell apart, especially when it is using its arcane experience to cast modified spells. However, long centuries of study have yielded results for dracomancers, who are now able to recognise when dragons are using regular magic or modified spells. Most importantly, the study revealed the secrets of dragon magic that the great wyrms have kept hidden for millennia.

THE FOUR PILLARS OF MAGIC

Spells rely on four elements that are present in almost all arcane and divine formulae. The simpler spells may dispense with some of them, while the more powerful require great sacrifice in order to release the magic trapped in its patterns. Dragons utilise these four pillars intuitively, while mortal spellcasters must train in their use.

The Magic of Words

A spell's verbal component exploits the magic inherent in language, particularly in the dragon's tongue, which scholars would seriously consider as the language of creation if not for the fact that such primitive and savage creatures such as kobolds and lizardfolk use it. Such is the hubris of the academically minded, as kobolds, for all their insignificance, give birth to many natural spellcasters.

Words twist and bend, commanding magic due to the combination of sound born from pronunciation and volume. Of course, not all languages can command arcane energies, which is why any serious arcanist learns Draconic instead of simply relying on language-deciphering spells.

Bards learn to turn any language into a word of magic, as it only becomes a focus for the power of his heart and soul. However, bards cherish knowledge and many do learn Draconic as well, adding an extra source of power to their spellcasting.

The Magic of Form

Wizards gave the somatic component a more dramatic-sounding name, for it uses the body to trace the complicated patterns of magical mandala, rune and icon that unlock the power of a spell. Dragons perform their spell's somatic components merely by twitching their clawed fingers and twisting their wrists, apparently not needing to move their whole arms or perform any additional movements.

Any spellcaster can learn to cast his spells without the need to move but they pay for this liberty with an increased difficulty in the casting process, which uses up their reserves for the casting of more powerful spells. Wizards are trying to emulate the subtle movements of draconic spellcasting and, while



successful, they still cannot duplicate this with ease. Even simplified spells still require an extra strain from the caster's will.

The Magic of Resonance

Material components resonate with a symbolic essence that spells use in order to take their form. A *feather fall* spell requires a feather, indeed, and *fireball* needs bat guano and sulphur. Most material components are destroyed in the process of casting, as they lend their physical structure to the magic's pattern. Special components called foci are not destroyed but are still needed to give form to the arcane energies called forth by the words and channelled through the movements.

It is still unknown how dragons use this pillar of magic. Some scholars believe dragons do not need material components but use the power inherent in their own blood to cast. Others claim that a dragon eats the material components for all his spells and holds them in reserve, finally digesting them when the casting is done.

The Power of Will

Ultimately, the other three pillars are useless without the fourth: the will to channel arcane energy in order to make magic. Any layman can learn to recite a spell's words, perform its movements and recognise its ingredients but if he does not possess that inner spark of will, all his efforts are for naught.

Mortals excel at this, surpassing dragons for they can achieve pinnacles of power in mere decades, while the great wyrms take centuries to reach them. That is, dragons are content with their innate talents and rarely put effort towards their magical training, acquiring spells simply by being what they are.

In the area of the magic of willpower, it is dragons who can learn from mortals but this does not mean that dracomancers have not found applications to their study of dragon magic to this area. Even if not as accomplished spellcasters as a talented wizard, dragons possess a mind that is as complex as it is ancient. Touching the mind of a dragon requires formidable strength of will, for their thoughts are convoluted and complex. Only those with enough self-control may try to touch a dragon's mind, and only by a great presence of mind can the spellcaster even try to have some effect.

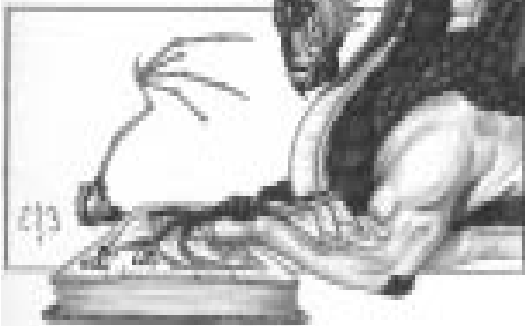
THE DRAGONSONG

One of the first discoveries dracomancers made when studying the magic of dragons is their song. Most of the time, mortals cannot hear it but it has been known for the great creatures to hum it constantly, especially when spellcasting or using their other innate magical abilities. The Draconic language plays an important role in this dragonsong, as its natural cadence and pronunciation are the foundation of its rhythm and melody.

Of all the arcane spellcasters, bards have the most interest in dragonsong, given that they are already able to create magic out of their art, and dedicate a lot of time into learning to pronounce Draconic correctly. Bards and other dracomancers claim that the dragonsong is the song of creation, and that mastering it along with the draconic language is a key to plucking the strings of magic directly, instead of relying on arcane formulae.

High Draconic

The common Draconic language spoken by kobolds, lizardfolk and other reptilian races is a pidgin of



what dragons use everyday but even that is only a scratch of High Draconic, the language dragons use to work magic. Arcane spellcasters recognise several words as they appear in their own spells but dragons speak it with enough fluency to let them compose their spells on the fly, something sorcerers achieve by virtue of their dragon blood.

SYMPATHETIC MAGIC

Long study of dragon physiology has led dracomancers to unlocking the power that rings throughout a dragon's body. Any arcane crafter can use dragon body parts to create new magical items but those versed in dracomancy can make them resonate with much more precision, using them as foci to replace material components for their spellcasting, or extracting more power for alchemical and item creating rituals.

Dragons are aware of this practice and do not take a kindly disposition to spellcasters who reek of dragon guts. However, they are also aware of the power coursing through their entire being, and may sometimes award a worthy ally a token of their friendship. These tokens are almost always discarded dragon scales but they can also be claw clippings, leather strips from wings or filings from horns or fangs. Sometimes either the dragon or a spellcaster knows how to enchant such a token by awakening its inherent magical properties, for a voluntary gift holds much more power than the products of theft, scavenging or murder.

Much rarer is the dragon who shares part of his very soul with a member of the mortal races, bonding with another being in order to share their strength but also their weaknesses. This ultimate gift of dragonkind is only known as a legend, for if anyone has ever received it, they prefer to remain quiet about it.

SECRETS OF BLOOD

Perhaps one of the most widely known expression of dragon magic is also the least understood, as it is based on rumour and hearsay but its effects are clearly visible. The magic of a dragon's bloodline is expressed in the raw magical talent of sorcerers. Even if they all cast spells in a fundamentally similar way, not all sorcerers can count a dragon among their ancestors. Those who do and work towards tapping that potential to its fullest can fire up their blood, calling upon their heritage to enhance their magical capabilities.

Dracomancers have also discovered that dragon blood is not exclusive to sorcerers. Depending on the level of draconic activity in an area's past, many commoners may carry the seed of great magical power, manifesting little gifts from their ancestral parentage which, with the proper guidance, they can learn to control regardless of their magical adeptness.

One of the more extreme branches of dracomancers' studies on the effects of dragon blood is the secret of dragons' shapechanging ability. According to many a scholar, dragon-blooded people may learn to assume the shape echoed in their ancestry, starting by adopting draconic features such as scaly skin, clawed fingers, keen senses or, for the truly skilled or whose blood is strongest, even the ability to conduct a breath attack.

DRAGON MASTERY

The title of 'dragon master' is hard to come by under any circumstance, although laymen tend to misunderstand the term. A dragon master is a dracomancer who has gained enough expertise in his studies of dragons and power in channelling dragon magic that he can be certain a dragon will talk to him on an initial encounter, rather than eating him on the spot. Dragon masters never call themselves such in the presence of dragons, and actually do not call themselves anything when conversing with one of the great beasts.

With time and further study, dragon masters prepare themselves for the overpowering experience of touching a dragon's mind. They learn the twists and turns of the Draconic language, they prepare to withstand the dragons' imposing presence and, if they live long enough, may even win an argument or two and escape with their lives.

Spellcasters who follow the path of dragon mastery strive to use their knowledge to gain power over dragons but whether that goal is even attainable is something yet to be seen.



DRACONIC – LANGUAGE OF MAGIC

Magical incantations come in many ancient languages but the most commonly used is Draconic as dragons, being possibly the first spellcasters in history, defined many of the formulae, investing certain combinations of words with the power of their will. These incantations were passed down as mortals discovered the secrets of spellcasting with wizards, sorcerers and bards pronouncing them without really knowing what they meant, only that they *worked*.

As scholars of the arcane took an interest in the roots of magic, Draconic was discovered as the source of many, if not all, spells. However, speaking Draconic is not a guarantee that the speaker will be able to work magic even if he is fluent, for the exact rules of what combination of words, phrases and even pronunciation produces magical effects are still a mystery for mortals. Spell research is not only a matter of seeking the right components or devising the correct gestures but also of trying the right combinations of sound and cadence.

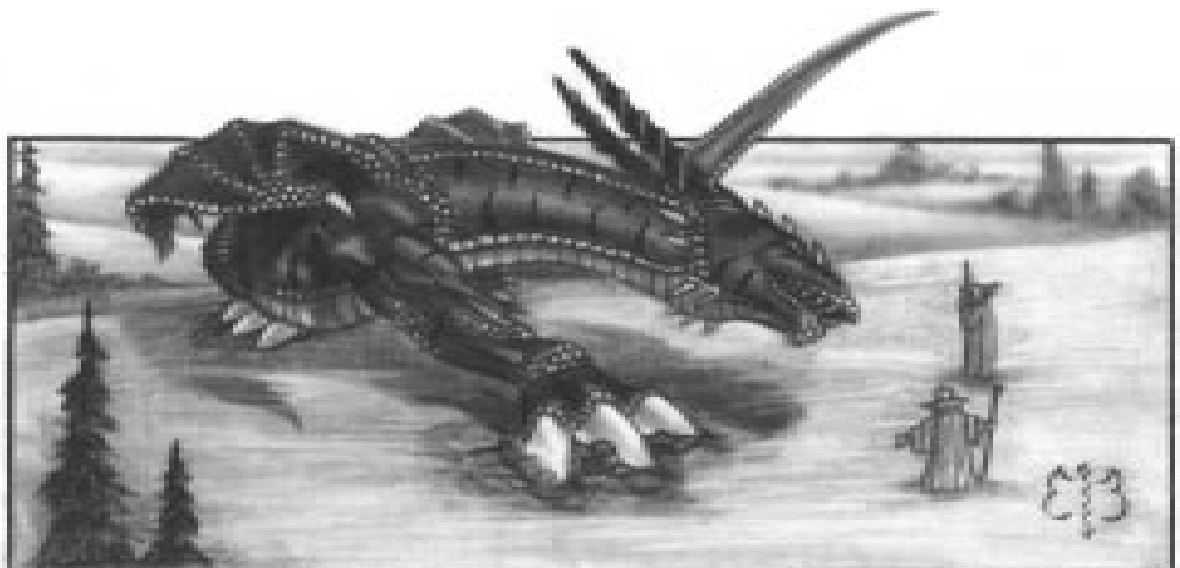
Dracomancers walk one step further into this aspect of magic, using language as the starting point for their studies into dragon magic. Spending years comprehending and not merely understanding the

way the Draconic language works, they discovered certain grammatical rules that apply to spellcasting. Thanks to the contributions of brave and foolhardy researchers, dracomancers were also able to discover the existence of High Draconic, the language that is actually used by dragons for their spells.

With the combined lore of Draconic, High Draconic and the principles of spellcasting, dracomancers have slowly pieced together several magical techniques that come close to the dragon's power. However, their imperfect knowledge of dragon spellcasting creates flaws in those methods, which demand that the caster compensate in some other way to fill the gaps in his linguistic prowess. And that is without counting the risks of a mispronounced syllable when the weight of the channelled arcane energies rests on the spoken word more than some other component.

SPEAKING HIGH DRACONIC

Learning the Draconic language is easy; the character just needs to spend a skill point in the Speak Language skill and have a ready justification about how he came about such knowledge. Starting characters with a high enough Intelligence score can even start the game knowing Draconic. However, this only permits them to communicate with races which speak the language, such as kobolds, lizardfolk, troglodytes and, of course, dragons. In truth, High Draconic is just a dialect of the root



Draconic language but is very different in ways of inflection and structure. Dragons themselves do not speak it naturally until they reach the age at which they start casting spells, and the lesser reptilian races have no knowledge of it at all. Learning the true language of magic in a way that allows the caster to understand it takes great effort, as it requires the same exertion as preparing or casting a spell.

A *read magic* spell will decipher writings in High Draconic as it would any other magical language but it does not reveal any secret about its structure and grammar, as the spell effectively translates it for the reader, without pointing out the hows and whys.

Speaking High Draconic is no simple matter and requires its own skill to master. It is a cross-class skill for everyone, requiring two skill points to buy one rank. The only exceptions to this are dragons, who do not even need to acquire it so long as they can cast spells due to their age category.

Speak High Draconic (Int; trained only)

You can understand the true language of magic, able to actually know what the verbal component of a spell is saying. With this knowledge, a spellcaster may alter a spell's workings on the fly, summarize complex rituals, learn Draconic Words of Power or perform certain magical feats unavailable to those casters who perform their spells by rote, without really understanding what they are uttering. Speaking in High Draconic is a sure way to impress a dragon. Characters who speak High Draconic gain a +2 morale bonus to Charisma-based skill checks when dealing with dragons but risk their ire if they mispronounce anything. On a natural roll of 1, a dragon is outraged that the character is mangling such an elegant language and has his disposition towards the character drop by two steps, as detailed in *Core Rulebook II*.

Check: The character rolls a skill check when attempting to read, write, understand or speak in High Draconic. The language is complex enough to require such a check. If the character has 5 or more ranks in Decipher Script, he gains a +2 synergy bonus to writing and reading checks. Also, some magical disciplines based on High Draconic require checks with varying DCs, as detailed under each discipline's description.

DC Task

- 15 Read a simple passage. Understand a simple sentence spoken in High Draconic.
- 20 Read a complex passage. Write a simple passage. Understand a long conversation. Speak a simple phrase
- 25 Read a long text. Write a complex passage. Understand complex rhetoric. Speak for a long time.
- 30 Read magical writings. Write a long treatise. Give a +4 synergy bonus to Spellcraft checks to identify a spell as it is being cast. Lie in High Draconic.

Retry: Retries are allowed automatically when writing or speaking, although mistakes in speech might have negative reactions in native speakers of High Draconic. If a check fails when reading or listening, the character must succeed in a Wisdom check (DC 13) in order to realise he got the meaning wrong and retry at a +2 DC.

Special: In order to buy ranks in the skill, the character must already speak Draconic. Only dragons and other native speakers of Draconic who learn the High form can lie in this language. Other creatures must succeed at a skill check in order to utter falsehoods when speaking in High Draconic. Such creatures suffer a -8 penalty on Bluff, Innuendo and Diplomacy checks unless they succeed first at a Speak High Draconic check when lying or hiding the truth. Because of this, dragons will very often take an oath spoken in High Draconic from a non-dragonkin very seriously.

Increasing the Skill

High Draconic is a language that is as intuitive as it is practiced. Unlike normal skills, characters have two ways of increasing their ranks in Speak High Draconic. The first is the normal way of buying up a rank for every two skill points spent every time the character gains a level. The other is through constant use, trial and error.

Whenever a Speak High Draconic check succeeds by 10 points over the original DC or the die roll is a natural 20, the character can make an Intelligence check (DC equals 10 + current ranks in Speak High Draconic). If the Intelligence check succeeds, the character can add one rank to Speak High Draconic. The character can make the same Intelligence check detailed above whenever a Speak High Draconic check fails by 10 points below the original DC or



the die roll is a natural 1. Provided he survives the experience and also succeeds at the check, he can increase his ranks in this skill in the same way, as spectacular failure is also a source of learning. A character may only gain ranks in this way once per month, regardless of how many times a check resulted in 10 points above or below the DC or a natural 20 or 1. Even if Speak High Draconic always is a cross-class skill in terms of cost, a character may have a maximum number of ranks equal to his total character levels plus 3.

Mental Strain

High Draconic is not a language meant to be spoken or even understood by lesser beings, and its students stretch their minds to their limits every time they use it. This strain is the same that every spellcaster undergoes when twisting arcane energy into the pattern of a spell but, since knowledge of High Draconic is permanent and long term, it affects a spellcaster's mind in different ways.

For every fraction of five ranks in Speak High Draconic that a character has, he must permanently devote a spell slot as indicated in the table below. The spell slot remains unavailable to the caster as if he had used it for the day, for he is using his comprehension of magic to keep the knowledge of the highly-magical language from twisting his mind. For wizards, this means they cannot prepare spells of the devoted levels; bards and sorcerers cannot use the devoted spell slots to cast their spells.

Devoted Spell Slots					
Ranks	Devoted spell slots (per level)				
	1	2	3	4	5
1-5	1				
6-10	1	1			
11-15	1	1	1		
15-20	1	1	1	1	
21-25	1	1	1	1	1
26+	An additional spell slot of one level higher every five ranks				

For example, Cadiria is a 9th level wizard with 8 ranks in Speak High Draconic. Instead of being able to prepare four spells of 1st and 2nd level each, she can only prepare three. Estul is a 15th level bard with an extensive knowledge of High Draconic (16 ranks). Because of this, he can only cast in a day three 1st level spells and two 2nd and 3rd level spells, instead of the respective four and three he would normally be

able to cast if his arcane capacity were not otherwise occupied with keeping his mind in one piece.

The spell slots devoted *must* be of arcane origin. Divine magic does not put the same strain on its caster's mind as arcane magic does, which leaves the divine caster unprepared for the rigours of draconic lore. However, a cleric with access to the Magic domain may devote his daily domain spell for this purpose.

For characters without arcane spell slots to devote, the knowledge of High Draconic takes a heavy toll. For every spell level that is not covered by such sacrifice, the character suffers a -1 inherent penalty on every Wisdom-based check, which include certain skill checks *and* Will saves. The penalties do not stack together, with only the highest value affecting the character. This means that if a character's knowledge of the language requires him to devote a 2nd level spell, he suffers a -2 penalty.

Even arcane casters may be subject to this penalty. If their ranks in Speak High Draconic require them to devote spell slots of levels they have no access to, they suffer the same penalty as characters without any arcane spellcasting ability. In cases of emergency, the spellcaster can make use of his devoted spell slot with a successful Concentration check (DC 15 + spell level) and suffer the Wisdom penalty until he rests and recovers the spell slot. Bards and sorcerers may choose to use their devoted slots at any time but wizards must consciously prepare the spell and suffer the penalty until they recover the devoted spell slot, after rest.

Only dragons are exempt from the strain of High Draconic. Races that have Draconic as their native language do not have the right mindset, and not even half-dragons can comprehend it fully.

SPELLCASTING IN HIGH DRACONIC

Although impressive dragons can always come handy, the sacrifices of learning High Draconic are too steep if it is only useful to make you sound witty. Dracomancers risk their sanity to unwrap the secrets of the language in order to understand magic better and use it in the ways dragons can.

Knowing the underlying rules of the language of magic gives spellcasters the opportunity to, in short,

alter how their spells work. All of these alterations require a skill check with varying difficulty and costs. The caster does not need to pay anything to gain access to these abilities, for the strain of High Draconic is sufficient and, by requiring a skill check, they may not even work when most needed.

METAMAGIC VERBALISATION

Normally, spellcasters need feats to alter the way their magic works. Gaining metamagic feats represents the character learning how to alter one of his spell's parameters at the cost of an increased spell level. By knowing the underlying principles of the magic language, he is able to improvise by knowingly and consciously changing the inflection and syntax of the spell's incantation.

This is not easy, however, and carries tremendous risks if the caster gets something wrong. Spells are tried and tested formulae, and metamagic feats are tried and tested ways of changing their parameters. Going into the basic structure of the verbal component and changing it on the fly is a recipe for disaster... or a chance for great power.

Using High Draconic to boost metamagic casting has two main advantages: the first is that the spell does not take higher level slots to cast. The second is that, due to the improvisational method of using High Draconic, the caster does not need to possess the feat for the metamagic effect he wants to achieve. It is certainly a lot *easier* to improvise metamagic effects if the caster does know the feat but it is not mandatory. For this freedom, the caster pays in skill, devoted spell slots and, above all, the risk he takes when attempting this change.

Changing the verbal component is a spontaneous effect. Even wizards need not prepare an altered spell beforehand but can add the alterations as they trigger the final words of the spell they did prepare. Adding metamagic effects with High Draconic takes a single standard action, which helps bards and sorcerers who normally take a full-round action to cast metamagic spells.

THE VERBALISATION CHECK

To add a metamagic effect to a spell using High Draconic to alter the incantation, the spellcaster makes a Speak High Draconic check with a DC equal to 15 + spell level + metamagic level cost. If the character does not possess the feat he is trying to emulate with High Draconic, then the metamagic level cost is doubled.

For example, Coreander is a 9th level wizard, with access to up to 5th level spells, 6 ranks in Speak High Draconic and a +3 Intelligence modifier. He wishes to cast a quickened lightning bolt by uttering the High Draconic words describing the spell in a short phrase; luckily, he does possess the Quicken Spell feat. He makes a Speak High Draconic check with a DC of 15 +3 (the level of the original spell) +4 (the levels added by Quicken Spell), for a total DC 22. If he did not possess the feat, the DC would be 15 +3 +8 for a total of 26. Even then, it is a tricky roll, for he needs to roll 11 or more to succeed. If he succeeds, he casts lightning bolt as a free action by



the effects of the feat but the spell only takes up a 3rd level slot.

