



DRAGONS™



Requires the use of the
DUNGEONS AND DRAGONS® PLAYER'S HANDBOOK,
THIRD EDITION, published by
Wizards of the Coast.®



DRAGONS



Beyond the world of man lie secrets of a swirling, ever-growing universe and an enigma older than the gods.

CREDITS

WRITING: A. A. Acevedo, J. Darby Douglas III, Peter Flanagan, Andrew Getting, Mike Leader, Mike Mearls, jim pinto, Ree Soesbee, and Douglas Sun.

ART DIRECTION: jim pinto

COVER DESIGN: Steve Hough and Mark Jelfo

COVER ILLUSTRATION: Luis Vazquez

INTERIOR ARTWORK: Cris Dornaus, Carl Frank, Dærick Gröss, Sr., Lisa Hunt, Scott James, Lim Guo Liang, Daniel Moenster, Michael Phillippi, Mike Sellers, and Ethan Slayton

MAPS: Cris Dornaus

EDITING: Andrew Getting, Dave Lepore, jim pinto, DJ Trindle and Katie Yates.

INTERIOR DESIGN AND LAYOUT: Steve Hough and Mark Jelfo

PROJECT MANAGER: jim pinto

SPECIAL THANKS

jim pinto would like to thank the writers and artists that worked so hard on this book (Doug, Ethan and Mike — you continue to amaze me). The following people are MVPs: James “Sparky” Sparling for his 11th hour assist, Katie Yates for her open net assist, Mike Leader for cookies, Steve Hough for loving gaming as much as I do, Mary Valles for still smiling, Matt Janulewicz (just because), and Eric Steiger for being the biggest monkey I know. Nothing but love.

DEDICATION

This one is for our moms, the true matriarchs. Thanks all of you for not eating us when we were tiny hatchlings.

Ree and jim would especially like to thank our adopted mom, Mary Zinser who welcome us into her lair.

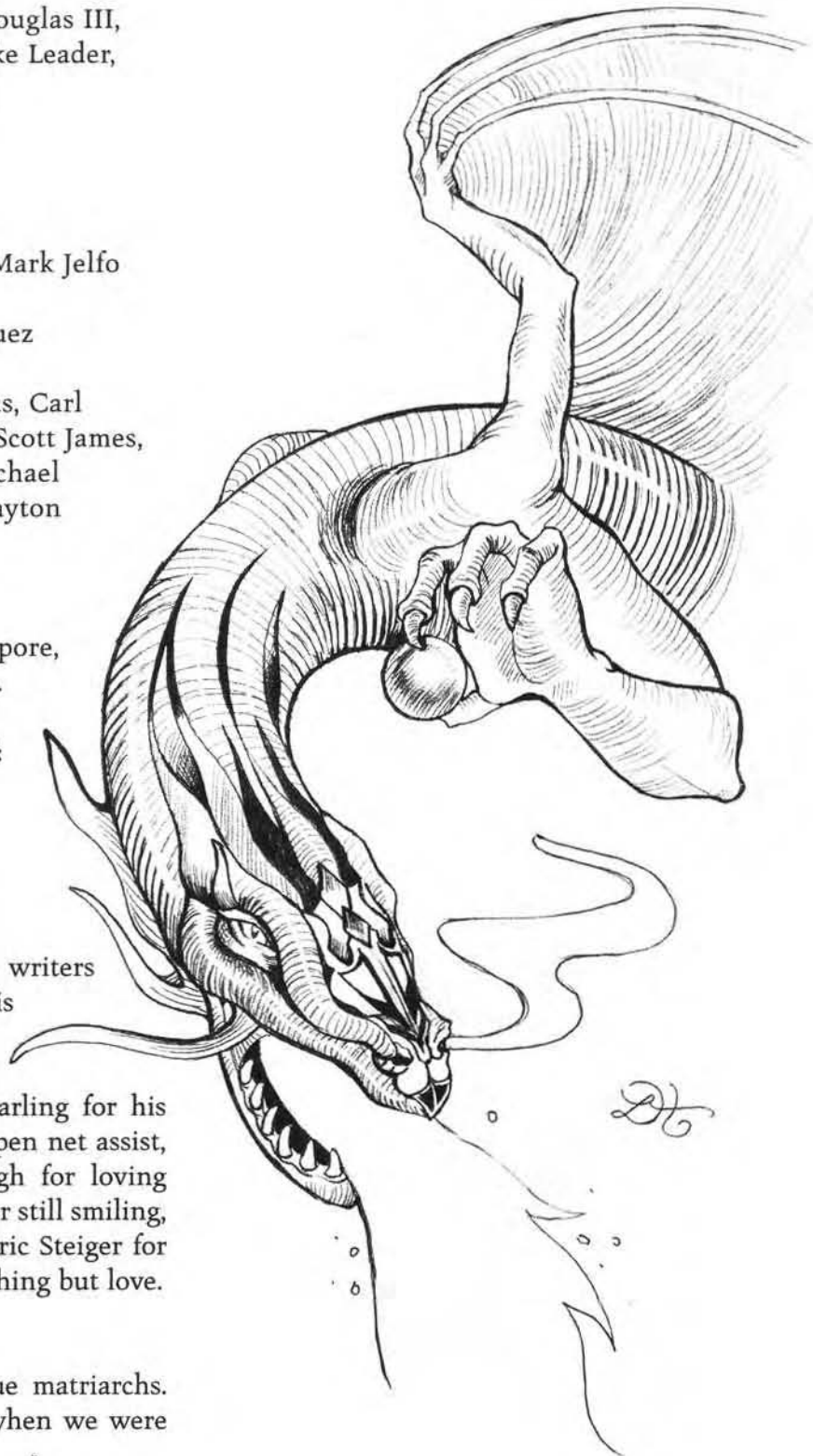


TABLE OF CONTENTS

INTRODUCTION	4
SECTION ONE: FROM WHENCE LEGENDS COME	5
END OF EONS	5
THE PAST	8
PLAYING DURING THE DRAGON WARS	12
DRACONIC LEGENDS	14
FROM THE HEAVENS	17
DRAGON CULTS	21
SECTION TWO: TO TOUCH THE SKY	26
NEW USES FOR OLD SKILLS	26
NEW FEATS	28
PRESTIGE CLASSES	32
TOOLS OF THE TRADE	44
DRAGON ALLIES	46
DRACONIC FAMILIARS AND MOUNTS	47
DRAGON ALCHEMY	49
FROM THE BELLY OF THE DRAGON	62
DRACONIC ARTIFACTS	68
DRAGON MAGIC	69
AERIAL COMBAT RULES	78
SECTION THREE: WHAT LIES BEYOND	80
NEW DRAGONS	80
UNDEAD DRAGONS	86
OTHER DRACONIC SPECIES	95
DRAGONS OF WHISPERS / DRAGON OF MISRULE	98
DRAGON TACTICS	100
DRAGON LAIRS	108
NEW MONSTERS	124
PLAYING DRAGON CHARACTERS	127
A WORLD LIT ONLY BY DRAGON FIRE	145
SECTION FOUR: FROM BONE TO SINEW	150
POSSIBILITIES	151
PHYSIOLOGY	152
SOCIETY	165
CHROMATIC DRAGONS	171
METALLIC DRAGONS	190

INTRODUCTION

No creature has more mystified man than dragons. No creature has had more books written about it, more fables or more legends detailing its mythic past. For a beast that never existed, this is quite a feat.

Stories of dragons exist in every culture. Around the world, dragons are beasts to be feared, the mythical extensions of some powerful or vile emotion. In the West, dragons are the embodiment of greed, destruction, and power. In the East, they are wisdom, luck, and fortune. In fantasy gaming they are forces of nature, malevolent and terrifying.

But you knew that, didn't you?

You knew that because you've read all about dragons. Again and again. So much effort has been spent defining these beasts and their habits that we couldn't possibly break new ground.

Could we?

Well, if you're reading this book, then you know it's big. You must know we're talking about something here, right?

What you hold in your hands is a handbook; help for understanding the greatest myth of our time.

But.

We didn't talk about the myth. We didn't spend page after page on the underlying symbolism and the mythic subconscious. Oh sure, it's in here. But we wanted a new approach.

So we wrote a handbook for hunters.

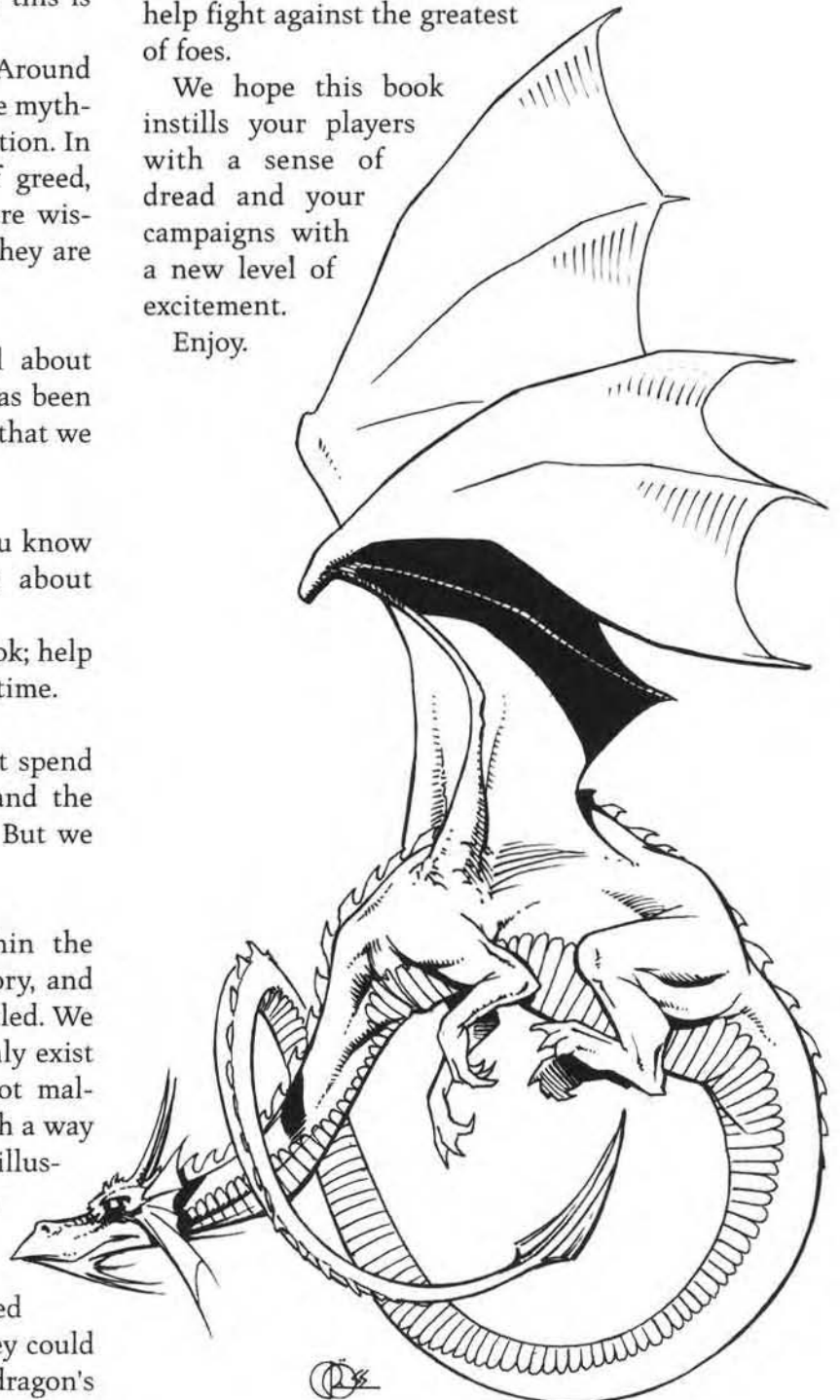
This book details the possibilities within the cosmologies of dragons, the myth, the history, and the world that once existed when dragons ruled. We didn't want to presume that dragons can only exist one way in your campaigns. History is not malleable, but the truths can be distorted in such a way that the *facts* are far from true. This book illustrates the possibilities and sets nothing in stone.

But it is first and foremost a rulebook, and we didn't want to forget that. We wanted to provide players and GMs with a book they could use. Inside you'll find out what to use a dragon's

eyes for and the best time to remove them from the dragon's head. You'll read about their hunting patterns and what distinguishes a Brass from a Bronze. Lastly, you'll read about new prestige classes, new feats, and new magic to help fight against the greatest of foes.

We hope this book instills your players with a sense of dread and your campaigns with a new level of excitement.

Enjoy.



SECTION ONE:

FROM WHENCE LEGENDS COME

END OF EONS

I'm flying.

The sky is endless. There's nothing but blue above and below, with occasional wisps of white. The sun breathes its warmth upon me as I soar through the heavens.

I realize, suddenly, that I am dreaming. It has been uncounted millennia since any of my kind could simply frolic like this, without fear of attack from each other or inferior races, underfoot and unimportant. I embrace the dream, chasing the clouds and dancing within the infinite azure.

Dreams are rare beasts these days, and I savor each precious moment.

I am ascending quickly, fluidly, when I catch a wiff of a scent. I recognize it. I try to ignore it. Too quickly, the skies fade and I open my eye.

The world is hazy, colors smeared upon one another as I awake from my slumber. I curse my luck — only a few months of sleep. I'll be lucky to drowse off again for another few years. The stench fills my nostrils.

Men.

I blink away the sleepiness. I did not get to be this age by underestimating these soft things. I quietly chant the preparatory magicks, all the while listening to their idiot stumblings. They always think they're so quiet.

I hear the scraping of stones, and a cry as someone falls. Really, to fall for a simple pitfall? Why would children enter my cave?

Magic glows, lighting my lair. The light is magnified through glittering piles of coins and a shimmering kaleidoscopes of gemstones. My trophies still hang along the wall (good, I think, at least this time I didn't wake up to find myself robbed blind like I did two decades ago). Closer, now, I can hear them fighting their reanimated predecessors. I smell blood and smile, only to hear the

unmistakable sound of skeletons collapsing under their own weight.

They have a cleric.

Hmm. Clerics are always tricky; easy enough to face on their own, but when they hide in the rear ranks, they heal their companions, drawing out the battle. The inevitable.

As they tread nearer to my lair, I hear one chanting to unlock the seals on my doors. Sorcerer or Wizard? Oh, how I love to destroy my bastard cousins.

From the sounds and the scents, they have six left. One cleric, one spellcaster, probably a rogue, to disarm the traps I've placed upon my treasures, leaving three warriors of some sort. A well-rounded group.

I didn't get to my age by underestimating these subraces, but these mammals will not live the night for disturbing my sleep.

The door opens, and a belch of flame sears one. He's still alive — barely — but he won't be helping his fellows for some time. The others rush over his charred form, hoping to press some imagined advantage, while the cleric remains behind to heal their fallen comrade.

Two of their warriors flank me, slashing at my underside with enchanted blades. The blades dig deep. I feel a twinge of pain, but not as much as they'd hoped, and a single magic missile spell is all that it takes to remind their wizard that I've faced better tactics than this. Their wizard felled, the fighters press the attack further.

Wait.

Two fighters, one dead mage, one other maimed, and one cleric... Where is the rogue?

My distraction costs me. One of the fighters cuts deeply into my hide, and I can no longer afford this fight. I swat him aside, stunning him, and again blast the door with a gout of flame, killing both the cleric and her charge.

I lean down to eye level with the remaining fighter.

"So, you would dare to do combat with your betters, then? Very well, I will sport with you. Make your strike, little fleshling."

I rear up, expanding my wings to fill the whole of the lair. His eyes grow wide, and his mouth opens and shuts unintelligibly. He drops his sword and runs.

I smile and strike, gently catching him with my jaws. I toss my neck back, throwing him upwards, and open my mouth as he falls, swallowing him quickly.

My amusement over, I turn to the remaining fighter. He is still heaving harshly, trying to regain his feet, when I place my hand over his chest, and press down slightly. He screams well, as though born to it. I release the pressure, and glance around the room.

"Your companions are dead, little rogue, and even now my traps reset and my servants slink closer. Your inept gambit is over now, and was done before you ever even dreamed of robbing me of my treasure. Step out, now, or your friend will not die until I bore."

I imagine the little man is considering his options — on whether I shall keep my promise. He should know better. His escape will certainly fail. Lacking an alternative, the human steps forth from the shadows to my right flank.

With a simple slap of my tail, he is gone, and I turn to my remaining captive.

"You woke me up."

The man peeks out at me between my fingers, confused. "What?"

"You woke me up. I won't get to sleep for years, because of you. I'm desperate for some entertainment now. Tell me, what made you and these corpses decide that you could best me?" I relax my grip slightly, hoping that the creature will calm enough to talk.

"We... we heard of a reward."

"What reward could possibly match the riches your friends died amidst?"

"There was more... Haragon, the wizard... he said that if we killed you, we'd be heroes."

"Did he mention what you would be if you did not kill me, or did that thought escape your small pitiful minds?"

Sweat creases his forehead. A sickly, dirty scent raises in my nostrils.

"No. We knew we might die here. But we knew we'd

die for a good cause — the destruction of your kind."

"Oh, heavens. Is that what you thought? No. Your tiny weapons have harmed me. But, it will take only a few hours to recover."

"Finish me, then, beast. I tire of your gloating. Send me on to my re—"

"You're a paladin, aren't you?"

"What?"

"Knight of the church, defender of the people, supporter of truth and courage. Paladin. You are one, are you not?"

"Yes, and my brother knights will avenge me."

"How frightening. How many are they, and how much more skilled than you?"

His lips shut. He won't talk now. No paladin order with any real skill would let such a weak member attack a dragon, so they are young and probably few. Still, I tire of this... this constant droning, this endless series of incompetent attackers.

I remove my claw.

"Go. Tell them to leave, and not to return here again. You will not be welcomed here, and the treasure is not for you. Do this quickly."

The paladin does not hesitate. He drags his friends off, and once he is out of my sight, I ignore the scraping of their remains against the floors of my lair. Already, my bones feel heavy, and my eyes weary... sleep beckons, but not the mere slumber I endured before.

Not yet, though. I must ensure that everything falls into place.

I look out over my hoard. Endless glistening coins and gems. Perfect works of art elder than the humans themselves. Magical trophies, some so powerful that they alone could have bested my invaders.

Whatever did I collect all this junk for?

I shake my head, and fly upward, through the ceiling of my mountain lair. The resulting avalanche will bury my treasure, and the distortion of the mountain will hide its location still further. I do not care.

I raise myself to the heavens, and gaze upon the world as it is. Broken. Warped by my ancestors and the men who overthrew them.

Such a waste...

I take wing to the castle, to the golden one, my ancient foe. It is only right that he know.

The stone castle rises implausibly from the clouds themselves. It is surrounded by storm giants and other servitors. All are trained to die before letting me pass.

They fulfill their training, and I all but collapse the door with my first knock.

He rises from behind the walls, perching on a tower and glowering down at me. Myishtul spilled forth from his egg when I was still young, but we've faced each other often since. He slew my last clutch of hatchlings and the only mate I've ever had. I do not blame him; it is a vengeance I gave him twice.

"What do you want, evil one?"

"Nothing. I'm leaving."

"What?"

"I'm done. I'm tired."

There is silence. I see I must explain.

"I'm tired of fending off stupid humans. I'm tired of waging an endless war with you that neither of us can win. And I'm tired of pretending that any of it matters.

"Those human vermin will undo everything we've ever done with our lives. Whether I will it or no, these humans will never stop breeding, never stop coming."

My old foe raises an eyebrow. "So that's it, then? You give up?"

"Something like that. I'm ready to move on."

He looks at me now, as if I were a gentle thing he'd harmed.

"You want to go to the bone orchard then?" he asks with a sigh. I can hear the finality of his words and I know he wants to know more. I also know that the thought has engaged him, too.

"I do. You told me that you'd gone there once before, to gaze upon the bones of our forefathers. Where is it?"

He looks out over the bodies of his servants.

"All you had to do was ask. Was this really necessary?"

"No." I snarl and plums of smoke escape my throat. "Answer the question."

He closes his eyes, either from fury or resignation.

"Fly into the heavens. Give in to your despair. You will fall where your fathers did."

"Should I assume that you won't be joining me?"

"No. There is much left to be done."

"And less than you think. Good morrow, cousin. I wish I could say that it has been interesting."

Again, I climb, leaving the world below. I aim towards the heavens, and flap my wings so hard that I feel my bones creak in protest. I climb higher, and the clouds are far below me now. The air is cold and thin, and I know that, were I to exhale my flames now, they would fail to light.

Still I climb.

The blue of the sky darkens, and I see the tiny pin-points of the stars. Higher, and the sky itself peels away into night. I extend my limbs into the darkness, basking in its glory, and for a single, beautiful moment, the cosmos embraces me as its lost child.

And then I let go.

I fold my wings tightly about my body as the wind whips my face and tail, and I look down and see the valley. It is perfectly circular, and overflowing with bones.

How far have I flown?

How old are we?

What will happen to me now?

I close my eyes, and curl about myself. Any moment now. My flesh peels away from heat so great that not even I can withstand it. The wind wipes my bones of gore, and my bones collapse among those of all the dragons before.

And in my dreams, I fly.



THE PAST

From the dawn of time, they come. Before the human cities, before the wandering orcish tribes, before the great dwarven halls, before even the elven forest kingdoms, they were old, these true rulers of the world. They are the first living things and some say they are older than the gods.

Dragons.

They are the eldest race known, predating even the strange, alien Outsiders from other planes. They are greater in size than the giants, more powerful than nations, and wiser still than some gods. Great heroes quest to overthrow them or gain their wisdom, while great villains plot with or against them.

They are dragons, and they are the heart of magic.

They are terrifying, these great, powerful monsters. To the lowliest peasant or the greatest master mage, a dragon is no mere quest, but a colossal force, whether ally or enemy. All men fear the day these mighty beasts will band together and conquer all.

Little do they know...

THE DRAGON WARS

It was a mere ten thousand years ago that the dragon armies raised their heads as one. The strange, alien deities of that era stood back to watch as metallic dragons fought against their chromatic brethren, staining land, sea, and sky alike with blood. The dragons had slain the other old races with ease, or else driven them to other planes, and turned upon each other. Already, there were rumors that the chromatic dragons had slain the neutral, elemental dragons to the last, as well as tales that the metallics had bred with the furred races to produce new warriors. In the shadows of their terrible lords, the subraces gathered and plotted.

Nearly fifteen thousand years have passed since the dragons first united as a force. There was the first true empire, with metallics and chromatics performing duties befitting their caste. Even the oft-forgotten neutral dragons held sway, guiding all towards their common destinies and soothing the natural friction between their brethren. With their



combined might, they banished or destroyed all major threats to their power, and reigned supreme for an eon.

What changed is a matter of conjecture. Few scholars are even aware of the Dragon Wars, and fewer still have the resources to study them. Even those rare dragons who speak regularly with the younger races confess (or feign) ignorance.

The theory with the widest acceptance is this: the dragons were not alone in either power or ambition. A legendary dragon known as the Ivory Emperor led both chromatics and metallics against any who could challenge the dragons' supremacy. Those races which did not flee before the draconic horde died. Even now, there are cruel, old things sleeping in the far planes, awaiting a day when the dragons will be few and fractious enough to die beneath the heels of their defeated enemies.

At last, however, the dragons were alone. Nothing remained but barely-intelligent subspecies and simple beasts. The dragons had won the realm, but not without cost — the Ivory Emperor had fallen, mortally wounded, during the final battle. The metallic dragons had claimed that a chromatic had attacked him from behind; both sides petitioned the elemental dragons, and the verdict was that neither side was worthy — only the neutrals.

The Draconic Empire split, with Ysthine the Gold, Hth of Flame, and Sraug the Red leading the factions. The first casualty was the neutral armies, whom Sraug blamed for blocking his ascension, and any remaining elemental dragons have long since hidden themselves away from the wrath of their brethren. Soon after, both remaining sides lost whole breeds of kin, and the chromatics withdrew to plan.

That was when the metallics struck their greatest blow. They had secretly bred with the young races in attempt to create large armies for fodder. Though the half-dragons led the armies, they were rare and easily discovered by the chromatics. The chromatics attempted to match their foes with their own breeding plans, but found themselves outdone by centuries of hidden effort. Rather than face extermination, they surrendered, all the while quietly plotting their foes' eventual destruction.

To discuss the terms of surrender, each caste of metallic and chromatic dispatched their greatest champion to a range of mountains. There, even the defeated chromatics found themselves bathed in the pampering of the metallics' servants, the very sub-creatures they had bred with. Lulled by their own pride, the dragons met to discuss the division of their world, and never once guessed that the slaves would be the masters. The half-dragons combined their talents with their less-gifted kin, and trapped the lords of each dragon caste in powerful artifacts. Prior to this, not even the half-dragons had revealed their skill at magic; the knowledge that mortals could wield such powers cowed even the dragons, who took centuries to grow in magical might equal to what their children learned in a mere decade.

Still more shocking was that even the non-sorcerous humans could learn magic, and eventually surpass the might of the dragons themselves.

Forced into submission by this singular act of magical might, the Draconic Empire fell, with each dragon departing to their own ends. The metallic dragons, shamed by their actions, vowed to aid the young races in the future, while the chromatic dragons vowed revenge for their usurped power. Many of the eldest dragons departed, whether longing for atonement, disgusted by a world ruled by mortals, or simply tired of the conflicts. These elders flew to the farthest realms of the world, and simply died — the earliest beginnings of the famed dragon graveyards.

DRAGON DEITIES

With time, Dragons grow in might. Powers in the dragon wars were great, but those that survived grew to the power of deities. Dragon lords are much like the dragons themselves — greedy, insular, and relatively contemptuous of or amused by lesser creatures. The favored weapons of all dragon deities are inherent, natural weapons; PCs find these to be unarmed strikes. Dragon deities expect little other than offerings of gold and other treasures, as well as obeisance when addressing the cleric or other worshipper. Clerics and other servitors of dragon deities are rare in the PC races, and are most commonly found as draconic cults near chromatic lands. Summoners often worship these deities, however, and there are more draconic clerics who are summoners than who are not. There is one prominent dragon deity for each major draconic alignment; there may be others than those mentioned here, but few deign to speak to mere mortals. No known draconic deity shows favor to a neutral worshipper; as such, the worshippers of each of these deities share their masters' alignments.

Linial the Adamantine

Patron of gold, silver and bronze dragons, and those allied with them, Linial is unique among the draconic deities, favoring paladins more than sum-

THE LEGEND OF GRELIG SHEVIK

450 years ago I slew the last great Brass Dragon, Myul'Alishtor Karakan. From its eyes I made soup and from its heart a stew. From its tongue I wrote this legend. From its blood, I made a bath that I would always be clean. From its hide I cut armor fit for a king. And its brain... its brain I boiled down into an oil, soaking my new mail in its fluid.

I, Grelig Shevik of Bak'nishgar, feasted upon the greatest treasure of my time and none can take this from me.

Years passed and I was seen as a hero and a warlord; a prince and a champion. My reputation was greater than I, and everywhere I went, people flocked to hear tales of my deeds.

Great they were. Very great.

Time passed simply. Easily. No challenges remained. All that mattered was my glory.

Until one fateful day when everything changed.

I woke. Donned my armor, as I did each day, and strolled out upon the earth.

Something stirred inside me. Something was different. My body called out to me. Pulling me, driving me north.

Over mountains and rivers, forests and valleys. The journey carried me and I, like a child, followed the call. I never questioned what drove me; never questioned where I went.

Cresting a mountain, my eyes filled with a vision I will never forget. My prison lay before me, but I was too naïve, too innocent to know any different. A valley so deep, so vast, I could not see it all at once.

Bones.

Dragon bones.

The rumored graveyard. And there I stood gazing with the eyes of a child. All of my glory and pomp did not compare to the sight before me. I, for all I knew, was the only human to ever witness this — standing on the vista of an impossible legend. I choked back the tears to no avail.

But it did not take long for the fears to set in. Why was I drawn here? And what awaits?

An answer came quick enough as I was greeted by the graveyard's guardian, a Brass Dragon, twice the size of the one I killed. His gaze struck me numb and I was paralyzed with a fear I cannot describe. Smoke filled my face and tears, my eyes.

I will not bore you with the details of my decade-long discussion with the previous guardian of the graveyard, but my curse for destroying Myul'Alishtor Karakan and feasting upon his heart was to take his place.

It has been 450 years now, sitting upon a great pile of bones, guarding the dead from an unknown enemy and an unseen hate.

I am weary and my body yearns for rest.

It will be another 600 years before another dragon comes to take my place, so that I might rest among the dead.

moners. Often depicted as a steely dragon coiled around a fortress, Linial is also the least active of the draconic pantheon. Supplicants must seek her out, and in so doing prove their worth both in thought and deed. Her realms are Good, Law, Magic, and Protection.

Sennin the Wild

Primarily favoring brass and copper dragons, Sennin was the first of the draconic deities to realize that the mortal races were something other than fodder. Sennin attempted to protect them from the machinations of his sister, Linial, but was driven mad in the process. Though Linial has since recanted her ways, she still blames herself for Sennin's fragile mind. Sennin's worshippers view him as a tiny dragon, barely larger than a hatchling, with a single, pure ruby that he guards with his life. His realms are Chaos, Good, Luck, and Magic.

Artios the Ascendant

The absolute lord of blue and green dragons, Artios still wishes for nothing more than absolute mastery over all creation. He blames Aairisis for the destruction of the neutral dragons, whom he believes would have eventually backed the chromatics. Though his servants are fewer than any of these other deities, made up almost solely of the descendants of his dragons, he rewards loyalty well and freely. His holy symbols depict him as an enormous blue dragon whose wings and arms enfold the world. His realms are Evil, Law, Magic, and War.

Aairisis the Destroyer

The most commonly-worshipped of the draconic pantheon, Aairisis was the lady of the red, black, and white dragons, the dragons who led the charges during the Dragon Wars. It was through her will that the Ivory Emperor died, and it was she who gave the command to destroy the upstart neutral dragons. She freely gives her favor to anyone who truly fears her and her kin, and her cults are nearly universal. Drawn as a dragon bathing in the blood of the world, Aairisis' realms are Chaos, Evil, Magic, and Trickery.

Sorcerers and Dragons

Though the dragons were surprised by the sorcerous members of the younger races, it was not necessarily because of the simple existence of sorcerers, though that is the theory many scholars favor. Mostly, those distrustful of sorcerers suggest that if dragons were capable of breeding with the young races to produce sorcerous offspring, other races of similar power and age, such as Outsiders, could do likewise. Still others point out that that for every sorcerer who claims draconic heritage, there are five others born to families with no history of the art whatsoever.

NEUTRAL DRAGONS

The dragons of the elements did not completely die out, despite what the others think. Several left for the elemental planes, or sequestered themselves far from their kin, either in the eastern and southern lands or in the remotest areas of the world. Such survivors are quite likely still alive, having no compunction to allow themselves to die, and no impetus to war on their brethren — not because of any peaceful tendencies, but rather lack of care. Though they departed the battlefield personally, they did not wholly abandon it. When the metallic dragons bred with the young races, so, too, did the neutrals. Unlike either the metallics or the dragons, however, the neutral dragons paid close attention to their offspring, carefully slaying those with ambition, and breeding them for specific results.

When the Dragon Wars ended, the neutrals quietly carried these plans through their intermediaries. The dragons of the elements quickly decided that evil subraces would best sabotage the young races' empires without revealing their hand. Hydras are unquestionably powerful, kobolds and troglodytes prey upon the edges of civilizations in every realm, and the lizardmen druids quietly await the day when their masters will call upon them to restore the balance.



THE TIME OF MYTH

Though the young races were successful in seizing power, it was not without cost. At first, the half-dragons and sorcerers ruled side by side, before the sorcerers eventually decided that their half-dragon kin were too much like their ancestors. Soon after, the sorcerers and wizards turned upon each other, then were themselves overthrown by mundanes. Finally, the young races drew ever more insular, disdaining the others and eventually abandoning the alliance in favor of keeping their own company. Through several small wars, most of the knowledge shared among the young races was lost. The elves were the first to realize the value of the lost lore, and desperately used their greatest magic in attempt to excavate it, only to find that not even a wish or miracle could conjure up these mysteries. From the fall of the dragons to the distant past, the Age of Myth is a period known primarily through retold legends and occasional scraps of millennia-old scrolls. Not even their most faithful subjects knew anything but the vaguest truths from this time.

AFTER THE WARS

Following the loss of the greatest of their number, many elder dragons quietly turned their attention away from the worldly realms, and allowed themselves to die in peace — the earliest basis for the famed dragon boneyards. Others, particularly the favored of Artios, attempted to rally the dragons once more, only to fall to either their brethren or to powerful mortal heroes.

Among the metallic dragons, the quiet consensus (primarily backed by the gold and silver dragons, perhaps feeling some guilt about their previous manipulations) was either to quietly observe the mortals, or to actively aid the worthy in the ascension of the young races. Many paladins and rangers found allies among these dragons, particularly when the chromatic dragons reared their heads. Others, particularly the silver and copper varieties, grew still closer to the mortals, breeding with them on occasion. Many powerful sorcerers use this leg-



end not only as “proof” of their superiority to others, but as claims to nigh-divine rights to leadership.

The chromatic dragons, having lost first to their metallic foes, and still more gallingly to upright beasts, were less enthusiastic about their retirement. Almost all of the chromatic dragons decided to settle upon outright rule of their personal territories, while others did their best to bedevil mortal and dragon alike.

No dragon has led an army of its fellows in millennia.

PLAYING DURING THE DRAGON WARS

YOUNG RACES

For ease of description, the term “young races” applies to any of the PC races, as well as humanoids. This term is not exclusive to dragons; immortal or long-lived races such as Outsiders and exceptionally old undead also refer to any race younger than ten thousand years as young. Campaigns set during the Dragon Wars will likely be short, furtive affairs. PC race technologies are low, roughly equivalent to the Bronze Age, and there are no major settlements

other than the Draconic Empire's outposts. Some classes, most notably wizards and fighters, are rare (if even available), and sorcerers openly displaying their abilities risk exposing the plot to overthrow the dragons.

Some player races are dramatically different — the elves would not have lost the Drow yet, for instance, and the stigma associated with half-orcs might be nonexistent. For issues of balance, discourage half-dragon PCs.

RULES

Banned Classes: None, though DMs may wish to restrict the number of Fighters, Wizards, and Sorcerers to one per party, as these classes are new to the younger races at this time. Sorcerers are likely second- or third-generation descendants of dragons, and few in number, while wizards must survive on the rare copies of spellbooks or scrolls at the time (though they may, of course, choose to plunder dragons' lairs for such items). Fighters represent an armed, organized, well-trained force in a time where barbarians are far more common, and as such either serve hidden outposts, or the dragons themselves. DMs should encourage multiclassing over into the wizard and fighter classes, however, as the story progresses.

New Classes: None, but Draconic Gods are available to clerics.

Technology: Bronze Age.

Weapons have a -2 attack and damage penalty (minimum of 1 damage), and armor which relies on metal (studded leather or better quality) has -1 AC bonus. Objects made of inferior materials have -2 Hardness, -3 hit points, and -5 to their Break DC. Literacy is rare in these times, and the only written languages are Abyssal, Celestial, Draconic, and Infernal.

The rebels employ a rudimentary code based on double entendres, homonyms, and bastardized words from the above languages; at present, the humans teach this "common" tongue to the young races' populations, and it may convey simple, written commands (no longer than a four-word sentence).

ANTHEM

On the furthest edge of the Kingdom of Dra'al, in neutral territory, lies the largest outpost human hands have ever made; it is called Anthem. It was made with the hopes of extending the hands of friendship to the other races, and avoiding further bloodshed amongst all. While primarily funded by the human kingdom of Dra'al, the other races have all donated funds. Even the Urandak (dark elves) and the Gorig (dwarves), who have fought many vicious wars in the past, put aside their differences to contribute to Anthem. The large outpost holds 500 civilians and soldiers, growing each day from new arrivals looking for a new and better future. Sadly, this has created poor living conditions in the shantytowns that surround the outpost, and those who cannot find legitimate work turn to crime.

Since the outpost is in neutral territory, it was decided by all involved to allow each non-human race to have an embassy there, with Anthem's Commander Maven acting as the human representative. An advisory council was formed to settle any disputes between any of the races before they became violent. Since the last Urandak-Gorig war 8 years ago, when the dwarves managed to drive back the powerful Urandak spellcasters, tensions have been high between the two nations. Currently their two ambassadors have been at each other's throats, both literally and figuratively, while the lesser races cower from their wrath, afraid to be caught in the crossfire. The ancient Malwyrn (high elves), after nearly defeating the humans in a brief war 4 years ago, provided the most funding to Anthem. They, in turn, hold an important seat on it's advisory council, and all seek their ancient knowledge for guidance. Then the dragons came. A contingent of half dragons, known as the Anal'lishak, came to Anthem last year, and left an ambassador of their own. He is a mysterious one, always wearing a mask over his face and keeping to himself. He only consults with the Commander and other ambassadors on rare occasions.

As of late, Commander Maven has had terrible dreams of something dark and sinister just on the horizon. All he can see is an evil yellow eye, and great wings flapping in the night. Cold sweats and a sleepless night always follow these dreams. All that Maven knows is that a war is coming. A war to end all wars. Some call it a day of judgment.

DRACONIC LEGENDS

Though many argue that any dragon of even five hundred years is a legend in its own right, dragons disagree. Though there are powerful dragons, wise dragons, and cunning dragons, a dragon's first instinct is to hide its true level of power, the better to trick its foes into underestimating it. Some especially crafty dragons use the reverse strategy, drawing upon illusory or polymorphing magics to pretend to a greater age. Furthermore, the relative seclusion that most dragons prefer prohibits their greatest from being truly legendary.

Even legends have their own heroes to admire.

GLACIARUM MAGNUS

White dragons are the runts of the litter. Everyone knows that.

Everyone except Glaciarum Magnus, that is.

Ancient beyond reckoning, Glaciarum lies in the heart of a mountain far to the north, frozen from base to peak. So far as anyone knows, he emerges only once every few years to fill his belly (feeding often on the frost giants that hound his children) and spends the rest of his time in quiet contemplation.

Alas for the world, his contemplation is on how to raise his kind to supremacy over all creatures of the globe. He has lured more than one eager young red to its doom, carefully enticing them to make a reputation by killing the 'king of the whelps.' Glaciarum has made his reputation on their bodies.

Canny and careful, Glaciarum doesn't trust to his power alone to protect him. The gods know how, but Glaciarum has enchanted two frost worms (with average statistics) into guarding his mountain at all times. He also has a number of warning wards at each possible entrance, each with its own nasty side effect when triggered. Worse, he seems to have used his enormous magical knowledge to enhance his own breath weapon by experimenting on (and in one case, eating) the worms. All people within his territory live in dread of his occasional foraging trips... and in utter terror of what he might be planning.

Finding out what Glaciarum is up to is another matter. His arsenal of anti-scraying spells is impressive, and he's savvy enough not to leave many clues to his more immediate intentions. So far, he's contented himself with killing enemies of white dragons, terrorizing the local humanoids into obedience, and watching the antics of the short-lived races.

So far.

(Statistics can be found in chapter 4)

MORPHUS AGUARAN

Dragons patrol the sky, people the land, but under the waves, a different story is told. The oceans were completely unprepared for an ambitious, imaginative dragon. With a combination of cunning, diplomacy and raw power, Morphus Aguaran rallied an army of kuo-toas and overran a merfolk city. Over the next year, her power grew, and merfolk, locathah, and sea elves fell before her. For the past century, however, she's been content to rule what she's taken and the kuo-toas satisfy her needs and desire so in turn she defends *their* kingdom. Morphus is happy to indulge their delusions most of the time, but occasionally one decides that bowing to a dragon is sacrilege and must be dealt with.

Despite the fact that Morphus remained content with her holdings for so long, the other undersea nations don't trust the 'mercy' of something so ruthless and powerful. Many attempted to kill Aguaran and free her legions of slaves, with locathah, sea elves and merfolk all staging their own attacks. None returned, and several of these attempts resulted in Morphus teaching the appropriate bordering nation a "lesson in manners." Their desperation even led to an alliance, as several of the greatest heroes of all three races banded together to bring Morphus down.

(Statistics can be found in chapter 4)

APERTIS

About forty years ago, a dragon from distant deserts attacked the greatest of the human kingdoms. Roaring in fury about how mere humans had driven him off (apparently with magic beyond that known else-

where), he attacked the capital mercilessly. He eventually fled from the nation's heroes, but not before kidnapping the king's youngest daughter.

Since then, this sadistic monster has struck again and again at outlying villages and nearby elven outposts. It seems that he destroys for no reason other than to strike terror into weaker beings, and he kidnaps beautiful women from both human and elven communities. But worse still, Apertis chooses these women not merely for their bodies, but their hearts — he always seeks out the most courageous, or the most kind-hearted, or the most artistically gifted. His victims are always good of spirit and mild of nature.

Despite this, his caution outweighed his greed. He nearly died taking the princess forty years ago, and now avoids the center of the kingdom.

Today, the current monarchs are terrified. Their eldest daughter has become renowned far and wide for her noble heart, her grace and beauty, and her gift in all things musical. She is beloved by the people and the champions of the realm would gladly give their lives for her. Apertis could not want a more perfect prize.

The royal family offers a reward of 100,000 gold pieces in treasure and magic to the heroes who slay the monstrous beast. Already, the smell of sulfur grows increasingly common in the capital, and sudden gusts of wind arise mysteriously on cloudy nights. Apertis' hunger will soon override his cowardice, and the kingdom refuses to sacrifice another princess to his appetite.

(Statistics can be found in chapter 4)

KAHSTYLLAN

There are some names that even heroes speak in whispered, awe-struck tones. Some legends cross generations and even the ages. For as long as anyone can remember, as far back as all known records go, one such legend is known to heroes in direst need.

That legend goes by a single name: Kahstyllan.

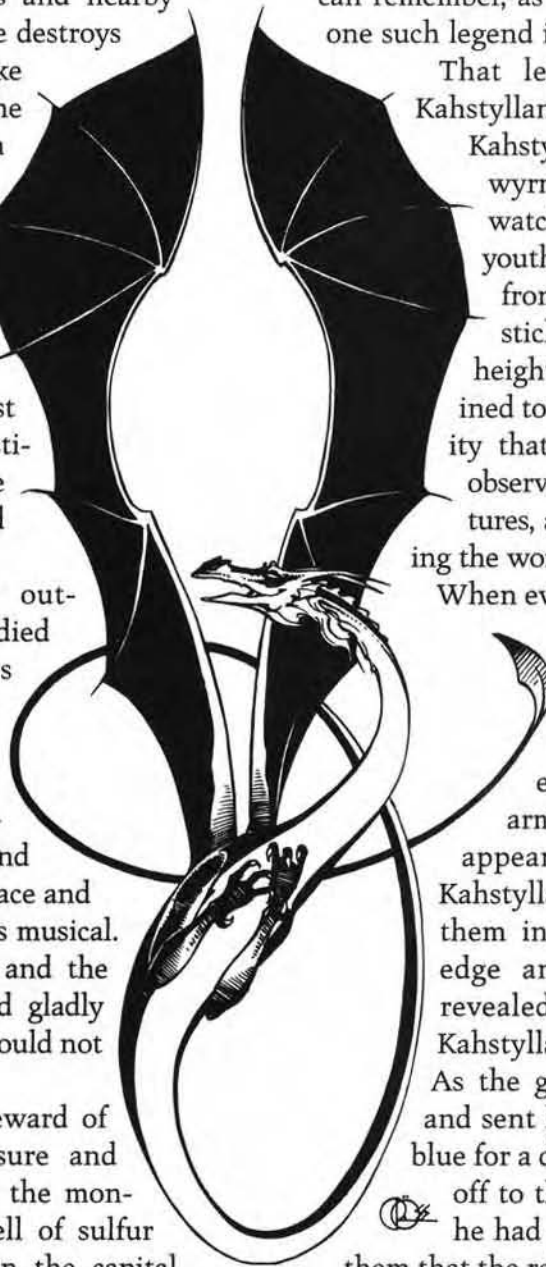
Kahstyllan is a magnificent bronze great wyrm the size of a small keep. He has watched the humanoid races since his youth, as the elves first coaxed magic from the land and humans turned sticks into spears. He saw them reach heights of nobility previously unimagined to dragonkind, and depths of depravity that could turn a red's stomach. He observed as they formed societies, cultures, and civilizations, eventually remaking the world in their image.

When evil forces began to threaten all that their courage had built, Kahstyllan knew that he had watched for long enough. An uncertain group of heroes gathered to stop a pit fiend with an army of undead monsters, and he appeared to them in many guises. Kahstyllan carefully guided them, aiding them in their quest, albeit with knowledge and hope only. Soon the fiend revealed its blue dragon ally, and Kahstyllan knew the time had come to act. As the gathered heroes battled the fiend and sent his army to its rest, he fought the blue for a day and a night, finally driving her off to the south. He admitted to the role



he had played, making a point to remind them that the real triumphs were their own. After giving them his name, he flew home. Though he never saw any of them again, he remembered the heroes and their courage with reverence.

That reverence returned manyfold. Kahstyllan's name joined the legend with the names of those



other heroes. And when a wizard-king with the Shadowstaff began a quest to conquer all before him, the adventurers who opposed him sought out Kahstyllan again. Again he aided the younger races, evil fell and legend grew.

Today, heroes revere Kahstyllan like a god. Though he rarely appears more than once in a century, he has been advising heroes for so long that collections of his advice and the tales of his own adventures fill volumes. Mysterious yet approachable, supremely draconic but surprisingly human, Kahstyllan is a bedrock of reliability in the eternally uncertain world of the adventurer.

Kahstyllan is a guide and teacher, not something for adventurers to kill for treasure. If approached with respect, he provides questioners with (cryptic) advice on nearly any subject. If they threaten him, he simply teleports them away. Anyone insane enough to attack him tastes repulsion gas before being spirited away. If injured his lightning breath reduces the strongest warrior to nothing. It is foolhardy to engage in military tactics with Kahstyllan. Every civilization owes its existence to him at least twice over.

Kahstyllan also tries to avoid providing his allies with anything more than information, but if he feels the necessity he can provide nearly any minor magic item. He may cast spells on them (rarely anything more than a *cure* spell) and otherwise provide small advantages that he feels are appropriate.

MARITI BRIGHTBLADE

Not all legendary dragons can challenge the power of the gods. The fame of some spreads far and wide due to courage, charm, luck and quick wits. Mariti Brightblade, a heroine with a laugh as ready as her elven identity's blade, is one such legend.

Though she's formidable in her natural form, she's become quite an impressive fighter in her elven shape as well. Gifted with mithril armor that melds into her scales (enchanted to do so if using the optional "armor bursting" rules), she also wields a falchion that grows with her, which she uses to deadly effect in elven or draconic form. Mariti is very brave, sometimes to the point of recklessness even by draconic standards. She relishes combat in her elven form, though she has no love of death and will allow an enemy to surrender in nearly any circumstance.

More than anything else, though, Mariti loves adventure! Like many, she's become nearly addicted to the excitement, the rush of victory, and the grateful smiles of those she's helped. Her combination of courage and enthusiasm has contributed to her growing reputation nearly as much as her many devastating victories.

Mariti, it turns out, is one of the deadliest warriors in the world. Her draconic fighting abilities have been enhanced by her martial training, and the combination is daunting to anything short of an elder dragon. Her minor magics don't hurt, either, considering that she can use a wide variety of divine spells along with her arcane arsenal.

However, this eager young lady has accumulated a lot of enemies in a short time, although to date her



skill and raw power have been enough. Sooner or later, though, one of her many powerful enemies will catch up with her.

(Statistics can be found in chapter 4)

FROM THE HEAVENS

The power of dragons is not checked by the ephemeral world. Powers beyond the flesh lie at the corners of the universe. Ancient energies, older than thought are known only by those aged enough to understand their value. Some dragons have tapped this power, drawing spirits into the mortal realm, widening their sphere of influence. Others command respect and worship is expected, if not demanded. Across the world, mortals worship the most powerful and ancient of beasts hoping to someday claim a small piece of their power.

VERITAS

Dragons are an ancient race, with perhaps the oldest culture in the known world. Dragons symbolize power, magic, and mystery, so it should not be difficult to imagine that they do not worship as other cultures do. Dragons hold three beings above all others — three divinities of terrible might and glorious beauty. Some whisper that these three are the first of the draconic race, the embodiment of the great beasts who worship them. Others believe that they are merely legends of a time long past. Whatever the truth is, let us proceed with what the scholars and sages tell us, and then move on into the realm of speculation and extrapolation.

DRAGON COSMOLOGY

When the world was young, before humanity and the other mortal races existed, primordial waters covered much the world. There were three beings of immeasurable beauty and vast power: the Leviathan, a powerful creature that stirred the seas with his every movement; the Oracle, who flew the skies with a myriad of sparkling colors radiating from her beautiful wings; and the Behemoth, a massive creature fueled by a feral rage. It is believed

that the Leviathan spawned the aquatic dragons and dragon kin, creating generation after generation of creatures in his constant trek through the depths of the sea. The Oracle and the Behemoth met at the edge of the sky, upon a great mountain that long ago vanished from history. From their union came the metallic and chromatic dragons, the first generation of the dragons we know today.

Dragons, ancient and young, rarely speak of their myths and legends to those of what they consider the *lesser* races. This could explain why so little is known about their roots and culture. As long as the dragons believe that they are the superior race, keeping their secrets hidden from the lesser beasts, we may never fully learn their secrets.

THE DRAGON TRIUMVIRATE

Arym-Ahya, the Queen of the Sky, the starry Oracle, the Mother of Dragons, is the embodiment of all that is good among dragon-kind. She soars the skies with unwavering endurance, her massive wings carrying her countless miles with a single, mighty beat.

Arym-Ahya is the most forgiving of the three deities. She wishes well for all mortals, and takes steps to ensure that the good dragons coexist peacefully with other races. It is her goal to eliminate the threat evil dragons bring to this peace, and to foil Ragoth-Rhyx's schemes of domination and terror.

All metallic dragons pay homage to Arym-Ahya, in one way or another. All dragons hold her in high regard, believed to be the Mother of the race. Even chromatic dragons are forced to show begrudging respect for her power and wisdom.

In her natural form, Arym-Ahya resembles a mammoth, feathered serpent. Her scales glimmer in the sunlight, reflecting bits of platinum, gold, silver, and bronze. Her feathers form a massive rainbow of colors — reds, greens, blues, and yellows — a dazzling array of the entire spectrum. Arym-Ahya's eyes are perhaps her most spectacular features. Their depths reflect an agglomeration of power which gives them an iridescence of allure and superiority.

Nhym-Nadaal, the King of the Sea, the Leviathan, is the undisputed ruler of the depths. A colossal mass of scaled flesh, he endlessly prowls the dark waters of the Seas, lording over his territory with immeasurable power. It is said that Nhym-Nadaal is a force of nature — amoral as the tidal waves or hurricanes at his command.

Nhym-Nadaal is content with his watery domain. His worshipers come to him in search of knowledge and wisdom, but find that their lord remains distant. Nhym-Nadaal's designs, if he has any, remain a mystery.

TYPICAL CLERIC OF ARYM-AHYA

Gold Dragon Female (Old): CR 20; SZ G; HD 29d12+203; hp 391; Init +0; Spd 60 ft., fly 250 ft., swim 60 ft.; AC 34 (+4 size, +28 natural); Atks Bite +39 melee (4d6+14); 2 claws +39 melee (2d8+14); 2 wings, +39 melee (2d6+14); tail slap +39 melee (2d8+14); Crush +39 melee (4d6+14); tail sweep +39 melee (2d6 +14); Face/Reach 20 ft., by 40ft., by 15 ft.; SA Fire Subtype, water breathing, polymorph self; SQ: Bless, damage reduction 10/+1, luck bonus, *geas/quest*, *detect gems*; SV Fort +23, Ref +16, Will 23; Str 39, Dex 10, Con 25, Int 24, Wis 25, Cha 25; AL LG. Skills: Alchemy +22, Bluff +23, Concentration +22, Diplomacy +23, Gather Information +23, Intimidate +23, Intuit Direction +23, Knowledge (arcana) +23, Knowledge (dragonkind) +23, Knowledge (history) +23, Listen +23, Scry +23, Search +23, Sense Motive +23, Spellcraft +23, Spot +23, Wilderness Lore +23. Feats: Dodge, Mobility. Sorcerer Spells (6/7/7/7/7/4): 0 level: *arcane mark*, *dancing lights*, *daze*, *detect magic*, *disrupt undead*, *ghost sound*, *light*, *mage hand*, *read magic*; 1st level: *charm person*, *jump*, *magic missile*, *shield*, *silent image*; 2nd level: *alter self*, *blindness/deafness*, *melf's acid arrow*, *mirror image*, *see invisibility*; 3rd level: *dispel magic*, *fly*, *haste*, *water breathing*; 4th level: *charm monster*, *illusory wall*, *polymorph self*; 5th level: *cloudkill*, *teleport*. Cleric Spells: 6/6+1/5+1/4+1/4+1/3+1.

Ragoth-Rhyx, the Behemoth, the Mad Prophet, the Father of Dragons is the embodiment of the dark, bestial nature of dragons — feral cunning, potent strength, and iniquitous rage. He lies within the belly of the earth, a hateful, mad creature bent on destruction. From his mouth spew dark tidings, whispered truths best left unheard.

Ragoth-Rhyx has a dark soul. In his mad, seemingly mindless rages, he threatens his followers and enemies alike. He is a true beast whose taste for destruction is unparalleled. The dragon priests who do his bidding seem infected by at least a hint of his insanity. Those who devote their lives to him become increasingly mad over their years of service, and ultimately lose their minds. If Ragoth-Rhyx has a grand scheme, even he does not know it fully.

Scholars believe that while these three deities have interests in many domains, they are aloof and seldom interact with divine beings of other pantheons. The dragon gods take interest in, and to some extent govern, the lives and realms of their followers. They seem content to allow the human pantheon to deal with humanity, the elven pantheon to deal with the elves, and so on. Dragons are a solitary race and this is reflected in the divinities they worship. The dragon triumvirate rarely interrelates as each has its own agenda, one shared only with their most devout followers.

DRACONIC PRIESTS

Dragon priests usually worship one of the members of the Triumvirate; rare exceptions worship other sources of divine power. Dragon clerics and priests are few, and usually unrecognized as such. They usually are not members of an officially ordained order or structured religion; there is no formal hierarchy or structure for worshiping the Triumvirate. They wear no elaborate holy symbols or badges of office; they simply channel their divinity's will through their prayers, each practicing their faith in a highly individualized and personal manner.

For example, the chromatic dragons show respect for the Behemoth with great displays of strength



and viciousness. Metallic dragons often seek insight from the Oracle with offerings of wealth and beauty. The spawn simply live their lives as they believe the Leviathan would, offering little in way of tribute or praise. Dragon priests live their lives however they wish, as long as they uphold the ideals of their chosen divinity.

All of the deities require some sort of service from their spiritual servants, even the Triumvirate. Whether it is providing wisdom, settling disputes, or simply providing a cultural example for others to follow, deities expect something from their most trusted followers for granting them their powers.

When creating a Dragon Priest for your campaign, you must first choose a deity (presumably Arym-Ahya, Nhyrn-Nadaal, or Ragoth-Rhyx), and an alignment (usually mirroring your choice of deity). Once you have done this, select two from the following list of domains.

Arym-Ahya's Domains: Air, Good, Healing, Law, Protection, and Sun.

Duties of the Priesthood: Clerics are a central and vitally important part of any society, even dragon society. Although these great beasts are solitary, the clerics of Arym-Ahya are the closest thing to spiritual leaders they have. Arym-Ahya's priests are expected to uphold the tenants of Good and lead by example. They are prime examples of the virtues and strengths of dragonkind. These priests tend to mediate disputes among their people, and pronounce judgment in many cases.

Nhyrn-Nadaal's Domains: Animal, Chaos, Magic, Strength, Water, and Travel.

Duties of the Priesthood: Nhyrn-Nadaal's priests are rare. No two are alike, nor are their duties. They tend to be utterly unpredictable, spreading the word of their faith as they travel the seas like nomads. When including one of these clerics in a campaign, detail the beliefs of the individual cleric and assign his duties in support of those beliefs. Nhyrn-Nadaal is the most lenient (or uncaring) of the Triumvirate.

Ragoth-Rhyx's Domains: Death, Destruction, Evil, Fire, Trickery, and War.

Duties of the Priesthood: Ragoth-Rhyx's priests revel in their dark ways. They live for the chance to sow the seeds of war and destruction, meting out death simply because it is within their power to do so. These clerics can be counted among the most violent of dragonkind. They lead harsh, unforgiving lives, usually burning out long before their prime.

TYPICAL CLERIC OF NYM-NADAAL

Dragon Turtle Male: CR 13; SZ H (aquatic); HD 12d12+60; hp 138; Init +0; Spd 20 ft., swim 30 ft.; AC 20 (-2 size, +12 natural); Atks Bite +18 melee (4d6+8 damage), 2 claws +13 melee (2d8+4 damage); SA Breath Weapon, snatch, capsizes; SQ: Scent, fire immunity; SV Fort +13, Ref +8, Will +9; Str 27, Dex 10, Con 21, Int 12, Wis 20, Cha 12; AL N. Skills: Hide +7, Intimidate +16, Intuit Direction +12, Listen +18, Search +6; Spot +18. Feats: Alertness, Blind-fight, Cleave, Power Attack. Cleric Spells: 6/6+1/5+1/4+1/4+1/3+1.

DRAGONS AND SPELL DOMAINS

It has been noted that many of the most powerful dragons are but one step short of the gods.

That one step could be hurdled with one additional element — worship.

In many fantasy worlds (including virtually all such worlds played using the *d20 System*[™]), gods can grant their worshippers power. While the cleric class covers this basic ground, 3rd Edition now uses one primary method to distinguish between clerics

of different gods — spell domains. There's every reason that dragon gods should be able to grant these powers, since the majority of spellcasting dragons can also cast divine spells, and all such dragons have access to domains appropriate to their alignment, element and natural tendencies.

The most obvious method for designing a mythos and determining spell domains for a dragon that has reached godhood is to decide which type of dragon it was before ascension. In the case of black, green or white dragons, use the dragon's alignment and powers as a basis. For example, if Glaciarum Magnus (*see the Legendary Dragons section*) were to reach divinity, his clerics might have access to Chaos, Evil, Knowledge and Water domains.

If a desired domain doesn't exist, it's possible to create one. Designing a spell domain requires some care, but the spell levels are an inherently balanced. The granted power shouldn't be more beneficial than other domain types. Returning to our example, Glaciarum's powers are better suited to ice than water, so his clerics can cast spells from the new Ice domain.

Ice Domain

Sample Deity: Glaciarum Magnus

Granted Powers: Immunity to natural cold. +2 to all saves against magical cold and ice effects, and the supernatural ability of evasion against those same effects.

Ice Domain Spells

- 1 Ray of Frost.
- 2 Endure Elements. Endure cold or fire only.
- 3 Resist Elements. Resist cold or fire only.
- 4 Wall of Ice.
- 5 Ice Storm.
- 6 Cone of Cold.
- 7 Otiluke's Freezing Sphere.
- 8 Finger of Death.
- 9 Summon Monster IX. Summons a mature adult white dragon.

There's also the possibility of truly primal draconic gods, celestial creators who formed the cos-

TYPICAL CLERIC OF RAGOTH-RHYX

Red Dragon Male (Old): CR 20; SZ G;
 HD 28d12+196; hp 378; Init +0; Spd 40 ft., fly 200 ft.; AC 33 (+4 size, +27 natural);
 Atks Bite +36 melee (4d6+10), 2 claws +36 melee (2d8+10), 2 wings +36 melee (2d6+10), tail slap +36 melee (2d8+10), crush +36 melee (4d6+10), tail sweep +36 melee (2d6 +10 damage);
 Face/Reach 20 ft., by 40 ft., by 15 ft.; SA Fire Subtype, *locate object*, *suggestion*; SQ Damage Reduction 10/+1; SV Fort +23, Ref +16, Will +21; Str 31, Dex 10, Con 23, Int 18, Wis 19, Cha 18; AL CE. Skills: Alchemy +20, Bluff +18, Concentration +21, Diplomacy +23, Gather Information +23, Intimidate +23, Intuit Direction +21, Knowledge (arcana) +20, Knowledge (dragonkind) +23, Knowledge (history) +20, Listen +23, Scry +21, Search +23, Sense Motive +23, Spellcraft +23, Spot +23, Wilderness Lore +23; Feats: Dodge, Mobility; Sorcerer Spells (6/7/7/7/7/4): 0 level: *dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *read magic*, 1st level: *change self*, *charm person*, *color spray*, *mage armor*, *summon monster I*; 2nd level: *arcane lock*, *levitate*, *mirror image*, *see invisibility*, *web*; 3rd level: *fly*, *haste*, *invisibility sphere*, *protection from elements*; 4th level: *dimension door*, *lesser geas*, *polymorph other*, *polymorph self*; 5th level: *cone of cold*, *dominate person*, *permanency*; 6th level: *antimagic field*, *flesh to stone*. Cleric Spells: 6+1/5+1/4+1/4+1/3+1.

mos from their divine breath and so on. These celestial dragons would have vast, cosmic domains.