As another example, Maritha is a 4th level sorcerer, with access to up to 2nd level spells only but with a very real interest in dragon magic. She has 7 ranks in Speak High Draconic and a +2 Intelligence modifier. She needs to clear a room of enemies and wants to cast an empowered flaming sphere but she does not possess the Empower Spell feat and, even if she did, it would raise the spell's level to 4th, which she cannot cast, so she depends on her knowledge of the dragon's tongue to help her. She must beat a DC of 15 +2 (the level of the original spell) +4 (double the levels added by Empower Spell), for a total DC 21. Had she possessed the feat, the DC would be 19.

THE PRICE OF FAILURE

Attempting to harness the arcane energies of a spell through High Draconic carries dire risks. If the spellcaster fails his Speak High Draconic check, he loses the spell he was trying to alter, and there is a sizeable chance that the magic escapes his control and backfires. When a character fails a Speak High Draconic check when trying to add metamagic effects to a spell, the chance of backfire is a percentage equal to double the check's DC. In the examples above, the backfire chance for Coreander's quickened lightning bolt would be 44%, and the chance for Maritha's empowered flaming sphere would be 42%.

If the spell backfires, roll on the Spell Backfire Effects table to determine the effect. Rolling a natural 1 on the Speak High Draconic check spells certain doom; skip the backfire chance and roll directly for a backfire effect.

Backfire Effect Descriptions

Accidental Summoning: The spell works as a *summon monster* spell of a level equal to the backfired spell. The Games Master decides which creature arrives, and it is immediately hostile to the caster and everyone around him. The creature remains for one round per altered level of the backfired spell or until destroyed.

Spell Backfire Effects

1d20	Effect
1	Spell Fizzles
2	Minimum Effect
3	Random Target
4	Drain Spells
5	Siphon Magic
6-7	Spell Turned
8-9	Tongue Twist
10-11	Confusion
12-13	Spell Confusion
14	Suppressed Magic
15	Accidental Summoning
16	Accidental Transformation
17	Arcane Black Hole
18	Ethereal Rift
19	Spell Explodes
20	Negative Energy

Accidental Transformation: The caster is turned into an animal of Tiny size. He retains his Intelligence, Wisdom and Charisma scores but gains the Strength, Dexterity and Constitution of his new form. The effect otherwise works as the *polymorph other* spell, with a duration equal to a day per altered level of the backfired spell. It can be countered or dispelled as normal.

Arcane Black Hole: All magical energy is attracted to the caster. There is a 40% chance that any subsequent spell, spell-like or supernatural ability with a target other than personal or touch will affect the caster instead of its original target. The caster gets a saving throw as normal. This effect has the same duration as the backfired spell or one round per the spell's altered level, whatever is highest.

Confusion: The caster is affected by an effect similar to the *confusion* spell for one round per altered level of the backfired spell, with no saving throw allowed.

Drain Spells: The arcane energy escapes harmlessly and takes some of the caster's own power with it. The caster loses a prepared spell or spell slot for every altered level of the spell that backfired, starting with the highest level spells or slots.

Ethereal Rift: The wild magic energy pierces the barrier between planes and transports the caster to the ethereal plane. He must find a way back on his own.

so she gambles with her knowledge of magic's language and tries to cast the 6th level spell as a 4th level one. The DC for her Speak High Draconic is 20 + 6 (the level of stone to flesh) + 4 (double the subtracted levels) for a total of 30. She needs to roll a 15 or more but she deems the situation is desperate enough. She fails, and the magical energies spew out of her spell, her chance of backfire is 90%, and she adds +4 to determine the effect in the very likely chance that the spell backfires. If she is lucky, she will only lose all her remaining spell slots; if she is not...

SPELL RESEARCH

Arcane spellcasters who are truly devoted to their craft spend a considerable amount of time learning and growing in skill and power, inventing their own spells. All spellcasters understand the language of magic in one way or another but they must strive to decipher magical writings they stumble across, be it from a scroll, a spellbook or another form of written magic.

Normally, a character must make a Spellcraft check to decipher magical writings, with wizards needing to make a second check in order to add that spell to their own spellbooks. Understanding High Draconic allows a character to not only understand the language of magic but also its underlying rules and structure, and thus is a great aid when trying to discern the meaning of any sort of magical writing. For every full three ranks the character has in Speak High Draconic, he gains a +1 synergy bonus to any Spellcraft check involved in translating the language

of magic, be it from magical writings or from the verbal components of a spell cast by another character, thus it is as useful for acquiring new spells as it is for determining what spell an opponent is casting in order to counter it.

If the High Draconic speaker is trying to devise an original spell, the synergy bonus applies to the Spellcraft check at the end of the research period but it also shortens the time needed from one week to four days per spell level. The character pays 150 gp per day of research, which is a little more expensive than it is for characters who do not know High Draconic, although the duration of the research balances this out.

DRACONIC WORDS OF POWER

Upon learning their first words in High Draconic, spellcasters can feel the power in every inflection, tantalising them with promises of great magical might if they can unlock the secrets. Dracomancers theorise that dragons invented several Words of Power, affixing particular magical effects to a few syllables without a practical, ordinary meaning. The *power word* spells are attempts to emulate this but only the most accomplished of spellcasters may learn them.

Adepts in the dragon's tongue have slowly rediscovered some of these Words of Power, which are weaker in comparison with the *power word* spells

A loud metallic crash echoed in the large cavern's walls. With no small effort, the little kobold got on his knees and clawed his way out of the pile of coins his draconic master had slapped him to.

'Pathetic,' the green dragon growled. 'Curse the oath I took so long ago that forces me to put up with you. You could not speak High Draconic even if I used a spell of *ventriloquism* on you and spoke myself!'

'I'm sorry, master.' Killi hurt all over but his voice was clear and loud. He had learned to be clear and loud regardless of his state. With his head down, he returned to the dragon's side. He waited obediently until the great green gave his signal, and he started trying the verses of the old dragon song he was trying to learn. It was the Draconic language definitely but he was getting very tired just by looking at the inscriptions and pronouncing them was taking its toll.

'Better,' Master Verthwynn said. 'I shall rest now. Get out of the cave and practice. I do not want your squealing to disturb my slumber. And you better remember the words I taught you... they disarm the magic traps you will activate on your way out. You will need to pronounce them right if you ever want to come back inside... and it looks like it will rain...'

but are much more accessible for casters with the right knowledge and dedication.

Learning Draconic Words of Power

Every time a dracomancer gains a level in a spellcasting class, he can opt to learn a Word of Power instead of a spell. This spell can be one or both spells a wizard adds to his spellbook by gaining a level but not the result of independent spell research. Sorcerers and bards can learn a Word instead of increasing their repertoire of spells known, trading a Word for a spell.

Draconic Words of Power are equivalent to a spell of a given level, as indicated in each Word's description. The character must be able to cast spells of that level in order to pronounce it. Also, each Word has its own Speak High Draconic requirements, which the character must meet before trying to learn it.

Pronouncing Words of Power

The Words are spell-like abilities that take a standard action to enact. The character invests a large amount of will and concentration into pronouncing the Word, thus provoking attacks of opportunity. As with casting a spell, he must make a Concentration check (DC 10 + damage suffered) if attacked, mispronouncing the Word on a failed check. Fortunately, Words do not backfire, as they are very specific and self-contained effects from a short pronunciation.

Pronouncing a Word requires that the character makes a Speak High Draconic check (DC 20 + Word's spell level equivalent). Unlike metamagic verbalisation, sorcerers and bards can use their Charisma instead of their Intelligence modifier in the check, as they are just focusing their spellcasting ability in a different form. Failing this check has no adverse consequence; the character just could not channel the magic through the Word, or pronounce it properly so it is an adequate vessel for the magic.

Words are not spells, and there is no limit to the number of times per day that a character can pronounce them, as long as they succeed at the skill check. Using the Words fatigues the character, as he is channelling magical energy through his mind to the Word. Each time a character pronounces a Word of Power successfully, he must roll a Fortitude check (DC 10 + Word's spell level). If he fails the check, he suffers 1d6 points of subdual damage for

every spell level the Word is equivalent to. Even if he succeeds at the Fortitude save, the character takes 1d2 points of subdual damage just for activating the power of the Word.

All Draconic Words of Power work at close range (25 feet plus 5 feet per caster level; dragons use their caster level or HD, whichever is highest) and their effects last for one round per equivalent spell level, plus the speaker's Intelligence or Charisma modifier. Words only need a verbal component and they are not language-dependent, as High Draconic speaks to the magic, not the victim.

Words are effective against creatures with certain Hit Dice. The speaker can affect a single creature whose total HD does not exceed his own caster character level plus the Word's spell level equivalent. If a creature has half the HD necessary to be affected or less, it gets no saving throw to avoid the Word's effect, otherwise the DC to save against a Word equals 10 + speaker's Intelligence (wizards) or Charisma (bards and sorcerers) modifier + double the Word's level equivalent. An 8th level bard pronouncing a 3rd level Word could target creatures with 11 HD or less but those with 12 HD or more would be completely unaffected. If he had a +3 Charisma modifier, the saving throw against this Word would be DC 19 (10 +3 +6), and creatures with 5 HD or less do not get a saving throw.

DRACONIC WORDS OF POWER DESCRIPTIONS

Calm

Enchantment (Compulsion) [Mind-Affecting]

Level Equivalent: 2nd level

Speak High Draconic: 5 ranks

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This Word calms any extreme emotion such as anger, fear, euphoria and even some cases of recklessness. If targeting a victim of a fear effect, the Word brings the victim down to the lower state of fear (to frightened if panicked, to shaken if frightened and to total calm if shaken). The Word does not instil new emotions; it just reduces the effects.

Daze

Enchantment (Compulsion) [Mind-affecting]

Level Equivalent: 1st level



Speak High Draconic: 3 ranks

Saving Throw: Will negates

Spell Resistance: Yes.

This Word of Power works like the spell of the same name. The affected creature can take no actions but defends itself normally.

Dazzle

Illusion (Phantasm) [Mind-affecting]

Level Equivalent: 1st level.

Speak High Draconic: 5 ranks

Saving Throw: Will negates

Spell Resistance: Yes

The Word turns into a blinding light only perceivable by the target. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.

Deafen

Evocation [Sonic]

Level Equivalent: 2nd level

Speak High Draconic: 5 ranks

Saving Throw: Fortitude negates

Spell Resistance: Yes

The Word echoes in the target's ears until the volume becomes unbearable and deafens it. A deafened character cannot hear, suffers a -4 penalty to Initiative checks and has a 20% chance of spell failure when casting spells with verbal components. He cannot make Listen checks.

Dispel

Abjuration

Level Equivalent: 5th level

Speak High Draconic: 9 ranks

Saving Throw: None

Spell Resistance: No

This is a powerful Word that disrupts magic as a *dispel magic* spell. The speaker may target a creature, an area or a single effect, and makes a normal caster check with a +2 bonus due to the power of the Word he is uttering.

Fear

Enchantment (Compulsion) [Fear, Mind-affecting]

Level Equivalent: 1st level

Speak High Draconic: 5 ranks

Saving Throw: Will negates

Spell Resistance: Yes

The target is filled with a sense of dread that affects him progressively. When first falling victim to this Word, the target is shaken, suffering a -2 morale penalty on attack rolls, checks and saving throws. If targeted a second time, the target becomes frightened, doing the best in its power to flee in addition to the morale penalty of the shaken condition. The creature may fight, use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If targeted a third time, the target is panicked. A panicked creature has a 50% chance of dropping what it is holding, chooses its path randomly (as long as it is getting away from immediate danger) and flees any other dangers that confront it. If cornered, a panicked creature is frozen in fear, losing its Dexterity bonus to AC (if any), and is unable to take actions that do not involve escape. Foes gain a +2 bonus to hit cowering creatures.

If the target is already in one of the states (shaken, frightened or panicked) from some other effect, the Word acts progressively, pushing the victim to the next state.

Hold

Enchantment (Compulsion) [Mind-affecting]

Level Equivalent: 5th level

Speak High Draconic: 7 ranks

Saving Throw: Will negates

Spell Resistance: Yes

This Word works as the *hold monster* spell, except for the range, duration and target of Draconic Words of Power.

Obey

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level Equivalent: 3rd level

Speak High Draconic: 5 ranks

Saving Throw: Will negates

Spell Resistance: Yes

The speaker issues an order in the form of a short sentence and then speaks this Word. If the victim fails its saving throw, it is compelled to obey the order. The victim must be able to understand the original order so that it can obey it. Orders that put the victim in immediate danger are ignored, as are those that could cause the victim to harm itself. A clear example of a suitable order and its Word would be 'you will drop your sword... NOW.'

Open

Transmutation

Level Equivalent: 3rd level

Speak High Draconic: 7 ranks

Saving Throw: None (object)

Spell Resistance: No

This Word functions like the *knock* spell, opening two methods of locking in a single target.

Alternatively, the speaker can pronounce this Word aloud so that a single method of locking is opened in all objects within the Word's range.

Sicken

Transmutation

Level Equivalent: 4th level

Speak High Draconic: 5 ranks

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

The speaker inflicts an unknown and virulent disease on his target. The speaker chooses one of his target's abilities and, if it fails in its save, immediately suffers 1d4 points of temporary ability damage to the chosen ability. The target shows symptoms appropriate to the ability thus reduced, and continues to be infected. He must roll an additional Fortitude save every following day to fight off the disease but the DC is the speaker's Speak High Draconic check result -10, instead of the Word's normal DC. Thereafter, the magically-induced disease acts according to the disease rules in *Core Rulebook II*. The speaker cannot inflict more than one disease in a single victim.

Stabilise

Conjuration (Healing)

Level Equivalent: 1st level

Speak High Draconic: 3 ranks

Saving Throw: None (harmless)

Spell Resistance: Yes

When a creature is dropped below 0 hit points but still above -10, the mere sound of this Word is enough to stabilise it and bring it back to 0 hit points so that it is able to fend for itself without actually curing its wounds.

Tire

Transmutation

Level Equivalent: 3rd level

Speak High Draconic: 7 ranks

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target's strength slowly drains from its body progressively. When first falling victim to this Word, the target is fatigued; it cannot run or charge and suffers an effective penalty of -2 to Strength and Dexterity. After 8 hours of complete rest, fatigued characters are no longer fatigued. If targeted a second time, the target becomes exhausted, moving at half normal speed and suffers an effective penalty of -6 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 1 hour of complete rest, exhausted characters become fatigued.

If the target is already fatigued from some other effect, the Word acts progressively, making him exhausted.

Trip

Evocation

Level Equivalent: 2nd level

Speak High Draconic: 3 ranks

Saving Throw: Fortitude negates

Spell Resistance: Yes

'That sounds... eerie,' Costicar commented when his host's wife finished singing. He and his party had come to seek knowledge of the green dragon that had been living in the Curthast Forest for several hundred years. Meragu the wizard fancied some parts from the dragon for his experiments, and it was said there were no better source of information of everything draconic than the Tiral couple.

'Heh, heh...' Caros Tiral, the dragon scholar, chuckled. He looked double his wife's age. 'Had dear Mieve put some power into that song, you would be blind, my friend. The songs of dragonkind are not meant for human ears, nor for human throats. It takes training, power and talent, which this pretty girl has in abundance...'

'Please, Caros.' The bard woman kissed the scholar's cheek. 'Our guest seeks dragonlore, not art appreciation courses.'



The target creature feels a blow to its legs, tripping it and putting it in a prone position. It suffers a -4 penalty on melee attack rolls, and the only ranged weapon it can effectively use is a crossbow, which it may use without penalty. Opponents receive +4 bonuses on melee attack against it but -4 penalties on ranged attacks. Standing up is a move-equivalent action. This is an instantaneous effect with no additional duration.

THE DRAGONSONG

Wizards and sorcerers often dismiss bards as pretender arcanists, given their limited ability to work spells. What they tend to ignore is that through their art, bards can use a magic no other caster can, pouring their souls into music to create subtle but nonetheless supernatural effects on those around them. Bardic scholars of dragon magic realised that if the power of the soul could create magic by seeping through mundane song, pouring it through High Draconic verse could achieve wonders. Those bards discovered the dragonsong, a melody dragons intone that is imperceptible to other creatures and is an intrinsic part of dragon magic.

All dragons are born with the ability to sing, and each species has its own song which grants them their spell-like abilities that are independent from their spellcasting prowess. Some songs are harder to learn than others and the melodies grow increasingly more difficult in their intricacy and beauty.

Bards have not been able to replicate the effects of the dragonsongs exactly but have reached powerful equivalents they have used to show their mastery of the dragon arts to other spellcasters, who lack the musical talent and force of personality that set the bard apart from them.

Learning a Dragonsong

There are ten different dragonsongs bardic dracomancers have been able to find, each corresponding to one of the chromatic and metallic dragon species. Each dragonsong is composed of five progressive melodies that mimic some of the dragons' spell-like abilities.

To learn a dragonsong, the bard must speak High Draconic and match the alignment of the species the song belongs to. Evil bards learn the chromatic dragonsongs, while good bards learn the metallic ones. Neutral bards are at liberty to choose, able

to know a mixture of chromatic and metallic dragonsongs.

When a bard gains a level, he can spend three skill points to gain access to a different dragonsong. The skill expenditure represents one rank in Perform and another in Speak High Draconic, which he 'sacrifices' in order to learn the patterns and intonations of each dragonsong. The skills themselves do not actually increase.

A dragonsong is a path of five or six melodies that a bard has access to the same way he has access to bardic music abilities: by having a certain number of ranks in Perform. For the dragonsong melodies, he also needs a number of ranks in Speak High Draconic. Once the bard spends the skill points necessary to learn a new dragonsong, he has access to all the melodies for which he meets the Perform and Speak High Draconic requisites. A high-level bard could get access to almost all the melodies of a dragonsong at once when he spends the skill points to learn it, as the ones he already knows form a solid base from which to learn the others.

A bard cannot know more dragonsongs than the highest spell level he can cast. For example, a 4th level bard with a sufficiently high Charisma bonus can cast 2nd level spells, and thus he can know up to two dragonsongs. A 16th level bard could cast 6th level spells and therefore know up to six different dragonsongs but that is the limit of his ability.

Singing a Dragonsong Melody

Dragonsong melodies are similar to bardic music abilities. A bard can include them in the number of times per day he can use bardic music, which is once per bard level. Some particularly powerful melodies require that the bard spend two or more uses per day, as described in each melody's description.

Dragonsong melodies have two restrictions to their use: regardless of how many bardic music uses per day the bard has left, he can only sing a dragonsong melody once per day. The second restriction is that the melody does not work automatically like normal bardic music but the character must make a Speak High Draconic check (DC 10 + ranks in Speak High Draconic required to know the melody).

Effects that do not require immediate concentration or are not permanent in nature fade away five rounds after the bard stops singing but otherwise work in the

same way as bardic music. The character can still move and attack while singing a dragonsong melody but he cannot cast spells or use magic items with a verbal trigger. There are, of course, exceptions to this.

Dragonsong Descriptions

These are the ten known dragonsongs and their melodies; each corresponds to one of the ten dragon species and are aspects of the dragons' own views and behaviour. Chromatic songs are foreboding, violent and often cacophonous, while metallic songs are harmonious and elegant.

Black Dragonsong

Learned from black dragons, these melodies speak of the murky swamps where this species lairs. People hearing a black melody are left with a subtle feeling of disgust.

Induce Blindness: A bard with 3 ranks in Perform and 2 ranks in Speak High Draconic can fog the vision of his foes. All opponents within 60 feet of the bard must make a Will save (DC 13 + Cha modifier) or have their sight obscured. They are not completely blinded but they have a 30% chance to miss with all of their attacks, and attackers gain a +2 bonus to attack rolls against them. This is a mind-affecting ability.

Corrupt Water: A bard with 3 ranks in Perform and 3 ranks in Speak High Draconic 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 at a Will save (DC 13 + Cha modifier) or become fouled.

Plant Growth: A bard with 6 ranks in Perform and 5 ranks in Speak High Draconic can cause normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, etc.) within close range (25 feet + 5 feet per level) to become thick and overgrown. This melody works otherwise like the spell of the same name, except that the vegetation returns to normal 5 rounds after the bard stops singing.

Insect Plague: A bard with 9 ranks in Perform and 7 ranks in Speak High Draconic can sing a screeching tune that attracts a great swarm of vermin, working as the spell of the same name. The insects leave as soon as the bard stops singing.

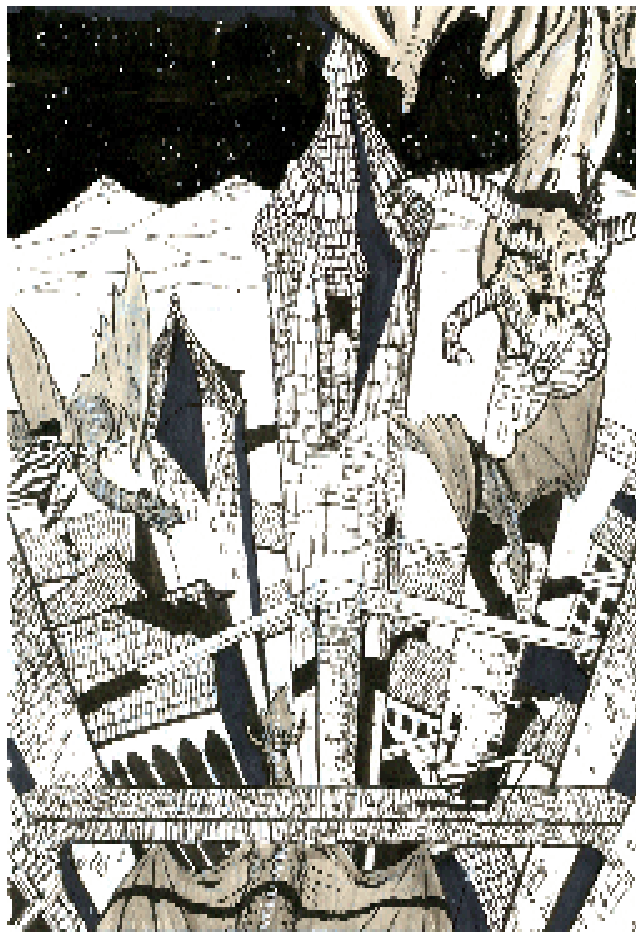
Charm Reptiles: A bard with 12 ranks in Perform and 9 ranks in Speak High Draconic can sing a melody that acts as a *mass charm* spell that works only on reptilian animals. The bard can communicate with any charmed reptiles as though casting a *speak with animals* spell. The bard must spend two bardic music uses for this melody.

Blue Dragonsong

The blue dragonsong is extremely intricate and complicated. The melodies cloud the minds of those who hear them, being capable of altering their perceptions of the world around them.

Create/Destroy Water: A bard with 3 ranks in Perform and 2 ranks in Speak High Draconic can create a volume of water as if he was casting the *create water* spell. He has the choice of destroying water instead, in which case this melody works like the *corrupt water* melody from the black dragonsong.

Sound Imitation: A bard with 3 ranks in Perform and 3 ranks in Speak High Draconic can mimic any voice



or sound he has heard. The dragonsong melody actually duplicates the sound the bard wants to mimic while he chants in High Draconic. Listeners must succeed at a Will save (DC 13 + Cha modifier) to detect the ruse.

Project Voice: A bard with 3 ranks in Perform and 4 ranks in Speak High Draconic can make his voice come from somewhere else. This melody is different than the rest as it does not require the bard to spend a use of bardic music, although he can only use it once per day and it has no effect by itself. Instead, the bard can use any of his bardic music abilities or other dragonsong melodies from another point of origin as far as 25 feet plus 5 feet per caster level. Note that this can effectively double the range of some melodies or music abilities. This melody lasts for as long as the bard sings the song he is projecting.

Hallucinatory Terrain: A bard with 6 ranks in Perform and 6 ranks in Speak High Draconic can cause the power of the High Draconic lyrics to weave an illusion in the landscape, working exactly like the spell of the same name. Creatures entering the illusion can make a Listen check (DC 16 + bard's Cha modifier) to hear the singing and then attempt to disbelieve. The illusion fades 5 rounds after the bard stops singing.

Veil: A bard with 9 ranks in Perform and 8 ranks in Speak High Draconic can use his voice projected through High Draconic to weave an illusion over a group of creatures, changing their appearance as the spell of the same name. If the bard's signing is inappropriate for the disguise, creatures interacting with the bard's group can make a Listen check (DC 18 + bard's Cha modifier) to hear the singing and then attempt to disbelieve. The illusion fades 5 rounds after the bard stops singing. The bard must spend two bardic music uses for this melody.

Mirage Arcana: A bard with 12 ranks in Perform and 10 ranks in Speak High Draconic can weave a more powerful illusion through the power of his voice and knowledge of High Draconic, duplicating the effects of the spell of the same name. Creatures entering the illusion can make a Listen check (DC 20 + bard's Cha modifier) to hear the singing and then attempt to disbelieve. The illusion fades 5 rounds after the bard stops singing. The bard must spend three bardic music uses for this melody.

Green Dragonsong

The melodies of green dragons are potent and with strong chords and movements. They bend the will of nature itself to do the singer's bidding, be it a person or the vegetation of the forests where this species lives.

Water Breathing: A bard with 3 ranks in Perform and 3 ranks in Speak High Draconic can simply vocalise the words of the green dragonsong in order to breathe water as per the spell of the same name. This only affects the bard, and the effect stops 5 rounds after he stops vocalising.

Suggestion: A bard with 3 ranks in Perform and 4 ranks in Speak High Draconic has access to a slightly different version of the *suggestion* bardic music ability. Note that normally, he can only make a *suggestion* to a target he already *fascinated* but with the dragonsong version, he can use it on charmed or helpless creatures as well. The victim's DC to save is 14 + the bard's Cha modifier.

Plant Growth: A bard with 6 ranks in Perform and 6 ranks in Speak High Draconic can affect surrounding vegetation as per the black dragonsong.

Domination: A bard with 9 ranks in Perform and 8 ranks in Speak High Draconic can dictate the actions of a single creature through the High Draconic lyrics of the dragonsong. This effect acts as the *dominate person* spell but the bard can only use it against creatures he has already *fascinated*, are charmed or helpless. The target's DC to resist this song is 18 + bard's Cha modifier. The victim is freed as soon as the bard stops singing. The bard must spend two bardic music uses for this melody.

Command Plants: A bard with 12 ranks in Perform and 10 ranks in Speak High Draconic can sing to the essence of nature and make plants and plant creatures do his bidding. This melody works as the spell of the same name, except that the bard is limited to charming plant creatures (the creature's DC to save is 20 + Cha modifier) or creating an entangle effect. The bard must spend two bardic music uses for this melody.

Red Dragonsong

Curiously enough, the red dragons sing a subtle yet penetrating song. Through the music, a red singer can enter trances that allow him to find something he has lost, or affect the minds of others.

Fire Resistance: A bard with 3 ranks in Perform and 3 ranks in Speak High Draconic can envelop himself in a song of fire that allows him to resist fire-based damage as if he was the subject of a *resist elements* spell. The effect ceases as soon as the bard stops singing. This effect does not accumulate with the *endure elements*, *protection from elements* and *resist elements* spells.

Locate Object: A bard with 3 ranks in Perform and 4 ranks in Speak High Draconic can sing himself into a trance that lasts as many minutes as his Constitution score. While in the trance, he can divine the location of an object as if he was using the *locate object* spell.

Suggestion: A bard with 6 ranks in Perform and 7 ranks in Speak High Draconic who knows the red dragonsong can use the *suggestion* melody as per the green dragonsong.

Find the Path: A bard with 9 ranks in Perform and 9 ranks in Speak High Draconic can enter a trance through his song, where he can then divine the shortest way to a location as with the *find the path* spell. If the bard is forced to exit the trance before reaching his destination, he forgets the way and must wait to sing the song again after resting for a day. The bard must spend two bardic music uses for this melody.

Discern Location: A bard with 12 ranks in Perform and 11 ranks in Speak High Draconic can divine the location of almost anything, as per the spell of the same name. The trance he enters lasts for as long as the spell does but the bard feels groggy after waking, with a -1 penalty to all his rolls until he rests for at least an hour. The bard must spend three bardic music uses for this melody.

White Dragonsong

White dragons sing one of the strongest songs of dragonkind, for the melodies allow them to live where no other reptilian creature would dare approach. The power of their song compensates for their poor spellcasting and white singers gain power over weather when singing these melodies.

Fog Cloud: A bard with 3 ranks in Perform and 2 ranks in Speak High Draconic can call forth a misty cloud of fog to cover an area as the spell of the same name. The fog begins to dissipate as soon as the bard stops singing.

Bellows: A bard with 3 ranks in Perform and 3 ranks in Speak High Draconic can make the air coming out from his mouth into a strong wind as per the *gust of wind* spell of the same name, except that the effect is a cone coming from the bard's mouth, not an emanation.

Freezing Fog: A bard with 6 ranks in Perform and 4 ranks in Speak High Draconic can summon an icy mist similar to a *solid fog* spell but which also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The fog dissipates as soon as the bard stops singing but the ice layer remains for 5 rounds after that. The bard must spend two bardic music uses for this melody.

Freezing Repulsion: A bard with 9 ranks in Perform and 6 ranks in Speak High Draconic can project his voice through the High Draconic verses of the white dragonsong to stop foes from advancing, as they feel a numbing cold freeze their limbs. The song affects all opponents within 60 feet of the bard, who must make a Fortitude save (DC 16 + Cha modifier) or be frozen in place as if by a *hold monster* spell. The effect wears off 5 rounds after the bard stops singing but the victims are left with a numbing sensation and with a -1 penalty to their attack and damage rolls that wears off after rest. The bard must spend two bardic music uses for this melody.

Control Weather: A bard with 9 ranks in Perform and 8 ranks in Speak High Draconic can sing to the sky and make the weather flow along the sound of his voice. This melody works as the spell of the same name, and the weather remains for five hours after the bard stops singing. The bard must spend three bardic music uses for this melody.

Brass Dragonsong

Jubilant and light, the brass dragonsong can affect the elements as well as the minds of animal and persons alike. It sounds as a hymn to all that is enjoyable in life and, even if the bard is not making magic with it, it can lift the spirits of many.

Song of the Fauna: A bard with 3 ranks in Perform and 2 ranks in Speak High Draconic can sing to animals in a way that they understand the words from the song, which the bard can vary to conduct a limited conversation. This melody works as a *speak with animals* spell, except that the bard must sing his part of the conversation.



Endure Elements: A bard with 3 ranks in Perform and 3 ranks in Speak High Draconic envelops himself in the elemental nature of the dragon's power and protects himself as if he was under the effects of the spell of the same name. The protection stops as soon as the bard stops singing.

Suggestion: A bard with 6 ranks in Perform and 5 ranks in Speak High Draconic who knows the brass dragonsong can use the *suggestion* melody as per the green dragonsong.

Control Winds: A bard with 9 ranks in Perform and 7 ranks in Speak High Draconic can make the wind answer to his voice. This melody works like the *control winds* spell, except that the bard *must* keep singing for the duration of the effect. After the first 10 minutes, the bard must make a Fortitude check (DC 15) or his voice falters and the effect stops. He must make additional Fortitude saves every 10 minutes, each with a cumulative +1 to the DC. The bard must spend two bardic music uses for this melody.



Control Weather: A bard with 12 ranks in Perform and 9 ranks in Speak High Draconic can control the weather as per the white dragonsong melody. The bard must spend three bardic music uses for this melody.

Bronze Dragonsong

The melodies of the bronze dragons are fluid and profound. They have evocative sounds and turns of phrase that hide other meanings beneath. They have power to change the environment around them.

Song of the Fauna: The same as the brass dragonsong melody.

Song of Disguise: A bard with 3 ranks in Perform and 3 ranks in Speak High Draconic can cloak himself in an illusion, making himself appear as another creature or object up to one size larger or smaller. Unlike other dragonsong melodies, the bard can maintain this illusion for five hours after he stops singing. The bard must spend two bardic music uses for this melody.

Fog Cloud: The same as the white dragonsong melody, except that the bard must have 3 ranks in Perform and 5 ranks in Speak High Draconic for the bronze version.

Mind Echo: A bard with 6 ranks in Perform and 7 ranks in Speak High Draconic can sing a very subtle tune that reflects off the minds of creatures around him, creating an effect similar to the *detect thoughts* spell with a 60 feet radius. While he sings, the bard is aware of the presence of sentient minds in the area and hears a jumble of thoughts inside his head. He must make a Will save (DC 10 + number of creatures present) in order to focus on a single mind and tune out the rest.

Control Water: A bard with 9 ranks in Perform and 9 ranks in Speak High Draconic can raise or lower the level of a body of water as per the spell of the same name. The effect stops as soon as the bard stops singing. The bard must spend two bardic music uses for this melody.

Control Weather: A bard with 12 ranks in Perform and 11 ranks in Speak High Draconic can control the weather as per the white dragonsong melody. The bard must spend three bardic music uses for this melody.

Copper Dragonsong

Rivalling the power of the white dragon song, the copper melodies grant power to its singer to control things of the earth. The songs themselves are solid and uplifting, almost ponderous in their rhythm.

Spider Climb: A bard with 3 ranks in Perform and 3 ranks in Speak High Draconic can cling to walls and ceilings without effort as long as he keeps singing. This works in the same way as the *spider climb* spell but the effect ends as soon as the bard stops singing. The bard must spend two bardic music uses for this melody.

Rhythm of Stone: A bard with 3 ranks in Perform and 5 ranks in Speak High Draconic can make stone dance to the rhythm of his music. This ability works as the *stone shape* spell. The bard must spend two bardic music uses for this melody.

Earth Resonance: A bard with 6 ranks in Perform and 7 ranks in Speak High Draconic has learned to make earth resonate with his voice and the power of the High Draconic verses. He can choose to *transmute rock to mud* or *transmute mud to rock* as per the spells. The bard must spend two bardic music uses for this melody.

Unmoving Repulsion: A bard with 9 ranks in Perform and 9 ranks in Speak High Draconic can project his voice through the High Draconic verses of the copper dragonsong to stop foes advancing, as they feel their limbs stiffen. The song affects all opponents within 60 feet of the bard, who must make a Fortitude save (DC 17 + Cha modifier) or be immobilised as if by a *hold monster* spell. The effect wears off 5 rounds after the bard stops singing. The bard must spend two bardic music uses for this melody.

Symphony of Earth: A bard with 12 ranks in Perform and 11 ranks in Speak High Draconic can make the earth move according to his direction. This melody works as a *move earth* spell, except that the bard *must* keep singing for the duration of the effect. After the first 10 minutes, the bard must make a Fortitude check (DC 15) or his voice falters and the effect stops. He must make additional Fortitude saves every 10 minutes, each with a cumulative +1 to the DC. The bard must spend three bardic music uses for this melody.

Gold Dragonsong

The gentle chords of the gold dragon song speak of its power over fortune and fate. Those who listen to it feel a wave of optimism they cannot explain.

Song of Disguise: A bard with 3 ranks in Perform and 3 ranks in Speak High Draconic can disguise himself as per the bronze dragonsong melody.

Inspire Confidence: A bard with 3 ranks in Perform and 4 ranks in Speak High Draconic can instil his allies with a sense of self-worth that helps them strive harder and perform better. All allies receive a +1 bonus to attack rolls and saving throws. If he previously sang *inspire courage* the bonuses stack, and the bard can make a Perform check (DC 18) to maintain both songs at the same time once the effect of *inspire courage* fades away 5 rounds after the bard stopped singing it, in order to sing *inspire confidence*.

Fortune Stone: A bard with 3 ranks in Perform and 5 ranks in Speak High Draconic can imbue a precious gem with any one of the *inspire* bardic music or dragonsong melodies (*inspire courage*, *inspire confidence*, *inspire competence*, *inspire greatness*, etc.) and give it to someone else. The gem must be worth at least 10 gp per rank of Perform needed to know the melody or music. The person who receives the gem enjoys the benefit of the song imbued within it as long as he holds it in one hand or otherwise secured against his skin. The effect resonates within the stone for 1 hour plus an extra hour per bard's Charisma modifier.

Impose Duty: A bard with 6 ranks in Perform and 7 ranks in Speak High Draconic can sing a song of heroism and duty, and impose a task on a single victim that listens to it. The victim can make a Will save (DC 17 + Cha modifier) to avoid the task but, if he has been previously *fascinated* by the bard, he suffers a -4 morale penalty to his save. If he fails, the target is subject to an effect the same as the *lesser geas/quest* spell. The bard must spend two bardic music uses for this melody.

Song of the Sun: A bard with 9 ranks in Perform and 9 ranks in Speak High Draconic can make his voice sound like that of a herald of the sun. All opponents within 30 feet of his position are deafened and suffer 2d6 points of damage. A deafened character cannot hear, suffers a -4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells



with verbal components. He cannot make Listen skill checks. In addition, undead creatures caught within the globe are dealt 1d6 points of holy damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. The bard must spend three bardic music uses for this melody.

Song of Prophecy: A bard with 12 ranks in Perform and 11 ranks in Speak High Draconic can sing himself into a state of mind that warns him of impending danger about him or another, similar to the *foresight* spell. The bard must sing this melody for 9 full rounds before he enters that state, which then lasts for its normal duration. The bard must spend three bardic music uses for this melody.

Silver Dragonsong

The silver dragon song is ethereal in quality, with gentle but portly tunes that reveal the majesty of its

original singers. The melodies can alter all that floats above ground.

Song of Disguise: A bard with 3 ranks in Perform and 3 ranks in Speak High Draconic can disguise himself as per the bronze dragonsong melody.

Harmonic Fall: A bard with 3 ranks in Perform and 4 ranks in Speak High Draconic can cause the power locked in the High Draconic verses to sustain a fall, acting as a *feather fall* spell as long as the bard keeps singing. If attacked successfully while falling, he must roll a Concentration check (DC 10 + damage suffered) to maintain the melody.

Fog Cloud: The same as the white dragonsong melody, except that the bard must have 3 ranks in Perform and 5 ranks in Speak High Draconic for the silver version.

Control Winds: A bard with 6 ranks in Perform and 7 ranks in Speak High Draconic can make the wind answer to his voice as per the brass dragonsong.

Control Weather: A bard with 9 ranks in Perform and 9 ranks in Speak High Draconic can control the weather as per the white dragonsong melody. The bard must spend three bardic music uses for this melody.

Reverse Gravity: A bard with 12 ranks in Perform and 11 ranks in Speak High Draconic can make an area around him to be under the effects of the *reverse gravity* spell, except that the area is centred on the bard. The bard is not affected and the area does not move but the effect stops once the bard stops singing or leaves the confines of the affected area. The bard must spend three bardic music uses for this melody.



DRAGONCRAFT – MAGICAL RESONANCE

Dragons are the embodiment of primal, elemental power, and magic runs through their bodies as easily as blood. It is no wonder then, that spellcasters are willing to pay high prices for dragon body parts in order to research their magical properties or use them as ingredients or raw materials for their magical items. ‘Uncomfortable’ is the least that dragons feel about this, and even the noblest of the gold species will view with distaste a member of the lesser races using an item crafted from dragon parts, even if taken from the most evil of red wyrms. Every part of a dragon’s body has some use. Even if an item is not enchanted, being made of draconic material grants it an inherent strength and lends its owner a measure of prestige among his peers.

Dragons are perfectly aware of the power in their bodies and those who study the ways of magic in greater depth have shaved off scales and used pints of their own blood to craft mighty and powerful items. There is a race between mortal and draconic wizards and the discoveries of both have enriched the craft significantly. In their own way, they both developed rituals to awaken the magic inherent in dragon parts. Dragons kept secret that the way a part is

harvested influences the kind of power an item with draconic material gives off but mortals discovered this on their own, opening the practice of harvesting and scavenging parts instead of hunting for them, although those parts given freely and willingly hold the least taint to the senses of dragonkind.

Mortals also discovered that by placing certain enchantments on an item made from dragon parts, they could use it as a focus for their spells instead of relying on clumsy material components. Dragons, for their part, discovered they could pour some of their essence into a discarded piece of themselves and create magical charms and tokens that work independently of the magic they wield.

Spellcasters from both sides of the species gap gave the name ‘dragoncraft’ to the art of creating items from dragon body parts. Each individual crafter chooses the way he approaches this field of dracomancy, and thus defines the different costs and rewards he will reap in the future.

The Dragoncraft Skill

There is no such thing as Craft (dragoncraft). A dragoncrafter must combine knowledge from different fields in order to fully exploit the potential of dragon parts. First of all, the potential crafter must possess the adequate Craft skill to manufacture whatever it is he is trying to make, or otherwise have access to an artisan with sufficient skill to make it. Second, he must be knowledgeable in the study of magic, possessing several ranks of Alchemy, Knowledge (arcana) and Spellcraft, for either will come to bear in certain rituals involving dragoncraft. Finally, the caster must possess adequate feats to craft, forge, scribe or brew the items he is using the materials for. Nothing is freely given in dragoncraft.

Specific campaigns may have skills and feats a Games Master could deem appropriate for dragoncrafting, such as Knowledge (dragons). If a rule asks for a skill check where such skills or feats could influence the results, the Games Master can award a synergy bonus or allow the player to use the highest skill bonus.

Draconic Resonance

As per their primal natures, dragons resonate with certain energies and effects, depending on their species. These resonances make the parts from a particular dragon species more suited for the creation



DRAGON MAGIC – MAGICAL RESONANCE

of certain magical items than for others. Using black dragon blood is a very inefficient way to brew a potion of cold resistance, for even if the magical residues of the substance can aid in the crafting of the potion, the cold resonance of a white dragon would greatly facilitate the process, either resulting in a more potent potion or at least one cheaper to create.

The parts from each dragon species have two kinds of resonance and the different disciplines of

dragoncraft profit from their advantages in different ways.