DRAGON CULTS

Given the power and majesty of these magnificent beings, it is easy to understand why humanity and many other mortal races have come to worship them. Dragon cults usually develop around particularly powerful beasts that have settled in a particular region. Chromatic dragons attract orcs, goblins, kobolds, and other dark-natured races. Metallic dragons attract more kindly races like humans, elves, and dwarves. The spawn of the Leviathan attracts widely varied creatures, almost exclusively of an aquatic nature. These cults tend to be as diverse and individual as the magnificent beings they center on.

When making a Dragon Cult for your campaign, begin by choosing or creating a legendary dragon, a creature so powerful he lacks only the belief of a single mortal to elevate him to demigod status. Several options are described in the *Legendary Dragons* section of this book and in the following *Dragon Cult*.

Next choose the being's first worshiper, most likely a loyal servant. In many cases this servant becomes the high priest of his newfound deity, and spreads the word, recruiting more followers wherever he goes.

Once these elements are described, select a setting for the lair or temple, the number of current followers, alignment of worshipers, and the domains of the new divinity. Make new domains if necessary or draw from any published in *Evil* or elsewhere. Put these items together with an interesting history and you have created a functional cult like the one found in the following example.

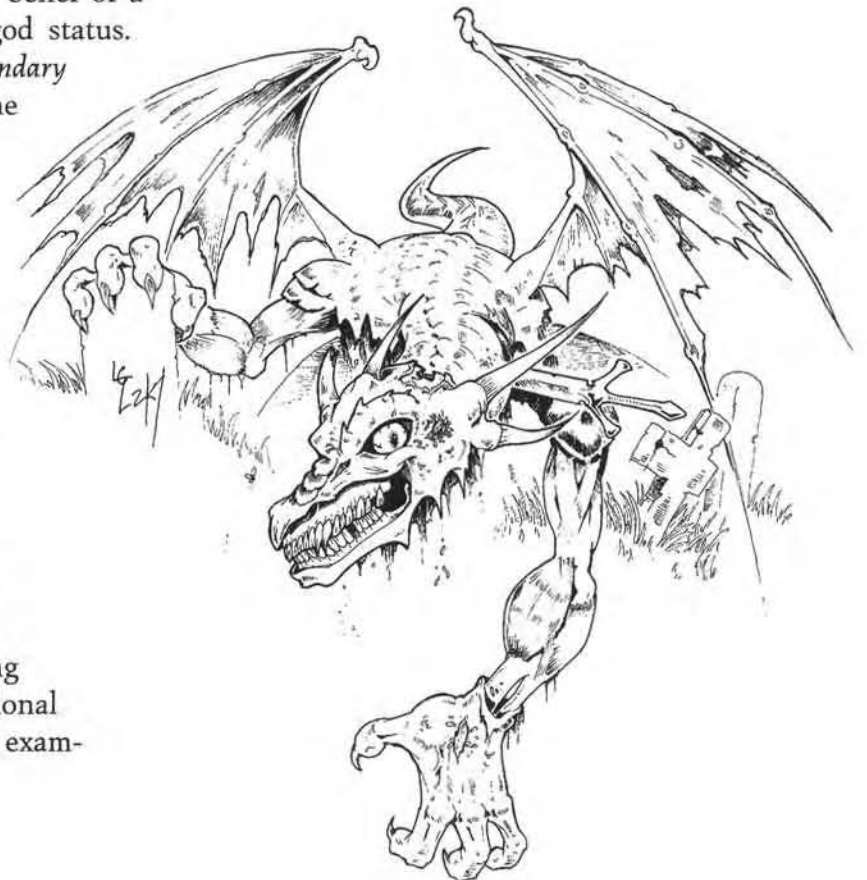
THE OBSIDIAN BROTHERHOOD

The following section details a dragon cult centered on an ancient black dragon. It can be adapted easily to most any fantasy setting.

History

Thousands of years ago, a battle raged over the peaks of the Jorru Mountains. Fehl-Ikkan, the Obsidian Death, challenged Saryn-Serrus, an ancient Silver dragon whose domain lay just beyond the boundary of his own. It was a fierce battle, one that took a heavy toll from the two legendary combatants. In the end Saryn-Serrus, wounded near to death, shattered one of Fehl-Ikkan's wings. The Obsidian Death plummeted to the ground and was buried deep within the Jorru Mountains. So strong was the force of impact, part of the range collapsed and covered the crash site with an avalanche of stone. The body of Fehl-Ikkan was lost.

Many years passed, and Fehl-Ikkan's followers



VOGUL ARGOS, THE VOICE OF THE DRAGON

Male Human Ftr7/Clr11: CR 18; Size M (humanoid); HD 7d10+14 + 11d8+22; hp 115; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex); Atks +19/+14/+9 melee, or +19/+14/+9 ranged; SV Fort +14, Ref +9, Will +14; Str 18, Dex 18, Con 15, Int 14, Wis 20, Cha 14; AL CE. Skills: Alchemy +3, Appraise +3, Climb +13, Concentration +14, Craft +14, Handle animal +11, Hide +4, Innuendo +7, Intuit direction +12, Jump +14, Knowledge (nature) +3, Knowledge (religion) +9, Listen +7, Move Silently +4, Open Lock +7, Profession +17, Scry +16, Sense Motive +6, Spot +7. Feats: Alertness, Combat Reflexes, Enlarge Spell, Expertise, Extend Spell, Extra Turning, Point Blank Shot, Power Attack, Skill Focus (intuit direction), Weapon Finesse (lance, light), Weapon Focus (longsword), Weapon Focus (warhammer). Spells: 6/7+1/5+1/5+1/4+1/3+1/1+1.

lost heart, one by one. Eventually, only one remained, a dark-souled blackguard named Vogul Argos. Vogul remained loyal and searched for a way to find his master. He eventually found it, deep within the underearth. Following a long-forgotten underground highway, Vogul discovered that his master had fallen upon an ancient ruin.

Vogul underwent the pilgrimage alone, answering the silent call of his master. He battled his way through the underearth and the ancient ruin, until he discovered his master's presence. Buried beneath a mountain of stone, the Obsidian Death lived. At the back of a large cavern was the exposed eye of the great beast and in another, its massive chest, and yet another a wicked claw. Over the years, while in a deep torpor, the great beast remained trapped beneath the Jorru Mountains.

With his religious fervor renewed, Vogul went in search of others to share in the pilgrimage. He single-handedly resurrected the Obsidian Brotherhood, swelling the cults numbers with outcasts from other underearth societies. His belief

and charisma were intense; he was able to recruit a sizable group. Once gathered, they returned to the ruin to witness the Sleeping God and begin rebuilding.

Today, the ruins have been restored and fortified. The Brotherhood expanded in size and branched out. They take a strong lead in the local underearth politics and extending their influence daily.

Hierarchy

The Obsidian Brotherhood is tripartite, with guards and warriors in the lowest level, spies and diplomats in the middle, and priests and blackguards in the uppermost level. These levels are an indication of status rather than social class, and are not a direct indication of rank. For example, a high-ranking diplomat has more influence and political power than a newly initiated priest, despite belonging to the second tier.

The Voice of the Dragon leads the Brotherhood in all things. Vogul currently holds this title and speaks with his master's voice. The two have developed a telepathic rapport, similar to that of a wizard and his familiar. Through this link, the two are always in contact.

The Voice of the Dragon directly controls one of the three branches of the cult. All of the blackguards and priests report directly to the Voice. They are charged with protecting their master and providing the cult with spiritual guidance.

Daius Rou, a renegade drow wizard and the first supplicant recruited by Vogul, leads *The Eyes of the Dragon*. This branch is dedicated to information and misinformation; its members are spies, thieves, scouts, and diplomats.

The Eyes of the Dragon provide the temple with information about neighboring politics and activities. They rarely act directly or reveal their affiliation to the Brotherhood; instead they relay information back to the Voice and misdirect any investigations or queries about the cult.

The Blood of the Dragon is comprised of fighting men and women of all sorts, warriors, former mercenaries, and soldiers. This branch is controlled by Kellus, a

brutal Minotaur warrior, and makes up the standing army of the order. It patrols the perimeter of their stronghold and assaults any targeted domains.

The Ruins of Terre Dour and environs

The Hithermane Empire was buried in a cataclysm event thousands of years ago, but pieces of its civilization remain. Deep beneath the Jorrus Mountains lie the remains of Terre Dour, a long-forgotten Hithermane stronghold. Today, it is the home of the Obsidian Brotherhood, and the temple of their faith.

Once a bustling city, Terre Dour now serves a single function, to protect the Sleeping God. Most of the city remains unused. Only the few blocks surrounding the Temple proper have been returned to working order. The temple guards heavily patrol these areas, for the ruin is home to any number of dark creatures and subterranean beasts. Further, they are aware that the drow have taken notice of their activities, after interrogating several captured drow scouts. The guards are openly hostile to anyone who does not belong to the cult, and are alert for any signs of attack against their people.

The surrounding area is comprised of hundreds of natural caves, caverns, and passages. Some passages extend away for miles. An ancient highway controls the primary access to the Temple area; this wide cavern is heavily fortified, especially near the palace. Temple guards patrol the surrounding areas in search of enemies, and in order to protect workers who are excavating more and more of the city each day. The high priest has ordered workers to continue searching for new paths to the dragon's resting form. No new sites have been found as of yet, but the high priest remains hopeful, so the work continues.

While the workers have been unsuccessful in finding new paths to their master, they have uncovered several treasure deposits; presumably ancient reserves left from the time of the Hithermane Empire. These reserves have proved invaluable to the growth of the cult, allowing the Brotherhood to establish a foothold in the underground markets.

DAIUS ROU, THE EYES OF THE DRAGON

Male Drow Wiz12: CR 13; Size M (humanoid); HD 12d4+36; hp 65; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks +8/+3 melee, or +8/+3 ranged; SV Fort +7, Ref +6, Will +11; Str 14, Dex 14, Con 17, Int 22, Wis 17, Cha 10; AL CE. Skills: Balance +6, Craft +20, Forgery +7, Hide +2, Intimidate +4, Knowledge +16, Knowledge (arcana) +20, Listen +5, Move Silently +2, Open lock +7, Perform +6, Profession +15, Scry +7, Search +14, Sense Motive +4, Spot +11. Feats: Brew Potion, Heighten Spell, Scribe Scroll, Silent Spell, Spell Mastery (*invisibility, mirror image, ghoul touch*), Spell Penetration, Still Spell. Spells: (4/6/6/5/4/4/3): 0 level: *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st level: *charm person, chill touch, feather fall, identify, mage armor, magic missile, tenser's floating disk*; 2nd level: *alter self, blindness/deafness, bull's strength, flaming sphere, ghoul touch, hypnotic pattern, invisibility, knock, mirror image, summon monster II, tasha's hideous laughter*; 3rd level: *fireball, lightning bolt, sepia snake sigil, slow, summon monster III*; 4th level: *charm monster, dimension door, fire shield, fire trap, scrying, summon monster IV*; 5th level: *cone of cold, greater shadow conjuration, hold monster, permanency, teleport*; 6th level: *analyze dweomer, chain lightning, disintegrate, eyebite, programmed image*.

Vogul believes that they have uncovered only a small portion of the treasure buried in the ruins, but he keeps this fact secret from all but his most trusted advisors. One of the excavations uncovered several artifacts from the Hithermane royal dynasty, which leads Vogul to believe that the royal treasury is yet to be uncovered.

The Temple has been built within an old palace. Many of the rooms retain their lofty ceilings and marble pillars. It is within one of these halls that the massive chest of the dragon lies exposed, and also where the Obsidian Altar is kept. It is upon this altar that

KELLUS, THE BLOOD OF THE DRAGON

Male Minotaur Bbn6/Ftr6: CR 16; Size L; HD 6d8+36 + 6d12+36 + 6d10+36; hp 200; Init +1 (Dex); Spd 40 ft.; AC 15 (+1 Dex, +4 Chainshirt); Atks Battleaxe +26/+21/+16/+11 melee (1d8+9), or +18/+13/+8/+3 ranged; SA Rage 2/day, fast movement, uncanny dodge (can't be flanked); SV Fort +18, Ref +10, Will +12; Str 28, Dex 12, Con 22, Int 10, Wis 16, Cha 16; AL CE. Skills: Craft +9, Handle animal +11, Hide -3, Intimidate +9, Intuit direction +11, Jump +13, Listen +11, Move silently +1, Open lock +5, Search +8, Spot +11, Swim +17, Wilderness Lore +11. Feats: Blind-fight, Cleave, Endurance, Improved Critical (greataxe), Improved Critical (quarterstaff), Improved Critical (dagger), Improved Critical (flail, heavy), Power Attack, Toughness, Two-weapon fighting.

initiates fully join the cult, with a bizarre offering ritual and a sacrifice to the Sleeping God. 2d6 temple guards and 2d4 clerics protect this area at all times.

The Voice of the Dragon, Vogul Argos, maintains his personal quarters in a spacious hall. In the back of the room, where the ceiling has collapsed, a small tunnel winds its way up to FehI-Ikkan's exposed eye. The priest's daily meditation involves communing with his deity, by sitting beside the exposed eye and chanting in ritual prayer. It is here that he is granted his spells, and given visions of the Sleeping God's goals and plans. 1d4 temple guards and 1d4 clerics protect this area at all times, and only invited guests ever get to visit this holy place.

The final exposed portion of FehI-Ikkan lies just outside the palace wall. One of the creature's hind claws has pierced the ceiling crust, appearing to the uninitiated eye as a massive stalactite hanging down from the roof. This is considered a holy place, one that is used by clerics for reflection and meditation. This place is a site of pilgrimage for new initiates and full brothers alike. Guards and clerics protect this area at all times, and acolytes and other clerics are usually in prayer.

While not outright warlike or aggressive, the Obsidian Brotherhood does have a reputation for dishing out swift, harsh punishment to their enemies. They maintain a primarily defensive posture in underground politics, but are currently focusing their attention on expanding their borders beyond the walls of Terre Dour. The cult has made several key alliances that will allow it to extend its sphere of influence well into neighboring territories.

One such territory is the Deep Gnome settlement of Glitterhome. This settlement houses over 5,000 gnomes, and has been their ancestral home for generations. The cult wants access to the gnome mines and their wealth of precious gemstones.

Another nearby territory belongs to the dark elves. This openly hostile nation has dominated the region for many centuries; they have systematically removed all potential threats to their dominance over the last century. While the cult is small, it does not represent a threat to the dark elf city. If the cultist population continues to grow as it has in the last few years, however, it could pose a significant threat in the foreseeable future. The drow have started to watch the cultists closely, perhaps considering the best time to declare all out war.

Adventure Seeds

There are many methods for introducing PCs to the Obsidian Brotherhood. A single cult member dropped into a storyline or an adventuring party discovering the ruins of Terre Dour while traveling the underground.

- An old friend of the PCs visits them unexpectedly one day. He nervously watches over his shoulder, out the window, etc. When asked about it, he replies that he woke the sleeping god. The next morning they discover their man in his room, murdered by one of the Obsidian Brotherhood assassins.
- The PCs learn their oldest enemy has come out of hiding allied to a mysterious dragon cult.

- The PCs discover an ancient shrine dedicated to Saryn-Serrus, an ancient silver dragon whose sworn enemy is rumored to be living in an underground temple, hoarding a vast treasury.
- The PCs are approached by a wizened old sage. He believes he has discovered the location of an ancient ruin, one that has been lost for over a thousand years — Terre Dour.
- One of the PCs is kidnapped and held for ransom. The Obsidian Brotherhood has mistaken him for an enemy operative, and is using him to gain the upper hand on their competition. The PCs must rescue their friend before the cultists realize they have the wrong person.
- One of the PCs has been cursed or geased by a powerful spellcaster and ordered to find the headquarters of a new rival, a member of the Obsidian Brotherhood. The Player characters must track the cultists back to Terre Dour and then reveal the location to the mage.
- The PCs find an ancient map that depicts an underground highway and an ancient treasure trove. They mistakenly follow the highway that leads to Terre Dour, and must deal with what they find there.
- The PCs become entranced by a mysterious public speaker using mind-altering magic to gain more followers for Fehl-Ikkan. The PCs must discover the ruse and break out of her spell before completing their initiation ritual and become permanent members of the cult.
- One of the PCs meets a fascinating woman who becomes inexplicably involved in his life and then vanishes suddenly. As he investigates her disappearance he discovers that she became involved with a mysterious underworld cult — The Obsidian Brotherhood.
- The PCs discover an ancient Hithermane artifact that teleports them deep into the ruins of Terre Dour. Not only must they escape the notice of the cult, but they also have to survive the traps and pitfalls left behind by the Hithermanen.

TERRE DOUR (TEMPLE)

Alignment: CE

1,500 gp limit

Population: 500.

Authority Figure: The Voice of the Dragon, Vogul Argos.

Important Characters: The Eyes of the Dragon, Daius Rou and The Blood of the Dragon, Kellus. Others: Brothers, Clr6 (148), Acolytes, Clr2 (× 200); Temple Guards, War8 (× 2), War6 (× 50), War4 (× 100).

Philosophy: Fehl-Ikkan is obsessed with wealth, power, and control, sentiments he channels through Vogul and the entire brotherhood. The cultists are expected to dominate their surroundings — through subterfuge, cunning, or direct physical confrontation — until there is no longer any resistance. Within his megalomaniacal mind, Fehl-Ikkan wants nothing less than world domination.

Goals: The Obsidian Brotherhood is taking steps to control the underearth and from there launch a campaign against the lands above. They are not content taking the outcasts and refugees of other societies. Fehl-Ikkan wishes to supplant any other faith with his own and become the only true divinity.

On a smaller scale, Fehl-Ikkan ordered the cultists to discover the whereabouts of his archenemy, Saryn-Serrus. His orders are to find the legendary silver dragon, destroy him, and return with the treasure from the creature's lair. Vogul Argos has dedicated his time to this, hoping to impress his master and gain even more favor.

SECTION TWO:

TO TOUCH THE SKY

NEW USES FOR OLD SKILLS

Dragon hunting requires a specialized set of abilities. Dragons are, after all, some of the most powerful foes adventurers face. Few creatures match a dragon not only in terms of power but also in the flexibility and range of abilities that a dragon possesses. To deal with a dragon, an adventurer must push his skills and abilities to their limit.

This section details new uses for some of the core d20 skills. Most of these rules are designed to show you how a skill can be best put to use against a dragon, but a few simply increase the range of options and utility offered by skills.

ALCHEMY (INT; TRAINED ONLY)

Normal Use: You can concoct powerful substances by combining strange, often magical, ingredients into carefully prepared mixtures. You have a strong knowledge of various exotic substances and have the training and tools necessary to learn the properties of those with which you are unfamiliar.

New Use: Organ harvesting. Your knowledge of alchemy covers not only the properties and uses of various magical substances, plants, and animals, but also how to properly gather and prepare them. You may make an Alchemy check (DC 20) to remove useful glands, organs, and other substances from the corpse of a magical creature. If you later attempt to create an alchemical or magical item incorporating the parts you gathered, you may deduct 10% from the gp cost to make the item. You may also sell the ingredients you collect at a price set by the GM.

For more uses of Alchemy, see the Dragon Alchemy section on page 49.

BLUFF (CHA)

Normal Use: You have a gift for making the unlikely or even unbelievable sound perfectly plausible. Rational explanations for suspicious actions come to your mind quickly, and you have the oratory skills necessary to deliver your excuse in a calm manner that avoids arousing suspicion.

New Use: Flattery. You not only know how to make yourself look good in sensitive situations, but you also have the ability to make others feel good about themselves and about you. You may use Bluff to heap praise and compliments on someone, winning their trust and earning a temporary place in their good graces. You may use flattery to temporarily improve a person's reaction to you as per the Diplomacy skill. However, flattery only works in small doses and for short amounts of time. After 1d6 minutes, the target of your false praise reverts to his original attitude towards you, unless you successfully sway him with a Diplomacy check.

CLIMB (STR; ARMOR CHECK PENALTY)

Normal Use: You can scale cliffs, navigate steep mountain slopes, and scramble up a length of rope. With the proper tools and enough time, there aren't many obstacles that you can't overcome.

New Use: Swarm huge monster. Walls, ropes, and cliffs aren't the only things you can scale. When facing a monster that is two size categories or more larger than you, you can find purchase on the creature and scramble up its side for a better shot at it. Using the Climb skill in this manner counts as a full-round action. Your Climb check is opposed by the monster's strength check as it tries to buck you off. To remain on top of the creature, you must win

an opposed Balance versus Strength check each round. If you fail, you tumble from the creature on its action, taking 1d6 points of damage and losing your action for that round. While atop the creature, all of your attacks against it count as if you caught the creature flat-footed.

CRAFT (INT)

Normal Use: You are skilled in a particular trade or art, such as blacksmithing, candlemaking, fletchery, or weaving. You have enough training to make a fair to prosperous living off your skill, and often during your adventuring career you find yourself using your mundane skills to work your way out of a dangerous or precarious situation.

New Use: Dragonsmithing. Dragons are such legendary and potent threats, and their corpses are so large and often composed of so many pieces valuable to wizards and alchemists, that an entire trade has grown around the disposal, preservation, and sale of dragon parts. Dragonsmithing is the art of preserving dragon body parts, refining organs and tanning hides for future use in alchemical and magical research. Using this form of Craft, a character can use any craft skill if it revolves around crafting items from a dragon's corpse. A character with 5 or more ranks of Craft (dragonsmithing) gains a +2 synergy bonus when using any other Craft skill to work with materials gathered from a dragon. A character with 5 or more ranks in a Craft skill relevant to what he attempts to do with Dragonsmithing gains a +2 synergy bonus on his Craft (dragonsmithing) check.



DECIPHER SCRIPT (INT; TRAINED ONLY; BARD, ROGUE ONLY)

Normal Use: You can break codes, translate ancient writings and forgotten runes, and puzzle out the meaning of a letter written in language of which you have no knowledge.

New Use: Create cipher. You can create codes and simple methods for encrypting written messages. You must be able to speak the language that you wish to encrypt. You can create a simple system to decode the message with which anyone literate in the encoded language can use to translate the missive. Anyone with the Decipher Script skill can attempt to crack the code. The DC to do this is equal to the result of your Decipher Script check when creating the code.

DIPLOMACY (CHA)

Normal Use: You have the tact and charm necessary to win the trust of others. You also are trained in various forms of protocol and know all sorts of trivia that can be extremely important in certain social situations. You've learned the proper way to address the duke, the correct mode of dress for a reception dinner with the local constable, and which fork to use when eating the salad and which one to save for the main course.

New Use: Draconic protocol. Your knowledge of etiquette does not end with your native species. You have learned the basic modes of conduct and

address that dragons express from what they view as the lesser species. You know how to present yourself to a dragon and what it expects from you in terms of social obligations.

JUMP (STR; ARMOR CHECK PENALTY)

Normal Use: Through exercise and training, you've managed to increase the distance and height that you can leap through the air. This skill covers not only raw strength, but the balance, flexibility, and agility necessary to make lengthy jumps.

New Use: Leap into the saddle. With a successful jump check, you can leap onto the back of a quadrupedal creature and maintain this position. Your Jump check must allow you to leap high enough to clear the creature. Each round, if the creature attempts to throw you from its back you must beat its Strength check with your Balance check. While on the creature's back, all attacks you make against it count as if you caught the creature flat footed.

PICK POCKET (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

Normal Use: You can steal items from others' belt pouches or pockets and hide them on yourself with drawing notice. You can also palm objects that are left out in the open without others' taking note of your action.

New Use: Plant object. Just as you can secretly lift an object from someone's person, you can also drop a small item no larger than a your hand and weighing no more than a 5 pounds. On a successful check, your victim is completely unaware that he now carries the item that you have placed on him. On a failed check, he notices the item and realizes that you tried to place it in his pocket.

SEARCH (INT)

Normal Use: This skill allows you to find secret doors, hidden treasure caches, and trick compartments. You know the telltale signs of a hollow space, and have some experience with the typical construction used in creating hidden

features. You have developed your eye for detail and are good at picking out slight irregularities in walls and other structures that often indicate a hidden catch or door.

New Use: Stash item. Search allows you not only to find hidden items, but it gives you the ability to secret your own possessions out of plain sight. When you attempt to hide an item, make a Search check. The result of the skill check is the DC of the Search check needed to find the item.

SPEAK LANGUAGE (NONE; TRAINED ONLY)

Normal Use: You are fluent in a language, and unless you are a barbarian you can read and write.

New Use: Speak dialect. You have a working knowledge of the particular usage and slang of a language common in a specific region or time period. In order to gain this knowledge, you must be able to speak the base language from which the dialect is derived and you must spend 1 skill point.

NEW FEATS

ANIMAL FRIEND [GENERAL]

You quickly form an empathic relationship with unintelligent animals, relying on your natural talent and charisma to form tight bonds with them. In particular, you are extremely adept at handling and training newborn creatures of all types, from dogs to dragons.

Prerequisite: Cha 13+

Benefit: You gain a +2 competence bonus to Animal Empathy and Handle Animal checks.

AREA OF EXPERTISE [GENERAL]

You have done tremendous amounts of research into a single area. Not only have you poured a lot of energy into the academic study of the subject, but you are also well-connected to the current rumors and news concerning that topic.

Prerequisite: Int 13+

Benefit: You gain a +2 competence bonus to Knowledge checks in your chosen field. In addition,

when using Gather Information to uncover rumors connected to your area you gain a +2 competence bonus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you choose this feat, you gain it in a new area of study. You may choose any topic covered by a Knowledge skill for this feat.

CONCEAL WEAPON [GENERAL]

You are adept at keeping a weapon hidden on your person in such a way that you can draw it without any undue trouble. You often have to go into areas where openly wearing weapons is frowned, or you have often hidden a weapon in easy reach in order to get the drop on an opponent.

Prerequisite: Int 13+

Benefit: You gain a +2 competence bonus to Bluff checks to convince someone that you are unarmed or to hide a weapon on your person. You may draw a hidden weapon as a move-equivalent action rather than retrieving it as a stored item.

Normal: Pulling out a hidden weapon normally counts as a retrieving a stored item, which draws an attack of opportunity. This feat makes that action the equivalent of drawing a weapon, which does not provoke an attack of opportunity.

Special: If you have the Quick Draw feat, drawing a hidden weapon is a free action and you gain a +2 bonus for the first attack. In addition, if you succeed at a Bluff check during this first attack, your opponent it caught flat-footed. This Bluff check is a free action.

CONTORTIONIST [GENERAL]

You are adept at contorting yourself in order to escape the grasp of others.

Prerequisite: Dex 13+

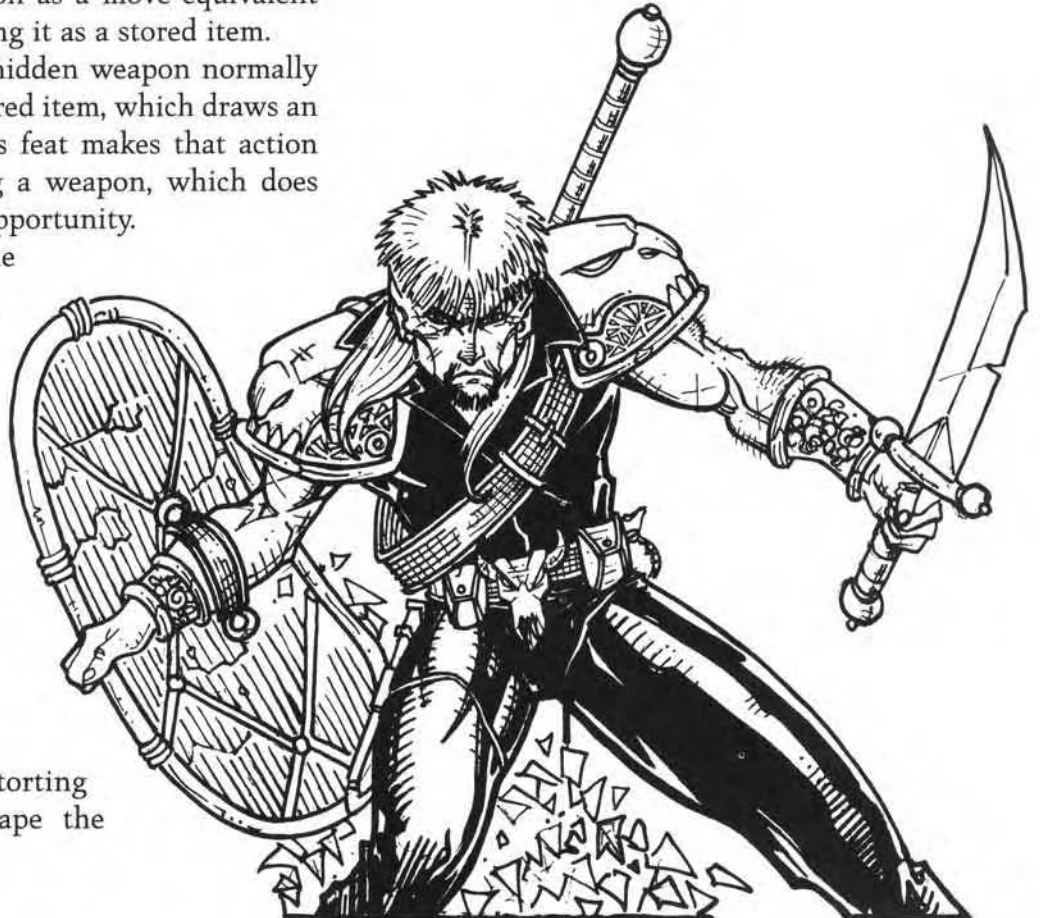
Benefit: You gain a +4 competence bonus to all Escape Artist checks made to escape a grapple attack or to avoid being swallowed whole by a large monster.

DRAGON FRIEND [GENERAL]

You, your ancestors, your relatives, or an ally has a strong, friendly relationship with a dragon. While the dragon is not at your beck and call, you've grown up around a dragon and are used to dealing with them. Their unique psychology and motivations are familiar to you, and you consider them to be as familiar as the adventuring races.

Prerequisite: Cha 13+, Int 13+, Ability to Speak Draconic

Benefit: When confronted by a dragon, you gain a +2 competence bonus to Diplomacy checks and saves against the dragon's frightful presence. In addition, you can consult with your allied dragon



for aid. It is capable of casting spells for you at the normal gp rate charged by NPC spell casters. The dragon never aids you in your adventures, but it may offer advice and other support. The dragon likes you, but it does not risk its life for you.

Special: You must take this feat at 1st level. You may take it at later levels only if the GM rules that you've earned a dragon's friendship through play.

DRAGONSMITH [ITEM CREATION]

You are a master of draconic anatomy and have acquired a comprehensive knowledge of the variety of magical weapons, armor, and other items that can be created from a dragon's body.

Prerequisite: Caster level 3rd+, and Item Creation feat.

Benefit: If you have access to a recently slain dragon, you can produce magical items for 25% less than the standard gp cost for creating the item. In addition, you gain a +2 competence bonus to any Craft checks necessary to complete the item. However, if a dragon is aware of your chosen craft, it immediately treats you as hostile.

Special: This book details a great number of items and alchemical concoctions that can be created with dragon parts. See page 49 for more details.

EMISSARY [GENERAL]

You readily make an empathic bond with strange animals and alien, magical creatures. Your bearing and actions set them at ease, and you often find alien creatures warming up to you with little effort on your part.

Prerequisite: Cha 13+

Benefit: You gain a +2 competence bonus to Diplomacy and Charisma checks made when dealing with non-humanoid creatures. Of course, you must have some way to communicate with the creature in order for this bonus to be effective.

FEARLESS [GENERAL]

You have a strong grip on your nerves and are very difficult to terrify. Whether it's through experience or sheer stubbornness, you shrug off fear and continue you on your way, unaffected by even the most fearsome beasts.

Prerequisite: Iron Will

Benefit: You gain a +3 competence bonus to all saves versus fear effects.

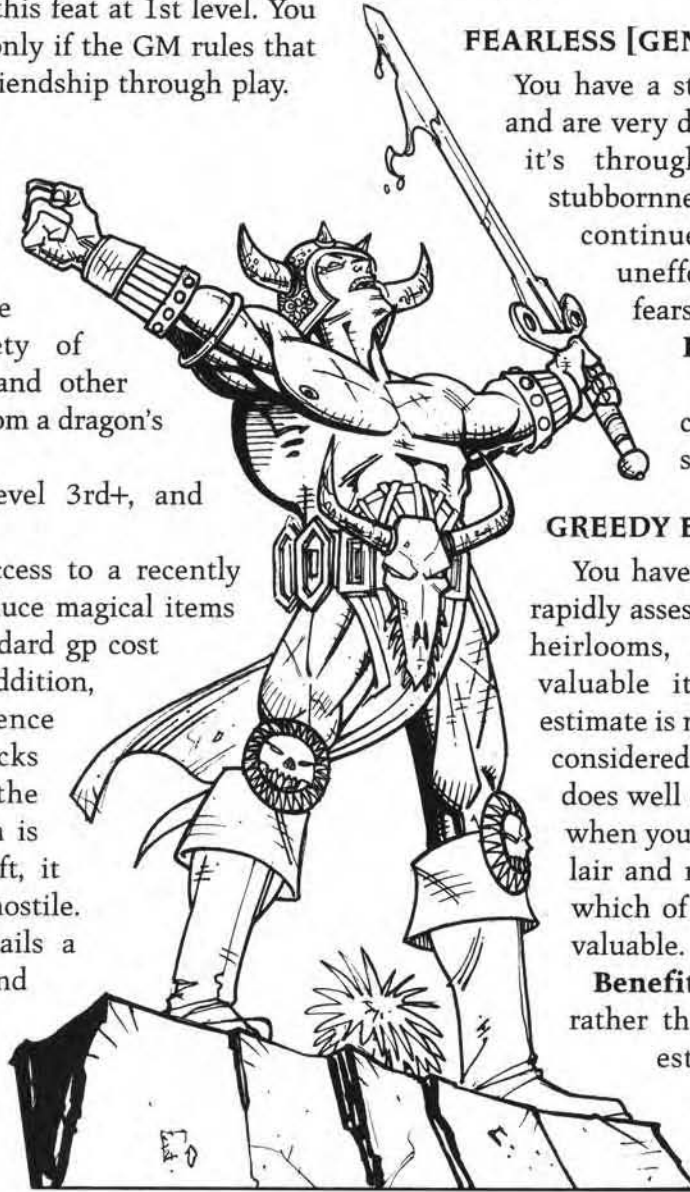
GREEDY EYES [GENERAL]

You have an extraordinary skill for rapidly assessing the value of antiques, heirlooms, and other potentially valuable items. While your rapid estimate is not as reliable as a carefully considered inspection of an item, it does well enough in a pinch, such as when you've sneaked into a dragon's lair and need to quickly figure out which of its treasures are the most valuable.

Benefit: You need only 1 round, rather than a minute, to make an estimate of an item's value. However, when appraising a value this quickly, you suffer a -2 penalty to your

Appraise check. In addition, you do not gain a bonus for using a magnifying glass or merchant's scale to assess an item.

Normal: It takes 1 minute to judge an object's value with the Appraise skill.



GRIM DETERMINATION [GENERAL]

When others turn and flee in the face of overwhelming odds or an unearthly horror, you've only just begun to fight. When exposed to magical fear, something inside you snaps and fills you with an even greater determination to overcome your foes.

Prerequisite: Fearless, Iron Will

Benefit: When you make a successful save against any fear effect, you gain a +2 competence bonus to hit against the source of the fear. This bonus lasts until the encounter ends or until you miss another saving throw against fear. After missing a fear save, you cannot use this feat for 24 hours as your self-confidence is too rattled for you to focus yourself.

HAMSTRING [GENERAL]

Choose one type of weapon. You have acquired specialized training in fighting large creatures with that weapon, either imparted to you by an accomplished weapon master or gained on the battlefield through first hand experience. You are familiar with the vulnerable portions of a large creature's lower body and can injure its legs in a way that leave it crippled.

Prerequisites: Str 13+, Power Attack

Benefit: When you score a critical hit against a large creature, you may choose to cut its movement in half instead of dealing extra damage to it. You slash the creature's leg tendons and muscles, badly hobbling it. This penalty lasts until the creature is healed back up to its maximum hit points. This attack violates a paladin's code.

INVINCIBLE [GENERAL]

When things are at their worst, you are at your best. You have a core of mental toughness that allows you to ignore pain that normally would disrupt your concentration and leave you reeling. In fact, pain helps you focus on the task at hand and improves your performance.

Prerequisite: Iron Will, Toughness

Benefit: When you are reduced to half your

maximum hit points or less, you gain a +1 morale bonus to attacks and skill checks and a +2 morale bonus to damage.

LIGHT FOOTED [GENERAL]

You are extremely light on your feet. While you aren't any stealthier than the average person, your footsteps are much more difficult for creatures with the tremorsense special ability or who rely on vibrations and other subtle hints to detect a creature's presence.

Prerequisite: Dex 13+

Benefit: Against creatures with the tremorsense ability, you are allowed to make a Move Silently check to avoid being detected.

Normal: Tremorsense allows a creature to automatically detect all movement within range of its ability.

Special: Against dragons or other creatures which rely on their keen sense of their environment to detect enemies, you gain a +2 competence bonus to Move Silently checks.

NON-THREATENING [GENERAL]

You have a timid, harmless manner that causes large, powerful creatures (such as dragons) to underestimate the threat that you pose. They look on you as an easily crushed victim not worth the effort.

Prerequisite: Size small or lower

Benefit: When dealing with intelligent creatures of size large or higher, you gain a +2 competence bonus to all Bluff and Diplomacy checks. In addition, if you have no weapon drawn and have made no hostile moves against such a creature, it ignores you in favor of other targets in combat. Note that if the creature has some reason to suspect that you are more powerful than you seem (perhaps it has heard rumors of your prowess) you lose the benefit of this feat. For example, if in battle you choose to move into flanking position, the creature assumes that you are merely a coward who's trying to avoid direct combat. In order to avoid the creature's attention, you must make a Bluff check

opposed by its Sense Motive check. This ability can backfire, however, if the target enjoys bullying smaller, weaker foes.

RESOURCEFUL [GENERAL]

You have a peculiar sort of luck: whenever you reach into your backpack, a sack full of gear, or any other crowded collection of junk, you always manage to pull out exactly the item you are looking for.

Benefit: You may pull one item out of your backpack, belt pouches, or any other easily accessible container as a free action. If the container is tightly closed, you must use a move-equivalent action in order to retrieve any item from it.

Normal: Pulling an item out of a sack, pouch, or other container is a move-equivalent action.

SOCIAL SCOURGE [GENERAL]

You are the master of the subtle put-down. With a few words, you can leave a rival sputtering and flushed with embarrassment, and onlookers amused by your cutting remarks.

Prerequisite: Cha 13+

Benefit: When someone attempts a Diplomacy check in your presence, you may use this feat to impose a -5 morale penalty to that check. To inflict the penalty, you must beat your opponent's Diplomacy check with your own.

SUNDER NATURAL WEAPON [GENERAL]

You have experienced many battles against wild animals and vicious monsters that fight with claws and fangs. You've learned a few special moves that allow you to cripple a creature's natural attacks.

Prerequisite: Sunder

Benefit: When fighting a creature of large or greater that fights with natural weapons, such as claws, a bite attack, or a bludgeoning tail, you may choose to partially cripple one of those attacks. When you score a critical hit against such a creature, you may choose to inflict a -2 penalty to one of the creature's natural attacks rather than deal extra damage. This penalty lasts until the creature is healed to its maximum hit points.

TAUNT [GENERAL]

You have a wicked sense of humor and can create scathing, incisive jibes at the drop of a hat. Most people are leery of getting on your bad side, though sometimes you have to hold your tongue in order to avoid getting in trouble with those in power.

Prerequisite: Charisma 13+

Benefit: In combat, you can throw off your opponent's guard by delivering a devastating insult that enrages him. Make a Charisma check opposed by your opponent's Wisdom check. If you succeed, your opponent gains a +1 morale bonus to hit and a -1 morale penalty to his armor class as he wildly attacks you. If you are not in melee with your opponent, he ignores all other targets to attack you. This ability counts as a mind-influencing effect. You must speak in a language that your target understands for this to work.

PRESTIGE CLASSES

AIR LORD

Air lords are warriors, wizards, and others who have chosen to specialize in fighting from the back of a flying creature. While many nations have an elite unit of flying cavalry, air lords are the best of the best. They form a deep bond with their mounts, often choosing to team up with an intelligent, flying creature such as a dragon or a sphinx. Air lords also learn not only the tactics and skills necessary to fight in the sky, but also a few mystical secrets that allow them to become much more effective in their chosen vocation.

Adjusting to a fight in the air can be a trying experience for a warrior used to looking for foes in only two dimensions. Many rookie fliers move through the air, oblivious to threats from below or above. Air lords specialize in mastering these tactics, honing their senses to detect enemies before they are a threat and mastering the combat maneuvers necessary for victory in the air.

Air lords often gather together in knightly orders, passing along their secrets from generation to generation. Evil organizations act as mercenary

bands, serving the highest bidder and swooping from the skies to raid and pillage when work is scarce. Those orders dedicated to good serve as protectors of the skies, seeking to purge them of evil and striking at the forces of darkness from above.

Not all air lords come from a martial background. Spell casters, especially those who revel in battle, often take to the air in order to place themselves out of harm's way while still being able to rain their spells upon the enemy.

Hit Die: d10

Requirements

To become an air lord, a character must meet the following requirements:

Balance: 4 ranks

Ride: 8 ranks

Feat: Mounted Combat

Special: To become an air lord, you must subdue a flying monster in single combat. The monster must be at least CR 5.

Class Skills

The air lord class skills (and the key ability for each) are Balance (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intuit Direction (Wis), Jump (Str), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the air lord prestige class.

Weapon and Armor Proficiency: Air lords gain proficiency with light and medium armor, simple and martial weapons, and all shields.

Aerial Mount: An air lord must, of course, acquire a flying mount in order to maximize his abilities. An air lord forms a bond with the flying creature that serves as his mount. Though this bond is non-magical in nature, many flying creatures have near-human intelligence. Intelligent flying creatures see themselves as the air lord's partner. They are formed in a team to maximize each other's combat abilities.

At 2nd level, the air lord may choose any flying, non-dragon creature of CR 3 or less to serve as his mount. The creature must be large enough to bear the air lord, and it cannot have an alignment component opposite from the air lords. A lawful good air lord cannot select a chaotic or evil mount, nor can a chaotic evil air lord choose a good or lawful one.

At 5th level, the air lord's fame attracts a more powerful mount, should he choose to accept its offer of alliance or service. The air lord may choose a mount that is CR 6 or lower. The same restrictions apply.

At 10th level, the air lord attracts a still more powerful mount. He may select a mount that is CR 10 or lower, and he may now choose to ally with a dragon that is compatible with his alignment.

AIR LORD ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Improved aerial rider, Bonus feat
2	+2	+3	+3	+0	Aerial mount
3	+3	+3	+3	+1	Swoop attack
4	+4	+4	+4	+1	Feather fall
5	+5	+4	+4	+1	Improved aerial rider, improved mount
6	+6	+5	+5	+2	Bonus feat
7	+7	+5	+5	+2	Aerial awareness
8	+8	+6	+6	+2	Summon air elemental
9	+9	+6	+6	+3	Improved aerial rider
10	+10	+7	+7	+3	Bonus feat, improved mount



The air lord must take proper care of his mount. If the mount suffers ill treatment or is treated as a disposable asset by the air lord, it leaves his service. If an air lord loses his mount, he may not acquire a new one until he gains a new level. At that point, he must make a Charisma check (DC 15) or attract a mount with a CR 1d4 less than his old one. If the CR is below 0, the air lord fails to attract a new mount. If the air lord is part of a military order, his superiors refuse to entrust a valuable flying creature to his care. If he is an independent, no flying creature chooses to ally with someone who treats his followers badly. After failing one check, the air lord automatically gains a new mount with a CR no greater than half his old mount's when he gains his next level.

At the DM's option, the air lord may automatically gain a new mount with a CR equal to his old one if it died in the line of duty or fell victim to circumstances beyond the air lord's control.

The air lord's mount is a fully independent NPC. While some mounts, such as griffons or wyverns, are no more intelligent than a horse, the more powerful flying creatures such as dragons or sphinxes treat their riders as friends and allies, not masters.

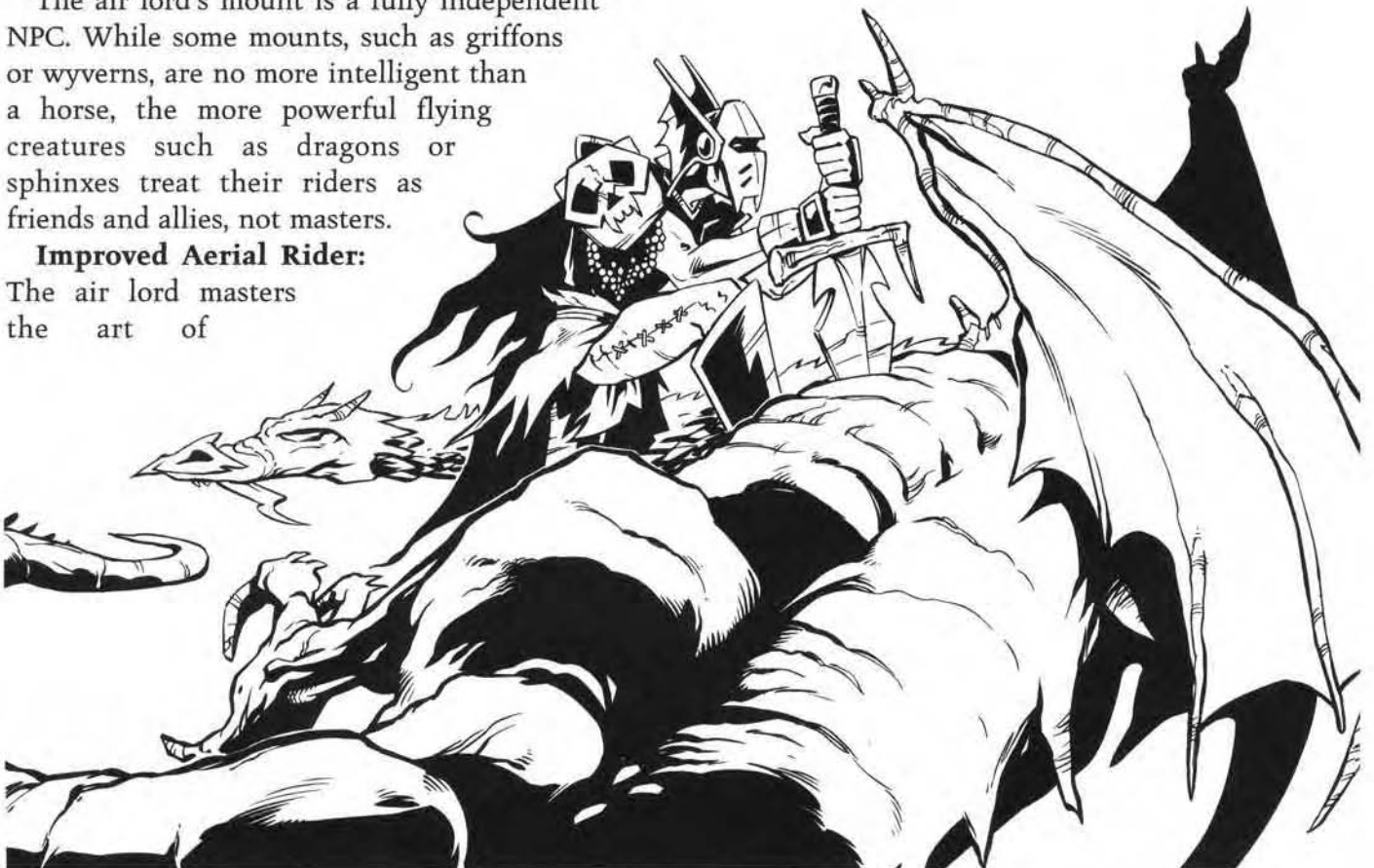
Improved Aerial Rider:

The air lord masters the art of

handling airborne mounts such as griffons, pegasi, or dragons. When using the Ride skill to handle a flying mount, the air lord gains a +3 competence bonus to all skill checks while riding a flying creature. This bonus increases to +5 at 5th level and +8 at 9th.

Bonus Feats: Much like the fighter class, the air lord gains bonus feats as he gains levels. At the levels indicated, the air lord may choose a bonus feat from the following list: Alertness, Improved Critical,* Improved Initiative, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Skill Focus, Weapon Finesse,* Weapon Focus,* Weapon Specialization.*

An air lord faces a few restrictions on how he can choose his bonus feats. Any feat marked with an



asterisk (*) must be chosen for use with the lance. The Skill Focus feat may only be chosen for the air lord's class skills.

Swoop Attack: At 3rd level, the air lord masters the ability to make a devastating attack aerial strike against ground targets. The air lord's mount is considered to have the Flyby Attack feat as long as the air lord controls the mount's movement. When the mount uses Flyby Attack against a target, the air lord scores double damage with any attacks he makes against that same target. This bonus damage stacks with the Spirited Charge feat.

Feather Fall: Air lords learn not only the martial skills necessary to fight in the sky, but also a few magical secrets to help protect themselves and others. At 4th level, an air lord acquires a permanent feather fall effect. No matter what height he falls from, the air lord gently drifts to the ground.

Aerial Awareness: While airborne, the air lord has an almost intuitive feel for the area around him. He constantly scans in all directions, including up and down, for potential enemies. While airborne, the air lord gains a +2 competence bonus to all Listen checks and a +4 bonus to all Spot checks.

Summon Air Elemental: Once per day, the air lord may summon a small allied air elemental as per the Summon Monster spell cast by a 8th-level sorcerer.

DRAGON SLAYER

Where men and dragons have crossed paths, dragon slayers emerged. A combination of devastating martial prowess and insane bravery, a dragon slayer dares to stand against dragons and other titanic beasts that threaten to single-handedly destroy towns and level fortresses.

A dragon slayer focuses on dealing massive amounts of damage in as short a time as possible. Unlike other specialized fighters, such as dwarven shock troops, dragon slayers willingly place themselves in dangerous situations merely to improve their chance of getting in that one lucky blow. Fighting wyrms is a nasty, brutish business. A single flick of a dragon's claw can disembowel even the stoutest warrior. A dragon slayer concentrates on maximizing his opportunities, trying to deal a crippling wound before the dragon can finish him off.

The fame and fortune that accompany the victory of the slayer are often enough to provide for a comfortable living, but soon enough news spreads of a new draconic threat, and the dragon slayer, whether he relishes his role or not, finds all eyes turning expectantly towards him.

Hit Die: d10

Requirements

To become a dragon slayer, a character must meet the following requirements:

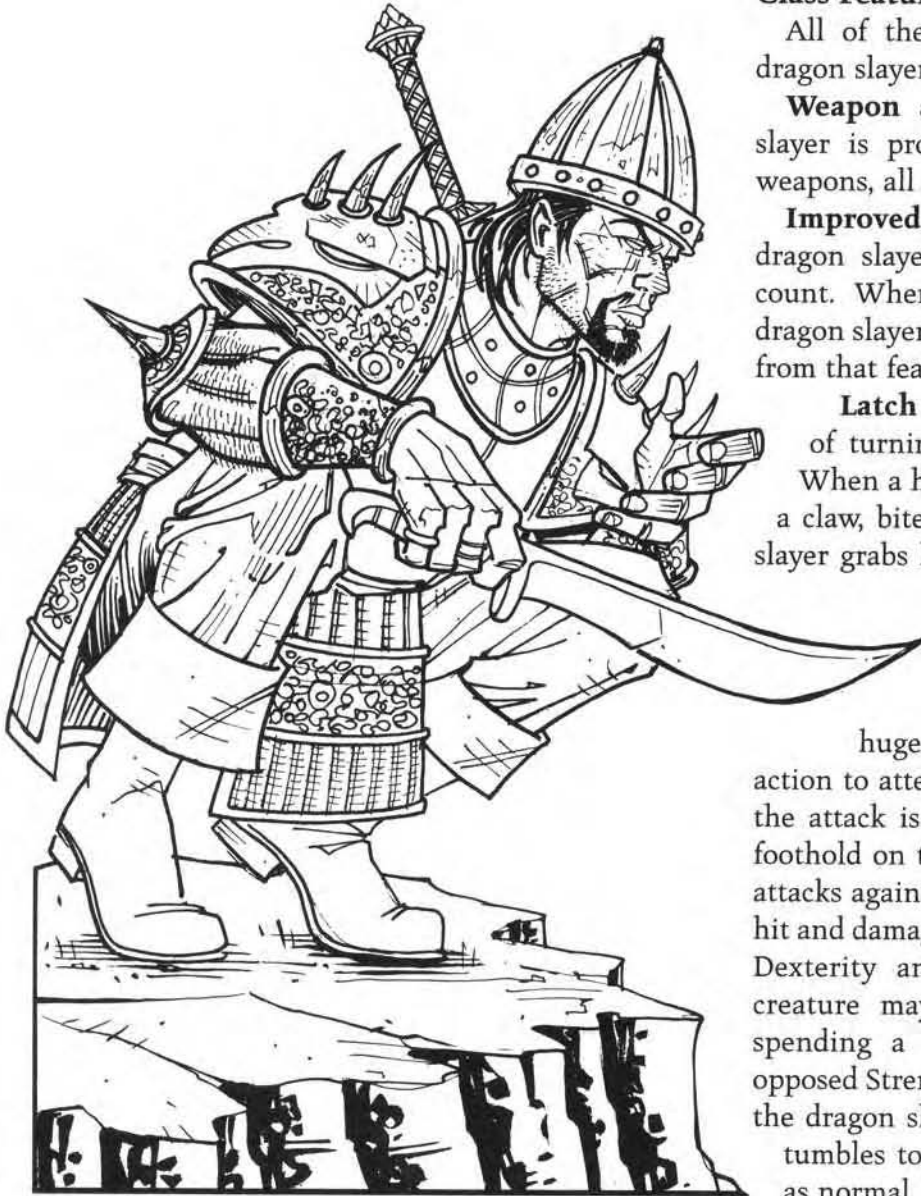
Base Attack Bonus: +5

Feats: Iron Will, Power Attack

DRAGON SLAYER ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Improved power attack
2	+2	+3	+3	+0	Latch attack
3	+3	+3	+3	+1	Fearless (+4 save)
4	+4	+4	+4	+1	Penetrating blow
5	+5	+4	+4	+1	Improved critical vs. dragons
6	+6	+5	+5	+2	Aura of invincibility
7	+7	+5	+5	+2	Relentless attack
8	+8	+6	+6	+2	Fearless (immune)
9	+9	+6	+6	+3	Spot vulnerability
10	+10	+7	+7	+3	Improved penetrating blow





Class Features

All of the following are class features of the dragon slayer prestige class.

Weapon and Armor Proficiency: A dragon slayer is proficient with all simple and martial weapons, all shields, and all armor.

Improved Power Attack: The first lesson a dragon slayer learns is how to make each blow count. When using the Power Attack feat, the dragon slayer doubles the damage bonus he receives from that feat.

Latch Attack: Dragon slayers perfect the art of turning a disadvantage into an advantage. When a huge or larger creature hits them with a claw, bite, or other physical attack, the dragon slayer grabs hold of the attacking limb, latches on tight with one hand, and uses the other to deliver a devastating series of blows against his opponent.

When a dragon slayer is attacked by a huge or larger creature, he may use a held action to attempt a touch attack on the creature. If the attack is successful, the dragon slayer finds a foothold on the creature's limb. For all subsequent attacks against the creature, he gains a +4 bonus to hit and damage. However, the dragon slayer loses all Dexterity and Dodge bonuses to his AC. The creature may shake the dragon slayer free by spending a full round action and winning an opposed Strength check against the dragon slayer. If the dragon slayer loses this check, he immediately tumbles to the ground and takes falling damage as normal.

Fearless: Facing down several tons of scales, claws, fangs, and fiery death requires a bit more than a hero's normal dose of courage and discipline. Dragon slayers gradually lose their sense of self-preservation, having become so experienced at risking life and limb against titanic foes that they acquire an almost casual indifference towards death. At third level, a dragon slayer gains a +4 bonus to all fear effects. At eighth level, dragon slayers become completely immune to fear.

Special: In order to become a dragon slayer you must help defeat a dragon in combat. This dragon can be any size, but it must be a chromatic or metallic dragon.

Class Skills

The dragon slayer class skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Penetrating Blow: Creatures as big as dragons literally have several feet of scales, muscles, bones, and tendons between a dragon slayer's blade and a vital organ. Dragon slayers learn not only how to injure their enemies, but how to follow up on a wound in such a way as to maximize the pain and damage they inflict. Whenever a dragon slayer rolls the maximum possible value on a damage die with a melee or missile weapon against a huge or larger opponent, he may immediately re-roll that die and add the result of the second roll to the first. Unlike critical hits, the dragon slayer does not double any Strength, magic, or other bonuses to his damage roll. If the dragon slayer wields a weapon that uses two or more dice for damage, re-roll and add each individual die that yields a maximum value. For example, a dragon slayer armed with a greatsword (2d6 damage) re-rolls and adds each time either or both dice come up a six. If the dragon slayer rolled a 2 and a 6, he would re-roll the 6 and add the result to the 8 he initially rolled. If he rolled two 6s, he would re-roll both dice and add them to the 12 he rolled.

Aura of Invincibility: A dragon slayer becomes so sure of himself and his purpose that his limitless reserves of confidence spill over to those around him. His reputation as a dragon killer and unbeatable warrior serves to inspire confidence in his allies. If the dragon slayer spends a free action each round encouraging his allies and taunting his foes, his allies gain a +1 morale bonus to all attacks and saves. Against dragons, this bonus increases to +2.

Relentless Attack: Dragon slayers become so focussed on the task at hand that not even death itself can slow them down. When a dragon slayer is reduced to 0 or fewer hit points in combat, he may make a Fortitude save (DC 25) each round to continue fighting as normal. The DC of this save increases by 2 for each round that the dragon slayer spends below 0 hit points. As soon as the dragon slayer spends a combat round without making an attack, he collapses as per the standard rules for characters at or below 0 hit points.

Spot Vulnerability: At 9th level, the dragon slayer has completed the study of dragonkind and has mastered the art of picking out vulnerable points in a dragon's body. With a successful Spot check (DC 20) a dragon slayer can pick out a single unarmored point on a dragon's body. Striking at that point incurs a -4 penalty to hit, but the dragon does not receive the benefit of its natural armor for that attack. If the dragon slayer can attack more than once per round, only one of his attacks incurs this bonus.

Improved Penetrating Blow: The dragon slayer may now continue to roll and add damage dice so long as he rolls the maximum result on the die. He no longer is limited to a single bonus die roll. This ability otherwise functions as per the penetrating blow ability.

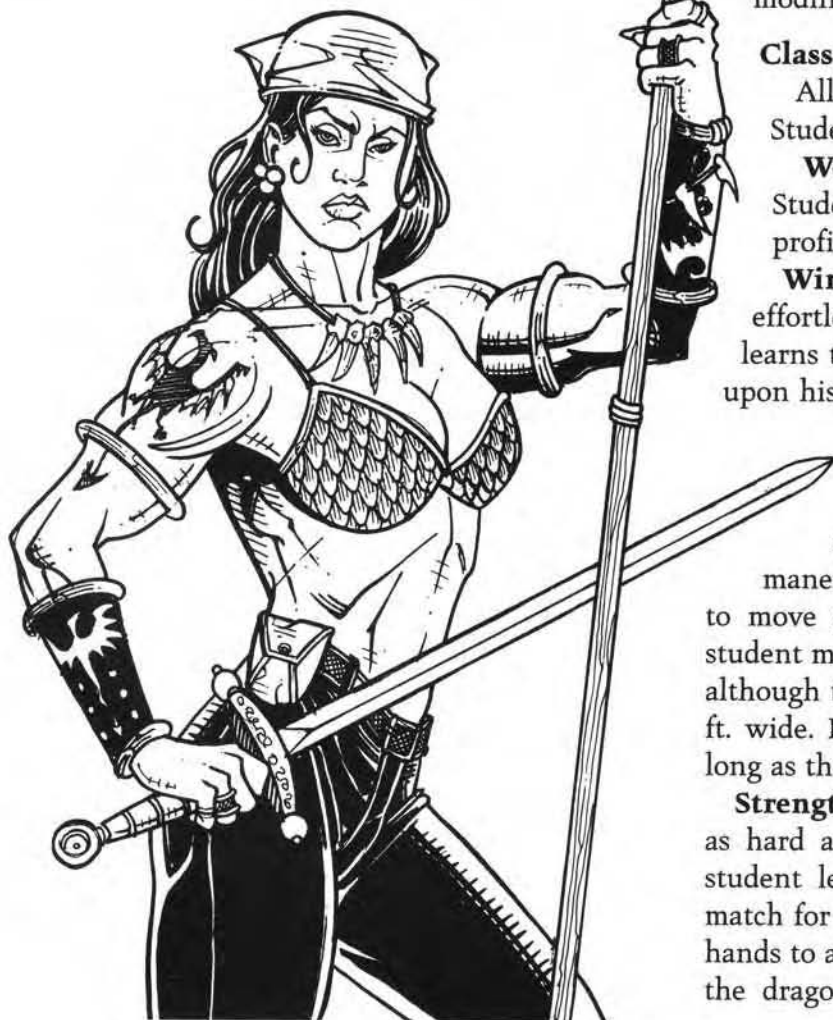
STUDENT OF THE DRAGON

Legend has it that in isolated monasteries dragons take the form of men and practice the martial arts amongst the unwitting monks in training. The draconic form does not lend itself to the fighting style practiced by most monks, but while in human form dragons can attain the same level of skill as the most renowned masters of unarmed combat. Over time, the dragon monks developed their own form of martial arts, drawing upon what they learned during their time in the monasteries and combining it with ancient dragon magic and the secrets of draconic fighting styles.