Spell resonance indicates what kinds of magic parts from a species are best suited for. It is expressed in magic schools, subschools and descriptors as defined in *Core Rulebook I*. Spells that fit those definitions provide an easier process enchanting the items than those who do not. For example, air spells (such as *summon monster* when summoning an air elemental) find better homes in the scales of a silver dragon

General Resonances

Species	Spell Resonance	Subtle Resonance
All Species	Fear, enhancement, morale, natural armour, Spell Resistance.	Longevity, magic, protection, acute senses, cunning, treasure.

Chromatic Resonances

Species	Spell Resonance	Subtle Resonance
Black	Acid, chaotic, darkness, evil, water; Transmutation, Enchantment (Charm), Evocation.	Reptiles, corruption, plants, swamps, vermin.
Blue	Earth, evil, lawful, electricity, sonic, water; Illusion (Figment, Glamer), Conjunction (Creation).	Deserts, burrowing, flight, trickery.
Green	Air, acid, evil, lawful, mind-affecting, water; Enchantment (Charm, Compulsion).	Forests, plants, strife, cruelty.
Red	Chaotic, evil, fire; Divination, Enchantment (Compulsion), Evocation.	Mountains, greed, vanity.
White	Chaotic, cold, evil, fear; Transmutation, Evocation, Conjunction (Creation).	Ice, caverns, ferocity, hunger.

Metallic Resonances

Species	Spell Resonance	Subtle Resonance
Brass	Chaotic, fire, good, language-dependent, mind-affecting; Abjuration, Divination, Enchantment (Charm, Compulsion), Transmutation, Conjunction (Summoning)	Deserts, plains, conversation, secrets, knowledge.
Bronze	Electricity, good, lawful, mind-affecting, water; Conjunction (Creation), Divination, Enchantment (Charm, Compulsion), Transmutation.	Bodies of water, curiosity, warfare, animals.
Copper	Acid, chaotic, earth, good; Transmutation, Conjunction (Creation).	Desert, hills, mountains, mischief, humour.
Gold	Fire, good, lawful, light, mind-affecting, water; Divination, Enchantment (Compulsion), Transmutation.	Justice, wisdom, fortune, fate, gems.
Silver	Air, acid, cold, force, good, lawful, mind-affecting; Conjunction (Creation), Enchantment (Compulsion), Transmutation	Mountains, aid, rain, clouds.

than in those of a copper one, as do electricity effects flow better along a blue dragon tooth than in a white dragon eye.

Subtle resonance is harder to define, as there are no hard and fast rules or definitions to describe it. Dragons are part of creation and, as such, correspond to aspects of it. For example, gold dragons are agents of good fortune and wisdom and black dragons are embodiments of corruption and stagnation but there are no specific rules that assign precise bonuses or indicate which spells would benefit from this. The Games Master should approve any use of subtle resonance in dragoncraft according to his judgement.

Masterwork Crafts

Regardless of the source, method of collection or final form, any item made with dragon parts is of masterwork quality. The craftsman does not need to pay the additional 300gp for the masterwork component, as dragon parts are always of exceptional quality – if cured or kept properly. Tools, apparel, jewellery, weapons and armour fashioned from dragon parts always have a beauty of their own and even a simple dragonbone clasp will have something special about it that sets it apart from others made from lesser materials.

Awakening the Material's Properties

Artisans can craft dragon parts into almost anything but working on them 'as is' wastes the incredible magical potential they contain, while enchanting such items also passes up the chance to benefit from the magical resonance of the parts. Dragoncrafters devised a way to maintain the magic of a dragon's body parts long after they were discarded or harvested, so their inherent power actively aids in any of the disciplines of dragoncraft, from easing the process of item creation to making them into ready vessels of magical power.

Note that awakening the materials' properties does not give them any overt magical power, although some pieces of particularly powerful dragons might have magic of their own once their properties have been awakened but this is more the exception than the rule.

Awakening a dragon part's properties involves a simple alchemical ritual. With an Alchemy check (DC 20 - dragon's age category, as older dragons have more magic resonating through their bodies),

the character can awaken a single resonance from among the ones listed above for each dragon species. This process takes a single day and costs 10 gp in materials. The process is not final and the character can awaken other resonances by repeating the ritual. If the Alchemy check fails, that particular resonance cannot be awakened anymore but the character can still awaken the remainder. If the Alchemy check result exceeds the DC by 15 points or more, the material's resonance was awakened with great strength and the item becomes slightly magical by itself, granting a +1 bonus to a roll related with the resonance. For example, a greatly-awakened white dragon scale can give a carrier a +1 bonus to Fortitude saves against cold conditions. The bonus is very specific and the Games Master has final authority on how it manifests itself.

An awakened material looks no different from an inert one but the active resonances play a very big part when using the material in item creation, the crafting of a dragon focus or even as simple material components, as described later in this chapter. Casting a *detect magic* will show the awakened material as having a dim magical aura.

DRAGON MATERIALS

Not a few apprentices dream of wielding a staff made from a dragon's femur, and many fighters picture themselves riding into glory wearing dragonscale armour, especially from a dragon they vanquished themselves. Such fantasising is a healthy exercise in ambition but characters must be prepared to pay the costs and face the consequences that come hand in hand with the great advantages of using dragon materials.

The following is a system to gauge the costs of dragon parts that takes into consideration the dragon's species and inherent power, as the claws of a red wyrm will not fetch the same price as a horn from a black hatchling. The price system can be modified according to the proliferation of dragons in each campaign, raising the cost if they are rare and lowering it if they are more common (and not ruling the world and forbidding the sale of dragon parts, of course). Games Masters could dispense with the pricing in terms of buying and selling the parts of a dragon but calculate it only to consider the advantages it gives to the other disciplines of dragoncraft. This is a gruesome chapter, as it is almost literally going to dissect a dragon for spare parts.



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Market Price

The market price of an inert dragon part is calculated as follows:

Market Price = Dragon's Challenge Rating x Part Size x Component Price

Awakened dragon parts are worth double this amount and it takes some haggling to convince a potential buyer that a part is indeed awakened. A part only needs one resonance awakened for it to be worth double price. Availability is, of course, dependent upon the Games Master and the rarity of dragons in the campaign.

Challenge Rating: Taken directly from the dragon's description in *Core Rulebook III*, as it takes into account its HD, age category and caster level to determine how much magic the part is able to retain.

Part Size: The size of a part is relative to the size of the dragon it was taken from. The size is a number of size categories lower than the dragon's size, with values ranging from 1 (Fine) to 9 (Colossal) and the size for each part is given in their descriptions. Parts can be no smaller than Fine, although some parts can be collected in larger-sized bundles, like a Diminutive sack full of Fine size teeth. The size of

a part not only affects its final price but also the kind of items that can be crafted from it.

Component Price: Listed in each dragon component description, it is the measure of how valuable a certain component is. Components may come from different parts and thus have different total prices, for a finger bone will not be as valuable as a whole leg. Games Masters can increase the price of a component if they judge it may have additional resonance such as, for example, a skull having more resonance, and thus being more valuable, than the entire coil of the beast's bowels.

Size Values	Value
Size Category	Value
Fine	1
Diminutive	2
Tiny	3
Small	4
Medium	5
Large	6
Huge	7
Gargantuan	8
Colossal	9

Dragon Parts Sizes and Prices

Part	Relative Size	Component Price
Whole parts		
Head	-3	1,200 gp
Neck	-2	600 gp
Torso	-1	2,000 gp
Front/Hind Legs (includes paws)	-2 (-3 for a fore or upper limb)	650 gp
Paws (includes claws)	-4	250 gp
Tail	Same size (long)	300 gp
Wings	Same size	100 gp
Raw Components		
Blood	20 hp = 1 pint	Special
Bones	Depends	100 gp (500 gp for a skull)
Hide (collection of usable scales, see <i>Core Rulebook III</i>)	-1 to -4	200 gp
Internal Organs	-2 to -4	300 gp to 1,200 gp
Muscles/Sinews	Depends	200 gp
Specific Components		
Claws	-6	60 gp
Egg, broken	Wyrmling size -2	50 gp
Egg, unhatched	Same size as wyrmling	10,000 gp
Eye	-6	600 gp
Teeth	-6	60 gp
Tongue	-4	300 gp
Ridges/Horns	-3 to -5	60 gp
Scale (single)	-4 to -8	5 gp

Note that the size of a dragon is measured from the nose to the base of its tail, as described in *Core Rulebook III*.

Whole Parts

These are the parts of the dragon taken as a whole; they have little value except as decorative pieces or as sources to extract the raw components below. Many adventurers who lack the knowledge to properly treat, let alone awaken the dragon components usually sell the parts of a slain dragon they can carry in this way.

Head: Nothing confirms a dragonkill better than showing the beast's head to an awe-struck public, and stuffed it makes for one mean wall ornament. If brought quickly to a proper specialist, the head is also the vessel of many useful raw and specific components. The head can be sold as listed only if it is in a fairly good state and not too decayed, otherwise it is considered as a skull.

Component Price: 1,200 gp.

Neck: A dragon's neck is not as useful as other parts of the body, mostly salvageable for the spine, bony ridges, crest and flesh. Some dragons may have the organs for their breath weapon located in the neck but that is wholly under the judgement of the Games Master.

Component Price: 600 gp.

Torso: If a dragonslayer can carry the torso to be dissected, he might as well take the whole beast while he is at it. However, a torso can be sold separately from other parts as it contains not only the powerful musculature that moves the wings and limbs but also the widest patches of dragonhide,

the largest scales, the thickest part of the spine and ridges and last but not least, the internal organs. A torso must be carried off quickly before it decomposes, or it may only be sold as a skeleton with a few bits of flesh hanging from it.

Component Price: 2,000 gp.

Front/Hind Legs: The dragon's extremities are extremely valuable as they contain the strongest and largest bones in a dragon's body, suitable to be made into weapons or even building materials. The muscles and sinews are also very strong.

Component Price: 650 gp.

Paws: The paws of a dragon are nimble and strong. The bones are well suited to craft small magical items from, such as magical jewellery. Buyers who look to purchase a paw and dispense with the rest of the leg are usually after the claws but the wise dragon hunter should sell them separately.

Component Price: 250 gp.

Tail: The tail suffers from much of the same stigma as the neck, except that it has no internal organs apart from the musculature and the skeleton. The muscles are, however, as strong as those from the limbs. Perhaps the most popular application of a dragon's tail is a source for steaks but it is a notion that resource-minded spellcasters find extremely wasteful – not to mention extremely insulting to dragonkind.

Component Price: 300 gp.

Wings: Dragon wings are mainly exploited for their leathery spans, used to craft clothing and sometimes leather armour for a creature one size category smaller than the dragon. The 'fingers' that hold the wings together serve the same purpose as the fingers from the paws.

Component Price: 100 gp.

Raw Components

These are the raw parts of a dragon, found throughout all of its body. To find their relative size, simply determine from which part of the dragon they are taken from, applying the respective size multiplier to find the cost. Blood is an exception and has special rules for determining quantity and price.

Blood: The blood of dragons is said to have powerful properties. In its inert state, it can be used as the component of potions and unguents but, when awakened, it can require very simple castings of



effects such as *bull's strength* or *see invisibility* to enchant a potion. It could also be smeared over any other kind of magic item to imbue it with a portion of the dragon's nature. Bathing in awakened dragon's blood can bestow upon someone a gift of protection against weapons or the dragon's type of breath weapon but be careful that *all* of the body is covered. Dragon blood cost is calculated differently from the rest of dragon components. The base price in gold pieces is Age Category times hit points for inert blood. Multiply by Challenge Rating for awakened blood. 20 hp worth of blood can fill a 1-pint flask, and a dragon killed in combat is considered to have lost a percentage of its blood equal to $1d6+1 \times 10$. Games Masters are free to punish greedy characters that collect spilled blood from the ground by spoiling the whole batch.

Component Price: Total hp x Age Category.

Hide: The most obvious use for dragonhide is the crafting of armour and shields but several worn magical items can be made from dragon scales. To make a suit of armour, use the guidelines found in *Core Rulebook III* to determine the relative size of the scale collection for the type of armour desired.
Component Price: 200 gp.

Bones: Bones have many uses depending on the caster who gets his hands on them and even the kind of bones they are. They can be used as the frame for a magical item, powdered into spell components or ingredients for balms, potions, inks and other minor but not less powerful items. A weaponsmith could craft the bone of a dragon into the haft of a weapon or even fashion it into a weapon itself. Dragon knuckles have been known to serve as scrying and fortune-telling devices, while the bones from the limbs of great wyrms are a much coveted architectural material. Skulls are more expensive than any other bone inside a dragon's body, believed to be the seat of their intelligence and spellcasting power, not to mention that there is only one per dragon (barring magical anomalies, of course).
Component Price: 100 gp, 500 gp for a skull.

Muscle/Sinews: The softer tissue of a dragon's body has more value than its bones, as it decays quickly unless magically treated. Dragon meat is a rare dish few can ever afford to taste and, if awakened and enchanted, could bestow mystical gifts on those who partake from the feast. Construct builders can use a dragon's flesh to create very strong golems, although it could also serve well as an offering to summoned outsiders, particularly to those of evil

inclinations. The sinews and ligaments have proven to be extremely strong and make for very good ropes, cords, belts and similar items. Nothing can escape from a net of dragon sinews, and a bowstring of dragon tendons can surpass the strength capabilities of a mighty bow. Dragon flesh must be cured or kept fresh before it decays, or it becomes worthless.
Component Price: 200 gp.

Internal Organs: The internal organs found in the torso, neck and skull (for the brain) of a dragon vary in size and function, not to mention the prices they accrue. Hearts are perhaps the most coveted of a dragon's internal organs but characters knowledgeable in a dragon's anatomy can also find good use for the liver, lungs and stomach of a dragon. Games Masters should determine if there is any difference or additional quality that a caster can find in a specific organ, depending on the level of knowledge of anatomy found in his campaign and the way he has decided that a dragon's body works (see *The Slayer's Guide to Dragons* for several ideas on this).
Component Price: 300 gp (intestines) to 1,200 gp (heart or brain).

Specific Components

These components are sold apiece, for they are either too valuable or too flexible to be sold in bulk along with the rest. Because it takes a lot of care to remove them from the previous owner's carcass, these individual parts are worth more when someone has already taken the task of doing it, and often are the seat for the dragon's greatest powers.

Claws/Teeth/Ridges/Horns: Referred to by adventurers as the dragon's 'pointy bits', the claws, teeth, bony ridges and horns are ideal for making weapons, although they also see use as charms and ornaments for wizards' staves. The horns are also the best part of a dragon to build blowing horns to summon and/or control dragons, although those from smaller specimens find their way to a fighter's helm all too frequently.
Component Price: 60 gp.

Scales: Dragon scales vary in size according to the part of the body where they are taken from, not to mention the size of the dragon in question. A single scale may be fashioned into amulets or small carvings, or a collection can be used to make armour (see hide as a raw component above). It only takes a

marked as a dragon-friend, a very rare and high honour. This effect does not apply if the user of the item was not awarded with the dragon components personally but the dragon still knows that they were obtained honourably and will not assume the worst about the character who is wielding or wearing the item.

ITEM CREATION

Using dragon parts to create magical items presents the spellcaster with several advantages over using normal, even if masterwork, components. A magic sword *is* going to look more impressive if the handle is made from a dragon's bone and the blade is a honed dragon claw, not to mention that a crystal-encased dragon eye makes for a striking crystal ball.

Apart from earning style points for using dragon parts in item creation, dracomancers possess the knowledge of extracting a little extra from such hard-to-get components. By awakening the inherent properties of the material as described earlier, the spellcaster can enjoy extra benefits that will make item creation less costly, as the dragoncrafter paid dearly in gold or blood for the materials he is using.

Prerequisites

Although dragoncraft allows its practitioners to use dragon parts to cut some corners, they still must know how to craft the items they are using the parts for. This means that the character must possess the appropriate Item Creation feats or he will not be able to work with the dragon parts. Dragon parts can cover for missing caster levels and, with the proper treatment, they could substitute for needed spells. And of course, a very expensive part does replace a large part of the material costs for making the item.

Creating the Item

The first thing to do is to calculate the total price of the item normally, either by reading its entry for pre-made items or using the charts in *Core Rulebook II*. Once all the prerequisites have been determined, it is time to get the dragon part, which can be used as follows:

† Pay for up to half the magic item's creation cost, subtracting this amount from the dragon part's market price. The remaining 'money' can be used later for other prerequisites of the item creation process, as detailed below.

† Buy missing caster levels to meet the item's requirement or reduce the caster level at which an item is created to reduce creation costs.

† Use the component's resonances to replace missing spells.

† Buy XPs instead of sacrificing the caster's own at a rate of 1 XP for every 5 gp.

Any of the above applications are optional. The caster may devote all of the dragon part's market price to cover for caster levels, XPs or creation cost and is not forced to spend a fixed amount in any of the fields.

Material Cost: The first thing to do is apply the dragon part's total market price to pay for the item's material cost. The dragon part's market price can be used to pay for up to half the material costs of making the item, as the other half is spent on other lesser materials, containers, research and other miscellaneous expenses. Remember that for items that do not explicitly state their creation cost, this cost is half of its listed base or market price. You can still opt to pay the full material cost without utilising that of the dragon part, as its price is useful in other areas, as described later.

Caster Level: Items require that the crafter be of a minimum caster level. Sometimes, this is the level required to cast the spell of highest level required to enchant the item but, in the case of enchanted weapons and armour, it is only to judge whether the caster's power is high enough to create a certain enhancement bonus. If he is not, he can utilise the power inherent in the dragon part to make up for missing caster levels. With the remaining 'money' from the part's price after covering for creation costs, the dragoncrafter can 'buy' missing levels at costs listed in the table below. Each missing level must be paid for independently, so that, if a 5th level caster wants to create an item that requires a 7th level caster, he must buy the 6th level in addition to the 7th. These artificial caster levels can be considered when casting a higher level spell from a scroll but do not grant the dragoncrafter the ability to prepare or cast spells of higher level than he is currently capable of. When using a dragon part to enhance his caster level, the dragoncrafter must roll a Caster check (DC = caster level desired +6) to see if he can channel the magical energy through the dragon component and continue with the process of crafting the item. If the check fails, he was unable to use the dragon part in this way and cannot attempt to craft the item until he complies

with the caster level prerequisite or after one month per caster level of difference, whichever comes first.

Caster Level	Cost
Levels	Cost per replaced level
1-5	720 gp
6-10	1,600 gp
11-15	2,600 gp
16-20	3,600 gp

Spells and Feats: A caster must possess the appropriate feat to create a magic item of a given type. There is no way around it as the dragon parts do not confer instant knowledge on how to make a certain item. They can, however, replace spells that the character does not have to hand but is of sufficient level to cast. For this, the dragon component must be awakened properly as described earlier.

A dragon component can replace for free any of the spells corresponding to the dragon’s spell-like abilities, the dragoncrafter only needs to awaken the resonances of the spell. For example, a character wishing to use the *darkness* spell inherent in a black dragon’s bone only needs to awaken the Evocation and darkness resonances from the resonances table. If the spell is not part of the dragon’s spell-like abilities, the dragoncrafter can still use the dragon’s resonance to replace missing spells. The component must still match the desired spell’s school, subschool and all of its descriptors in its awakened resonance, and the caster must sacrifice 25 XP per level of the missing spell. Also, the crafter must be of high enough level in a spellcasting class to cast the spell and cannot use the dragon part to buy missing caster levels or reduce the experience cost for this. Sometimes, it is cheaper just getting the scroll or hiring another spellcaster.

Experience Cost: The last application for dragon parts is one of the most sought-after by seasoned arcane crafters, for they can tap into the dragon’s essence to replace their own when imbuing the item with its power. With the remaining ‘money’ from the part’s market price after covering the creation costs and ‘buying’ caster levels, the dragoncrafter may ‘buy’ a number of XPs to cover the experience cost of making an item, rather than sacrificing his own. The price is 5 gp for every 1 XP bought

Using Resonances

Resonances are more useful if they are not covering for missing spells. For every awakened resonance that corresponds to the kind of effects that the item will contain, add 100 gp to the market price for creating this magical item only.

For example, Khuras the Red, a 6th level wizard, has managed to get his hands on a bone from a juvenile red dragon’s forearm. Red dragon components can contain the following resonances: fear, enhancement, morale, natural armour, and Spell Resistance as for all dragons, and chaotic, evil, fire, Divination, Enchantment (Compulsion) and Evocation for the dragon’s species. As he wishes to use it to create a wand of wall of fire, he awakens the fire resonance. The awakening ritual consists of a single Alchemy check for the fire descriptor, costing 10 gp in materials and with a DC of 16 (20 – 4 for the juvenile age).

The skull is of Tiny size (juvenile red dragons are Large, skulls are –3 size), and is worth 5,500 gp (CR 9 x Size 3 x 100 gp component price, double as it is awakened, add 100 gp for the awakened fire resonance). A wand of fire requires the Craft Wand feat, a caster of level 7th or more, the wall of fire spells and has a market price of 21,000 gp (10,500 gp and 840 XP to create).

Khuras can cover half the creation cost with his red dragon skull but he is more interested in covering for the caster level he is missing, as well as lessening the experience point cost. He is not of sufficient level to cast wall of fire, though he has procured a scroll (which already cost him 700 gp), which he will attempt to cast with a Caster check (DC 8, which is the scroll’s caster level +1, as described in Core Rulebook II), so he is not worried about replacing missing spells with the dragon skull.