Some of these dragons were not content merely to develop these new forms of martial arts in isolation and yearned to pass their teachings along to human students. Thus, the Students of the Dragon were born. Students of the Dragon learn to model their lives and fighting style after the draconic founders of their schools. They seek insights into the dragon mind that allow them to tap into their own potential. Like standard monks, they focus their ki energy to perform amazing physical feats that are normally impossible without the aid of magic. However, Students of the Dragon learn to focus their ki to duplicate the abilities and skills mastered by dragons.

Some monasteries follow the path of the dragon pass along knowledge first given to them centuries ago by a dragon sensei (master) of the martial arts who has long since left the human monks to their own devices. Other schools remain in contact with the dragons that originally imparted their teachings to the monastery. Evil dragons often use allied monasteries as recruiting grounds for humanoid lieutenants to serve in their dark hosts, while good dragons see the monasteries they helped create as important bulwarks against the growth of evil. The hatred between good and evil schools of the dragon is as deep as it is ancient.

Hit Die: d8



Requirements

To become a Student of the Dragon, a character must meet the following requirements:

Base Attack Bonus: +7

Knowledge (arcana): 13 ranks

Feat: Improved Unarmed Strike

Language: Draconic

Class Skills

The Student of the Dragon class skills (and the key ability for each) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Int), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Student of the Dragon prestige class.

Weapon and Armor Proficiency: Students of the Dragon gain no additional proficiencies with armor, weapons, or shields.

Wings of the Dragon: As a dragon effortlessly glides through the air, the student learns to stride through the skies, raining blows upon his helpless enemies trapped on the ground below. The student of the dragon's jumping distance is no longer limited by his height. In addition, the student may move as if he had perfect air maneuverability while jumping, allowing him to move around corners or hover in place. The student must still land at the end of his movement, although the surface area need be no larger than 4 ft. wide. Running across water is also possible as long as the student does not stop on water.

Strength of the Dragon: The dragon's claws are as hard as steel and as sharp as any blade. The student learns to make his fists and feet into a match for any metal weapon. When using his bare hands to attack an object of any sort, the student of the dragon rolls double damage and doubles all

damage modifiers. In the event of a critical hit, this multiplier stacks with the crit's multiplier.

Eyes of the Dragon: The student is at home in both night and day, light and dark. At third level, the Student of the Dragon gains Darkvision with a range of 60 ft..

Fist of the Dragon: The dragon's inner strength is reflected in his mighty breath weapon. As the dragon focuses his inner strength and transforms it into pure energy, so too does the Student of the Dragon focus his ki into his fists. When the Student of the Dragon gains this ability, he must choose one of the following energy types: acid, cold, fire, or lightning. When making a barehanded attack, the Student of the Dragon may elect to deal damage of his chosen type.

Tactics of the Dragon: One of a dragon's most fearsome attacks is to swoop down on its enemies and attack them from above. The student of the dragon learns to soar through the air and rain blows on his opponents from above. When using the Wings of the Dragon ability, the student may, at any point in his movement, use a standard attack action to make a melee attack.

Roar of the Dragon: A dragon's majestic, overwhelming presence inspires terror in its enemies. The student of the dragon learns to focus his ki and unleash it in a 60 ft. cone of energy that has the same effect as a *cause fear* spell to all caught within the cone. The DC to save against this effect

is equal to 10 + the student of the dragon's level. The student of the dragon may use this ability three times per day.

Fury of the Dragon: Once a student has mastered the ways of the dragon, he has finally proven that he possesses the strength of mind and dedication to the martial arts to be entrusted with the final secret of the dragon. While the dragon is a brilliant strategist who relies on foresight and wisdom to defeat his foes, his raw physical fury is unmatched by any living creature. The Student of the Dragon learns how to tap into his primal anger and manifest the true fury of the dragon. This ability allows a Student of the Dragon to increase the critical multiplier of his open handed attacks to $\times 3$.

Thunder of the Dragon: This devastating attack is the natural progression of the student's emulation of a dragon's ability to strike from the heavens. The student of the dragon leaps straight up into the air and plummets back towards the earth, delivering a crippling kick to a single opponent as he drives his foot into his foe. The student must have enough space to leap 20 ft. into the air, and may only use this attack against an opponent who is within 5 ft. of his starting spot. The student attacks with the full attack action, gaining multiple attacks if applicable against his single target. The student gains a +4 bonus to hit and deals double normal damage. In addition, the student's impact generates a wave of thunderous energy that acts as a *sound burst* spell

STUDENT OF THE DRAGON ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Dam	Special
1	+1	+2	+2	+2	d8	Wings of the dragon
2	+2	+3	+3	+3	d10	Strength of the dragon
3	+3	+3	+3	+3	d10	Eyes of the dragon
4	+4	+4	+4	+4	d10	Fist of the dragon
5	+5	+4	+4	+4	d12	Tactics of the dragon, ki strike +2
6	+6	+5	+5	+5	d12	Roar of the dragon
7	+7	+5	+5	+5	d12	Fury of the dragon
8	+8	+6	+6	+6	d20	Ki strike +3
9	+9	+6	+6	+6	d20	Thunder of the dragon
10	+10	+7	+7	+7	d20	Spirit of the dragon



cast as a cleric of the student's level, centered on the student's point of impact. A student of the dragon may use this ability three times per day.

Spirit of the Dragon: The student of the dragon has mastered the air. He may now *fly* at his standard movement rate with perfect maneuverability. While flying, he may use his tactics and thunder of the dragon abilities as normal.

Note: The Student of the Dragon's base attack bonus is added to both his armed and unarmed attack bonuses.

WYRMFOE

Magic flows through a dragon's body, permeating its blood and soul. Dragons practice magic with a natural ease. Even the most dimwitted dragon can produce magical effects that human mages must spend years working to perfect. So powerful are a dragon's natural enchantments that after breeding with humanoids, their legacy lingers on for generations afterward, shining through the relatively mundane blood of humans, elves, dwarves, and other races.

In ages past, a secretive cabal of human wizards worked to unlock the secret of their counterparts, the sorcerers. The wizards theorized that by combining the natural potential of a sorcerer with the understanding and craftsmanship of their own wizardly art, they could produce a new school of magic more powerful than either path. After years of work, the cabal created a series of rituals by which they could improve their own powers. These rituals were not without their price. First, they caused the slow degradation of their practitioner's form, though they did boost his magical skills. Second, the rituals required them to consume the blood of a freshly killed dragon. Undaunted, the cabal named themselves the *wyrmfoes* and proceeded to master their new strain of magic.

Today, few *wyrmfoes* walk the earth. Their brand of magic requires them to defeat and kill dragons at a steady pace. The inherent dangers in that enterprise keep their numbers rather low. However, the rituals perfected by the *wyrmfoes* take a terrible

toll on their bodies, leaving many of them wasted husks or raving madmen. Still, enough ambitious, would-be archmages are drawn to path to ensure that it never completely dies out. The siren call of magical power is as tempting now as it was in the ancient past when the *wyrmfoes* first set down their theories.

Beginning *wyrmfoes* show few side effects for this school of magic, but over time they slowly begin to lose their hair, develop a variety of chronic illnesses, and lose their physical strength and stamina. The power of dragon blood is too great for a mere mortal vessel to contain.

Most sages believe that *wyrmfoes* are simply mages who seek out and battle dragons, operating much like a dragon slayer but favoring magic over swords and armor. Few sages know that *wyrmfoes* hunt dragons for often less than noble reasons and fewer still suspect the true nature and source of their magic.

Hit Die: d4

Requirements

To become a *wyrmfoe*, a character must meet the following requirements:

Special: Ingest two pints of blood collected from a dragon that is either still alive or that died no more than 8 hours before ingesting the blood.

Special: Find a copy of the *Book of Dragon's Blood*. This tome is a series of cured dragonskin pages bound in dragon hide that contain the rituals detailing how to purify and consume dragon blood in order to draw upon its magical power.

Special: Once a year, the *wyrmfoe* must kill a dragon and ingest at least two pints of its blood. If the *wyrmfoe* fails to do this, he loses his *wyrmfoe* abilities at the rate of one special ability per week, starting with his highest level ability and working downward. The *wyrmfoe* retains any hit points, spell caster levels, base attack bonuses, or saving throw bonuses gained from the *wyrmfoe* prestige class.



Class Skills

The wyrmfoe class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Wyrmfoes gain no additional proficiency with armor, weapons, or shields.

Spells: A character gains a level of spell casting in any of his previous classes when he gains a level in wyrmfoe. If the character had no previous spell casting ability, he gains a level of sorcerer spell casting ability. Thus, a 9th-level rogue/4th-level wyrmfoe would have the spell selection and spells per day of a 4th-level sorcerer.

Dragon Magic: Imbued with the blood of dragons, a wyrmfoe can wield magic with much more skill than a normal spell caster. At first level, the wyrmfoe may subtract 1 from the number of levels a metamagic feat adds to a spell for purposes of preparing it. The wyrmfoe may also cast all spells as if he were one level higher in the appropriate casting class. The wyrmfoe may choose to either reduce the cost of a metamagic feat or make a spell more effective; he may not choose to do both for a

single spell. Note that this improved casting level does not grant him extra spells per day. It only makes the spells he casts more effective. Example: A 6th-level wizard/1st-level wyrmfoe has the spell casting ability of a 7th-level wizard, but for purposes of determining the effects of his spells, such as range, damage, or duration, he counts as an 8th-level wizard.

This ability becomes more powerful as the wyrmfoe gains levels. At 4th level, he may subtract two from the levels a metamagic feat adds to a spell and add two to his effective casting level for determining the effects of a spell. This modifier rises to three at 7th level and four at 10th. Use of this ability may not reduce the level of a spell below its printed level.

Dragon magic does not come without a price. First, the wyrmfoe must drink two pints of dragon blood from a living wyrm or a dragon that has been dead for no more than 8 hours once per year. In addition, this ability degrades the wyrmfoe's physical form while enhancing his mental abilities. At each odd-numbered wyrmfoe level, the character loses two from the highest of his Strength, Dexterity, or Constitution attributes. If two scores are tied, randomly determine which of the two decreases. At 4th and 8th level, the wyrmfoe gains two points in Intelligence, Wisdom, or Charisma (player's choice.)

WYRMFOE ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+0	+0	+2	+2	Dragon magic
2	+1	+0	+3	+3	Dragon claws
3	+1	+1	+3	+3	Damage resistance
4	+2	+1	+4	+4	Dragon magic
5	+2	+1	+4	+4	Dragon creature type
6	+3	+2	+5	+5	Damage resistance
7	+3	+2	+5	+5	Dragon magic
8	+4	+2	+6	+6	Damage resistance
9	+4	+3	+6	+6	Dragon breath
10	+5	+3	+7	+7	Dragon magic



Dragon Claws: Over time, the mutating effect of the wyrmfoe's rituals and the dragon blood he has consumed subtly change his physical form. He develops sharp claws on his hands that allow him to deal 1d6 points of lethal damage with his bare hands. A monk who gains this ability receives a +1 bonus to his open handed damage.

Damage Resistance: At third level, the wyrmfoe's body begins to adapt to the presence of dragon blood and develops a resistance to a particular form of energy. This supernatural ability grants the wyrmfoe 10 points of damage resistance to fire, acid, or cold. The wyrmfoe must choose the energy type upon attaining third level and cannot change to a different type after making his choice. At sixth level, the DR increases to 15 points and at eighth it increases to 20.

Dragon Creature Type: The steady ingestion of dragon blood has a subtle effect on the wyrmfoe's nature. A wyrmfoe's creature type becomes dragon for the purposes of resolving all spells and other magical effects, such as *hold person*.

Dragon Breath: At ninth level, the continued ingestion of dragon blood and the rituals used to enhance the wyrmfoe's magic leave their final mark on his physical form. In addition to losing two points from a stat, as listed above under Dragon Magic, the wyrmfoe loses two points of Constitution as his digestive tract undergoes a radical change that grants him two additional abilities. First, the wyrmfoe can now digest gems, drawing one week's worth of sustenance per gp of gems swallowed. Second, the wyrmfoe can now breathe a 30' cone of fire that deals 8d6 points of damage, Reflex save (DC 10 + wyrmfoe level + wyrmfoe's Dex modifier) for half damage. The wyrmfoe may use this ability 3 times per day.

WYRM SPAWN

Some are born from the breath of a dragon. Others, from a single thought.

There are rumors of those born with an insatiable thirst and a penchant for immortality. Those who owe their very lineage to the titanic power of draconic blood.

Someone in the Wyrmspawn's past made a pact with a dragon. Worse yet, one's own mother may have laid down with the beast or merely tasted his blood. Whatever the cause, whatever the reason, there are those sorcerers born with a power unlike any other mages in the world.

To know a wyrm spawn is to look upon the grandeur of the heavens.

Hit Die: d8

Requirements

None. It is ultimately up to the DM whether or not you can take this prestige class. It is recommended that a PC attain 3rd level (at least)



before deciding to become a wyrm spawn. However, as you will soon see, it does not matter at what level one becomes a wyrm spawn.

Class Skills

As there is no training involved with being a wyrm spawn, the wyrm spawn has not class skills. All skills are considered cross-class skills.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: A wyrm spawn gains no additional weapon, armor or shield proficiencies.

Draconic Blood: A wyrm spawn may wield any magic item as though he were a member of any race or class. In addition, a wyrm spawn may be from any class without risk of loss of class abilities or the inability to go up a level in the original class. Because the wyrm spawn is not really a class at all, but a manifestation of one's latent powers at birth, this prestige class offers no training or increase in fighting ability.

A PC that gains a level and chooses to increase his wyrm spawn level rather than his core class level (or levels) is not actually training, but coming to terms with his draconic past and tapping into untempered inner strength. This and all abilities of the wyrm spawn are considered supernatural.

resist elements: At 2nd level, a wyrm spawn can resist elements against one form (chosen at time of

level increase) at all times. This power only works for the wyrm spawn and does not confer any bonus to wield the intended element.

Scent: At 3rd level, the wyrm spawn may use the extraordinary Scent ability of monsters. This ability allows the PC to track with scent and otherwise use the ability as it appears in the *MM*.™

Flight: The wyrm spawn may fly at will per the spell of the same name, as if cast at the wyrm spawn's level.

Immune to Dragon Fear: At 5th level a dragon's magical fear aura no longer applies to the wyrm spawn. He is considered immune to a dragon's frightful presence extraordinary ability but other fear effects still affect the wyrm spawn.

Innate Magic: At 6th level, the wyrm spawn may choose any single 4th level sorcerer spell (or lower) as an innate ability that can be cast a number times per day equal to his Wyrm Spawn level. The spell is cast at a level equal to the Wyrm Spawn level.

Draconic Hide: At 7th level a wyrm spawn gains a +4 natural armor bonus. This bonus increases to +6 at 10th level. This bonus is not active at all times. It takes a partial action, for the Wyrm Spawn to activate the hide, which is considered a spell-like ability. However, it cannot be deactivated short of a *wish* spell and *dispel magic* only deactivate the armor for 2d4 rounds.

This hide causes the PC to suffer a -6

WYRM SPAWN ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+0	+2	+2	+2	Draconic Blood
2	+0	+3	+3	+2	resist elements
3	+0	+3	+3	+3	Scent, Constitution +1
4	+0	+4	+4	+4	Flight
5	+0	+4	+4	+4	Immune to dragon fear, Wisdom +2
6	+0	+5	+5	+5	Innate Magic
7	+0	+5	+5	+5	Draconic Hide +4, Strength +2
8	+0	+6	+6	+6	Longevity, Intelligence +2
9	+0	+6	+6	+6	polymorph
10	+0	+7	+7	+7	Breath Weapon



enhancement penalty to Charisma whenever it is “on” and most people view the wyrm spawn as scary to look upon.

Longevity: At 8th level, your Wyrms ancestry consumes your blood to the point that you now live as long as a dragon. Although Longevity does not keep you safe from harm, it does allow you to live for hundreds of years. For game purposes, take the venerable age of your race and multiply it by 5. This is how many years you will live.

Polymorph: At 9th level, the wyrm spawn is nearing his true destiny. Growing more draconic, the wyrm spawn may now take shape like his powerful cousins. He may now *polymorph* per the spell, at will, as a 9th level spell caster. The Wyrms Spawn may not change shape more than once per hour.

Breath Weapon: At 10th level the wyrm spawn may now breathe fire as a dragon of a single type. When the wyrm spawn gains this ability a form of Breath Weapon must be chosen. A line of acid, a cone of acid, a cone of cold, a line of fire, a cone of fire, a line of lightning, a cone of repulsion, a cone of sleep, a cone of slow, or a cone of weakening gas are all acceptable. Refer the proper dragon type in the *MM*.™ The DC of any spell-like effects or damage of the attack is the same as a Juvenile Dragon of the correct color. Like a dragon the wyrm spawn may only use his breath weapon once every 1d4 rounds.

TOOLS OF THE TRADE

ARROW, WINGGRIPPER

These broad-headed arrows are designed to tear through the tough membranes of a dragon's wings, hampering the beast's ability to fly. Wingripper arrows function as normal arrows with one important difference. On a critical hit with a wingripper against a creature that uses wings to fly, the arrows cause the target to lose 1d6 ft. from its flying movement rate in addition to standard arrow damage. If the target's move is reduced to half or less of its maximum value, the target is incapable of flying and immediately crashes if it is in midair. An

archer has the option to inflict regular critical damage against a dragon rather than damage its ability to fly. Against other creatures, a critical hit inflicts standard critical damage. The arrow inflicts standard, not critical, damage when used to damage a creature's flying ability.

Cost: 3 gp/10; **Weight:** 1.5 lb/10

KANEGOR'S BITTER PILL

The wily adventuring wizard Kanegor invented this nauseating alchemical item. On one expedition, Kanegor and his companions came under attack by a fierce red dragon. The dragon attempted to bite the wizard but ended up getting a mouthful of his backpack, including the acid, lamp oil, glass beakers, and several cuts of rotting meat the wizard carried as part of an elaborate plan to penetrate the lair of a wealthy goblin king. The dragon gagged on the backpack's contents, giving Kanegor and his companions time enough to flee from the dragon. Inspired by this turn of events, Kanegor invented his bitter pill, a small cloth bundle that holds a specially formulated mixture of chemicals that almost every living creatures finds hideous to both taste and smell. When the victim of a bite attack from a large or bigger creature, the bearer of a bitter pill may attempt to toss it into the attacker's mouth using a standard ranged attack. On a hit, the creature must make a Fortitude save (DC 25) or lose one round to gagging and suffer a -2 penalty to all bite attacks for the next 10 minutes. Anyone carrying Kanegor's bitter pill takes a -4 penalty to his Charisma for the purposes of skill and stat checks due to the strong, putrid odor exuded by the pill. Additionally, some undead find the scent of this irresistible, and will stop combat to devour it.

Cost: 65 gp; **Weight:** 1 lb.

JAW TRAPPER

This ingenious device was invented by a dwarven wizard who came a little too close to meeting his end in a dragon's toothy maw. The jaw trapper is a 2 foot long iron rod with a 2 inch diameter. A pair of metal studs are set at the rod's midpoint. One

stud causes the rod to expand to 8 feet in length, while the second causes it to collapse back down to 2 feet. Against creatures with a bite attack, the rod may be used to lock a creature's jaws open, eliminating its bite attack for a few rounds as the creature struggles to break the jaw trapper. To use the trapper in this way, the trapper's user must either be the target of the bite attack from a huge or larger creature or the grapple to swallow attack of any creature. The attacking creature must make a Reflex save, DC 15+ the jaw trapper's user's Dexterity modifier. On a successful save, the jaw trapper fails to catch in creature's jaws and falls to the floor. On a failed save, the creature's jaws are forced open, leaving the creature unable to attempt bite or swallow attacks. Resolve the jaw trapper attack before the attempt to swallow but after any bite attacks. To free itself of the jaw trapper, the creature must make a Strength check (DC 20) as a standard action. A successful check indicates that the trapper has been snapped in two and the creature is free. A dragon may still use its breath weapon despite a locked jaw, and doing so may weaken or even destroy the trap.

Cost: 75 gp; **Weight:** 10 lb.

RAM SPEAR

This extremely long, heavy weapon was designed for use against creatures such as dragons, purple worms, giants, and other gigantic monstrosities. A ram spear, as its name suggests, is simply a portable battering ram fitted with a large, steel spearhead at

its end. While it can be used to demolish doors and gates, its primary use is against large monsters. The ram spear requires two people to use properly. To attack with a ram spear, initiate a bull rush attack, though the defender does not get an attack of opportunity. The defender then has the option to immediately make a 5 ft. movement to the right or left of the attackers in an attempt to dodge out of the way. If the attackers and the defender still occupy the same space, the attackers may attack the defender with the ram spear. The attackers do not use their base attack bonuses with the ram spear. Instead, they receive a flat +10 bonus plus the higher of their two Strength modifiers against the defender's AC. On a miss, immediately either move the attackers back 5 ft. as the ram spear rebounds off the defender's tough hide or move the defender 5 ft. away from the attackers as it dodges out of the way. The defender chooses which result to apply.

Cost: 50 gp Damage 3d6
Critical ×2; **Weight:** 30 lbs.
Type: Piercing

TANGLEBOMB

This larger version of a tanglefoot bag is designed for use against gigantic creatures such as dragons or giants. A tanglefoot bomb is a one-foot diameter wooden sphere filled with viscous alchemical goo. When thrown at a creature (resolve as a ranged touch attack), the bomb's wooden shell shatters, spraying the mixture over a ten-foot radius centered on its impact point. All creatures within this area must make a Reflex save (DC 15) or become trapped in the extremely sticky goo. The goo acts exactly like a tanglefoot bag with one important exception: large or bigger creatures that occupy more than a 5 ft. square are particularly vulnerable to this attack.



If more than one square that such a creature occupies is covered by the tanglebomb goo, that creature suffers a -2 circumstance penalty to its Strength check for each 5 ft. square beyond the first it occupies that is covered in goo.

Cost: 100 gp; **Weight:** 2 lb.

WINGBLADE

Wingblades are light blades strapped to the outside of a creature's wings. The creature may use wingblades to slash at an opponent, even while flying, and replace a buffeting attack. The wingblades have reach equal to half the creature's wingspan.

The Wingblade is considered an exotic weapon.

Cost: 15–150gp depending on size,

damage: 1d6–1d10, critical ×2,

weight: 2–20 lb., slashing

DRAGON ALLIES

Who wouldn't want a dragon for a friend?

Powerful, magical, and possessed of ancient knowledge, alliances with dragons are sought by everyone from historians to fighters to wizards. The thought of riding a soaring draconic steed into battle or sharing the wonders of ancient dragons' magic is enough to quicken the blood of the most jaded adventurer.

It's also enough to make a hard-working DM go gray early. Most of the things that make dragons powerful, magical, and fearsome also make a dragon ally seem enormously unbalancing. And certainly, this can be true. But a careful DM can allow players to have allies, or even followers, among dragonkind.

MINIATURE DRAGONS

The easiest dragon ally to add to a party of adventurers is the pseudodragon, which actually looks for companionship on rare occasions. Pseudodragons are a wonderful way for a DM to introduce players to the "joys" of a draconic friend, albeit in miniature. While pseudodragons' bodies may be small, their egos are every bit as enormous as their larger counterparts. Of course, they'll help out when their pets are in danger — after all, good help is hard to find, and who better to get rid of pests than the real power in the group, namely the pseudodragon?

But attempts to get their new little friend to do things like taking watches at night or "scouting ahead" are met with scorn, at the very least. Glorious battle is an honorable pursuit (so long as the odds are remotely reasonable), but drudge work is for lesser beings, like the characters. Dragons insist on choice cuts of any kill, including suitably shiny objects. In addition, most dragons (particularly pseudodragons) are unlikely to settle for the rations that most

adventurers eat. Fortunately,

pseudodragons are small enough that quality food can be packed along in sufficient quantities to satisfy them. They can forage for themselves, as well, but if they have to do that, then what do they need the characters for?

KINGS OF THE SKY

Full-sized dragons add a whole plethora of new issues, largely involving their size and intimidating power. A wizard with a pseudodragon or other unusual (but tiny) lizard with wings elicits curious



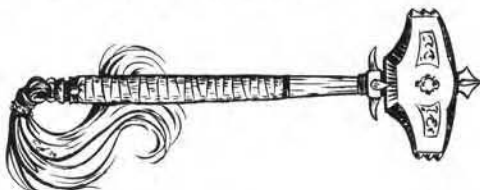
stares and a wide berth when strangers see him coming. If a paladin lands in the center of town and dismounts a silver dragon the size of an inn, people are going to notice. Some of them are likely to panic. If the town guards are particularly ignorant, they might even attempt to arrest paladin and dragon alike. This could easily turn into a debacle.

Fortunately, a dragon doesn't have to be much bigger than a horse to be able to carry a human (even one in armor) and other races tend to be even lighter. This also means less panicky locals, although the dragon is still likely to get stares.

On the other hand, a dragon is going to need an exceptional reason to tolerate being some humanoid's ride. In some cases, the dragon may look on the smaller companion much the same way a humanoid looks at a pet cat — or pseudodragon, for that matter. Plenty of spellcasters allow their familiars to ride on their shoulders, after all. So long as the dragon and the rider have similar goals, the issue of who's in control can be avoided. Indeed, the most likely situation to result in such unions is a war important to dragons and humanoids alike, where each strengthens the other in battle.

Of course, a dragon can ally with others without being a steed. The lawful good dragons, in particular, are fond of using their polymorph self ability to accompany other heroic creatures in their travels. This avoids the usual difficulties in having a draconic ally — but is entirely at the whim of the dragon. Heroes don't go looking for birds that happen to be bronze dragons in disguise, after all. Of course, if the heroes are on a quest so important and dangerous that they're attracting the attention of these mighty beings, they need all the help they can get!

Having your dragon companion travel in the form of a doddering sage or a perky bluebird also removes some of the majesty of having a draconic ally... but don't tell them that!



DRACONIC FAMILIARS AND MOUNTS

Obviously, fully-grown dragons are too powerful for paladins' mounts, let alone a wizard's familiar, in any but the most epic-scale adventures. However, there are a number of options available to players and DMs who want to explore the idea of dragon mounts or familiars, while keeping the power level under control.

FAMILIARS

Draconic familiars are highly problematic, as most familiars are tiny creatures with little power of their own. However, with a little work and compromise, it's possible. *Refer to page 51 of the PHB for the official rules on familiars.*

The easiest choice for a draconic familiar is a pseudodragon. They already provide many of the benefits of a regular familiar, with their telepathic power and their ability to see invisibility. These abilities should replace the empathic link and speak with master abilities of other familiars. Pseudodragons can already communicate with their own kind, and since they're members of the dragon family, there really aren't any "animals of its type."

The other option for a draconic familiar is a newly-hatched brass or copper wyrmling. These infant dragons are born with a certain amount of intelligence, and are small enough to function as practical familiars. Other dragons could theoretically be used, but the other types are either evil, considerably larger than a standard familiar from birth, or both. The biggest problem is that even the tiniest dragons have their breath weapon; the DM might want to rule that some of the benefits of being a familiar magically replace the breath weapon while the dragon is bonded to the spellcaster. On the other hand, a brass or copper wyrmling doesn't do any more damage with its breath weapon than an arrow, and its availability is unreliable.

In all circumstances, humanoids should realize that the dragon never thinks of the bonded

spellcaster as a 'master.' Wyrmlings may view the character as a parental figure as long as they are treated lovingly and well. On the other hand, it's extremely unlikely that such an unusual bonding would have occurred if the spellcaster were unworthy in the first place. The humanoid has to protect the wyrmling carefully, as well, since it won't gain the level of protection that most familiars do. For example, wyrmlings, being young and awkward, shouldn't be granted the improved evasion ability of most familiars.

Also, it is strongly recommended that a spellcaster learn Draconic, because there is no guarantee that the dragon is to communicate otherwise. This is especially important for sorcerers, who may not be otherwise inclined to learn the language.

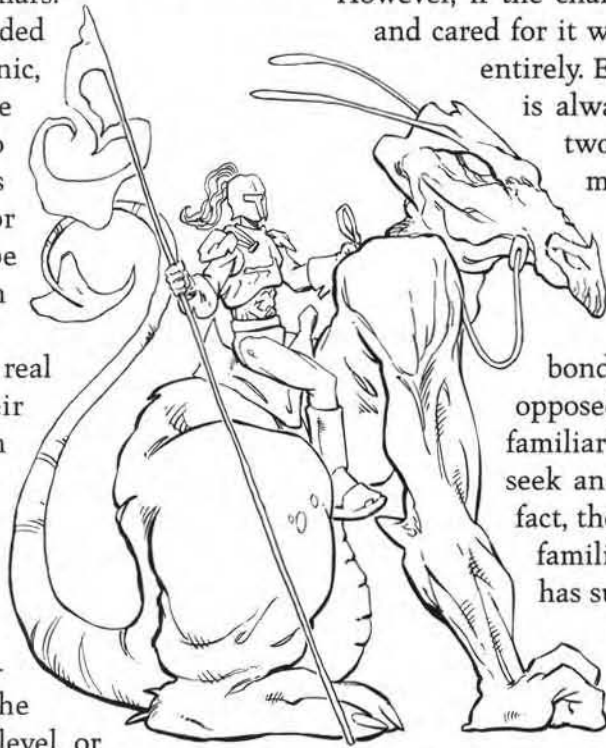
Whether the familiar is a real dragon or one of their miniature cousins, certain factors should remain in place. Unlike other familiars, they should retain their own Hit Dice, hit points, attack rolls, saving throws, and skills except in the most high-powered campaigns. If the wizard or sorcerer is 15th level or higher, the familiar should use the spellcaster's saving throws, and pseudodragons should have half their spellcaster's hp if that total is higher than their usual hit point value. The natural armor bonus should be allowed, but only at half its usual value (rounded up). All dragons retain their own intelligence levels, being intelligent creatures themselves. The spellcaster gains no Alertness bonus, since the bond isn't as strong. (A generous DM might waive this restriction for pseudodragon familiars in more epic campaigns.) Sharing spells is allowed, but a dragon familiar won't act as an extension of the spellcaster's touch. Finally, while

powerful spellcasters can provide spell resistance, the familiar can't return the favor with scrying powers.

While a pseudodragon might bond with a wizard or sorcerer for life, a true dragon never does. The bond is never as strong as with other familiars, and as the infant wyrmling ages it fades until the dragon reaches "very young" and is no longer the spellcaster's familiar (of course, this presents few problems to masters who do not live so long). However, if the character treated the dragon well and cared for it with love, the bond never fades

entirely. Even if the dragon leaves, there is always a connection between the two. Indeed, an elder elven wizard might find that the wyrmling companion of her reckless youth is now several tons of righteous wrath should her home ever be attacked. If the

bond fades in a natural manner (as opposed to the violent snap of the familiar's death), the spellcaster may seek another familiar immediately. In fact, the acquisition of another special familiar is more likely for one who has successfully cared for and raised a wyrmling.



MOUNTS

A wizard's familiar is a boon companion, but a paladin's mount can be the difference between life and death in battle. Such mounts are meant for combat, so a draconic paladin's mount isn't as problematic as a draconic familiar. On the other hand, the combination is going to be a lot more devastating in a fight.

Again, the most balanced variation is a creature that's almost, but not quite, a dragon — in this case, a dragonne or wyvern. Not quite as intelligent as a "real" dragon, dragonnes are nonetheless unlikely mounts, being highly independent creatures. However, the call could easily choose a dragonne if it is an appropriate steed. Wyverns, being both

more vicious and temperamental, are considerably less likely. They'll also be much harder to train and ride, since they only have two legs. On the other hand, they're not as powerful as dragonnes and so are no more problematic as paladins' mounts. (Then again, they aren't nearly as majestic as other steeds.)

Dragonnes and wyverns receive most of the benefits of being a paladin's mount. The exceptions are the bonus Hit Dice and natural armor, which are halved, and the command ability which is not available. It is worth noting that the Intelligence score of a dragonne or wyvern increases as the paladin becomes more powerful. A dragonne is able to fly for as long as it could run at an equivalent pace, carrying the paladin with relative ease. Either creature, when serving as a paladin's mount, has (or develops) an alignment of lawful good. However, it is more finicky than a similar warhorse. A dragonne preens itself like a cat and demands a considerable amount of attention from the paladin, while a wyvern behaves much like a proud hunting falcon. In exchange, the mount is an utterly fearless ally, expecting like loyalty from the paladin.

Perhaps the best choices for a paladin's mount among true dragonkind are the traditionally more powerful metallics, especially gold dragons. They reach a size capable of carrying a humanoid at a younger age than other dragons, so they won't have the range of powers that an older dragon will. Gold dragons reach Large size while very young, and can make enthusiastic (if naive) mounts. For Small paladins, bronze and silver dragons reach Medium size at the same age.

In fact, a dragon that answers a paladin's call looks upon the opportunity the way a wizard with reacts when a pseudodragon answers the summons for a familiar. Young and excitable, the dragon pampers its new "pet," fights evil in all forms, and generally behaves like an overeager child. The opportunities for driving the paladin crazy are endless, without ever having to resort to the "demanding dragon" stereotype.

Even more interesting is the potential in a slightly older mount. A silver dragon reaches Large

size at the juvenile stage — which is well into "consenting adult" age by human standards. Not only can the mount now fall in love with the paladin (and even take the appropriate shape), should the paladin actually return the emotion, an entirely new dynamic is introduced.

Dragon mounts don't receive nearly as many advantages as other paladins' mounts. They receive no extra Hit Dice, Strength adjustment, saving throw bonus, improved evasion or command, their Intelligence is unaffected, and they only receive half the natural armor bonus. They gain the share spells ability, the empathic link and spell resistance, however. Their natural abilities should more than make up for the drawbacks.

DRAGON ALCHEMY

Ah, yes, the subject that always brings a gleam to the eyes of novice spellcasters. The many parts of a dragon's anatomy are indeed powerful components for alchemical and magical processes. A single dragon's claw can mean the difference between a tremor and an earthquake, and a handful of scales in the right potion can render a wizard nearly indestructible. However, the acquisition of such items is extremely hazardous and usually immoral. Dragons are intelligent, patient, and powerful, and they do not suffer fools gladly. Even in the rare case where killing a dragon is justified and successful, other dragons are somewhat disturbed to see pieces of one of their brethren used by mortals. Imagine how humans feel when we see zombies animated to do a necromancer's bidding, or orcs playing drums made from the skins of their victims.

— Liserra the Kind

Dragons are among the most powerful magical beings in creation. Even a newborn dragon has its breath weapon, and the most ancient of their kind are but one step below the gods in their might. As a result, there are few creatures whose remains are more potent for magical experimentation.

Obviously, the dangers of acquiring draconic organs are enormous. No living creature is

particularly eager to provide its body parts to a greedy wizard, and dragons are quite capable of expressing their displeasure with ruthless finality. Even in cases where a dragon has been killed out of necessity (for example, to save a kingdom from the evil of a tyrannical red), other dragons of all types won't be particularly happy with magic items made from draconic components. If a dragon was hunted down and killed specifically for the power its body could provide, other dragons will look for the murderer and make an example. The results won't be pretty.

"Donations" from the anatomy of living dragons are another matter. The sort of deep friendship necessary to bring a dragon to consider this is extremely rare, but possible for the noblest of their kind. More likely is the possibility of a bargain, in which case the dragon will want reassurances that whatever is given won't be used for malevolent sympathetic magic. Most dragons who will consider this sort of bargain have the magic to enforce the agreement. In this sort of situation, other dragons will accept the existence of the item much more readily. On the other hand, a dragon's demands will most likely be exorbitant, requiring an impressive adventure to satisfy them.

Although the risks are great, so are the rewards. Using draconic components to create a magic item usually increases its potency. This increase is in relation to the body part's relevance to the spell, the age and type of the dragon, and how important to the dragon the part is. As a general rule, using an appropriate part should add +1 to the effect, weapon bonus, Armor Class or caster level. Parts from a dragon with 20 or more Hit Dice should add another +1 if the dragon is of an appropriate type, 30 or more Hit Dice should add +1 from any dragon (or +2 for a dragon of a suitable type), and using a vital organ (lungs, heart, backbone, brain, or large amounts of blood) should increase the bonus by +1. Vital organs from a dragon of 40 HD or more could theoretically be used to make minor artifacts. The staff of the magi is an especially appropriate example of such an artifact.

CHOICE CUTS

To forge weapons and armor from the body parts of a dragon, the smith must have Craft (weaponsmith) or Craft (armorsmith) of at least 8 or Craft (dragonsmith) at 5, and have masterwork tools. To brew potions or craft wondrous items from a dragon's organs, the creator must have the appropriate feats and access to a well-stocked laboratory. When hiring someone to create these items, bear in mind that few wish to be known for such talents, lest they invoke a dragon's wrath; most smithies and alchemists demand secrecy in the transaction, and may double or even triple the price for the object's manufacture.

In addition to dragonhide's merits in making hide or banded scale and better armors (*see MM™*), a dragon's wings can be used to make a set of masterwork leather or studded leather armor for a creature three sizes smaller; armorsmiths typically use the wings to reinforce the armor on mail armors, however, so this is typically a moot point. In addition to its other properties, dragonhide armors readily accept enchantments similar to the dragon's nature (i.e. acid resistance for black dragons, glamered for silver, etc.). The process is so simple, in fact, that casters of levels two lower than those described in the DMG may enchant the items, assuming that they meet all other requirements.

Draconic weapons are nearly as common as dragonhide armors, being made from the bones, claws, and teeth of a dragon. Dragons of medium size have large enough teeth, talons, and bones to carve into several (1d6) tiny weapons. Dragons of large size can similarly produce 1d8 small weapons (or 2d6 tiny). Dragons of huge size can produce 1d8 medium weapons (or 2d8 small or tiny). Dragons of gargantuan or colossal sizes can produce 1d10 large weapons (or 2d8 medium, or 3d8 small or tiny). As with armors, some enchantments work readily with draconic weapons, primarily those with effects similar to the dragon's breath weapons, though dragon teeth and talons, respectively, are favored in the creation of vorpal and wounding weapons. As above, a caster of two levels lower than required may

enchant a draconic weapon in such a manner.

For the truly dedicated dragonslayer, however, the other organs show great potential. Bodily fluids readily brew into potions (fire breath and longevity potions primarily); eyes are sometimes drained, preserved, and remade as crystal balls; some adventurers have even reported naturally occurring ioun stones found, bezoar-like, in a dragon's stomach. The juices of the stomach itself strongly resemble a universal solvent. The wings of an appropriately-sized dragon also make for fine wings of flying.

Others have reshaped a dead dragon's parts into something wholly new, such as with the some of the items found on page 52.

BLOOD

The power of dragon's blood is legendary. Even tasting it can sometimes imbue a humanoid with one of the dragon's minor powers (a blue dragon's blood, for example, might give a dragonslayer its Sound Imitation power). Further, its potency in alchemy and for magical scribing is impressive. Using dragon blood for such an item should replace the XP cost for a potion or scroll as the minimum benefit. However, using blood from a dragon of a grossly inappropriate variety for a potion or scroll results in a 10% chance of arcane failure. (White dragon's blood, for example, would be an unlikely choice for a *fire breath* potion or a *meteor swarm* scroll.) Dragon blood should always be considered

appropriate to potion and scroll making, though a large quantity should require distilling an amount of blood equal to ten times the volume of the potion or ink to receive a bonus for using vital portions. If carefully collected, a large amount of dragons' blood can be gathered from older dragons, but this is a gruesome process.

At the DM's discretion, the benefits of dragon's blood might also apply to flaming, frost or shock weapons if the dragon's breath is of that type. Finally, the blood of a dragon, especially if given freely, can be used for protective items and spells, increasing the caster's effective level by the value of the dragon's age category (divide by three if the blood wasn't given freely). This can allow the caster to exceed the maximum bonus allowed to a particular item or spell, but the type of bonus can only be either circumstance, deflection, or luck.

BONES

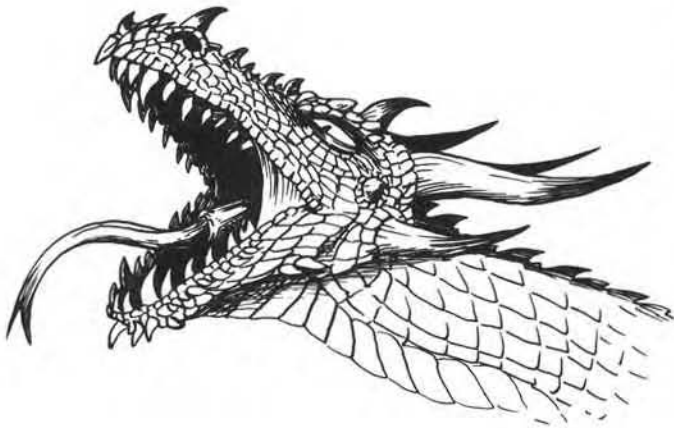
The bones of a dragon are among the most dangerous parts to use, since most dragons know them on sight and they are the sort of thing that no creature parts with willingly. However, their power often entices wizards to take the risk. An axe, mace, or pole arm made with a dragon bone shaft is considered a masterwork, and adds a +1 to +3 bonus to enchantments as explained above. The bonus for using an appropriate part applies if the bone is of the right size. Bones can also be used in the creation of rods, staffs and wands, reducing the cost in gp by

DRAGON BLOOD TABLE

Unrefined	Potion	Other Enchantment
Black	<i>darkness</i>	<i>universal solvent</i>
Blue	<i>sound imitation</i>	<i>lightning bolt scroll</i>
Green	<i>water breathing</i>	<i>neutralize poison</i>
Red	<i>resist elements (fire)</i>	<i>fire breathing</i>
White	<i>icewalking</i>	<i>cone of cold scroll</i>
Brass	<i>speak with animals</i>	<i>glibness</i>
Bronze	<i>water breathing</i>	<i>heroism</i>
Copper	<i>spider climb</i>	<i>stone salve</i>
Gold	<i>fire subtype (1 hr.)</i>	<i>luck bonus</i>
Silver	<i>cloudwalking</i>	<i>alter self</i>



two-thirds and providing a bonus to the effective caster level. As with weapon shafts, a bone of the right size provides the bonus for a suitable part. Powdered dragon bones can add to the effectiveness of potions used for necromancy or endurance, such as oil of timelessness in the latter case. By making an Alchemy check with a DC of 30, a wizard with the Brew Potions feat and *limited wish* can create a potion that slows aging to the same rate that an *oil of timelessness* provides. No expenditure of XP is necessary, but the *limited wish* spell is still expended and must be memorized before it can be used again. Any dragon who looks at the drinker of the potion will know instantly of the beneficiary's slowed aging — and its source.



BRAIN

A dragon's brain is a formidable weapon while it is still in the skull of the mighty beast. For all of a dragon's impressive abilities, it is its cunning that makes it the most dangerous of creatures. In so magical a being, that makes the brain extremely powerful. The most obvious method of using a dragon's brain is in the creation of a headband of intellect or tome of clear thought, though potions can be made with the same effect by use of the dragon's brain. In both cases, the cost in gp is halved and the XP cost is negated. The creator must still be able to cast the necessary spell, though actually casting the spell is not required.

This is hardly the only use of the brain, however. It is perhaps the most magical portion of a dragon's anatomy, with only the heart rivalling its power. Any spell the dragon knew can be learned by eating carefully prepared portions of the dragon's brain (requires an Alchemy check with a DC of 32 for each spell). The subject must be a spellcaster of high enough level to be able to cast the spell, but knowledge of the spell is automatic. In addition, the brain is appropriate for items incorporating spells of knowledge and mind control, including but not limited to *charm* spells, *detect thoughts*, most spells from the Illusion school, *mind blank*, *scrying*, *suggestion*, and similar effects.

DRAGON BONE TABLE

Dragon Type	Weapon Enchantment
Black	<i>wounding</i>
Blue	<i>thundering</i>
Green	<i>life-drinker</i>
Red	<i>flaming burst</i>
White	<i>frost</i>
Brass	<i>sleep arrow</i>
Bronze	<i>shock</i>
Copper	<i>chaotic</i>
Gold	<i>holy</i>
Silver	<i>icy burst</i>

DRAGON BRAIN TABLE

Dragon Type	Item Enchantment
Black	<i>ring of mind shielding</i>
Blue	<i>tome of clear thought</i>
Green	<i>headband of intellect</i>
Red	<i>tome of leadership and influence</i>
White	<i>scarlet or blue ioun stone</i>
Brass	<i>incense of meditation</i>
Bronze	<i>periapt of wisdom</i>
Copper	<i>medallion of thoughts</i>
Gold	<i>vacuous grimoire</i>
Silver	<i>medallion of thought projection</i>

CLAWS

Claws make excellent weapons without altering them in the slightest; a single claw does the damage of a dragon one size smaller than the one it was taken from. (A single claw from a Tiny dragon does 1d2 damage.) It's also considered an exotic weapon one size smaller than the dragon it came from, however, and unless fitted with a handle is wielded at -4 to hit. On the plus side, it ignores damage reduction as if it had a magical bonus equal to the one required to bypass the damage reduction of the dragon (if any).

When ground, claws can be used as part of the process in making magical weapons, especially blades of any type, removing the XP cost to make an enchanted sword or dagger, or half the XP cost to make an axe or bladed pole arm. It may be appropriate to some potions depending on the dragon type; white dragon claws might be useful in a *spider climb* potion, while black and green dragon claws help with a *swimming* potion, for example. Finally, items with spell effects that do damage, such as a *wand of magic missiles*, might benefit from the use of dragon claws in their creation.

CREST(S)

Some dragons have one or two odd fins running down their backs, apparently of a substance similar to their wings. In some rare cases, these crests may merge with the wings. Scholars speculate that these crests aid a dragon in maneuverability while flying,

but observation has not shown any such advantage in crested dragons. They have little value for corpse looters, but a wizard with an eye for experimentation may find some use for them. In particular, unusual items like an apparatus of *Kwalish*, a *cloak of etherealness*, or a *wind fan* might benefit from using pieces of a dragon's crest. (An apparatus of *Kwalish* could have controls enhanced with crest fibers, while a wind fan made from a dragon's crest might be usable five times in a day without breakage.)

EARS

Like most reptilian creatures, most dragon's ears are relatively small, being only pinpricks in the skull with eardrums inside. However, there are a few exceptions, most notably the flamboyant frills of the blue dragons. Regardless of their appearance, dragons' hearing is notoriously acute. Any enchantment that enhances hearing (even metaphorically, such as *detect thoughts*) or affects sound could benefit from draconic eardrums, from a *horn of blasting* to a *crystal ball with telepathy*. In addition, blue dragons' ears can be used in the construction of any musical instrument of a magical nature, such as the *lyre of building* or *pipes of sounding*. *Drums of panic* receive an extra +1 bonus for being appropriate if the blue dragon had any sort of fear rating.

DRAGON CLAW TABLE

Dragon Type	Weapon Enchantment
Black	wounding
Blue	shocking burst
Green	dagger of venom
Red	flaming burst
White	frost
Brass	flaming
Bronze	shock
Copper	chaotic
Gold	sun blade
Silver	icy burst

DRAGON CREST TABLE

Dragon Type	Item Enchantment
Black	cloak of the bat
Blue	N/A
Green	apparatus of Kwalish
Red	wind fan
White	boots of the winterlands
Brass	wind fan
Bronze	boat, folding
Copper	N/A
Gold	unusable
Silver	cloak of etherealness

EGGS

Perhaps the easiest draconic “organ” to acquire is the broken shell of a hatchling. While dragons are as highly protective of their graveyards as any intelligent species in a world of magic, their birthing places are another matter. In fact, there seems to be something of a symbiotic relationship between dragons and lesser creatures in this matter. Dragon eggshells are useful medicine for nearly all mundane diseases when properly cleaned. This results in a clean nesting area for the next dragon who wishes to use the cavern for that purpose. (Creatures who leave a mess will result in a very unhappy mother dragon.)

Acquiring whole, unhatched eggs is another matter entirely. Dragon eggs are highly prized for a number of reasons, but as it has been said, “dragons and frightened mothers are the two most dangerous creatures in the world, and you don’t want to face a lady who’s both.” A dragon protecting its young should receive +1 to +5 for all rolls, depending on how willing it is to fight to the death. Considering that eating an entire, properly prepared dragon egg (shell and all) can provide various abilities, including but not limited to dragon wings, a breath weapon, sorcery, *draconic armor* and spell resistance, or virtual immortality, there are many willing to take the risk. In a magical sense, such a being is eating the entire dragon, thus gaining vast power. It

cannot be emphasized enough that the devourer of a dragon egg will be reviled above all others by dragons of every type, from the noblest gold to the most self-centered white.

The DM should set an Alchemy difficulty appropriate to the power desired and the condition of the egg, though the recommended minimum DC is 30. Each additional power taken from the same egg should require a separate check at a cumulative +1 difficulty. A *limited wish*, *wish*, or *miracle spell* is also required. Eating an egg that has been improperly prepared should be... a memorable experience.



DRAGON EAR TABLE

Dragon Type	Item Enchantment
Black	<i>pipes of sounding</i>
Blue	<i>drums of panic</i>
Green	<i>helm of comprehending languages and reading magic</i>
Red	<i>helm of telepathy</i>
White	<i>horn of fog</i>
Brass	<i>harp of charming</i>
Bronze	<i>crystal ball with detect thoughts</i>
Copper	<i>horn of blasting</i>
Gold	<i>crystal ball with telepathy</i>
Silver	<i>lyre of building</i>

DRAGON EGG TABLE

Dragon Type	Item Enchantment
Black	<i>sphere of annihilation</i>
Blue	<i>tome of clear thought +5</i>
Green	<i>robe of the archmagi (double bonuses)</i>
Red	<i>staff of the magi</i>
White	<i>orb of storms (triple number of uses)</i>
Brass	<i>tome of leadership and influence +5</i>
Bronze	<i>talisman of pure good</i>
Copper	<i>stone of controlling earth elementals (summons 1d4 Elders)</i>
Gold	<i>philosopher's stone</i>
Silver	<i>armor of invulnerability (20/+3)</i>

An egg can also be divided, with a commensurate division of power. Dragon eggshells (whether acquired through villainous or honorable means) can be used in healing and curative magics and armor enchantments of any variety, while yolks and egg whites can be used for various body-altering effects, from *polymorph* spells to *regeneration* and beyond. Yolks can also be used for various unpleasant necromantic rituals, such as the creation of a dracolich, but this will gain the attention of every dragon with any sorcery levels for dozens of miles around.

EYES

With the keenest vision of any beings short of the gods, dragons have the most powerful eyes on the world. Simply by cutting the film around the eyeball into small lenses and putting them through a relatively simple alchemical process (DC 20), eyes of the eagle can be made without any spells being necessary. One eye can make up to half the dragon's age category in lenses. They add a +2 bonus (in addition to any other appropriate bonuses) to effective caster level to anyone making lenses for *eyes of charming*, *doom*, *petrification*, or similar wondrous items. The eyes themselves can be used for *crystal balls*, *gems of seeing* and *mirrors of mental prowess*, of course, but can also aid in the creation of items related to perception in general, such as a *periapt of wisdom* or a *robe of eyes*.

DRAGON EYE TABLE

Dragon Type	Item Enchantment
Black	<i>any darkness item</i>
Blue	<i>robe of eyes</i>
Green	<i>eyes of petrification</i>
Red	<i>eyes of doom</i>
White	<i>mirror of mental prowess</i>
Brass	<i>eyes of the eagle</i>
Bronze	<i>periapt of wisdom</i>
Copper	<i>eyes of charming</i>
Gold	<i>gem of seeing</i>
Silver	<i>crystal ball</i>

GLANDS

There are parts of a dragon's body that most scholars just don't know what to do with, or even what they do while the dragon is alive. Modern science would recognize these organs as glands, the parts of the anatomy that secrete various chemicals necessary to different bodily functions. Glands are rarely collected from dragons, as they tend to be somewhat volatile and are one of the first parts to decay.

When they are collected, however, these nodes and sacs fascinate wizard and scholar alike. Other than a vague tendency to favor the dragon's elemental affinity, these glands could end up being beneficial to nearly any item. They can also blow up in an experimenter's face, literally in the case of fire-breathers. Anyone toying with a dragon's glands should have to make a Spellcraft or Knowledge (dragons) check with a DC of 30+1d10, or take damage equal to the dragon's breath weapon value while alive. Collateral damage will also be based on the dragon's type. Success, however, will allow an expert to get a general idea of what the gland did or a wizard the ability to use the gland in magical experimentation safely.

HEART

The mother lode. Magical power beyond the wildest dreams of most wizards. Source of dragons'

DRAGON GLAND TABLE

Dragon Type	Item Enchantment
Black	<i>pearl of the Sirines</i>
Blue	<i>iron bands of Bilarro</i>
Green	<i>necklace of adaptation</i>
Red	<i>necklace of fireballs</i>
White	<i>orb of storms</i>
Brass	<i>circlet of blasting</i>
Bronze	<i>iridescent ioun stone</i>
Copper	<i>staff of earth and stone</i>
Gold	<i>mantle of spell resistance</i>
Silver	<i>hat of disguise</i>

might. A beat in time with the gods. Even the most academic spellcaster will wax poetic about the power of the dragon's heart. Though difficult to claim, the power to be gained from a dragon's heart is immense. Many cultures believe that eating the heart of a slain enemy gives the conqueror some of the enemy's power. With many dragons, this is the literal truth. If eaten immediately upon the death of the dragon (twice the dragon's age category in rounds at the most), the heart will confer on its devourers a Constitution bonus equal to the (dragon's age value -4) divided by two. If the dragon had any fear rating at all, the heart grants immunity to all fear effects. Spellcasters gain +1 to their effective caster level if the dragon could cast spells of 3rd level or higher. Such a tasty morsel commands a high price, however. For years afterwards, dragons will notice a peculiar odor about the adventurer.

If preserved in that same time period, however (requires a spell or a prepared potion), a dragon's heart can provide even greater benefits. Much like a dragon's egg, the heart is the seat of a living dragon's power and can provide any number of benefits, just like an egg. A heart can also be used in the creation of any magical item, though how appropriate it is will vary. Expending a quarter of

the heart can negate the XP cost for any spell or item creation. Using the entire heart in the creation of a potion renders the effects permanent unless extremely inappropriate. (In the case of potion of fire breath, all hearts are appropriate and damage remains unchanged, but the breath becomes that of the dragon whose heart was used. Unlike gaining the full breath weapon of the dragon, this use of the heart entails no risk. The breath can be used every 1d4 rounds.)

For all the power a heart can provide when carved from the chest of a slain dragon, it has even more when given freely. Legend has it that a dragon can grant a wish of great power — even exceeding the normal limits of a wish — by removing a piece of its own heart. This is an excruciating ritual requiring a full day and night, and is utterly useless if the dragon is being coerced. The gift must be, literally, “from the heart.” Surprisingly, chromatic dragons are relatively eager to perform this ritual — but be wary of what an evil dragon offers.

Perhaps the greatest legend of all is the result of this ritual when done with one's true love's heart. The stories say, a warrior queen with a will of iron and the soul of a celestial freed an entire world from evil. Her greatest ally was a silver dragon who loved her with all the power his kind are capable of.

DRAGON HEART TABLE

Dragon Type	Item Enchantment
Black	<i>manual of bodily health +6</i>
Blue	<i>ring of three wishes</i>
Green	<i>amulet of the planes</i>
Red	any manual or tome +6, except <i>quickness of action</i>
White	<i>manual of gainful exercise +6</i>
Brass	<i>talisman of zagy</i>
Bronze	damage reduction and Spell Resistance equal to dragon's
Copper	<i>deck of many things</i>
Gold	causes critical failure (10d10 fire damage) in any experiment
Silver	<i>talisman of pure good</i>

DRAGON HORN TABLE

Dragon Type	Item Enchantment
Black	<i>ring of the ram (see text)</i>
Blue	<i>dust of dryness</i>
Green	N/A
Red	N/A
White	N/A
Brass	<i>dust of tracelessness</i>
Bronze	<i>trident of warning</i>
Copper	<i>dust of disappearance</i>
Gold	<i>holy avenger</i>
Silver	<i>dust of appearance</i>

When she lay mortally wounded after slaying the necromancer whose evil she'd fought, he enacted the ritual of the dragon's heart. When he used the heart shard to heal her, she became a dragon. This tale has never been written down, and most scholars think it romantic nonsense. But the keepers of folk wisdom have laughing eyes when they tell the tale, and sometimes, when the story is ending, twin dragons' hearts can be heard beating in the distance.

Dragons may only perform this ritual *once*.

HORN(S)

A few dragons have horns of one sort or another, including the blue dragon's prominent rhinoceros-like horn and the monstrosities on either side of a black dragon's head. Ironically, dragon's horns can't be made into magic horn items. However, if an entire dragon's horn is used to create a *ring of the ram*, it has essentially limitless charges, and can be used five times a day (at a strength equivalent to using one charge). If two horns are used, the ring has a strength equivalent to two charges, and so on. The number of uses a day never changes. Such rings are ridiculously expensive, of course, fetching prices that would make kings weep.

Curiously, horns can also be ground down to make magical dust of any sort. Sages are still baffled as to the reasons for this.

DRAGON KIDNEY/LIVER TABLE

Dragon Type	Item Enchantment
Black	<i>potion of neutralize poison</i>
Blue	<i>potion of restoration</i>
Green	<i>wand of poison</i>
Red	<i>potion of greater restoration</i>
White	<i>potion of delay poison</i>
Brass	<i>wand of cure serious wounds</i>
Bronze	<i>Keoghtom's ointment (50 applications)</i>
Copper	<i>wand of neutralize poison</i>
Gold	<i>staff of life</i>
Silver	<i>scroll of resurrection</i>

KIDNEYS/LIVER

These parts of a dragon's anatomy are rather specialized, and as such have limited use. However, that use can be a literal lifesaver. Using parts of a kidney or liver increases the potency of a potion that affects poison (*delay poison* becomes *neutralize poison*, and a *neutralize poison* potion also heals damage done by the poison). One kidney or liver can make a number of potions equal to the dragon's age value.

If the dragon was capable of sorcery, the kidneys or liver can also be used to pay the XP cost for a *greater restoration* spell or to make a *potion of restoration* (cost 100 gp plus the kidney or liver).

LIGAMENTS/SINEW

Unsurprisingly, the sinew of a dragon is extremely tough. While removing it is an unpleasant chore, with a sharp blade (especially a magical one) it isn't much more than that. For the adventurer with a practical mindset, the stringy portions of a dragon's anatomy are most obviously usable for magical bowstrings, ropes, and nets. (While most adventurers won't be overly excited by the thought of making a net +1, the possibilities of a net, flaming should be obvious quickly.) A magical bow can be given distance, flaming, frost, or shock at no additional cost when made from the sinew of a dragon of the appropriate type. (Distance is

DRAGON LIGAMENT/SINEW TABLE

Dragon Type	Item Enchantment
Black	<i>bow, distance (fires Melf's acid arrows; see text)</i>
Blue	<i>Shock</i>
Green	<i>rope of entanglement</i>
Red	<i>oathbow</i>
White	<i>rope of climbing</i>
Brass	<i>harp of charming</i>
Bronze	<i>net +5, shocking burst</i>
Copper	<i>lyre of building</i>
Gold	<i>flaming</i>
Silver	<i>frost</i>

always considered appropriate.) In the case of acid-breathing dragons, the bow can fire a *Melf's acid arrow* a number of times per day equal to the dragon's age value, as if cast by a 6th level sorcerer.

For more artistically inclined heroes, the value of draconic sinew in making stringed musical instruments should be clear. A *harp of charming* receives an additional +2 bonus to caster level if the dragon had a Charisma of 20 or higher.

LUNGS

The lungs of a dragon are powerful weapons in their own right, perhaps the most powerful weapon a dragon has. Some may argue that the dragon's genius and magic are deadlier in the long run, but as any who have survived dragon fire can attest, there are few forces in the world more devastating. As such, they can make powerful magic items.

The lungs of a Tiny dragon can make two potions of fire breath, each with five uses and no time limit on how long they can be used (although the actual type of breath is determined by the dragon used). Each increase in size doubles the number of potions that can be made, or the number of uses per potion. Alternately, they can be used for creating a *bottle of air* or the summoning device appropriate to their element (for example, a *brazier of commanding fire elementals* from a red's lungs). Finally, items that allow a character to breathe underwater are appropriate for lungs of dragons with that power.