He could have paid for half the creation cost with the bone, deducting the 5,250 gp from its market price of 5,500 gp but he still has to cover for other things, so he opts to shell out the full 10,500 gp to make the wand. He must cover for one caster level (7th), which costs 1,600 gp as with all caster levels between 6th and 10th. He deducts the 1,600 gp from the bone’s reservoir, bringing him down to 3,900 gp. He must roll a caster check (DC 13) in order to channel the magical energies through the bone so that he can act like a 7th level caster.



With the remaining ‘money’, Khuras can ‘buy’ 780 XP, which he does gladly. Now he only has to sacrifice 60 points from his own experience.

After the required Caster check to cast wall of fire from a scroll, Khuras crafts the wand from the dragon’s bone, extracting its essence and resonance so he can make a wand for which he lacks a caster level and sacrifices but a fraction of the life essence that the creation ritual asked for. He now has a wand of wall of fire. Note that all the costs are entirely virtual and can only be paid from the essence of the dragon bone, represented in its market price.

DRAGON SPELL FOCI

One of the banes of spellcasting are material components – often expensive or hard to find. At the very least, they are cumbersome to carry. Dragoncrafters are well aware that the bodies of dragons have magic coursing through every scale and, rather than fashioning them into magical items, they create special amulets that resonate strongly with a dragon’s essence. These amulets use the principle of sympathetic magic to provide spellcasters with temporary replacements for material components. Known as a dragon focus, such an amulet can help the caster in situations where he has no access to his material components, or simply save him a lot of hassle, not to mention money, for as long as the focus retains its power.

Crafting a Dragon Focus

Dragon foci are wondrous items, requiring the caster to possess the Craft Wondrous Item feat. He must have the part of a dragon too, which is the essential component of creating a focus. The more expensive the part, the better results the crafter will obtain, for dragon foci use the power of a dragon component to provide the caster with an easy-to-carry replacement for cumbersome material components.

Crafting a dragon focus follows a slightly different process than for other wondrous items, as the caster will leave the effects open, and must also stick by certain restrictions.

He must work with an awakened dragon component, for inert parts yield no benefit at all. It is also beneficial for the caster that all resonances are awakened, even if it will incur in a greater creation

cost it will also broaden the usefulness of the finished dragon focus.

The following is the process to craft a dragon focus:

† Calculate the total market price of the dragon component. Remember to double the price after awakening it, and to add 100 gp resonance that is awakened. For the purpose of creating dragon foci, only chromatic and metallic resonances are counted. General resonances only affect the additional enchantments a dragon focus may contain (see below).

† Determine the number of charges the focus has by dividing the component’s (not the focus’) market price by 25.

† Calculate the base price of a dragon focus by multiplying the maximum spell level the caster is able to cast by his current caster level times the number of awakened resonances in the dragon component. Multiply this by 25 (spell level x caster level x awakened resonances x 25).

† A dragon focus can take any shape and form, from jewellery to clothing and weapons (a staff is a favourite). Even if the component is too large, it can be ground into powder and used to coat the final item that is to be the focus. Add the cost of the item to the final market price.

† As normal, the creation cost is half this price and the caster must sacrifice an amount of experience points equal to 1/25 of the base price. Note that the dragon component *cannot* be used as described in the previous subchapter on item creation, for the crafter wants the component’s essence to remain untouched, rather than squandering it on paying for things he can supply himself. The component *can* be used to pay for half the creation cost but this has no bearing on the rest of the process.

Using a Dragon Focus

Dragon foci are the equivalent of spell completion items. They do not store any spells within themselves nor provide the wielder with additional spells or spell slots. The caster must be holding, wearing, touching or otherwise in contact with the focus in order to call upon its power. Every time he casts a spell, he just concentrates on the focus to replace any material component by spending the focus’ charges.

The caster spends one charge for every level of the spell that is having its material components replaced. Thus, if casting a 4th level spell, the caster spends 4 charges to replace its material components. For components with a listed cost, the spent charges only cover the first 25 gp. If the components' cost exceeds that, the caster must spend additional charges until the cost is covered. One charge is worth 25 gp.

The wielder of a dragon focus can use its ability only for spells belonging to the magic schools awakened as a resonance in the dragon component. Thus, a focus crafted from a white dragon allows its wielder to replace the components of spells from the Evocation, Conjunction and Transmutation schools, so long as their resonances were awakened prior to the focus' crafting. If the spell belongs to a subschool that matches a subschool resonance in the component, the caster may spend one charge less than required.

Also, if the spell matches one of the descriptors in the focus' awakened resonances (such as fire, cold, fear, mind-affecting, etc.), the resulting spell enjoys a +1 bonus to its DC to save against. Bonuses from multiple descriptors do not stack.

Additional Effects

In addition to its usual abilities, a dragon focus can be enchanted with extra effects that correspond to one of the general resonances. The dragoncrafter must do this before he starts creating the focus, and adds the effects' costs to the final base price.

Attunement: Any character may use a dragon focus once its purpose is identified but a dragoncrafter can attune a spell focus to a specific user, so that the

focus only works for him or her. The crafter can designate himself or another person as the focus' true owner. Anyone else trying to activate its component replacement powers must make a Will save (DC 10 + original dragon's CR) or be gripped by an inexplicable fear and drop the focus.

Damage Reduction: The crafter selects one (and only one) of the awakened resonances in the component that correspond to one of the five energy types (acid, cold, electricity, fire or sonic). Whoever wields the focus subtracts 10 points of damage from every attack using that energy type, whether it is magical or normal in nature.

Natural Armour Bonus: Even if the wielder is not a spellcaster, he gains the focus' natural armour bonus. His skin takes a light hue similar to the dragon whose parts were used to craft the focus.

Save bonus: The wielder gets a bonus to all saves against all spells, extraordinary and spell-like abilities from a dragon of the same species as the dragon component.

Spell Focus Feat: The wielder gains the Spell Focus feat for one school resonating within the focus. If the wielder already possesses the Spell Focus feat for that school, his spells have an additional +1 to their DC, instead of +2. The feat for each school must be awakened and paid for separately and, if the component does not resonate with a certain school, the focus cannot have the Spell Focus for that school.

Spell Resistance: Even if the wielder is not a spellcaster, he gains a Spell Resistance rating as long as he is in contact with the focus.

Dragon Focus Additional Effects		
Effect	Resonance	Cost
Attunement	Fear, mind-affecting	16,000 gp
Damage Reduction	Acid, cold, electricity, fire or sonic.	9,600 gp (one energy type only)
Natural armour bonus	Natural armour	Bonus squared x 1,600 gp
Save bonus	Enhancement	Bonus squared x 200 gp
Spell Focus feat	Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Transmutation.	12,800 gp per school
Spell Resistance	Spell Resistance	8,000 gp for every point over SR 12; SR 13 minimum



DRAGON CHARMS

As improbable as it seems, a dragon will sometimes consider a member of a lesser race to be worthy of his attention, or even his friendship. As a show of good will, the dragon removes part of himself and imbues it with power, creating a charm that keeps working for as long as the dragon is alive.

Only dragons may create dragon charms, and then only those with spellcaster levels. Crafting a dragon charm is a way for dragons to forge alliances, give out bribes or even trick the recipient, for not all the enchantments placed upon such items are of a beneficial nature. The dragon is free to remove the power from a charm he created at any time simply by being within 30 feet of the item.

Dragons are weakened by the process of imbuing a charm, suffering 10d6 points of subdual damage to create a basic charm, which is why dragons prefer to do this when they are in good health.

Dragon charms are use-activated magical items, and only the person it was given to can use it; it becomes a simple dragon component in the hands of another. Using a dragon charm as a component for a standard magical item or even as a dragon focus strips it of the power the dragon imbued in it, and the dragon is instantly aware his gift was wasted or stolen *and* wasted (in which case the original owner is perfectly safe from the dragon's wrath).



Except when noted, the owner of a dragon charm may use each of its powers once per day.

Dragon Charm Powers

Every dragon charm has the following effects:

Empathic Link: The dragon has an empathic link with the recipient of his charm regardless of distance. The dragon cannot see through the character's eyes but the two of them can communicate telepathically. The dragon can call on the character at any time but the character can only try to contact the dragon once per day and must succeed at a Will save (DC 15 or the dragon's frightful presence DC, whichever is higher). A character with a higher Scry skill modifier can use that instead of his Will save but the dragon will be a tad annoyed to be scryed upon with one of his gifts.

Energy Protection: The recipient of a dragon charm gains a +2 inherent bonus to saves against energy attacks of the same type as the dragon's breath weapon.

Location: On a successful Scry check (DC 10 + character's HD) the dragon knows exactly where the character is. Often, dragons hide this particular power from the recipient of one of their charms.

Dragonmark: The recipient of the dragon charm is marked as a dragon-friend (or lackey, as the case may be). He enjoys a +2 morale bonus to all Charisma-based checks when dealing with dragons of any species and he is immune to dragons' frightful presence effect.

If he wishes to put more effort into it, a dragon may enchant a charm with any of the following powers:

Extraordinary abilities: The dragon can imbue the item with one of the extraordinary abilities it is capable of using at its age category. Doing so causes an extra 2d6 points of subdual damage to the dragon. The charm's recipient may use the ability once per day for one round per caster level of the dragon.

Spell-like abilities: The dragon can imbue the item with one of its spell-like abilities. It suffers an additional d6 hit points of subdual damage for every spell level of the emulated ability. The charm's recipient may use the ability once per day, cast at the dragon's current caster level.

Blindsight: The dragon imbues the charm with its ability to sense its surroundings without sight. The dragon suffers an extra 2d6 points of subdual damage. The charm's recipient may use the ability once per day for one round per caster level of the dragon, extending to 30 feet around him.

Damage Reduction: The dragon can imbue the charm with the toughness of its hide, granting the recipient a damage reduction rating. It suffers an amount of subdual damage equal to its DR, plus double the enhancement needed to pierce it (thus, bestowing a rating of 10/+1 results in 12 points of subdual damage). The dragon can bestow any rating below its own. The charm's recipient can invoke the damage reduction once per day for one round per age category of the dragon.

Keen Senses: The dragon can grant the charm's recipient with enhanced senses. The dragon suffers an extra 3d6 points of subdual damage. The charm's recipient can see twice as well as normal as long as the charm is in his possession, and may invoke the power of *darkvision* once per day, which works as the spell of the same name cast at the dragon's current caster level.

Protection from Element: The dragon instills his elemental nature into the charm, protecting the wearer from attacks using the same energy type as the dragon's breath weapon. The dragon suffers an extra 3d6 points of subdual damage. The charm's recipient may use the ability once per day, which works as the spell of the same name cast at the dragon's current caster level.

Share Life: This is the most powerful of the powers of dragon charms and is never given lightly. Through the charm, the dragon ties its life with the recipient's so they are almost as one. As long as the recipient holds onto the charm, both he and the dragon are automatically stabilised if their hit points ever drop below 0. If either suffers enough

damage to bring them below -10 they can make a Fortitude save (DC 15) to stay at -9. In addition, they are immune to death by massive damage, enjoy a +5 bonus to saves against death effects and resting heals the other's HD in additional hit points per day. Essentially, so long as the charm is unharmed and in the possession of the recipient, both character and dragon are very hard to kill if the other is alive. The downside is that if one of them *is* killed, the other must make a Fortitude save (DC 5 + dragon's HD for the character, DC 10 + character's level for the dragon) or die instantly. Even if they successfully save, they suffer the consequences of their bond. The character loses a level and the dragon loses 2 HD permanently. The dragon is unaffected if the recipient dies of disease, old age or natural causes. It costs nothing for the dragon to forge this bond; he is putting his life at enough risk.

Spell Resistance: The dragon can extend all or some of his natural Spell Resistance rating to the recipient of the charm. It suffers an amount of subdual damage equal to the SR rating being bestowed, the dragon may imbue any rating between 13 and his own rating. The charm's recipient can invoke the Spell Resistance once per day and enjoys it for one round per dragon's caster level.

Dragon Player Characters

In the off-chance that a Games Master has allowed a dragon Player Character, he needs the Create Wondrous Item feat in order to create a dragon charm. The price for making a basic dragon charm is 11,344 gp and 908 XP, plus 3d6 points of damage as the dragon character tears out a small portion of itself. Dragon charms have no market price, beyond that of a component.

The costs to enchant the charm with additional powers are given in the corresponding table. Divide the cost by 25 and double the result to obtain the XP cost.

Dragon Charm Powers

Power	Cost
Spell-like ability	Spell level x Caster level x 200 gp
Extraordinary ability	1,800 gp
Blindsight	1,600 gp
Damage Reduction	1,280 gp per enhancement bonus required to bypass the reduction, plus damage reduced x 20 gp.
Keen Senses	2,600 gp
Protection vs. Element	2,880 gp
Share Life	6,400 gp
Spell Resistance	1,000 gp for every point over 12, minimum SR 13, maximum the dragon's own SR.



ASCENDANCY - PRIMORDIAL BLOOD

The blood of dragons is a powerful substance that resonates with even greater power when it is allowed to flow. Dragon blood runs deep, and the spark of its magic can awaken even a thousand generations after the seed was planted. While anyone with enough drive and knowledge can learn the other disciplines of dracomancy, the magic of the blood is accessible only to sorcerers or those who can claim a dragon as an ancestor.

Ascendancy is the magical equivalent of heraldry, a discipline of dragon magic that searches within the self for traces of draconic blood that will power abilities. Because of its very nature, it is a restricted field of study, one with very few scholars devoted to it. The few masters who have studied it often pass their knowledge on through oral tradition rather than writing it down, and the few texts that describe how to tap the inner power of draconic heritage discuss it more in philosophical and metaphorical terms than giving precise guidelines.

Anyone may be directly or indirectly descended from a dragon but only those who learn to channel arcane energies can truly enjoy the benefits of such heritage. People without magical training can only hope to gain one or two small gifts, if the blood boils to the surface. In other cases, draconic blood can manifest suddenly and violently, transforming the hapless descendant into a hybrid of his draconic ancestor and his own race. The rules of ascendancy are poorly understood.

DRACONIC BLOODLINES

The power of a dragonkin rarely manifests in the same way twice. While certain descendants of a dragon may only manifest odd skin, hair and eye pigmentation, others become sorcerers or gain another gift from their potent blood.

As stated earlier, any character can discover that he has draconic blood in his veins, and the blood's power may manifest at any point in his life. This

is represented by the Dragon-Blooded feat (see the Draconic Feats chapter), which the character can acquire at any point in his career. In order to explore the secrets of ascendancy, the character must possess this feat or be a sorcerer. Sorcerers cannot choose the Dragon-Blooded feat simply because they already enjoy the benefits of their ancestry: their capacity to work magic.

Whether the character is a sorcerer or has the feat, he is descended from a single, particular dragon, and so the player must choose the species of his ancestor, as this will greatly influence the character if he taps deeper into his bloodline's power. Good characters choose from among the metallic species, while evil ones choose from the chromatic dragons. Neutral characters can take their pick but they will suffer the drawbacks of a good or evil alignment when dealing with dragonkind. In addition, a character's alignment must also be within one step of that of his ancestor. If his alignment opposes the dragon's the character shifts an alignment step closer to his dragon ancestor's when the power of ascendancy awakens; the blood is that strong. Thus, a lawful dragon will spawn lawful or neutral descendants but it will not pass the power of its blood to chaotic ones.

For non-sorcerers, the Dragon-Blooded feat describes the benefit the character gains according to his ancestor's species. Sorcerers' prohibition from gaining the feat is not a disadvantage; they have access to more ascendancy powers than characters from other classes without the need to spend feats, and they have spells to boot. While dragon-blooded wizards and bards can unlock and use more ascendancy powers than non-arcanists, sorcerers still gain the upper hand by the very nature of their spellcasting ability.

ASCENDANCY FEATURES

The children of dragons have their ancestor's power locked inside their heart, and only those aware of their heritage and willing to explore it can release fractions of it. Draconic ascendancy features are a cross between feats and extraordinary, supernatural and spell-like abilities. Characters that meet the prerequisites and pay the cost can awaken and use them freely, although most of them are restricted to those who can channel arcane energy, for that is the only way to ignite the traces of draconic blood that power ascendancy features.

Learning Ascendancy Features

All the following draconic ascendancy features include in their description how to learn them and use them. Learning a feature is called ‘unlocking’, as it already lies dormant in the character’s blood by virtue of his draconic heritage.

To unlock ascendancy features, the character must meet certain prerequisites before paying the cost. A prerequisite common to all features is that the character must either be a sorcerer or have the Dragon-Blooded feat. Some features require that the character be of certain level, as the dormant blood will only awaken in strong individuals. Many features also require that the character is able to cast arcane spells of a certain level, for they require arcane energy to even awaken, let alone be activated. Finally, certain features require that the character already possess a feat from *Core Rulebook I* or this book, or another ascendancy feature. Some features are equivalent to feats, and a character who has either is considered to meet the prerequisite. Each feature indicates what feat it is equivalent to.

If the character meets the prerequisites, he can pay the unlocking cost. Most costs are paid for in experience points, either a fixed amount or a result of the character’s current level. Other costs are expressed in devoted spell slots. Like the mental strain incurred by learning High Draconic, some ascendancy features require arcane energy to remain restrained. The devoted spell slot remains unavailable to the caster as if he had used it for the day. For wizards, this means they cannot prepare spells of the devoted levels; bards and sorcerers cannot use the devoted spells’ slots to cast their spells.

If the caster uses the spell slot he devoted to unlock the ascendancy feature, it goes dormant and the character must pay the cost of unlocking it again.

Using Features

Features are considered extraordinary, supernatural or spell-like ability, and their activation time depends on their

nature and is defined in their description after the method of activation. There are two main methods of activating a feature:

Spell Slots: The character burns a spell slot just as if he were casting a spell. The feature’s description indicates the level of the spell slot that must be sacrificed in this way. Wizards must discard one of their prepared spells of the appropriate level, while sorcerers and bards simply use one of their daily spell slots. If a dragon-blooded cleric has access to the Magic domain, he can use his domain spell to activate an ascendancy feature. Sorcerers can sacrifice a higher level spell slot to activate a feature or a number of lower level slots that add up to the required level but other casters must sacrifice a slot of the right level.

Die Roll: The character is required to succeed at a skill check, ability check or saving throw. The difficulty of these rolls is indicated in the feature’s description. Particularly powerful features require spell slots *and* a die roll.

The feature remains activated for a limited time, although some features can alter this duration.



Appearance

There is no way to hide the use of an ascendancy feature. As the character invokes the power of his blood to activate it, his appearance changes slightly to reflect his lineage. Anatomical features carry their appearance change with them, as the character shifts part of his body to resemble that of a dragon but other features have more subtle, though no less impressive, secondary effects. Eyes may change colour and the pupils become slitted, the tongue may fork, the character may exude an odour corresponding to his ancestral species or a ghostly image of his ancestor may appear behind him, revealing that he has the soul of a dragon. This appearance change is different for each feature and it fades away as its duration comes to an end but some may wish to make the change permanent, to reflect the power of their blood and enjoy its benefits.

Dragons who witness the changes will react depending on their disposition and the species the dragon-blooded character is descended from. The only certainty is that dragons do not remain passive and indifferent at the spectacle of a mortal harnessing the power of their blood, showing by his deeds that he is dragonkin.

UNIVERSAL FEATURES

Draconic Age

You may extend your life and age more slowly.

Unlocking Cost: Current level x 500 XP.

Activation: None.

Duration: Permanent.

Appearance: Exude a faint smell according to species.

When the character unlocks this feature, all the numbers in the Aging Effects table are multiplied by two. That is a dragon-blooded human with the age feature unlocked will reach middle age at 70 years, will become old when he is 106 years old and venerable at 140, with a maximum age of +4d20. This feature may be unlocked several times, each time increasing the factor by which the numbers are multiplied by 1 (x3, then x4, etc.).

Permanent Change

You fix one feature so it becomes permanent.

Prerequisites: Any one feature.

Unlocking Cost: See text.

Activation: Same as base feature.

Duration: Permanent.

Appearance: Same as base feature.

One of the previous features the character has unlocked becomes permanent. Sensory features are always active, anatomical features are irreversible and special features are available at all times. To fix a feature, the character must sacrifice 500 XP plus the same experience cost as the original feature. If the feature has a spell slot unlocking cost, the character pays an additional 500 XP per spell level and the slot is freed for normal use. Sensory and anatomical features become permanently active. Special features are available for use once per day per half the character's level, with no activation cost necessary, although if there is a die roll the character must still succeed at it. Spell-like abilities still require activation as normal.

Natural Shapeshifter

You understand the fluidity of physical forms intimately.

Prerequisites: Any anatomical feature.

Unlocking Cost: Current level x 100 XP.

Activation: Special.

Duration: Permanent.

Appearance: Same as base feature.

The Control Shape (Wis) skill becomes a class skill and the character gains a number of ranks in it equal to his Constitution modifier +1. The player makes a Control Shape check instead of a Constitution check to activate all anatomical and certain special features. In addition, he can gain the Improved Control Shape feat when he gains a feat as a character every three levels.

SENSORY FEATURES

Keen Sight

You see better than other members of your race.

Prerequisites: Wis 12+.

Unlocking Cost: Current level x 250 XP.

Activation: Spot check (DC 15); 1 action.

Duration: 1 hour/character level.

Appearance: Pupils become slitted.

When the character activates this feature, he gains the keen senses of a dragon. He can see four times as well as a human in low light, and twice as well in normal light. This feature is interchangeable with

the Dragon Eyes feat in the Dragon Magic Feats chapter.

Darkvision

You can see perfectly in the dark.

Prerequisites: Wis 15+.

Unlocking Cost: 2nd level spell slot.

Activation: Spot check (DC 15); 1 action.

Duration: 10 minutes/character level.

Appearance: Eyes glow softly with a colour according to ancestor species.

The character gains the ability to see 60 feet even in total darkness. Darkvision is black-and-white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Scent

Your sense of smell is as good as your sight or hearing.

Prerequisites: Wis 15+.

Unlocking Cost: 2nd level spell slot.

Activation: Wisdom check (DC 12); 1 action.

Duration: 1 hour/character level.

Appearance: Small and faint scales of the ancestor's colour grow around the nose.



The character can use the scent special ability as described in *Core Rulebook II*. This feature is interchangeable with the Dragon Nose feat in the Dragon Magic Feats chapter

Keen Hearing

Your sense of hearing is superior to that of others of your race.

Prerequisites: Wis 15+.

Unlocking Cost: Current level x 250 XP.

Activation: Listen check (DC 15); 1 action.

Duration: 1 hour/character level.

Appearance: Leathery frills and soft bony ridges extend a fraction of an inch around the ears resembling those of the ancestor dragon's.

When the character activates this feature, his sense of hearing becomes inhumanly sharp. He gains a +10 racial bonus to all Listen checks and can now perceive sounds beyond his race's normal range. He suffers a -4 racial penalty to saves against sonic attacks. This feature is interchangeable with the Dragon Hearing feat in the Dragon Magic Feats chapter.

Blindsight

You can perceive your surroundings without sight.

Prerequisites: Keen Sight or Darkvision, Scent and Keen Hearing.

Unlocking Cost: Current level x 500 XP; 2nd level spell slot.

Activation: 1st level spell slot; 1 action.

Duration: 1 minute/character level.

Appearance: Combine the appearance changes of Keen Sight/Darkvision, Scent and Hearing.

The character can ascertain creatures by non-visual means (mostly hearing and scent but also by noticing vibrations and other environmental clues) with a range of 30 feet. This ability makes invisibility and darkness (even magical darkness) irrelevant to the character (though it still cannot see ethereal creatures). Blindsight never allows a creature to distinguish colour or visual contrast. A creature cannot read with blindsight but it is not subject to gaze attacks nor is it penalised by blinding attacks. Deafening attacks partially thwart draconic blindsight, reducing it to a range of 15 feet. Blindsight works underwater but not in a vacuum. This feature is interchangeable with the Dragon Senses feat in the Dragon Magic Feats chapter

ANATOMICAL FEATURES

Claws

You grow strong talons at the end of your fingertips.

Prerequisites: Con 12+.

Unlocking Cost: Current level x 100 XP; 1st level spell slot.

Activation: Constitution check (DC 15) or a 1st level spell slot; 1 full round.

Duration: 1 round/character level.

The character gains a claw attack, performed at his normal attack bonus without provoking an attack of opportunity. Damage dealt depends on the character's size, with sizes larger than medium listed in case the character unlocks the *enlarge* feature as well. If the character unlocked the *natural shapeshifter* feature, he can make a Control Shape check instead of a Constitution check and, if he possesses the Improved Control Shape feat, he does not need to roll to activate this feature.

Size	Claw Damage
Small	1d3
Medium	1d4
Large	1d6
Huge	2d8
Gargantuan	2d6
Colossal	2d8

Fangs

Your teeth become pointed and sharp.

Prerequisites: Con 12+.

Unlocking Cost: Current level x 100 XP; 1st level spell slot.

Activation: Constitution check (DC 15) or a 1st level spell slot; 1 full round.

Duration: 1 round/character level.

The character gains a bite attack, performed at his normal attack bonus without provoking an attack of opportunity. Damage dealt depends on the character's size, with sizes larger than medium listed in case the character unlocks the *enlarge* feature as well. If the character unlocked the *natural shapeshifter* feature, he can make a Control Shape check instead of a Constitution check and, if he possesses the Improved Control Shape feat, he does not need to roll to activate this feature.

Size	Bite Damage
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Neck

Your neck lengthens to resemble a dragon's.

Prerequisites: Fangs feature.

Unlocking Cost: Current level x 100 XP.

Activation: Constitution check (DC 15) or a 1st level spell slot; 1 full round.

Duration: 1 minute/character level.

The character's bite attack has a reach that is 5 feet longer than normal. If the character unlocked the *natural shapeshifter* feature, he can make a Control Shape check instead of a Constitution check, and if he possesses the Improved Control Shape feat, he does not need to roll to activate this feature.



Tail

You grow a spiny tail.

Prerequisites: Con 12+

Unlocking Cost: Current level x 100 XP; 1st level spell slot.

Activation: Constitution check (DC 15) or a 1st level spell slot; 1 full round.

Duration: 1 round/character level.

The character gains an additional tail slap attack, performed at -5 to his highest attack bonus without provoking an attack of opportunity. Damage dealt depends on the character's size, with sizes larger than medium listed in case the character unlocks the *enlarge* feature as well. If the character unlocked the natural shapeshifter feature, he can make a Control Shape check instead of a Constitution check and, if he possesses the Improved Control Shape feat, he does not need to roll to activate this feature. In addition, the character gains a +2 inherent bonus to all Balance checks.

Size	Tail Slap Damage
Small	-
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Wings

You grow long, leathery wings.

Prerequisites: Con 12+, Str 13+

Unlocking Cost: Current level x 300 XP; 2nd level spell slot.

Activation: Constitution check (DC 15) or a 2nd level spell slot; 1 full round.

Duration: 1 hour/character level.

The character gains a fly movement rate equal to double his walk speed. His manoeuvrability is average if he is of Medium or Large size and poor if he is Huge or larger. Flying for a long time is the same as walking at a hustle. The character suffers 1 point of subdual damage in the second continuous hour of flying and suffers additional subdual damage equal to double the amount suffered in the previous hour. A winged character suffers a size modifier to AC as if he was one size category larger (-1 for Large, -2 for Huge, -4 for Gargantuan and -8 for Colossal). If the character unlocked the natural shapeshifter feature, he can make a Control Shape check instead of a Constitution check and, if he

possesses the Improved Control Shape feat, he does not need to roll to activate this feature.

Scaly Hide

You grow scales all over your body.

Prerequisites: Con 12+

Unlocking Cost: Current level x 250 XP; 1st level spell slot.

Activation: Constitution check (DC 15) or a 1st level spell slot; 1 full round.

Duration: 1 minute/character level.

Appearance: The scales are the colour of a juvenile dragon of character's draconic ancestor species.

The character gains a +4 natural armour bonus to AC but suffers a -4 penalty to all Charisma-based rolls when dealing with non-reptilian intelligent creatures. If the character unlocked the natural shapeshifter feature, he can make a Control Shape check instead of a Constitution check and, if he possesses the Improved Control Shape feat, he does not need to roll to activate this feature.

Bony Ridges

You grow horns and bony spikes all over your body.

Prerequisites: Scaly Hide.

Unlocking Cost: Current level x 250 XP.

Activation: Constitution check (DC 15) or a 1st level spell slot; 1 full round.

Duration: 1 minute/character level.

Appearance: The horns and ridges follow the pattern of the character's draconic ancestor.

The character's skin erupts with bony ridges along the spine, arms, face and legs. The character gains a +2 circumstance bonus to grapple checks and deals +1d4 damage when grappling. The character deals this damage to an opponent that is pinning him. If the character unlocked the natural shapeshifter feature, he can make a Control Shape check instead of a Constitution check and, if he possesses the Improved Control Shape feat, he does not need to roll to activate this feature.

Ability Increase

You use the power of your blood to increase your physical potential.

Prerequisites: Hidden Strength feat.

Unlocking Cost: Current level x 250 XP; 2nd level spell slot.

Activation: 2nd level spell slot; 1 action.

Duration: 1 round/character level.



ASCENDANCY – PRIMORDIAL BLOOD

Appearance: The character's muscles ripple beneath his skin.

The character chooses one of his physical abilities (Strength, Dexterity or Constitution) and, upon activating this feature, gains a racial bonus to that ability of 1d4+1 points, adding the usual benefits to melee or ranged attack rolls, melee damage rolls, AC and initiative bonuses, temporary hit points, bonuses to Reflex or Fortitude saves and other uses of the ability modifier. If this feature is made permanent by the permanent change feature, the character increases a chosen ability by 2 points. If the character unlocked the natural shapeshifter feature, he can make a Control Shape check instead of a Constitution check and, if he possesses the Improved Control Shape feat, he does not need to roll to activate this feature.

Old Size	New Size	Str	Dex	Con	Natural Armour	AC / Attack
Small	Medium	+4	-2	+2	Same	-1
Medium	Large	+8	-2	+4	+2	-1
Large	Huge	+8	-2	+4	+3	-1
Huge	Gargantuan	+8	Same	+4	+4	-2
Gargantuan	Colossal	+8	Same	+4	+5	-4

bonus until repaired. Of course, the character may remove such items before transforming. He gains all the bonus of his new size according to the table above.

If the character unlocked the natural shapeshifter feature, he can make a Control Shape check instead of a Constitution check and, if he possesses the Improved Control Shape feat, he does not need to roll to activate this feature. He must spend the spell slot, regardless.

Partial Transformation

You use your knowledge of your draconic ancestry to partially transform into a dragon hybrid.

Prerequisites: Any three anatomic or sensory features.

Unlocking Cost: Current level x 500 XP; 3rd level spell slot.

Activation: 2nd level spell slot; 1 full round.

Duration: 1 round/character level.

Appearance: As the base features.

The character can group a combination of up to three unlocked anatomic or sensory features into a single transformation, spending only a 2nd level spell slot to activate all three at the same time. Ability increase and size increase cannot be part of a partial transformation.

Size Increase

You grow in size.

Prerequisites: Con 15+, Hidden Strength feat.

Unlocking Cost: Current level x 500 XP; 3rd level spell slot.

Activation: Constitution check (DC 18) and 2nd level spell slot; 1 full round.

Duration: 1 round/character level.

The character tries to emulate a dragon's great stature, growing to the minimum dimensions of the next size category. Unlike Transmutation magic, the character's equipment does not change size, with clothes ripping into useless rags and armour suffering damage that reduces their effectiveness by -2 armour

SPECIAL FEATURES

Breath Weapon

You can use a breath weapon as your dragon ancestor.

Unlocking Cost: Current level x 500 XP; 3rd level spell slot.

Activation: 2nd level spell slot; 1 action.

Duration: Instantaneous.

The character conjures the ancient power of his dragon blood and spews forth an equivalent of his ancestor's breath weapon. He can use this ability only once per day. Use all rules for dragon breath (see the Dragon entry) except as specified in the table below.

Dragon Species	Breath Weapon	Damage	DC
Black	Line* of acid	6d4	17
Blue	Line of lightning	6d8	18
Green	Cone** of gas	6d6	17
Red	Cone of fire	6d10	19
White	Cone of cold	3d6	16
Brass	Line of fire	3d6	17
Bronze	Line of lightning	6d6	18
Copper	Line of acid	6d4	17
Gold	Cone of fire	6d10	20
Silver	Cone of cold	6d8	18

*A line is always 5 ft. high, 5 ft. wide, and 60 ft. long.
**A cone is always 30 ft. long.

Killi'vaurr was ecstatic. He was not a child anymore and his exposure to his dragon master's magic apparently had some unexpected effect. He had noticed his scales turning scarlet around his chest, which he kept carefully covered and, after a few experiments with his own magic power, he had achieved the unthinkable: he had breathed fire. Master Verrthwynn did not know his student's lineage pointed at a red dragon, and the kobold was certainly not going to tell him.

If this feature is made permanent with the permanent change feature, the character can use the breath weapon three times per day, with no activation cost.

Magical Immunity

You become immune to certain magical effects.

Prerequisites: Iron Will feat.

Unlocking Cost: Current level x 100 XP.

Activation: 2nd level spell slot; 1 action.

Duration: 1 minute/character level.

Appearance: The ghostly aura of a nondescript dragon hovers around the character, this aura has no other effect and is the same size as the character.

The character is immune to sleep and paralysis effects. This feature is always active if it is made permanent with the permanent change feature.

Energy Immunity

You become immune to attacks from an energy type.

Prerequisites: Magical Immunities.

Unlocking Cost: Current level x 250 XP.

Activation: 3rd level spell slot; 1 action.

Duration: 1 minute/character level

Appearance: Same as *magical immunities* but the dragon is the shape and colour of the character's ancestor.

After activating this feature, the character is protected from attacks from the same energy type as his dragon species. He ignores the first 15 points of elemental damage from an attack. The character can activate this feature three times per day if it is made permanent with the permanent change feature.

Dragon Species	Immunity
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold
Brass	Fire
Bronze	Electricity
Copper	Acid
Gold	Fire
Silver	Cold

Frightful Presence

Your presence fills others with awe... or dread.

Prerequisites: Cha 15+.

Unlocking Cost: Current level x 250 XP; 1st level spell slot.

Activation: Intimidation check (special) or 1st level spell slot; 1 action.

Duration: 10 minutes/character level.

Appearance: The character's mien takes on an awe-inspiring or frightening air.

The character conjures the majesty of dragonkind to put others in their place. Creatures within a radius of 30 feet are subject to the effect if they have fewer HD than the character has levels. A potentially affected creature that succeeds at a Will save (DC 10 + 1/2 character's level + Charisma modifier) remains immune to his frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the character's frightful presence and, while this feature is active, the character ignores the frightful presence of dragons.

Spell Resistance

You can resist magic.

Prerequisites: Magical Immunity, caster level 9th.

Unlocking Cost: Current level x 500 XP; 3rd level spell slot.

Activation: Caster check; free action.

Duration: 1 minute/character level.

Appearance: The ghostly image of a roaring dragon of the character's chosen species appears around him.

The character can will the power of his draconic heritage to burst forth and protect him from incoming magic attacks. He must beat his attacker in an opposed caster check to negate the effects of a magical attack if such attack is subject to Spell Resistance. The character is not countering the attack, so it might still affect others if it has more than one target. He can try to resist as many magical attacks in a round as his spellcasting ability modifier (Intelligence for wizards, Wisdom for divine casters



and Charisma for sorcerers and bards). He can only resist 3 attacks plus his spellcasting ability modifier per day but if this feature is made permanent, he can try as many times as he likes. The character must be aware of the incoming attack in order to resist it.

Damage Reduction

Your skin gains the magical resistance of dragonkind

Prerequisites: Scaly Hide, Toughness feat.

Unlocking Cost: Current level x 250 XP; 3rd level spell slot.

Activation: Fortitude save (DC 15 + enhancement bonus needed to pierce the DR); 1 action.

Duration: 1 round/character level.

Appearance: The character grows scales the colour of a juvenile dragon of character's draconic ancestor species.

The character can give his skin the supernatural resistance to damage of all dragons. For the feature's duration, he gains a Damage Reduction rating according to his current level.

Character Level	Damage Reduction
1-5	5/+1
6-10	10/+1
11-15	15/+2
16-20	20/+2

He can only use this feature three times per day, if this feature is made permanent, he can use it once per day per half his character level, whichever is higher.

Spell-like Abilities

You gain the arcane adeptness of your ancestor dragon.

Prerequisites: Arcane caster level sufficient to cast the spell.

Unlocking Cost: Current level x 300 XP.

Activation: Spellcasting; as the spell.

Duration: As the spell.

Appearance: A ghostly image of a dragon appears around the character while he casts the dragon spell.

The character can learn the spell-like abilities of a dragon of his chosen species as if he learned it normally. He adds the spells to his spellbook or repertoire of known spells even if they are not on his class spell list. This spell does not count against the maximum known spells of sorcerers and bards but is an extra spell they learn by virtue of their draconic

heritage. The character learns a dragon's spell-like ability as soon as he is able to cast spells of that level. The character uses the spell-like ability as if he was casting the spell of the same name, using his spell slots or preparing the spell normally. Consult the following table for the different dragon species' spell-like abilities and their spell level equivalents. Most spells are described in *Core Rulebook I*, the spell-like abilities marked with an asterisk (*) are described in *Core Rulebook III* under each dragon's description.

Chromatic Spell-Like Abilities

Species	Spell-Like Ability	Spell Level
Black	Corrupt Water*	1 st
	Darkness	2 nd
	Plant Growth	3 rd
	Insect Plague	5 th
	Charm Reptiles*	8 th
Blue	Ventriloquism	1 st
	Create/Destroy Water*	2 nd
	Hallucinatory Terrain	4 th
	Mirage Arcana	5 th
Green	Veil	7 th
	Plant Growth	3 rd
	Suggestion	4 th
Red	Dominate Person	5 th
	Command Plants	8 th
	Locate Object	2 nd
White	Suggestion	4 th
	Find the Path	6 th
	Discern Location	8 th
	Fog Cloud	2 nd
White	Gust of Wind	3 rd
	Freezing Fog*	4 th
	Wall of Ice	4 th

Metallic Spell-Like Abilities

Species	Spell-Like Ability	Spell Level
Brass	Endure Elements	1 st
	Suggestion	4 th
	Control Winds	5 th
	Summon Djinn*	5 th
	Control Weather	6 th
Bronze	Speak With Animals	2 nd
	Fog Cloud	2 nd
	Detect Thoughts	2 nd
	Create Food and Water	3 rd
	Polymorph Self	4 th
	Control Water	6 th
Bronze	Control Weather	6 th

Copper	Stone Shape	5 th
	Transmute Rock to Mud	5 th
	Transmute Mud to Rock	5 th
	Wall of Stone	5 th
Gold	Move Earth	6 th
	Bless	1 st
	Detect Gems*	1 st
	Luck Bonus*	2 nd
	Polymorph Self	4 th
	Geas/Quest	6 th
	Sunburst	8 th
Silver	Foresight	9 th
	Feather Fall	1 st
	Fog Cloud	2 nd
	Polymorph Self	4 th
	Control Winds	5 th
	Control Weather	6 th
	Reverse Gravity	7 th

Other Abilities

You gain one of the secrets of your ancestor’s species.

Prerequisites: Energy Immunity.

Unlocking Cost: Varies.

Activation: Varies; 1 action.

Duration: 10 minutes/character level.

Appearance: Same as *magical immunities* but the dragon is the shape and colour of the character’s ancestor.

Depending on the species of his dragon ancestor, the character may activate one of the following features:

Cloudwalking (Su): The character can tread on clouds or fog as though on solid ground. The character activates this feature with a Will save (DC 15). Descendants of silver dragons may unlock this ability.

Fire Subtype (Ex): The character gains fire immunity but takes double damage from cold except on a successful save. The character activates this feature with a Fortitude save (DC 15). Descendants of red, brass and gold dragons may unlock this ability.

Icewalking (Ex): This ability works like the *spider climb* spell but the surfaces the character climbs must be icy. The character activates this feature with a Fortitude save (DC 15). Descendants of white dragons may unlock this ability.

Spider Climb (Ex): The character can climb on stone surfaces as though using the *spider climb* spell. The character activates this feature with a Fortitude save (DC 15). Descendants of copper dragons may unlock this ability.

Sound Imitation (Ex): The character can mimic any voice or sound it has heard, anytime it likes. The character activates this feature with a Perform or Bluff check (result becomes listeners’ DC on opposed Listen or Sense Motive checks to detect the ruse). Descendants of blue dragons may unlock this ability.

Water breathing (Ex): The character can breathe underwater and can freely use the breath weapon feature, spells, and other abilities while submerged. The character activates this feature with a Fortitude save (DC 15). Descendants of black, green, bronze and gold dragons may unlock this ability.

Species	Ability	XP Cost	Spell Slot
Black	Water breathing	900 XP	2 nd level
Blue	Sound Imitation	900 XP	1 st level
Green	Water breathing	900 XP	2 nd level
Red	Fire Subtype	1,200 XP	3 rd level
White	Icewalking	300 XP	1 st level
Brass	Fire Subtype	1,200 XP	3 rd level
Bronze	Water breathing	900 XP	2 nd level
Copper	Spider Climb	450 XP	1 st level
Gold	Water breathing	900 XP	2 nd level
Silver	Cloudwalking	900 XP	3 rd level

ASCENDANCY TEMPLATES

Dragon-blooded characters can acquire such a deep knowledge of the relationship between their blood and that of a true dragon that they abandon the barriers imposed by their race of birth. These masters of draconic ascendancy boast a much greater control over their heritage than other dragon-blooded.

Once a character has spent enough experience on ascendancy features, he may aspire to become a different sort of creature, something neither dragon nor of his original race but a creature sharing the best of both heritages. Ascendancy templates are just like other creature templates, marking the base creature as one whose heart throbs strongly at the beat of a dragon’s.