DRAGON LUNG TABLE

Dragon Type	Item Enchantment
Black	<i>potions of water breathing</i>
Blue	<i>censer of controlling air elementals</i>
Green	<i>wand of stinking cloud</i>
Red	<i>potions of fire breath</i>
White	<i>wand of solid fog</i>
Brass	<i>bottle of air</i>
Bronze	<i>helm of underwater action</i>
Copper	<i>necklace of adaptation</i>
Gold	<i>potions of fire breath</i>
Silver	<i>ring of elemental command (air)</i>

MUSCLES

Dragon muscles are good for exactly one thing: strength. A bit of dragon muscle at least as big as a gold piece doubles the bonus and duration of a bull's strength spell, and items that increase strength are enhanced by +1 (cumulative with other draconic modifiers) by using dragon muscle in their creation. Alternately, by using all the muscle from a dragon of at least Huge size, the effects of a *potion of bull's strength* can be made permanent. Each size above Huge adds +2 to the bonus provided by the potion.

If the dragon had a natural bonus to the Jump skill, that dragon's leg muscles can be used for items that magically enhance jumping, or allow a spellcaster who can cast jump to cast the spell at will, replacing the material component as long as the cured leg muscle is carried.

NECK/TONGUE

When adventurers are mentally carving up a dragon for parts, the neck isn't often what comes to mind first. Once the hide's been removed, it doesn't seem particularly useful, except perhaps for items with resistance to the element the dragon breathed.

However, the neck also holds the dragon's tongue and vocal cords. As all who have survived meeting one can attest, the older dragons are among the most beguiling, glib creatures on all the planes. Even a white who's lived long enough will be a

DRAGON MUSCLE TABLE

Dragon Type	Item Enchantment
Black	<i>potions of bull's strength</i>
Blue	<i>gauntlets of ogre power</i>
Green	<i>mace of smiting</i>
Red	<i>belt of giant strength (+6)</i>
White	<i>boots of the winterlands</i>
Brass	<i>maul of the titans</i>
Bronze	<i>belt of giant strength (+4)</i>
Copper	<i>boots of striding and springing</i>
Gold	<i>manual of gainful exercise</i>
Silver	<i>disruption</i>

charming devil. The tongue or voice box of a dragon with a Charisma of 18 or higher can be used for any item that grants a bonus to Charisma or the following skills: Bluff, Diplomacy, Gather Information, Intimidate or Perform. Any item that uses charm or suggestion effects can also benefit from a dragon's voice box.

SCALES/HIDE

As mentioned in the *MM*,TM armor and shields can be made of dragon hide. For specifics on the basics of dragon armor creation, see that listing.

However, there can easily be more to making dragon armor than simply crafting the hide. A number of enchantments can be easily added to armor made of dragon scales. Some of the most appropriate are any resistant types, glamered for dragons with *polymorph self* or sorcery, invulnerability (can be cast multiple times, stacking to a maximum value of the dragon's damage reduction), and spell resistance with a maximum value of the dragon's resistance. Other magic items can also be incorporated into the armor by using parts from the same dragon, such as *wings of flying* made from the dragon's wings.

Much like armor, items that provide protection could also benefit from being made of dragon scales. Amulets of natural armor, bracers of armor and rings of protection can be made from dragon scales of the right size, as can *staffs of defense*.

However, using dragon hide for armor has become so well known that the other possibilities are often overlooked. A scroll made from dragon hide (which, aside from emanating necromantic energies to anyone remotely capable of sensing them, requires a Profession [leatherworking] check at DC 20) isn't expended when read, but is instead usable once per day. A book or tome bound in dragon leather (leatherworking DC 25) isn't exhausted when read. However, no one person can benefit from a magical book or tome more than once. No such item that requires that the creator be of good alignment can be made from any sort of skin or hide.

STOMACH

Not every part of a dragon can be useful for making +24 swords of ultimate hacking. The stomach, while important to the dragon (and the last thing many heroes and villains ever see), isn't a source of phenomenal power. It can be useful to the practical spellcaster who isn't squeamish, however.

Any item that generates food or water (such as the *decanter of endless water* or *Murlynd's spoon*) can benefit from being created with a dragon's stomach. It can also be used to create *universal solvent* or a *ring of sustenance*.

Any sort of magical bag (other than a *bag of devouring*) can also be created from a dragon's stomach. A dragon's bladder can be used for the same purpose.

DRAGON NECK/TONGUE TABLE

Dragon Type	Item Enchantment
Black	<i>decanter of endless water</i>
Blue	<i>ring of elemental resistance (electricity)</i>
Green	<i>cloak of poisonousness</i>
Red	<i>cloak of charisma</i>
White	<i>cube of frost resistance</i>
Brass	<i>ring of animal friendship</i>
Bronze	<i>Murlynd's spoon</i>
Copper	<i>potions of glibness</i>
Gold	<i>tome of leadership and influence</i>
Silver	<i>circlet of persuasion</i>

DRAGON SCALES/HIDE TABLE

Dragon Type	Item Enchantment
Black	<i>grants any item the power of shadow</i>
Blue	<i>amulet of natural armor</i>
Green	<i>cloak of resistance</i>
Red	<i>bracers of armor</i>
White	<i>cold resistance</i>
Brass	<i>spined shield</i>
Bronze	<i>staff of defense</i>
Copper	scrolls, any
Gold	<i>invulnerability</i>
Silver	<i>ring of protection</i>

TAIL

A dragon's tail, while powerful, doesn't seem to have any qualities that would make it any different from parts found throughout the body. It has scales, muscle and bone, and that's about it. But the tail of a Large (or larger) dragon is an enormously powerful weapon while the monster is alive, capable of smashing through entire platoons. This gives the tail of such a dragon a few unique properties.

The meat of such a tail, when properly used, can give armor, weapons and especially shields a number of useful qualities. Shields made from a dragon's tail gain a free additional quality when enchanted, including animated, arrow deflection, bashing, resistance of the appropriate type, spell resistance, and spined. By adding small pieces from the dragon's wings (which doesn't preclude using the wings for other items), a winged shield can also be made. Armor made from the tail can create a suit functionally identical to rhino hide. Weapons made from a tail are especially suited for gaining dancing, defending, mighty cleaving, or thundering.

TEETH

Much like claws, the fearsome teeth of a dragon are powerful and deadly. A single dragon's tooth does damage equal to a dragon one size smaller than it, as with a dragon's claw, and is considered to be a weapon one size smaller than the dragon it was taken from, as with a claw. (A tooth taken from a

Tiny dragon does 1d3 damage.) Like a claw, a dragon's tooth is an exotic weapon, and without a handle has a -4 penalty when wielded.

Moreso than claws, teeth are the embodiment of the dragon's sheer deadliness. They are appropriate to any weapon enchantment, and aside from removing the XP creation cost for all weapons, using the teeth from a dragon with 20 HD or more adds an automatic additional +1 to the weapon's magical bonus.

Teeth can also be used for some of the more bizarre items, such as the mask of the skull and the bag of devouring. Normally, making a bag of devouring is impossible. But with a complete set of jaws from a dragon that is size Large or better, it is possible for a 20th level spellcaster with craft arms and armor, craft wondrous items, and summon monster IX to create one. Why so powerful a wizard or sorcerer would do so, however, is anyone's guess.

"WHISKERS"

A few dragons have thick, hair-like filaments around their faces. These "whiskers" seem to be merely decorative, but some scholars consider it possible that, like cat's whiskers, these filaments aid the dragon in sensing its surroundings. Since they can be used for magic that enhances the senses (anything that provides a bonus to Listen, Search, Sense Motive, or Spot), there seems to be some truth to the theories.

DRAGON SCALE/HIDE TABLE

Dragon Type	Item Enchantment
Black	<i>shadow</i>
Blue	<i>amulet of natural armor</i>
Green	<i>cloak of resistance</i>
Red	<i>bracers of armor</i>
White	<i>cold resistance</i>
Brass	<i>spined shield</i>
Bronze	<i>staff of defense</i>
Copper	scrolls, any
Gold	<i>invulnerability</i>
Silver	<i>ring of protection</i>

DRAGON STOMACH TABLE

Dragon Type	Item Enchantment
Black	<i>portable hole</i>
Blue	<i>rod of security</i>
Green	<i>bag of holding</i>
Red	<i>brazier of commanding fire elementals</i>
White	<i>ring of sustenance</i>
Brass	<i>bag of tricks</i>
Bronze	<i>decanter of endless water</i>
Copper	<i>Murlynd's spoon</i>
Gold	<i>robe of useful items</i>
Silver	<i>cloak of etherealness</i>

Some spellcasters have had great success scribing spells and tomes with dragon-whisker quills. Though they provide no discount to the experience cost of such an item's creation, the cost of the materials involved is reduced to three-quarters the original price. Using such a quill also gives a +2 competence bonus to all Craft (Calligraphy), Forgery, and Profession (Scribe) rolls; at DM's discretion, this may extend to other rolls based on the written word.

WINGS

Though the dragon's heart holds more raw power and the brain has greater potential, few things evoke more wonder than the magnificent wings of the dragon. Soaring through the sky, seemingly invincible and free, the dragon's flight is the ultimate expression of its glory. Is it any wonder that tiny, insignificant humanity should want to emulate this glory?

The most obvious benefit from dragon's wings is flight, whether from a winged shield, boots, winged, a broom of flying or wings of flying. In all cases, the draconic influence is evident, whether as subtle as a broom's exhaust reminiscent of the dragon's breath or wings identical to the true wings of their origin.

However, no matter the dragon's element, wings command the air, and effects that move air are also appropriate to such items. (If the dragon was of the air element, then the wings are doubly

appropriate.) *Rings of elemental command (air)* and *wind fans* are good examples of such items. A *wind fan* made from a dragon's wing should receive the same benefits of one built from a crest.

Some seafaring vessels have experimented with using dragonwing sails, and their captains claim the wind always shows them favor.

Finally, as symbols of freedom, wings can also be used tangentially to create items that set their wielder free or aid travel, such as the *chime of opening* or a *cubic gate*. Curiously, boots other than boots, winged gain no benefit from being constructed out of dragon wings.



DRAGON TAIL TABLE

Dragon Type	Item Enchantment
Black	<i>dancing</i>
Blue	<i>spined shield</i>
Green	<i>rod of flailing</i>
Red	<i>mighty cleaving</i>
White	<i>ring of elemental command (water)</i>
Brass	<i>bashing</i>
Bronze	<i>spell resistance</i>
Copper	<i>blinding</i>
Gold	<i>rod of lordly might</i>
Silver	<i>reflection</i>

DRAGON TEETH TABLE

Dragon Type	Item Enchantment
Black	<i>bag of devouring</i>
Blue	<i>lawful</i>
Green	<i>ghost touch</i>
Red	<i>flaming burst (additional +1 to weapon)</i>
White	<i>mask of the skull</i>
Brass	<i>speed</i>
Bronze	<i>shocking burst (additional +1 to weapon)</i>
Copper	<i>chaotic</i>
Gold	<i>holy</i>
Silver	<i>icy burst (additional +1 to weapon)</i>

FROM THE BELLY OF THE DRAGON

Several of the items presented have variable abilities that are determined by the type of dragon from which the item was created. Generally speaking, most of these effects cover the type of damage the item deals or the effects that it is most effective against. The table below summarizes the variety of effects that each dragon type bestows on an item:

Dragon Type Item Enchantment

Black	acid
Blue	electricity
Green	air
Red	fire
White	cold
Brass	fire
Bronze	electricity
Copper	acid
Gold	fire
Silver	cold

Ultimately, it is up to the GM whether or not these items can be found in the campaign world.

CLOAK OF DRAGON FEAR

This plain leather cloak is in fact made from the tanned hide of a dragon. The cloak contains the essence of a dragon's frightful presence. Its wearer

gains a +2 morale bonus to all saves against fear effects and the ability to cause a frightful presence effect in every creature with fewer hit dice than the wearer within a 60 ft. radius. Creatures subject to this effect must make a Will save (DC 15) or become panicked for 4d6 rounds if they have 4 or fewer HD. Creatures with 5 or more HD are shaken for 4d6 rounds on a failed save.

Caster level: 7th; *Prerequisites:* Craft Wondrous Item, *mending, fear*; *Market Price:* 22,000 gp.

CLOAK OF THE WYRM

A cloak of the wyrm is fashioned from a piece of fresh dragon hide. It glitters with dragon scales, and retains the color and strength of the dragon from which it was taken. The cloak offers several benefits to its wearer. First, its wearer gains 15 points of damage reduction per round against the form of energy associated with the cloak. Second, the cloak gives its wearer a +2 armor bonus to his AC. Third, the cloak has a set of special abilities tied to the nature of the dragon from which it was made:

Acid: A cloak attuned to this effect allows its wearer to cast acid arrow as a 3rd-level sorcerer twice per day. The cloak has mildly acidic properties. Anyone attempting to grapple its wearer must make a Fortitude save (DC 15) or take 1d4+1 points of acid damage.

Air: The cloak allows the wearer to cast *stinking cloud* as a 5th-level sorcerer once per day. In

DRAGON "WHISKERS" TABLE

Dragon Type Item Enchantment

Gold	<i>mirror of mental prowess</i>
Silver	<i>crystal ball (any)</i>



DRAGON WING TABLE

Dragon Type Item Enchantment

Black	<i>cloak of the bat</i>
Blue	<i>horseshoes of a zephyr</i>
Green	<i>winged shield</i>
Red	<i>wings of flying</i>
White	<i>cubic gate</i>
Brass	<i>carpet of flying</i>
Bronze	<i>boots, winged</i>
Copper	<i>broom of flying</i>
Gold	<i>cape of the mountebank</i>
Silver	<i>staff of passage</i>

addition, the wearer gains the ability to speak Auran and a +2 resistance bonus to all saves against poison so long as he wears the cloak.

Cold: A cloak of the white wyrm grants its wearer the ability to cast *sleet storm* as a 5th-level sorcerer once per day. The cloak also gives its wearer a +4 competence bonus on Hide checks made in a snowy environment.

Electricity: This type of cloak grants its wearer the ability to cast *lightning bolt* as a 5th-level sorcerer once per day. Its wearer gains the ability to cast *create water* as a 1st-level cleric twice per day.

Fire: This version of the cloak of the wyrm grants its wearer the ability to cast *fireball* as a 5th-level sorcerer once per day and *burning hands* as a 1st-level sorcerer twice per day.

Cloaks made from the hides of metallic dragons tend to draw hostile responses from paladins, good clerics, and others who normally ally with good dragons. Cloaks made from evil dragons, on the other hand, are just as likely to show up on the shoulders of a blackguard as on a crusading paladin.

Caster level: 7th; *Prerequisites:* Craft Wondrous Item, *mending, minor creation, resist elements*; *Market Price:* 28,000 gp.

DARK LANTERN

Though this curious item appears to be an ordinary iron lantern, when filled with oil and lit, the lantern casts *darkness*, centering on itself.

Caster level: 3rd; *Prerequisites:* Craft Wondrous Item, *darkness* or four drops of Black Dragon's blood; *Market Price:* 100 gp; *Weight:* 5 lb.

DRAGON BONE FLUTE

This intricately constructed musical instrument is carved from a large chunk of dragon bone. The flute is infused with a powerful set of enchantments that make it a powerful weapon in the hands of a bard. When a bard uses the dragon bone flute in combination with his bardic music ability, he gains a +2 competence bonus to all Perform checks and to the DC of any bardic music effect. Note that if a Perform check yields the DC of a bardic music

ability, such as *fascinate*, the two bonuses do not stack. In addition, the flute is particularly effective against dragons. The flute's bonus increases to +4 when used against a dragon of any type. The bard may also attempt to lull a dragon to sleep with the flute's music, but this effect only works against neutral or friendly dragons, or unsuspecting dragons. The dragon may make a Will save with a DC equal to the bard's Perform check to remain awake. The bard must play uninterrupted for 1 minute for the sleep effect to function.

Caster level: 5th; *Prerequisites:* Craft Wondrous Item, *hypnotic pattern, suggestion, sleep*; *Market Price:* 12,000 gp.

DRAGON BONE HORN

Much like the dragon bone flute, this magical horn is carved from pure dragon bone. Unlike the flute, its magic is far from subtle. The dragon bone horn lets loose a thunderous dragon roar when sounded. Every dragon within a 1 mile radius of the horn must make a Will save (DC 25) or immediately move at its fastest speed possible toward the point where the horn sounded. The horn's tone is that of a bellowed challenge that dragons find irresistible. A dragon compelled to heed the horn's call suffers a -4 competence bonus to all Listen and Spot checks. The horn is typically used to flush dragons out of their lairs and into the open, though the wisdom of calling a dragon out to a fight is left for the reader to judge. Dragon hunters sometimes use the horn to trap hatchlings, vulnerable, or injured dragons, though paladins view it as an offering of respect before a fight.

Caster level: 7th; *Prerequisites:* Craft Wondrous Item, *emotion, suggestion*; *Market Price:* 6,000 gp.

DRAGON CLAW GAUNTLETS

This pair of magical gauntlets is made from the hide of a slain dragon. The dragon's claws are attached to the tips of the gauntlet's fingers, allowing them to function as +3 spiked gauntlets. The gauntlets' wearer may focus their magical power into small darts of energy that function as a

magic missile cast by a 3rd-level sorcerer. This ability may be used three times per day.

Caster level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *magic missile*; *Market Price:* 32,000 gp.

DRAGON CLAWS

Usually cut from the teeth or talons, these twin +4 punching daggers are truly frightening to behold, and are often the favored weapons of exceptional assassins. Not only is the damage of these weapons significantly greater than normal, but the claws themselves are unbelievably sharp; if the wielder of a set of Dragon's Claws misses in combat, roll for damage anyway. If the total damage is greater than what the roll to hit failed by, subtract the difference from the damage and inflict the remainder. Weapons coated in a poison readily deliver the toxin in this manner.

Caster Level: 13th;
Prerequisites: Craft Magical Arms and Armor, *greater magic fang*, *greater magic weapon*, a set of matching dragon talons or teeth;
Market Price: 25,000 gp;
Weight: 2 lbs. (each).

DRAGON TOOTH CHOKER

This magical necklace appears as a series of carved fangs, dyed in the color of the dragon they were taken from, and linked with fine gold chain. Once per day, the wearer may speak a command word and cast *breath of the great wyrm* as though he were a 9th level sorcerer.

Caster level: 9th; *Prerequisites:* Craft Wondrous Item, *breath of the great wyrm*, eight pieces of masterwork-level carved dragontooth; *Market Price:* 15,000 gp; *Weight:* 1 lb.

DRAGONSHADOW CLOAK

Often mistaken for a simple cloak of resistance +1, this cloak is actually formed from the mingling of a dragon's shadow and potent illusory magic. Formed entirely of shadowstuff made solid, this cloak grants the wearer a +6 competence bonus to Hide checks, as well as the ability to mimic dragon fear. While the user is casting a shadow over at least one person, the wearer invokes dragon fear as though he were a dragon of a number of hit dice equal to his level. This affects all who stand in the wearer's shadow, and is automatic. While wearing this cloak, the caster's shadow appears to be that of a wyrmling dragon's.

Caster level: 12th; *Prerequisites:* Craft Wondrous Item, *greater shadow evocation*, *resistance*, access to a dragon's shadow for an extended period of time (the dragon need not be alive); *Market Price:* 25,000 gp; *Weight:* —.

DRAGONTOOTH

This enchanted +2 dagger is carved from the fang of a dragon. The entire weapon, both blade and handle, is composed entirely of the tooth and nothing else. A dragontooth is imbued with the essence of the dragon from which the fang was taken. When used in battle, the dagger inflicts damage of a type that corresponds to the dragon from which it was made (*see page 62*) In addition, the dagger is a powerful thrown weapon. It has twice the range increment of a standard dagger, and it inflicts 2d4 damage on a successful hit. Against dragons, the dagger is exceptionally effective dealing 2d4 damage when used in melee and 4d4 when thrown.

Caster level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *fly*, *magic fang*, *keen edge*; *Market Price:* 18,500 gp.



LENS OF MEMORY

This device is a thick piece of featureless glass with no obvious magical qualities. When a creature passes before it, however, the lens records all activity immediately before it, until five minutes after all creatures before it leave. When a torch or other source of light is placed behind the lens, it replays the scene from its perspective.

Caster level: 6th; *Prerequisites:* Craft Wondrous Item, major image; *Market Price:* 2,000 gp; *Weight:* 10 lb.

LINKS OF LOYALTY

These fine lengths of silvery chain mimic the appearance of jewelry. In fact, they render the wearer little more than a slave. When created, the maker binds the links with a task; people who wear or touch the links find that the chain clasps itself about the person's neck. Thereafter, the links compel the person to complete the assigned task, as per a *geas* placed upon the wearer. The wearer knows the task assigned to him, and also knows the implicit threat should he ignore his newfound duty. Once the task is completed, the links dissolve into mercury. The links may be handled safely by constructs, undead, the caster, or with a set of tongs or similar tools.

Caster level: 12th; *Prerequisites:* Craft Wondrous Item, *geas*; *Market Price:* 18,000 gp; *Weight:* 1 lb.

LINKS OF TRESPASS

These thin, silvery chains are often confused for razorwire or simple trip wires. Strung along the floors and walls of a corridor, they gleam in even the barest light. When set in place and a command word is spoken, the links of trespass will, at the slightest touch of a living being, not only trip an *alarm* but will also reveal to the caster the precise location of the creature which tripped it. After fulfilling their function, the links break and become useless.

Caster level: 8th; *Prerequisites:* Craft Wondrous Object, *alarm*, *locate creature*; *Market Price:* 100 gp per foot; *Weight:* —.

MANACLES OF HUNGER

Though disguised as a set of rusty, decrepit manacles, this trap seeks out and attacks any nearby humanoid. The manacles make a grappling check of a +15 attack bonus (including +8 from its Strength Score of 26). The manacles then *enervate* their victim, as per the spell. The manacles are immune to piercing weapons and take half damage from slashing weapons; sheer strength and blunt trauma are the most reliable ways to break them. The manacles have an AC of 25, 18 hit points, and a hardness of 14. Damage repairs itself at 1 hit point per hour, but if the manacles are broken (all 18 hit points lost to damage), they are destroyed.

Caster level: 12th; *Prerequisites:* Craft Wondrous Object, *animate objects*, *enervation*; *Market Price:* 26,000 gp; *Weight:* 20 lb.

MERCURIAN WEAPONS

These items resemble a silvery substance which twists and shifts of its own accord. When grasped, their form becomes marginally more stable, taking the shape of a random weapon (DM's decision; no ranged weapons other than thrown) for ten rounds before shifting form again. Mercurian weapons have the chaotic special ability in addition to this; (see *DMG page 186 for details*). The person wielding a mercurian weapon may make a Will check (DC: 20) to force it to assume a specific form; if the check fails, the mercurian weapon is useless for the duration of combat.

Caster level: 16th; *Prerequisites:* Craft Magic Arms and Armor, *chaos hammer*, *polymorph any object*, creator must be chaotic; *Market Price:* 30,000 gp; *Weight:* varies.

OIL OF DRAGON'S BLOOD

This disturbing concoction is a severely addictive potion (Will save to resist, DC 18 +1 per use of the oil) which transforms even the weakest man into a murderous, rampaging force. The user smears the oil upon himself as an action, upon which he gains the benefits of both *haste* and *Tenser's transformation*, while the user's Intelligence and Wisdom are

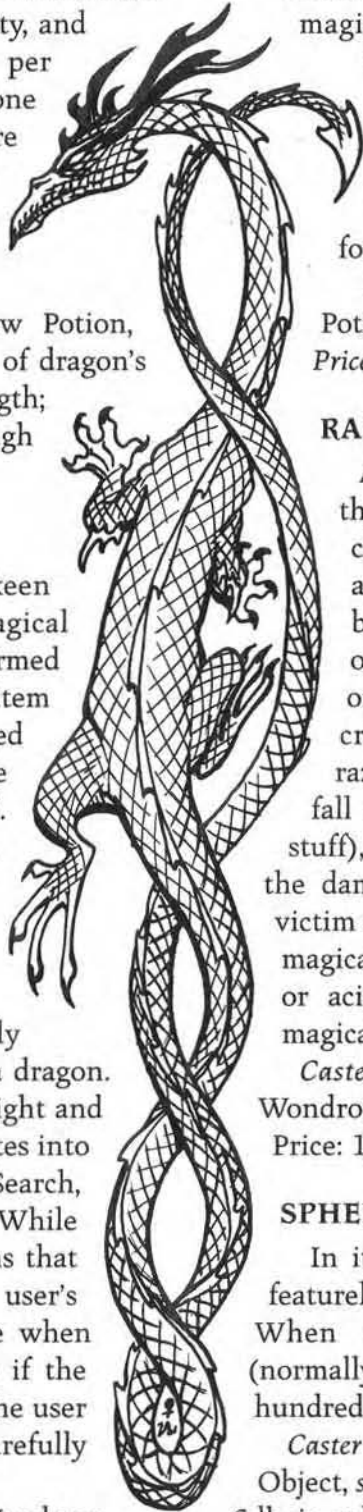
reduced by six. These effects last for ten rounds or until the oil is washed off, whichever comes first. Afterward, the user's Strength, Dexterity, and Constitution are reduced by one per previous use of the oil, for a period of one day. If any of the user's attributes are reduced to zero in either case, or if the oil is taken internally, the user dies as his body metabolizes itself too quickly.

Caster level: 14th; *Prerequisites:* Brew Potion, haste, Tenser's transformation, one quart of dragon's blood mixed with a potion of strength; *Market Price:* 10,000 gp per use, though price gouging is relatively common.

ORB OF SEEING

Dragons have exceptionally keen eyesight, and with the proper magical treatment a dragon eye may be transformed into an orb of seeing. This magic item appears as a large eyeball suspended within a sealed, fist-sized glass sphere filled with a clear, viscous fluid. Attached to the glass sphere is a dragon skin mask. The mask is connected to the eye by a set of thin tubes that run from the mask, through the sphere, and into the eyeball. These tubes are actually carefully preserved veins taken from a dragon. The wearer of the mask gains the eyesight and other senses of a dragon, which translates into a +4 competence bonus to all Listen, Search, and Spot checks and 60 ft. darkvision. While the orb's user wears its mask, the veins that run from the eyeball bore into the user's temples, inflicting 1 point of damage when the mask is put on and 1d4 damage if the mask is removed in haste. Otherwise the user takes 1 point if he spends 5 minutes carefully removing the mask.

Caster level: 3rd; *Prerequisites:* Craft Wondrous Item, darkvision; *Market Price:* 10,000 gp.



POTION OF DRACONIC MIGHT

Distilled from pure dragon's blood, this magical concoction grants its drinker improved speed, strength, and endurance. After drinking the potion, a character gains +4 Strength, +4 Constitution, and +10 ft. of movement per round. This effect lasts for 1 hour.

Caster level: 3rd; *Prerequisites:* Brew Potion, bull's strength, cat's grace; *Market Price:* 1,200 gp.

RAZORWIRE

Appearing from a distance as thin thread commonly used as tripwire, upon close inspection this material is actually a very thin, very flexible blade. Casually brushing up against it inflicts one point of damage to objects or people; running or falling into a field of razorwire risks crippling injury. For every strand of razorwire touched forcefully (such as by a fall or by being grabbed in a net of the stuff), the victim takes two hits. If entangled, the damage continues every round until the victim escapes or dies. Razorwire may be cut by magical weapons, or melted by magical flame or acid, and may be safely stored in any magical container.

Caster level: 10th; *Prerequisites:* Craft Wondrous Object, Mordenkainen's Sword; *Market Price:* 1,000 gp per foot; *Weight:* —.

SPHERE OF CALTROPS

In its inert form, a sphere of caltrops is a featureless globe about the size of a human fist. When rapped sharply against an object (normally by throwing it), it explodes into a hundred caltrops.

Caster level: 5th; *Prerequisites:* Craft Wondrous Object, shrink object; *Market Price:* 600 gp; *Weight:* 6 lb. in sphere form.

TENT OF DRAGON WINGS

This 20 ft. radius, circular tent is constructed of cured dragon wings. The tent of dragon wings is waterproof and provides 25 points of damage reduction per round against the effect associated with the dragon from which it was made. In addition, the tent retains a vestige of the dragon's flying ability. The tent can rise up to 20 ft. above the ground, as per the *levitate* spell. The tent can remain at this height for up to 12 hours total per day. When not in use, the tent can be folded up into a 2 inch cube. Any items within the tent when it is collapsed in this manner are unharmed and intact when the tent is returned to normal size. However, the tent cannot collapse if any living creature is within it.

The tent is exceptionally tough. It has hardness 10, 20 hit points, and a break DC of 25.

Caster level: 7th; *Prerequisites:* Craft Wondrous Item, *mending*, *minor creation*, *resist elements*; *Market Price:* 28,000 gp.

THUNDERBELCHER

This oddly named contraption is one of the most devastating tools developed by the dwarven weapon smiths. The thunderbelcher incorporates parts of a dragon's upper digestive tracts and the highly unstable glands that produce a dragon's breath weapon. A large metal backpack wrapped in fireproof magical cloth contains the dragon's magically preserved guts, while a steel nozzle connected to the backpack by a dragonhide tube contains portions of its inner throat and breath weapon producing organs. In combat, the user dons the backpack and blasts his enemies with bursts of raw magical energy from the nozzle. The thunderbelcher creates a 30 ft. cone of the energy type associated with the dragon from which it was made. In the case of a green dragon, the thunderbelcher produces a cone of acidic gas that quickly dissipates after dealing its initial damage. The thunderbelcher deals 6d4 points of damage. Targets hit by it may make a Reflex save (DC 15) to take half damage. The thunderbelcher carries enough energy for 50 shots, after which its power is drained.

The thunderbelcher is a rather unstable magical

item. If its backpack portion is ruptured in combat it immediately detonates, dealing 12d4 damage of the type the thunderbelcher normally generates in a 60 ft. radius. The backpack has Hardness 10, 10 hit points, and a break DC of 26.

Caster level: 9th; *Prerequisites:* Craft Magical Arms and Armor, Craft Wondrous Item, *fabricate*, *flame arrow*; *Market Price:* 12,500 gp.

TOME OF HISTORY

While few would notice yet another thick, leatherbound book on a bookshelf, scholars and historians everywhere covet these rare finds. During the enchantment, the creator names a person, place, or (very rarely) thing to be the subject of the book; thereafter, the book continually writes on that subject's activities, with more detailed analysis for more specific subjects (i.e. a Tome of the History of the Planes will cover only major shifts in power and interplanar conflicts, while a Tome of High King Hazil will detail the king's every waking moment). While opened and read, the books stop writing, and will not cover any events which happen during that time. The book magically adds pages as time progresses, and stops writing when its subject is irrevocably destroyed.