ASCENDANCY – PRIMORDIAL BLOOD

Template	Prerequisite features	XP Cost
Dragon Aspected	Draconic Age, any one sensory feature, Ability Increase, any one special feature except Breath Weapon and Spell-Like Ability.	Current level x 1,000 XP
Dragonchild	All sensory features, one of which must be in <i>permanent change</i> . Scaly Hide; Magical Immunity, Energy Immunity, Frightful Presence.	Current level x 1,000 XP
Half-dragon	Keen Sight, Darkvision, Scaly Hide, Claws, Fangs, Wings, Ability Increase (one for Strength must be permanent with <i>permanent change</i> , one open for normal use), Constitution, Intelligence, Charisma), Breath Weapon, Magic Immunity, Energy Immunity,	Current level x 2,000 XP

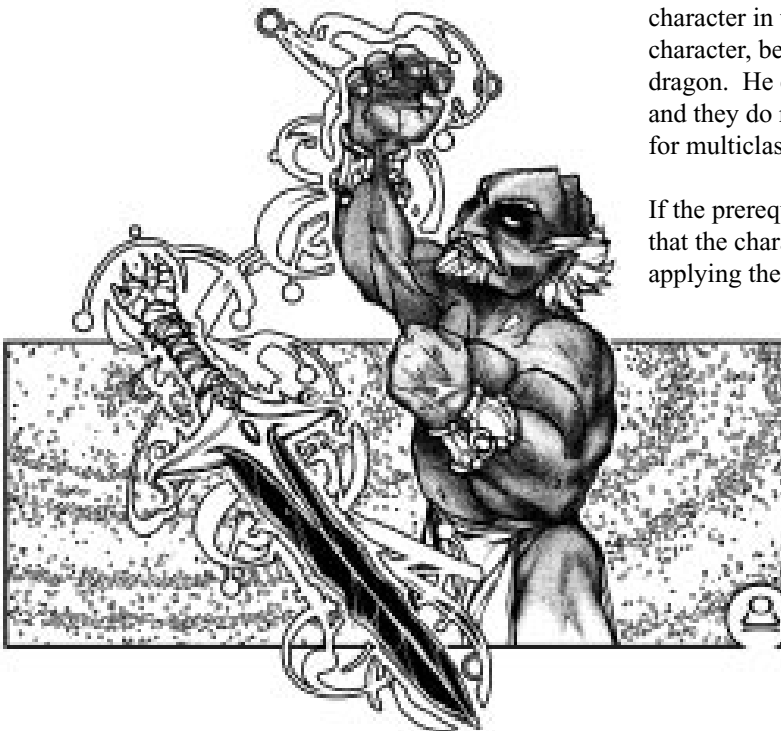
The Games Master may use any of these templates for encounters but players may also aspire to use them for their characters. To gain an ascendancy template, the character must have unlocked a certain number of ascendancy features already and enact a ritual that will lock them in place and grant their advantages as if he was born using them.

Each template has different prerequisites but all of them have an experience point cost. In order to gain a template, the character must sacrifice a number of XP equal to his current level multiplied by the template's Challenge Rating increase (if the

CR remains the same, he halves his current level by rounding down), multiplied by 1,000 XP. He cannot spend so much experience that he loses a level but for the purpose of gaining a template, he can forego gaining levels even if he has enough experience to gain them, until he has enough XPs to pay for the template. In this way, a 6th level sorcerer wishing to become a half-dragon must save 12,000 XPs, which is almost enough to take him to 8th level but, instead of doing so, he saves those points to change himself into a half-dragon.

Once the template is applied, the character's level is altered. He adds the template's CR increase to his own level to get his total character level. The character in the example becomes an 8th level character, being a 6th level sorcerer / 2nd level half-dragon. He cannot 'gain' more levels in the template and they do not count when figuring out XP penalties for multiclassing, just as if they were a prestige class.

If the prerequisite ascendancy features required that the character devote spell slots to unlock them, applying the template frees them, as those features are now an intrinsic part of what the character is and no longer need the arcane energy to sustain them. The character can use those spell slots available again. Once the character applies an ascendancy template, he can never apply a second one. If he is willing, a *wish* or *miracle* can remove the template but he also loses the ascendancy features he had previously unlocked that are part of the template's prerequisites.



Dragon Aspected

The dragon aspected are usually spellcasters who only explore the tip of their draconic heritage but they have been known to be born in communities standing where dragons were once active. They share some of the dragon's superior senses and their blood is strong enough to grant them one of their ancestor's special abilities but no more.

'Dragon aspected' is a template that can be added to any corporeal creature (referred to hereafter as the 'base creature'). The creature's type remains the same. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase by one die type, to a maximum of d12. If the base creature has more than one die type as a result of multiclassing, use the class or type with the highest levels or HD. Whenever the creature gains additional levels or HD for that class or creature type, use the dragon-enhanced die type to roll for hit points. Use the normal die types for all other classes.

Special Qualities: Dragon aspected creatures can have one sense inherited from their draconic ancestor. Choose one or roll from the following table (see the descriptions in the first part of this chapter).

d20	Quality
1-6	Keen Sight
7-12	Darkvision
13-16	Scent
17-19	Keen Hearing
20	Blindsight.

In addition, the creature can possess a special gift from his draconic forefather. Choose one or roll from the following table (see the descriptions in the first part of this chapter).

d20	Quality
1-4	Magical Immunity
5-8	Energy Immunity
9-13	Frightful Presence
14-16	Spell Resistance
17-18	Damage Reduction
19-20	Other Ability

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Str +1d4+1.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Dragonchild

Mothers in lands where dragons once roamed fear that their children might be born with the 'dragon's curse', children who bear the mark of the dragon on their body. Some of these children are killed the moment they are born but others live on to explore the potential of their bloodline. Spellcasters see this as a form that gives many of a dragon's abilities without the usually alien appearance of the half-dragons. Dragonchildren look like members of their parent race but have a dragon's eyes and skin, plus an air of mystery and wonder about them.

'Dragonchild' is a template that can be added to any corporeal creature (referred to hereafter as the 'base creature'). The creature's type becomes 'monstrous humanoid' if the base creature is a humanoid, 'magical beast' if the base creature is an animal or a beast, or otherwise retains its type. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase by one die type, to a maximum of d12. If the base creature has more than one die type as a result of multiclassing, use the class or type with the highest levels or HD. Whenever the creature gains additional levels or HD for that class or creature type, use the dragon-enhanced die type to roll for hit points. Use the normal die types for all other classes.

AC: Natural armour improves by +4.

Special Qualities: A dragonchild has all the special qualities of the base creature, plus low-light vision and darkvision with a range of 60 feet. Dragonchildren are immune to sleep and paralysis effects, and have additional immunities based on their dragon species.



Dragon Species	Immunity
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold
Brass	Fire
Bronze	Electricity
Copper	Acid
Gold	Fire
Silver	Cold

Frightful Presence (Ex): Creatures within a radius of 30 feet are subject to the effect if they have fewer HD than the creature has levels or HD. A potentially affected creature that succeeds at a Will save (DC 10 + 1/2 creature's level or HD + Charisma modifier) remains immune to his frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons and other dragonchildren ignore the creature's frightful

presence and it ignores the frightful presence of dragons as well.

Saves: Same as the base creature.

Abilities: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Half-dragon

This template is the same as the one detailed in *Core Rulebook III*.



DRAGON MASTERY

The title of ‘dragon master’ is misleading in a sense. Dracomancers aspire and work towards mastering their craft and subject of study but they know that calling themselves such is sure to anger the dragons they seek to strike deals with. However, a wizard with a small dragon’s skull atop his staff who can make magic with a single word does tend to attract the name. However, the discipline of dragon mastery is not a path any spellcaster takes lightly, not even those who have advanced understanding of the dragon’s language, their magical nature or even the potency of their blood. To touch the mind of a dragon is to invite madness or worse, for it was made to understand the elemental nature of the world and wield magic with natural ease. Those who succeed are rewarded with the enviable ability to deal with dragons almost on their own terms.

DRAGON MASTER PRESTIGE CLASS

Dragon masters are spellcasters who dedicate mind and soul to the study of dragons. They already have explored some of the disciplines of dragon magic and feel ready to tackle the next hurdle: the dragons themselves.

As a dracomancer deepens his knowledge and mastery of his own craft, he begins understanding the relationship between the magic he works and its true practitioners. Using language and resonance as a springboard, he starts to grasp the vastness of the draconic mindset and discovers that such comprehension is a kind of magic in and of itself. Soon enough, his mind begins to twist and turn to become used to the weight of draconic thoughts, finding that working dragon magic becomes easier and, if he has the chance, discovering that he can not only relate to dragons, he can also earn their respect.

Hit Die: d4.

Requirements

To qualify to become a dragon master, a character must fulfil all the following criteria:

‘There is definitely a dragon nearby.’ Caros said. ‘His lair is probably over to the east, taking the long path along the river but that way is probably trapped. It is a green dragon... you will need some protection against acid if you want to face it.’

‘Way ahead of you, dragon master Tiral.’ The party’s wizard patted his scroll case as he spoke to the scholar, who had come with them so far. He had refused to come at first but he buckled under the promise of a cask full of the dragon’s blood and his choice of bones. He had even brought his wife.

‘I would rather not have you call me that so close to a dragon’s lair.’ The scholar chuckled. ‘They do not take well to a human being called their master.’

‘These are kobold lands’, the woman interrupted. ‘Three clans at least as close as a two-day walk.’

‘So?’ Costicar tightened the straps of his armour. ‘We can deal with kobolds easy enough.’

‘We would rather not’, Tiral’s wife continued. ‘An encounter would weaken you, and you need all your resources to fight the dragon.’

‘You are not coming with us?’ One of the other fighters asked.

‘Hell, no’, Caros chuckled again. ‘I only promised to take you to the lair. The dragon components are payment from my service and my advice. So far, we have kept our side of the bargain. We will wait here for your signal that you have dealt with the dragon.’



DRAGON MASTERY

Ability: Int 15+, Cha 15+.

Skill: Knowledge (arcana) 10 ranks, Speak High Draconic 3 ranks.

Feats: Iron Will.

Spells: Must be able to cast 3rd level arcane spells.

Language: Draconic.

Special: Must have a basic understanding of some of the dracomancy disciplines. He must have either 3 ranks in Speak High Draconic, crafted a magic item with a dragon component or unlocked a draconic ascendancy feature.

Class Skills

The dragon master's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Dragon masters are only proficient with the dagger, quarterstaff and crossbow. They are not proficient with any kind of armour nor with shields.

Spells per Day: At every odd level, the dragon master gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with level advancement (hit points, feats, special abilities, etc.) beyond an effective level of spellcasting. If the character had more than one spellcasting class before becoming a dragon master, he must decide to which class he adds the new level for purposes of determining spells per day.

Dracomancy Focus: The dragon master gains a more intuitive understanding of dragon magic as his mind adapts to draconic knowledge. At 1st and 6th level, the character can choose one of the following benefits:

- † Gain a +2 inherent bonus to all Speak High Draconic checks.
- † The market price increase of an awakened resonance in a dragon component is 200 gp instead of 100 gp.
- † Unlocking an ascendancy feature costs 80% less in experience points or a spell slot of one lower level, at the character's choice.

Sense Dragon (Ex): The character understands the ways and mannerisms of dragonkind. When he encounters a dragon *polymorphed* into any kind of form, he can roll a Sense Motive check (DC 10 + dragon's age category) to recognise the creature as what it really is.

Find Dragon (Su): By spending a full day studying the countryside and the flow of magic energies, the dragon master can detect the presence of a dragon within one mile per character level. This power only informs of general direction but cannot pinpoint the creature's exact location. The character can roll a Knowledge (arcana) check



The Dragon Master

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spell per Day
1	+0	+0	+0	+2	Dracomancy Focus, Sense Dragon	+1 level of existing class
2	+1	+0	+0	+3		
3	+1	+1	+1	+3	Find Dragon	+1 level of existing class
4	+2	+1	+1	+4	Resist Draconic Presence	
5	+2	+1	+1	+4		+1 level of existing class
6	+3	+2	+2	+5	Dracomancy Focus, Dragonpact	
7	+3	+2	+2	+5	Dragon Protection	+1 level of existing class
8	+4	+2	+2	+6		
9	+4	+3	+3	+6	<i>Summon Dragon</i>	+1 level of existing class
10	+5	+3	+3	+7	Dragonmind	

(DC 10 + dragon’s age category) to determine the dragon’s species and age.

Resist Draconic Presence (Ex): The character is so used to dealing with the power of dragons that he is no longer affected by their frightful presence ability, nor that of other dragonkin.

Dragonpact (Su): The dragon master has acquired a unique aura of power and understanding. Whenever encountering a dragon for the first time, he may roll a Caster check, with the result becoming the dragon’s DC in a Will save. If the dragon fails, he cannot attack the dragon master as he intones the ancient words of greeting between dragons and, although he is not forced in any way to stay, it is usually customary to engage in conversation. If the dragon master or anyone in his party offends or attacks the dragon, he is freed from draconic protocol and may attack freely. In addition, the dragon master gains a +3 morale bonus on Diplomacy checks when dealing with dragons.

This ability only works on dragons whose age category is equal or lower than the caster’s highest arcane spell level +3. Thus an 8th level wizard/3rd level dragon master can cast 6th level spells, and can affect dragons of age category 9 (very old) and younger.

Dragon Protection (Ex): The character has studied dragons’ powers so thoroughly that he can resist them more easily. The dragon master gains a +2 morale bonus to all saves against a dragon’s attacks, including its breath weapon, spells and spell-like abilities.

Summon Dragon (Sp): The character gains the ability to summon one of the dragons from the Dragon Rulers’ courts. This ability works as a *summon monster* spell. The dragon master summons a celestial or fiendish version of a dragon, who serves the character for 1 round per caster level. The character must spend a spell slot of a level equal or higher than the total CR of the celestial or fiendish dragon. He can use this ability only once per day.

Dragonmind (Su): The dragon master’s mind begins working like a dragon’s. He no longer suffers from the mental strain of High Draconic and can sustain ascendancy features naturally, this freeing all devoted spell slots required to maintain the ranks in the language and unlock the features. He can now create dragon charms using parts of other dragons, or using his own if he can transform into a dragon of the appropriate types. Dragons sense this change and treat him as one of their own.

‘Do you think they will make it?’ Mieve asked her husband as she set up camp. She trusted their combined arcane mastery to protect them from wandering kobolds, plus she was good with a sword as well. She was worried about the would-be dragonslayers they had guided and pointed to the lair.

‘No.’ The scholar said. ‘And I did tell them. Besides... something is not right. The signals have been too clear. Too obvious.’



DRAGON MAGIC FEATS

Working magic as dragons do carries its own set of skills and knowledge. The following feats complement many of the abilities presented in this book, and may be purchased by any character who fulfils the prerequisites.

Analytic Caster (General)

Your mind is a powerful tool when analysing the power of magical defences.

Prerequisite: Int 17+, Spell Penetration.

Benefit: When attempting to counter or dispel a magical effect or attempting to penetrate a target's Spell Resistance, the character can add his Intelligence modifier to his Caster check.

Normal: A Caster check is 1d20 plus the character's caster level only.

Compelling Caster (General)

Your will and inspiration are strong enough to overcome magical defences.

Prerequisite: Cha 17+, Spell Penetration.

Benefit: When attempting to counter or dispel a magical effect or attempting to penetrate a target's Spell Resistance, the character can add his Charisma modifier to his caster check.

Normal: A caster check is a d20 plus the character's caster level only.

Dragon-Blooded (General)

You are descended from a dragon, and the power of your blood has awakened.

Benefit: The character must choose the dragon subspecies he is descended from. Depending on his choice, he gains one of the following benefits as a racial bonus.

Species	Racial Bonus
Black	+2 save vs. poison and disease
Blue	+2 save vs. Illusion magic and effects
Green	+2 save vs. Enchantment magic and effects
Red	+2 save vs. fire attacks and effects
White	+2 save vs. cold attacks and effects
Brass	+2 save vs. fire attacks and effects
Bronze	+2 to Handle Animal and Animal Empathy (can use untrained) checks
Copper	+3 to Climb checks
Gold	+1 to all saving throws
Silver	+2 to Jump and Balance checks

Special: Reptilian races add +1 to all bonuses.

Dragonblood Component (Metamagic)

You use the power of your blood instead of using material components.

Prerequisite: Dragon-Blooded, ability to cast arcane spells.

Benefit: When casting a spell, the character sacrifices part of his own life to power a spell without the use of material components. Spells whose material components have negligible cost inflict 1 point of damage per spell level when cast without material components. Spells whose components have a listed cost inflict damage equal to 1/25 the cost in gold pieces of the material. Spells with a focus component inflict 3 points of damage per spell level.

Normal: An arcane spellcaster needs material components to cast his spells.

Special: Under the Games Master's judgement, sorcerers may take this feat without taking the Dragon-Blooded feat as a prerequisite. Sorcerers with an unlocked ascendancy feature are definitely of dragon blood, and do not need the prerequisite feat to gain this one.

The adventurers were as surprised at their victory as the dragon himself was during his last seconds of life. He had claimed the lives of three of the upstart humans but not before they had inflicted great amounts of damage.

Killi'vaurr cackled with glee when he saw the look on his former master's eyes when he finally saw the origin of the warrior's unusual strength and the dispelling of his own magic. The little kobold apprentice had contributed to his master's death, unnoticed by everybody. With a wicked grin in his reptilian lips he used the knowledge he had acquired in his long years literally under the dragon's wing. With just one word he dispelled all the magical protections that the adventurers had cast on themselves.

Dragon Eyes (General)

Your eyes can see as well as those of a dragon.

Prerequisite: Wis 12+, Dragon-Blooded.

Benefit: The character can see four times as well as a human in low light, and twice as well in normal light.

Dragon Hearing (General)

Your sense of hearing becomes inhumanly sharp.

Prerequisite: Wis 12+, Dragon-Blooded.

Benefit: The character gains a +10 racial bonus to all Listen checks and can now perceive sounds beyond his race's normal range. He suffers a -4 racial penalty to saves against sonic attacks.

Special: This feat is interchangeable with the Keen Hearing feature in the Ascendancy chapter.

Dragon Nose (General)

Your sense of smell is almost reptilian in its sensitivity.

Prerequisite: Wis 12+, Dragon-Blooded.

Benefit: The character can use the scent special ability as described in *Core Rulebook II*.

Dragon Senses (General)

Your draconic blood expresses itself in your sharp senses.

Prerequisite: Wis 12+, Dragon-Blooded, Dragon Nose, Dragon Hearing.

Benefit: The character can ascertain creatures by non-visual means (mostly hearing and scent but also by noticing vibration and other environmental clues) with a range of 30 feet, equivalent to the blindsight ability.

Hidden Strength (General)

You keep your physical attributes while in an alternate form.

Prerequisite: Great Fortitude or Dragon-Blooded or Improved Control Shape.

Benefit: When the character transforms into an alternate form that is weaker than his natural form,

he keeps a Strength and a Dexterity score equal or lower than his originals. The character chooses what score he wants to have in his alternate form, provided that it does not exceed his original score. Creatures with more than one 'natural' form such as lycanthropes, can choose their Strength or Dexterity score from among all their forms. If transformed against his will, like with a *polymorph other* spell, the character can make a second Fortitude save (DC 15) to choose his Strength and Dexterity scores from those of his new and his original form, plus he gets to keep his mental scores (Intelligence, Wisdom and Charisma) if the new form's are lower.

Normal: Polymorphed creatures assume the physical ability scores of the new form, regardless if it is better or worse. Creatures polymorphed against their will may lose their mental scores and forget their original identity.

Special: Dragons and half-dragons can get this feat without fulfilling the prerequisites.

Insightful Caster (General)

Your great intuition helps you to overpower magical defences.

Prerequisite: Wis 17+, Spell Penetration.

Benefit: When attempting to counter or dispel a magical effect or attempting to penetrate a target's Spell Resistance, the character can add his Wisdom modifier to his Caster check.

Normal: A Caster check is 1d20 plus the character's caster level only.

Restrain Spell (Metamagic)

You can make your combat spells have non-lethal effects.

Prerequisite: 8 ranks in Spellcraft.

Benefit: The character can make any of his spells that deal hit point damage deal subdual damage instead. A restrained spell uses up a spell slot one level higher than the spell's actual level.

Costicar did not have time to react at the feeling of weakness that overwhelmed him. He was bleeding profusely from the wounds the dragon had inflicted and could not warn Meragu of the little figure that jumped from behind a rock. He had no time to react either, as Meragu was engulfed in flames. He was about to strike down the new threat when it turned around, and the fire found him too. He was half-way dead after the battle with the dragon. The fire pushed him all the way.



DRAGON MAGIC FEATS

Strafing Breath (General)

You can cover a larger area with your breath weapon.

Prerequisite: A breath weapon.

Benefit: The creature rotates his head as he uses his breath weapon targeting more creatures with it. It starts with the furthestmost target and, for every additional target outside the breath weapon's normal effect it wants to hit, all targets enjoy a +2 dodge bonus to their saving throws. The creature decides how many additional creatures it wants to target, and the targets cannot be outside a 180° arc in front of him.

Normal: Breath weapons are rays or cones with a specific area of effect.

Strafing Cone/Ray (Metamagic)

You can cover a larger area with your cone and ray spells.

Benefit: The caster turns his hands as he releases a ray or cone spell, targeting more creatures with it. It starts with the furthestmost target and, for every additional target outside the ray or cone's normal effect he wants to hit, all targets enjoy a +2 dodge bonus to their saving throws. The caster decides how many additional creatures he wants to target, and the targets cannot be outside a 180° arc in front of him. A strafing spell uses up a spell slot one level higher than the spell's actual level.

Normal: Rays and cones have a specific area of effect.



HELP FOR GAMES MASTERS

Dragons are a staple of fantasy gaming, and it is a rare campaign that does not feature them in some form or another. Dragons are big and in every way scary, and any character who messes with them should get everything they were looking for. While other books deal with dragons in and of themselves, this book presents several alternatives to spellcasters based on the ways dragons do their magic.

This book does make a few assumptions about the world where this kind of magic works and, although most of them are based on the text in the *Core Rulebooks*, there are campaigns where they may not be totally compatible – at least thematically.

DRAGON MAGIC IN A DRAGONLESS WORLD

Dragon magic works best in worlds where dragons are a very real force. If dragons are not an integral part of your campaign, you can still use the options presented here. You can turn High Draconic into the language of magic in your world, as its effects are focused on the *system* of spellcasting. The effect of such language on a mortal's mind can be attributed to several things, from the overly obtuse way in which the language is built to being the tongue of dark elder gods whose mere name is enough to drive a puny mortal mind insane.

Where problems really arise is in the Dragoncraft chapter. In a world without dragons, there can be no dragon components. If this is the case, or if your world's dragons are definitely not keen on being organ donors, you can still adapt the system for different sorts of magical components. The whole idea behind dragoncraft is that there is a way to take advantage from the magical resonances of certain materials. It is a principle of alchemy, so you can still assign magical attributes to other materials and use them instead of using dragon parts to power easier item creation or creating spellcasting foci.

Ascendancy presents its own problems, since it also assumes that the rumour of sorcerers having dragon blood is true. Sorcerers who decided that they are not dragon-descended should be able to gain the Dragon-Blooded feat like everybody else but they are a very, very limited class already. While the ascendancy option is harder to adapt to other sources of magic power, it is not impossible. The different ascendancy features are modelled after dragon's abilities but you can as easily break down the description of a demon and use these rules to create demonic ascendancy features, or even celestial. Ascendancy is simply about what happens when the supernatural does the hanky-panky with the normal races, and how that kind of heritage does tend to pass on in unexpected ways. After all, according to some versions of the Arthurian legends Merlin *was* the child of a demon.

DRAGONS AND DRAGON MAGIC

The first question to ask when looking at the very neat advantages of dragon magic is that if it is so powerful, how come dragons are not using it? The simple answer is: they are. Remember that dragons make absolutely no effort to learn magic, as it comes naturally to them. If you want your dragons to be actually interested in learning magic, they have several options available to make the life of hoard-raiders and would-be dragonslayers a waking nightmare.

Dragons wishing to use the advantages of dragon magic are better served having levels in a spellcasting class besides their natural talent. Not only will they have more spells, skills and feats to power the dracomancy options but you can use the added resources to foil players who think a juvenile black dragon is not going to *fireball* their buttocks off in his new lair. *The Slayer's Guide to Dragons* has more advice on how to give class levels to dragons, including spellcasting levels.

Dragons and High Draconic

Dragons that have a caster level because of their age should be considered as having learned High Draconic already. It does not make much sense to have dragons spend skill points learning their own language, especially as they have lived several decades by the time they start casting spells as a



sorcerer. Their natural caster level represents the ease with which dragons use magic. Also, the Speak High Draconic skill is always a class skill for dragons.

Metamagic verbalization is particularly useful to dragons, who not only have the usual collection of feats to choose from, they also have their own dragon feats, and only the most dedicated students of magic will get many metamagic feats. To be fair, dragons will not be as prone to mispronounce their own language as the lesser races. The effect of the dragon failing his Speak High Draconic check should be that it only loses the spell with no chance of backfire.

Dragons can learn Words of Power the same way as any other character. They can devote learned spells from both their natural sorcerer level as well as from any other spellcasting class. Dragons with divine caster levels can forego two slots from their divine spells per day table in exchange for one known Word. Otherwise, they are the only divine casters who can learn Draconic Words of Power. Dragonsongs are only available to draconic bards, and they cannot choose the dragonsong from their own species as they get those abilities already.

Dragons and Dragoncraft

Dragon charms are the only natural way in which dragons engage in dragoncraft but certain truly evil dragons may slaughter their brethren to fabricate magical items. Needless to say, such cannibalizing wyrms are shunned by the rest of dragonkind, even those of their own species. They might even be hunted down, with dragons enlisting the help of allies or servants from other species in order to bring the draconic dragoncrafter to justice. Dragon foci are useless to dragons, as they cast spells without needing to bother with unpriced components, and they can easily garner more costly materials from their hoards.

Dragons and Ascendancy

There are no benefits that dragons can muster from this chapter, as it exploits the remnants of dragon blood in a character's legacy. Dragons have all the features for free already.

HUMANOID DRACOMANCERS

The core races are not the only ones who can study the secrets of dragon magic, and ascendancy is a discipline more likely to be found outside the ranks of humans, elves, dwarves, gnomes, halflings, half-elves and half-orcs. Kobolds can prove to be exceptionally adept dracomancers, because of their penchant for sorcery and because they speak Draconic from birth; a native speaker would have an easier time learning the high form of the dragon's language. Kobolds and other reptilian races can be considered dragon-blooded already, though Games Masters could decide this is instead a mark of great prestige among their tribes and clans.

GAME BALANCE

Acquiring the abilities of dragons is not as unbalancing as it may seem. There are very high costs and risks involved in using many of the options in this book. These costs make the acquiring of skills and abilities a matter of careful choosing. For the powers requiring experience, buying many will definitely set the character back from his normal level progression, as many are relative to his current level rather than having a fixed cost. Getting these abilities is akin to buying class features one at a time. A character who spends his experience in dracomancy abilities will have more powers than one who does not but the other character will be of higher levels, while the dracomancer still needs to power and activate his abilities effectively.

Balancing dragoncraft is a matter of in-game balance. Dragon components do give many advantages but the *real* problem consists on getting them. Killing a dragon should not be an easy feat, and you could replace the dragon's body for an equivalent part of his hoard, so that characters who really want that money should know how to keep their assets... fresh.

The chieftain of the Half-Moon Fang kobold clan was uneasy. His explorers had warned him that something was coming to the caves from the direction of the green dragon's lair but that it was neither a dragon nor a party from the human king's army. They just had not seen it, and it had evaded detection and capture as if it knew the layout of the clan's traps in the forest.

A few years ago he had the clan's shaman killed, accusing him of betraying the clan to some outsiders when the real reason was that he began spouting some nonsense about a 'chosen one' coming to lead all kobolds to victory. He scoffed and peered at the sun coming through the trees in its last throes before it sank below the horizon.

'Find anything interesting, chief?' A voice from the forest startled him. 'I suppose you are waiting for the intruder into clan lands.'

'Guards!' The small reptilian called as it drew its bone dagger, taking a couple of steps backwards.

'They are all dead.' The voice informed him politely. The chieftain knew that the voice was another kobold but its accent was strange. Only once had he heard his language spoken with such... finality. The owner of the voice did not let him ponder much longer, as it emerged from the foliage. A kobold all right, young too and it bore the markings of the Half-Moon Fang but the chieftain did not recognize him.

'Hold.' The stranger said with an unusually deep voice, and the chieftain found that he could no longer move. 'Fear.' The other went on.

The leader of the clan began shaking, his teeth rattling in his skull but he was unable to escape.

'You should see yourself now.' The strange kobold approached disdainfully. 'Unfit to lead, trembling at the sight of a youngling, eh?' Ah, I will answer the question in your mind... I am Killi'vaurr, whom you gave to the green dragon Verrthwynn under our shaman's advice. Guess what? You are not rid of me.'

'D-dragon?' The chieftain's eyes looked nervously at the first stars of the night.

'Hee, hee...' The kobold sorcerer giggled. 'Do not worry about Verrthwynn. He is dead. He taught me just enough for me to see the path ahead. I had some adventurers find his lair and kill him, and then I killed them while they recovered from their wounds. Do you know why your explorers did not report anything about my coming? I bought them with the dragon's gold, and they now work for me, the same as the Cleaved Horn clan and Hurwatt's orcs upriver.'

'What do you want...? I give it to you! You take it!'

Killi'vaurr grunted. Had he really spoken like that once? Now he understood why Master Verrthwynn was so annoyed at him. Several kobolds from his own clan had approached at the noise of his entrance to their homes. He saw some of his childhood friends and some of his clutch-brothers among them, and he smiled wickedly. With a single word, he unleashed a volley of energy bolts that pierced the paralyzed chieftain.

'I take your life, and I take the clan.' He said before turning to the rest of his former clanmates. He made his eyes glow with the power of his heritage, which leant towards red dragons rather than the greens. 'Attention! I am Killi'vaurr and I am now your leader! I come to lead you to a new age for kobolds! We are dragonchildren! And we will take what has been long-denied to us! Riches, power and glory!'

There was much cheering from the reptiles. Killi'vaurr smiled again. Another stone was set in the foundations of his reign.

DESIGNER'S NOTES

Dragons... that's the second half of the name of the game, isn't it? Writing a book on dragons is a very big responsibility and, although I'm glad I wasn't charged with the responsibility of *The Slayer's Guide to Dragons*, I got the next best thing: their magic. I thought that the ancient arts of the wyrms was something worth exploring but two things prevented me from going that way: Matt Sprange's guidelines on what this book should be about, and my own realization that very, very few gaming groups are running campaigns where the Player Characters are dragons.

So this book had to be useful for not-dragons.

The first chapter dealing with High Draconic, came about the frequent mention of Draconic as the language in which scrolls and most spellbooks were written. Casting spells is presented as formulaic and following a fixed set of instructions in the core rulebooks, so I thought what could happen if one were to actually *speak* magic's language fluently. High Draconic became something like Latin: many know loose phrases they can quote to make a point or to sound cultured but few people can hold a conversation. Both the metamagic verbalisation and the Words of Power subdisciplines are inspired by Ursula K LeGuin's *Earthsea* series, and are a rather loose way of adapting name magic to a dracomancy system, with all the emphasis on the importance of language and words. Besides, the concept of power words is just too good to limit it to 7th+ level spells. Dragonsongs are a nod to bards, the arcane casters that everybody forgets *are* arcane spellcasters, with their own little mini-system of magic exclusive to their class.

I had the idea that all of the different systems of dragon magic would be based around the investing and sacrificing of spell slots, and that worked fine with High Draconic (the justification of mental strain is straight out of Lovecraft) and ascendancy but it did not mesh too well with the dragoncraft, so that chapter became sort of a side project that still had a lot to do with doing magic as dragons. Only in this case it was magic *with* dragons.

The dragoncraft chapter was perhaps the most gross to write; I even made a little dragon anatomy dia-

gram in my notebook to determine the proportion of limbs and other body parts in relation to the beast's size. Really, I felt like a butcher planning to get some prize steak out of a dead cow. The fun part about the whole part prize system and its application on item creation is that it is fully compatible with another book of mine: *Encyclopaedia Arcane: Constructs*. How much better than a stuffed dragon in your wizard's great hall is a stuffed *animated* dragon in that very same hall? Or a golem made of dragonscale plates rather than iron?

The ascendancy system evolved from a house rule I use with my group for buying feats with experience points but, instead of feats, the dragon-blooded get to buy the ascendancy features and even buy a creature template for their character. The amount of experience needed for both features and templates gets higher as the character advances in level, which balances out the character having such abilities when the rest of his friends do not. The relative cost ensures that no matter what level the character starts unlocking special draconic abilities at, he is always set back significantly in his level advancement.

For dragon mastery, I had to succumb to making a prestige class. I usually avoid making prestige classes unless absolutely necessary, which became the case for the dragon masters as it was the logical way to represent a growing scale of powers. What I did make sure of was that the class was not necessary to use the rest of the options in the book but that it was not so apart that it stood out like a sore thumb either, so the class became an excuse to get cool dragon-based powers and boost the use of the other disciplines just a little. In any case, the character still has to decide between spending experience on the class or the other dracomancy abilities.

All in all, this project was fun to write, giving a system to stuff only mentioned in passing in several books but is supposedly one of the pillars of a fantasy campaign.

Alejandro Melchor

RULES SUMMARY

High Draconic Devoted Spell Slots					
Ranks	Devoted spell slots (per level)				
	1	2	3	4	5
1-5	1				
6-10	1	1			
11-15	1	1	1		
15-20	1	1	1	1	
21-25	1	1	1	1	1
26+	An additional spell slot of one level higher every five ranks				

Metamagic Verbalization Check:

DC 15 + spell level + metamagic level cost (double metamagic level cost if the character lacks the metamagic feat)

Backfire Chance: Check's DC x2%

Power Substitution Check:

DC 20 + spell's normal level + double the number of subtracted levels.

Backfire Chance: Check's DC x3 % (+10 x subtracted level on backfire effects table).

Spell Backfire Effects	
1d20	Effect
1	Spell Fizzles
2	Minimum Effect
3	Random Target
4	Drain Spells
5	Siphon Magic
6-7	Spell Turned
8-9	Tongue Twist
10-11	Confusion
11-12	Spell Confusion
13-14	Suppressed Magic
15	Accidental Summoning
16	Accidental Transformation
17	Arcane Black Hole
18	Ethereal Rift
19	Spell Explodes
20	Negative Energy

DRACONIC WORDS OF POWER

Speak High Draconic check (DC 20 + Word's spell level equivalent).

Word of Power	Speak High Draconic ranks	Spell Level Equivalent
Calm	5	2 nd level
Daze	3	1 st level
Dazzle	5	1 st level
Deafen	5	2 nd level
Dispel	9	5 th level
Fear	5	1 st level
Hold	7	5 th level
Obeys	5	3 rd level
Open	7	3 rd level
Sicken	5	4 th level
Stabilise	3	1 st level
Tire	7	3 rd level
Trip	3	2 nd level

DRAGON MATERIALS

The market price of an inert dragon part is calculated as follows:

$$\text{Market Price} = \text{Dragon's CR} \times \text{Part Size} \times \text{Component Price}$$

Awakened dragon parts are worth double this amount, and it takes some haggling to convince a potential buyer that a part is indeed awakened. A part only needs one resonance to be awakened for it to be worth double price.

Size Values	
Size Category	Value
Fine	1
Diminutive	2
Tiny	3
Small	4
Medium-size	5
Large	6
Huge	7
Gargantuan	8
Colossal	9

RULES SUMMARY

Dragon Parts Sizes and Prices

Part	Relative Size	Component Price
Whole parts		
Head	-3	1,200 gp
Neck	-2	600 gp
Torso	-1	2,000 gp
Front/Hind Legs (includes paws)	-2 (-3 for a fore or upper limb)	650 gp
Paws (includes claws)	-4	250 gp
Tail	Same size (long)	300 gp
Wings	Same size	100 gp
Raw Components		
Blood	20 hp = 1 pint	Special
Bones	Depends	100 gp (500 gp for a skull)
Hide (collection of usable scales, see <i>Core Rulebook III</i>)	-1 to -4	200 gp
Internal Organs	-2 to -4	300 gp to 1,200 gp
Muscles/Sinews	Depends	200 gp
Specific Components		
Claws	-6	60 gp
Egg, broken	Wyrmling size -2	50 gp
Egg, unhatched	Same size as wyrmling	10,000 gp
Eye	-6	600 gp
Teeth	-6	60 gp
Tongue	-4	300 gp
Ridges/Horns	-3 to -5	60 gp
Scale (single)	-4 to -8	5 gp
Note that the size of a dragon is measured from the nose to the base of its tail, as described in <i>Core Rulebook III</i> .		

Item Creation with Dragon Components

- † Pay for up to half the magical item's creation cost and subtract this amount from the dragon part's market price. The remaining 'money' can be used later to cover for other prerequisites of the item creation process.
- † Buy missing caster levels to meet the item's requirement, or reduce the caster level at which an item is created to reduce creation costs.
- † Use the component's resonances to replace missing spells.
- † Buy XPs instead of sacrificing the caster's own at a rate of 1 XP for every 5 gp.

Dragon Charms Powers

Empathic Link
 Energy Protection
 Location
 Dragonmark
 Extraordinary abilities
 Spell-like abilities
 Blindsight
 Damage Reduction
 Keen Senses
 Protection from Element
 Share Life
 Spell Resistance

Dragon Magic Feats

Analytic Caster (General)
 Compelling Caster (General)
 Dragon-Blooded (General)
 Dragonblood Component (Metamagic)
 Dragon Eyes (General)
 Dragon Hearing (General)
 Dragon Nose (General)
 Dragon Senses (General)
 Hidden Strength (General)
 Insightful Caster (General)
 Restrain Spell (Metamagic)
 Strafing Breath (General)
 Strafing Cone/Ray (Metamagic)

ASCENDANCY FEATURES

Feature	Unlocking Cost	Activation Cost
Universal Features		
Draconic Age	Current level x 500 XP	None
Permanent Change	Special	Same as base feature
Natural Shapeshifter	Current level x 100 XP	Special
Sensory Features		
Keen Sight	Current level x 250 XP	Spot check (DC 15); 1 action
Darkvision	2 nd level spell slot	Spot check (DC 15); 1 action
Scent	2 nd level spell slot	Wis check (DC 12); 1 action
Keen Hearing	Current level x 250 XP	Listen check (DC 15); 1 action
Blindsight	Current level x 500 XP; 2 nd level spell slot	1 st level spell slot; 1 action
Anatomical Features		
Claws	Current level x 100 XP; 1 st level spell slot	Con check (DC 15) or a 1 st level spell slot; 1 full round
Fangs	Current level x 100 XP; 1 st level spell slot	Con check (DC 15) or a 1 st level spell slot; 1 full round
Neck	Current level x 100 XP	Con check (DC 15) or a 1 st level spell slot; 1 full round
Tail	Current level x 100 XP; 1 st level spell slot	Con check (DC 15) or a 1 st level spell slot; 1 full round
Wings	Current level x 300 XP; 2 nd level spell slot	Con check (DC 15) or a 2 nd level spell slot; 1 full round
Scaly Hide	Current level x 250 XP; 1 st level spell slot	Con check (DC 15) or a 1 st level spell slot; 1 full round
Bony Ridges	Current level x 250 XP	Con check (DC 15) or a 1 st level spell slot; 1 full round
Ability Increase	Current level x 250 XP; 2 nd level spell slot	2 nd level spell slot; 1 action
Partial Transformation	Current level x 500 XP; 3 rd level spell slot	2 nd level spell slot; 1 full round
Size Increase	Current level x 500 XP; 3 rd level spell slot	Con check (DC 18) and 2 nd level spell slot; 1 full round
Special Features		
Breath Weapon	Current level x 500 XP; 3 rd level spell slot	2 nd level spell slot; 1 action
Magical Immunity	Current level x 100 XP	2 nd level spell slot; 1 action
Energy Immunity	Current level x 250 XP	3 rd level spell slot; 1 action
Frightful Presence	Current level x 250 XP; 1 st level spell slot	Intimidation check (special) or 1 st level spell slot; 1 action
Spell Resistance	Current level x 500 XP; 3 rd level spell slot	Caster check; free action
Damage Reduction	Current level x 250 XP; 3 rd spell slot	Fort save (DC 15 + enhancement bonus needed to pierce the DR); 1 action
Spell-like Abilities	Current level x 300 XP	Spellcasting; as the spell
Other Abilities	Varies	Varies; 1 action

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ENCYCLOPEDIA
ARCANA

DRAGON MAGIC

POWER INCARNATE

Every wizard, sorcerer and bard knows deep within that his abilities are a pale imitation of the true power that dragons embody, and every new avenue of research is an attempt to find the original path of magic. Dragons continue to practice their arts, looking at the mortals trying to reach beyond their own limits with amusement, worry or admiration. Some of these magnificent beasts even teach their craft to those whom they deem worthy but they must do so with care, lest the weight of the lesson break their mortal pupils' minds.

Even if they stumble in the dark, spellcasters have a spark that can be funnelled into a raging fire and they are able to reach in the span of decades what many dragons will not learn in a couple of centuries. The power of dragon spellcasting attracts these magic users nonetheless, who seek to understand why the great magical reptiles can harness magic with such natural talent.

Dragon magic, or dracomancy, groups the disciplines that arcane spellcasters have discerned from their study of dragons. From wresting the hidden meanings behind the Draconic language to tapping into the residual magic in dragons' bodies, they search for the key to the dragons' might. There is still no mortal spellcaster who can claim to have mastered all, and thus achieved the pinnacle of dracomancy: to wield magic as a dragon.

Inside You Will Find:

Dragon Magic – An Overview: A summary of the powers and linguistic magic inherent in dragons.

Draconic – Language of Magic: An indepth study of the power of Draconic language.

Dragoncraft – Magical Resonance: Dragons are magical creatures, and their very bodies can be imbued with their power, even after their deaths.

Ascendancy – Primordial Blood: Awakening the power of a draconic heritage in your ancestry.

Dragon Mastery: Presenting the dragon master prestige class

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