Caster level: 12th; *Prerequisites:* Craft Wondrous Object, *legend lore*, *secret page*; *Market Price:* varies, depending on age and subject; *Weight:* — varies, depending on age, up to 50 lb.

VESSEL OF PUREST ESSENCE

This insidious device appears as a potion of some sort, but its true function is far more malevolent. This small crystal device is designed to contain a single soul. When first made, the vessel is empty and worthless. By placing its spigot over the lips of a living creature, the vessel fogs up as it absorbs the creature's soul over the course of five minutes. Once the soul is absorbed, the creature's body becomes comatose; its soul is trapped in the vessel. Souls held in this manner may not be communicated with (except by the holder of the vessel), and may neither reincarnate or be raised from the dead in

any form, even with the use of a *miracle* or *wish*. The vessel may store its soul indefinitely, but the soul escapes the moment the vessel is opened or broken, either rejoining its body or passing on to its afterlife. If a soul escapes the vessel, the vessel is ruined and may not take another soul. Souls held in this manner may be consumed by others, gaining a portion of that soul's skill or knowledge (one skill or feat of the user's choice), or may be used to power magical items (replenishing charges, or making an intelligent magical item). The manipulation of souls is widely held to be an evil act.

Caster level: 18th; *Prerequisites:* Craft Wondrous Item, *greater planar binding*, *magic jar*, *soul bind*; *Market Price:* 50,000 gp; *Weight* 1 lb.

WEAPONS OF ACCORD

These potent magical items are favored by lawful creatures, not simply because of the weapons' special lawful ability (*see DMG, page 186*), but because the weapons' very existence begets greater order. Any promise made while touching the weapon becomes a *geas*, and no one touching the weapon may lie. These powerful artifacts are especially popular among paladins too young or idealistic to believe that their own oaths may prevent them from halting a greater tragedy...

Caster level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *discern lies*, *geas*, *order's wrath*, creator must be lawful; *Market Price:* +4 bonus.

WELL OF FORGETTING

A terrible oubliette employed by many potent creatures, wells of forgetting are terrible devices used to imprison threats too powerful or too valuable to kill. The well is a bottomless pit which expands into a pocket plane, where its prisoners spend their days in stasis. Any creature which falls into the pit is imprisoned; with a command word, the owner can reach into the pit and remove any or all of its inhabitants. Placing a *portable hole* or *bag of holding* within the well will destroy the hole or bag, and banish the prisoners to random planes. If someone attempts to communicate with a prisoner

of the well through magic or shouting into the pit, the prisoner can communicate back, but does so as though confused and sleepy.

Caster level: 18th; *Prerequisites:* Craft Wondrous Object, *imprisonment*, *Mordenkainen's magnificent mansion*; *Market Price:* 100,000 gp (but immovable); *Weight:* not applicable.

DRACONIC ARTIFACTS

Even among dragons, there are items so fearfully potent that none know how or why they were made. What follows is a list of major artifacts, any of which a DM may structure a whole campaign around. These artifacts provoke fear and awe from even the dragons; PCs who use them capriciously will get what they deserve.

THE CROWN OF THE IVORY EMPEROR

This artifact has actually crossed the path of several adventurers who had no idea what it was. From a dragon's perspective, the crown is a series of large, granite stones linked together to form a helm for an especially large dragon. For the paltry adventurers who found it, it was simply a mind-bogglingly large series of rocks standing inexplicably in a circle. Though no dragon has grown to this size in millennia, anyone who stands in the center of the crown may call upon the fealty of all dragons. This is not merely a political ability; while within the crown, the user can command all dragons. The difficulty of course is that chromatic dragons (and even chaotic metallic dragons) chafe under such control, and take every opportunity to unseat the upstart. Furthermore, the magical energies coursing through the crown are potent even for a great wyrm — mere dragons suffer headaches from use of the crown. Mortals of lower levels find themselves torn apart by the magic of the crown.

NEMESIS BLADES

These are a paired set of two enchanted +5 scimitars, one Holy and one Unholy, originally crafted by Ysthine the Gold and Sraug the Red for their human and orcish generals, though their

current whereabouts are unknown. Each sword is highly intelligent and fanatically loyal to their creators' causes, tending to easily dominate their wielders. The Holy sword grants its owner the ability to summon a gold dragon mount into battle, while the unholy sword does likewise with a red dragon. In theory, the blades also grant their wielder the right to command whole groups of dragons; in reality, metallic dragons will demand a reason to be loyal, while chromatic dragons will often attempt to dominate the wielder of the evil nemesis blade. Both weapons grant the user immunity to the breath weapons of the opposite dragon types. Finally, by grasping the hilt of their weapon, the wielder may find the location of the other blade, and status of its wielder, if any. It is rumored that the neutral dragons also had a blade, but that it was destroyed by Sraug's champion, suggesting in turn that the nemesis blades may destroy each other.

DRAGON MAGIC

While most young dragons rely almost exclusively on their sheer physical prowess and their terrible breath weapons for combat and survival, they do so at a cost — magic is as natural to these creatures as hoarding treasure, and a dragon who does not learn to use this power will suffer for their laziness. With rare exception, there exists in draconic lore an example of every magical spell or item written of by the young races' record-keepers. Though mortals may eventually be able to eclipse a dragon's natural talents in the magical arts, it is not without extreme effort or sacrifice. Many men and women would kill to plunder a dragon's secrets, and many more have died trying. Even the simplest cantrip or crudest artifact can fetch thousands of gold pieces on an open market — provided, of course, that the seller is willing to risk his life by revealing the secrets of the wyrms themselves.

DRAGON SPELLS

Though the political might of the dragons as a race passed with the fall of their empire, their talents with magic are innate and unwavering. With centuries to master their sorceries, a dragon's magic grows as reflexive as a flap of its wings, and as powerful as its very soul. Even their sorcerous descendants have tapped into this reservoir of power, and used it for their own ends.

Of course, with such power comes opposition, and many spellcasters have developed their own methods of dealing with dragons... gently or otherwise.

What follows is a listing of new spells, either used by or against dragons. While several of these spells are more common among sorcerers than wizards, only a handful of sorcerers have ever used these spells, much less written them down for a wizard's use. As such, a scroll of these spells fetches as much as ten times the normal cost, but the sorcerers must first scribe them.

Become Dragon

Transmutation

Level: Wiz/Sor 9

Components: V, S, F

Casting Time: 1 round

Range: Personal

Target: You

Duration: 10 minutes/level

As *polymorph other*, restricted to a draconic form. However, unlike polymorph spells, this spell grants the caster all of the supernatural and spell-like abilities of a dragon. The caster gains the breath weapon and powers of a dragon with a number of Hit Dice (and the closest effective age category) equal to the caster's level.

Arcane focus: A scale or tear from the type of dragon you wish to become.

Blessing of the Ages

Enchantment

Level: Pal 4, Protection 5, Sor/Wiz 6

Components: V, S, XP*

Casting Time: Five minutes

Range: Touch

Targets: One, special

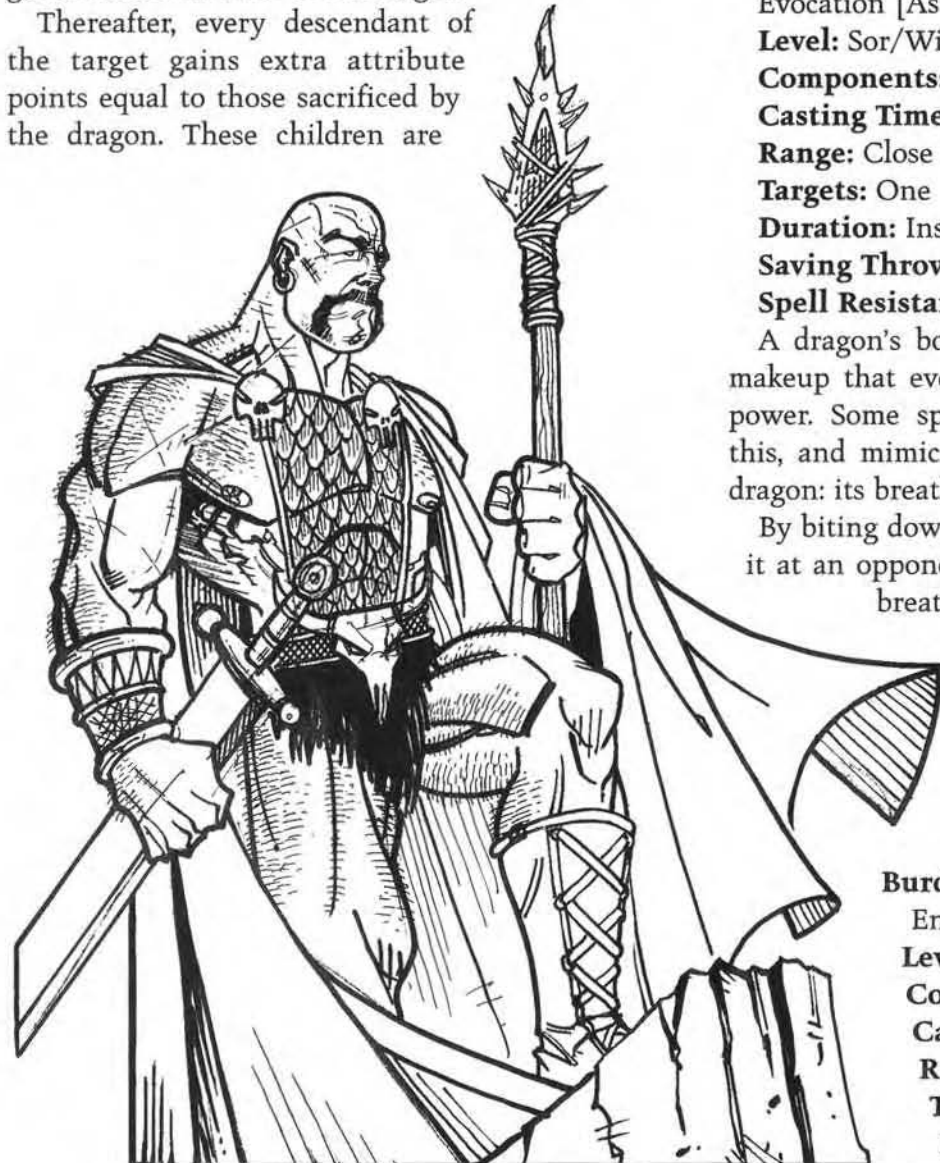
Duration: Special

Saving Throw: None

Spell Resistance: No

By placing a talon over the heart of a favored ally and making a quiet incantation, a dragon gives up a tiny portion of its essence to any future descendants of its friend. The dragon permanently gives up to one of its attribute points per level of the target, to that target's heirs. The target himself gains nothing directly, but this blessing is often enough to topple governments in favor of the target.

Thereafter, every descendant of the target gains extra attribute points equal to those sacrificed by the dragon. These children are



marked with a refined, elegant mystique and golden eyes (or other color dependent upon the dragon), which are sometimes used as a means of proving birth ties to the favored ancestor. The benefits last while the dragon lives, or until such time as the dragon removes its favor, which it may do as a free action.

** Mortals may use this spell, but the effect is much more draining, costing them one thousand experience per attribute point transferred. The effects are otherwise identical.*

Breath of the Great Wurm

Evocation [As per breath weapon; see below]

Level: Sor/Wiz 4

Components: S, M

Casting Time: 1 round

Range: Close (25 feet + 5 feet/2 levels)

Targets: One

Duration: Instantaneous

Saving Throw: Ref (for half damage)

Spell Resistance: Yes

A dragon's body is so attuned to its elemental makeup that even the tiniest scale rings with its power. Some spellcasters may take advantage of this, and mimic the most fearsome ability of the dragon: its breath weapon.

By biting down on a scale and spitting a piece of it at an opponent, the spellcaster belches forth a breath weapon similar to that of the scale's former owner. Unlike with a dragon's breath weapon, this only affects one target. For damage, roll 1d8 per level of the spellcaster, up to a maximum of 15d8.

Burden of the Father's Sins

Enchantment

Level: Destruction 5, Sor/Wiz 6

Components: V, S, XP*

Casting Time: Five minutes

Range: Special

Targets: One, special

Duration: Special

Saving Throw: None

Spell Resistance: Yes, but only for the initial target

By wounding a foe in combat who previously wounded the dragon, the dragon sacrifices a tiny portion of its essence to curse future descendants of its opponent. The dragon permanently gives up to one of its attribute points per level of the target, to penalize that target's heirs. The target himself suffers no ill effects, but should the curse become common knowledge, he and his children can expect ostracism.

Thereafter, every descendant of the target born loses attribute points equal to those sacrificed by the dragon. These children are marked with a sickly pallor and sunken eyes. The penalties last while the dragon lives, or until such time as the dragon rescinds the curse, which it may do as a free action.

** Mortals may use this spell, but the effect is much more draining, costing them one thousand experience per attribute point removed. The effects are otherwise identical.*

Death Curse

Necromancy

Level: Brd: 2, Death 2, Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: 400 feet +

Targets: One

Duration: Special

Saving Throw: None

Spell Resistance: None

Many old tales tell of a great hero slaying a foe in combat, only to find himself undone by a curse from the dying man's lips. This spell works only when the caster is dying — if the caster is unconscious or utterly destroyed rather than merely slain, he cannot cast the spell.

The caster may choose the person most responsible for his death (inflicted the most damage, or engineered the situation which led to the caster's death), who struck the killing blow, or the leader of the group responsible for the caster's

death. The caster points to the target, cries out the reason for the curse, pronounces the curse, and then dies. If the caster's grievance is false, nothing happens. If the caster's words are true, however, the curse takes effect, and lasts until the target is the subject of an *atonement* spell or dies.

The curse is quite potent: the target receives maximum damage from one attack (DM's choice) once per combat, has no spell resistance against offensive spells and fails any saving throws except on a natural 20. When the target of beneficial magic such as protection or healing (but not the above *atonement* spell), the target is considered to have a spell resistance of 25.

Casting this spell is an evil act.

Dragon Mark

Abjuration

Level: Magic 3, Travel 3, Sor/Wiz 2 (0 for Dragons)

Components: S

Casting Time: 1 hour

Range: Touch

Effect: One personal mark or rune, which must fit within a 50 foot radius visible from the sky

Duration: Permanent

Saving Throw: None

Spell Resistance: None

Powerful, insular, or boastful dragons sometimes visibly mark their territory in a variation of arcane mark. The dragon mark is large enough to be visible from above, and may be inscribed into any surface, even shifting sands, waters, or clouds, which gain a sense of permanence from this. Once cast, a simple glance from above (or below, in the case of clouds) displays the mark of ownership by a dragon, whose name, age, and subrace are also inscribed. Metallic dragons sometimes use this to mark the borders of an allied nation, while chromatics enjoy casting it over a site they have recently razed.

While mortals can cast this spell, dragons consider it a mark of abject foolishness or arrogance. Some might even be offended that a human dare invoke such power.

Dragonshield

Abjuration

Level: Clc 4, Pal 3, Protection 3

Components: S, F

Casting Time: Instantaneous

Range: Special

Targets: None

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

As *lesser dragonshield*, but cancels the breath weapon entirely.

Drought of Eternity's Well

Necromancy

Level: Evil 7, Sor/Wiz 9

Components: V, S

Casting Time: 15 minutes

Range: touch

Targets: one creature

Duration: Permanent

Saving Throw: None

Spell Resistance: None

A dragon's soul is an all but infinite magical resource, itself capable of empowering all the dragon's magic, as well as its virtual immortality.

Mortals covet immortality and power.

The spellcaster targets a mortally wounded dragon and either himself or another person, both of whom the spellcaster must remain in physical contact with for the duration of the casting. The dragon's soul is consumed by the other target, who will not age for one thousand years. If the other target is a wizard, he gains a free Spell Mastery feat. If the second target is any other kind of spellcaster, they permanently gain one free additional spell per day, per level. Once a year, the second target must make a Will save (DC: 18) or permanently move one alignment step closer to that of the slain dragon.

Should the spellcaster not maintain physical contact with the dragon throughout the casting, the dragon's soul escapes unmolested. Should the spellcaster not maintain contact with the second

target, the dragon's soul dissipates through the caster, driving him irrevocably insane (permanently switch alignment to Chaotic Neutral).

Willfully participating in this spell is an evil act, and no dragon will ever fully trust a spellcaster who knows it. Dragons value their souls highly, and will not willingly participate in this spell under any situation short of an apocalyptic battle.

Estivation

Transmutation

Level: Drd 1, Sor/Wiz 3, Travel 2

Components: V, S, M

Casting Time: 30 minutes

Range: Self

Targets: Self

Duration: Up to three months

Saving Throw: None

Spell Resistance: None

During periods of extreme heat, the body slowly dehydrates, leading to eventual death. By hiding from the direct environment, whether through burying oneself in the sand or taking shelter in a small cave, the caster can survive up to three months by shutting down all but the most basic bodily functions, requiring neither food nor water during this time. The caster suffers no ill effects from the environment, but may not take any action during this time. The caster is vaguely conscious of the environment around him, and awakens immediately if addressed personally, or if attacked. If three months pass without rescue or an environmental change, the caster dies of dehydration.

Focus: A handful of sand, which slowly trickles out of the caster's hand over three months.

Find Lair

Divination

Level: Sor/Wiz 1 (0 for Dragons), Travel 3

Components: V, F

Casting Time: Four minutes

Range: 100 miles

Targets: One, see below

Duration: Concentration

Saving Throw: None

Spell Resistance: None

There are three things which a newly-hatched wyrmling needs to survive: food, water, and a lair. This spell provides the third. The caster concentrates, meditating upon the proper environment for a dragon (Knowledge: Arcana, DC: 15; if the caster is familiar with the dragon type, or is itself a dragon, he gains a +5 competence bonus), and the focus points unerringly to the closest satisfactory environment. This spell does not reveal whether the lair is inhabited, nor does it reveal any but the most direct means to the lair.

Focus: A small metal needle.

Greater Dragonshield

Abjuration

Level: Clr 5, Pal 4, Protection 4 Components: S, F

Casting Time: Instantaneous

Range: Special

Targets: None

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

As per *dragonshield*, but affects all dragons' breath weapons of an age equal to or younger than that of the scale's dragon.

Hibernation

Transmutation

Level: Drd 1, Sor/Wiz 3, Travel 2

Components: V, S, M

Casting Time: 30 minutes

Range: Self

Targets: Self

Duration: Up to three months

Saving Throw: None

Spell Resistance: None

During periods of extreme cold, the body slowly freezes, leading to eventual death. By hiding from the direct environment, normally by making or finding a shelter, the caster can survive up to three months by shutting down all but the most basic bodily functions, not even requiring food or water. The caster suffers no ill effects from the

environment, but may not take any action during this time. The caster is vaguely conscious of the environment around him, and awakens if addressed, or attacked. If three months pass without rescue or an environmental change, the caster dies of frostbite.

Focus: A handful of snow, which slowly melts over three months.

Lesser Dragonshield

Abjuration

Level: Clr 3, Paladin 2, Protection 2

Components: S, F

Casting Time: Instantaneous

Range: Special

Targets: None

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

As the snake is immune to its own venom, so is a dragon immune to its own breath weapon. By calling upon a scale's inherent resistance, the caster himself may ignore one use of the breath weapon with this ability. Lesser dragonshield only protects the caster from the breath weapon, and only against stream or cone variants; the rest of the party and/or cloud weapons pass the dragonshield.

Focus: One healthy dragon scale, of the attacking dragon's type. Lesser dragonshield is ineffective if the attacking dragon is older than the dragon the scale was taken from.

Lock Dragon

Abjuration [Evil]

Level: Wiz/Sor 7, Evil 7

Components: V, S, F/DF

Casting Time: 1 action

Range: 60 ft.

Target: One polymorphed dragon

Duration: 10 minutes/level

Saving Throw: Will negates (*see text*)

Spell Resistance: Yes (*but see text*)

This abjuration prevents a polymorphed dragon from returning to its natural (or any other) state. The dragon receives both its usual spell resistance

(if any) and a saving throw, but this spell gives the caster a +10 bonus for both checks.

As the spell's primary use is in capturing polymorphed metallic dragons, it is invariably evil. If used against an evil dragon using the polymorph self spell with its sorcery, it might not be considered an evil spell. However, this has never been attempted.

Arcane focus: An ivory figurine (minimum value 100 gp) of either a dragon or a humanoid, wrapped in chains.

Manacles of dragon binding keep a dragon from changing shape; this magic item requires the Craft Wondrous Items feat, this spell, and limited wish or miracle. The item has a default caster level of 14th and a DC both to break and against Escape Artist of 40.

Magical Husbandry

Alteration

Level: Dr: 9, Magic 9, Sor/Wiz 9

Components: V, S, XP

Casting Time: Special

Range: Touch

Targets: Up to the caster's level in specimens.

Duration: Permanent

Saving Throw: None

Spell Resistance: None

An insidious spell that can alter whole bloodlines with ease, magical husbandry allows for cross-breeding of wildly different races. This is neither a subtle nor a fast process, often taking several generations, but it is reliable. So long as the races involved are not of certain types (Aberration, Construct, Ooze, Outsider, or Undead), the spell produces at least one surviving offspring per hundred attempts (roll 1d100; if the result is less than the number of offspring produced, the number is also the amount of surviving offspring). To create an entirely new species requires no fewer than three generations; to create halfbreeds (see the DMG's templates section for examples) requires only one.

This spell must be cast over all surviving offspring once per year; if a year passes without the spell, the subject dies as its body rejects itself. This must be done every generation until the desired result is achieved.

Use of this spell is an evil act if performed on unwilling, intelligent subjects.

This spell costs 1,000 XP per year of regular upkeep.

Retain Natural Armor

Transmutation

Level: Dragon/Sor 7

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: Duration of single, alternate polymorph form

By using this spell before using the *polymorph self* spell or spell-like effect, a creature can maintain its natural armor bonus while in another shape. There is no visible sign of the armor, though it may (at the DM's discretion) leave some tactile trace, such as unusually rough or thick skin.

The spell lasts until the character assumes another shape or until dispelled.

Retain Supernatural Powers

Transmutation

Level: Dragon/Sor 8

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: Duration of single, alternate polymorph form

By using this spell before using the *polymorph self* spell or spell-like effect, a creature can retain its supernatural powers while in another shape. There are no negative physical side-effects to this spell, though shooting fire from one's mouth tends to be an indication of unusual origins.

The spell lasts until the character assumes another shape or until dispelled.

Scour the Earth

Divination

Level: Protection 6, Sor/Wiz 4, Travel 5

Components: V, S, F

Casting Time: Ten minutes.

Range: Within the plane.

Targets: One

Duration: Concentration

Saving Throw: None

Spell Resistance: None

By concentrating upon a familiar object or person, the caster may unerringly track that target's direction from the caster's location. The caster makes a Scry skill check (DC 18), with bonuses or penalties assigned by the DM depending upon how familiar the caster is with the target (+5 competence for a close relative or an ancestral heirloom; -5 for a stranger once spotted in a crowd or a single copper piece once owned).

Focus: A drawn representation of the object, which the caster must carry with him for the duration of the spell.

Secret of the Grave

Divination, Necromancy

Level: Death 4, Knowledge 4, Sor/Wiz 5

Components: V, S

Casting Time: Instantaneous

Range: Self or touch

Targets: One

Duration: Permanent

Saving Throw: None

Spell Resistance: None

Death is not always the obstacle to the truth that some would like. By casting this spell over a corpse or mortally wounded target, or while the spellcaster himself is dying, the caster may choose one — and only one — piece of the target's knowledge.



Thereafter, nothing short of a *miracle* or *wish* will reveal that knowledge, at least with regards to that person (i.e. the location of a buried treasure, which is known only to the dead, will be lost forever; the location of the local thieves' guild, known to a dead thief, cannot be traced in any way from the thief's body or spirit, as the spirit itself forgets).

Set Traps

Evocation

Level: Brd 1, Sor/Wiz 0, Trickery 1

Components: V, S

Casting Time: Two minutes

Range: Touch

Targets: One

Duration: Permanent

Saving Throw: None

Spell Resistance: None

By chanting during the physical act of resetting a basic mechanical device, the device resets itself automatically five minutes after being triggered. This does not work if the device is in any way magical, if the device runs out of ammunition, or if the device is damaged or physically blocked from resetting.

Shape of the True Soul

Transmutation

Level: Sor 8

Components: V, S, M, XP

Casting Time: 1 round or 1 hour

Range: Self

Targets: Self

Duration: 1 round/level, or permanent (*see below*)

Saving Throw: None

Spell Resistance: None

Perhaps the spell rarest among sorcerers, *shape of the true soul* is only found among those sorcerers actually descended from dragons, and cannot be cast as a wizard spell. Upon completion of the casting, the sorcerer polymorphs into the form of a half-dragon of a type of his draconic ancestor's (if multiple ancestors, the DM may choose one to be dominant), and remains in this form for the duration of the spell. This use of the spell costs the user 1,000 XP.

This spell may be rendered permanent through the use of the *permanency* spell. This use costs the user 20,000 XP.

The material component of this spell is the eggtooth of a wyrmling of the type of the spellcaster's draconic ancestor.

Sharing the Ancient Lore

Alteration, Divination

Level: Bard 0, Knowledge 2, Sor/Wiz 3

Components: V, S

Casting Time: Twenty minutes

Range: Touch

Targets: One

Duration: Permanent

Saving Throw: None

Spell Resistance: None

This spell transfers a single memory from the caster to a target. The memory can be no longer than twenty minutes in length, and the target must be willing. Upon successful casting, the target remembers the incident as clearly as the caster does, complete with any magical tampering of the original memory.

When bards cast this spell, it has an area effect of a 10 ft. radius, and may affect all who listen.

Smother Magic

Abjuration

Level: Brd 5, Clr 5, Drd 6, Magic 5, Pal 5, Sor/Wiz 5

Components: S

Casting Time: 1 action

Range: Twenty feet

Targets: 1 target

Duration: 1 round/level

Saving Throw: None

Spell Resistance: None

By clapping his hands or flapping his wings loudly, the spellcaster generates a strong breeze over a single target. For the duration of this spell's effect, the target may not cast spells or use spell-like abilities. Spell effects in current effect on the target immediately end, and any magical items on the target's person cease to work. No new spells may affect the target directly.

Soul of the Slayer

Transmutation

Level: Pal 4

Components: V, S

Casting Time: 1 Action

Range: Self

Targets: Self

Duration: One round/level

Saving Throw: None

Spell Resistance: None

By raising his weapon and issuing a direct challenge to a dragon, the paladin calls upon the paladins who faced and slew dragons in the Dragon Wars. For the duration of this spell, neither the paladin nor the target dragon may cast spells or engage other opponents in melee. This effect ends immediately if any third party interferes in the duel.

Twist the Land

Transmutation

Level: Destruction 5, Drd 6, Evil 5, Sor/Wiz 6

Components: V, S

Casting Time: Varying

Range: Special

Targets: Special

Duration: Permanent

Saving Throw: None

Spell Resistance: None

During the casting of this spell, the caster physically travels over a piece of earth of any single, continuous size. Upon completion of the spell, the caster poisons all lands that fell beneath his shadow during the casting. Forevermore, the earth is sour, and the plants that grow from it are sickly, their fruits poisonous. This spell's duration ends with the caster's death. Use of this spell is considered an evil act.

Wisdom of the Ivory Emperor

Divination

Level: Bard 0, Knowledge 1, Sor/Wiz 1

Components: V, S, M

Casting Time: One hour

Range: Special

Targets: Special

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

This spell must be cast within the confines of a dragon graveyard.

Upon completion, the caster may ask the spirit of the Ivory Emperor exactly one question. If the spirit of the emperor finds the sacrifice worthy of the question, it will answer the caster. No spellcaster may disturb the Ivory Emperor's spirit twice.

The material component of this spell is a sizable treasure fit for the greatest dragon ever to live. DMs decide whether the Ivory Emperor believes the sacrifice is worthy; regardless of its worth, the Ivory Emperor's spirit consumes the entire hoard laid before him.



AERIAL COMBAT RULES

Combat in the air is a nasty, brutish, and short affair. One devastating hit can send a combatant tumbling from the sky. A single, telling blow that may stagger a warrior on the ground can be the strike that ends an aerial battle.

These rules expand the options available to aerial combatants and also provide guidelines for using standard combat actions in aerial combat. You should be familiar with the standard rules for aerial movement, as these rules use them as the basic foundation for maneuver and combat.

AERIAL INITIATIVE

Initiative works in aerial combat much the same way it does in standard combat, with one important difference. Flying creatures with an Intelligence of 8 or more roll initiative and take all their actions separately from their riders. Otherwise, the rider rolls initiative both for himself and his mount.

FACING

Unlike standard combat, the direction in which a flying creature points is often extremely important. It determines which direction it must move and dictates its options for maneuvers for flyers with average, poor, or clumsy maneuverability. A flying creature can only attack a creature in its front arc. A creature's front arc extends in a straight line to the right and left of its current position and all areas extending out from that line in the direction of the creature's current facing. The remaining area behind the creature is its rear arc. These fliers cannot simply turn around to confront an enemy that approaches from the rear, as per the standard flight maneuverability rules.

Creatures with perfect and good flight maneuverability may hover in place. These creatures have neither a front or rear arc. Much like ground combatants, they can respond to threats and direct their attacks in any direction.

A creature that attacks an enemy while in its rear arc is considered to have flanked its target.

Creatures with levels in barbarian or rogue do not gain the benefit of their uncanny dodge ability when attacked from their rear arc in aerial combat.

ABSTRACT MOVEMENT

The aerial movement rules work best with miniatures and a map. However, if you game without these tools you may prefer an abstract. Each flying creature makes a Dexterity check or its rider makes a Ride check at the start of each round. These checks are modified as per the table below:

Maneuverability	Modifier
Perfect	+8
Good	+4
Average	+0
Poor	-4
Clumsy	-8

When a creature takes its action, it may choose to gain the benefit of attacking from the rear arc of any opponent who rolled lower on its Dexterity or Ride check.

While this rule removes some of the realism and tactical options from aerial combat, it does allow you to quickly resolve combats in the sky without ignoring the rather large advantage an agile flyer has over a ponderous opponent.

AERIAL COMBAT OPTIONS

This section covers modifications to the special attack and damage modes. If an attack mode is not mentioned here, assume that it works without modification in air combat.

Aid Another: In addition to making an attack roll against AC 10, a flying creature may attempt to buzz around an opponent, distracting it and disrupting its concentration. To do this, the attacking flyer makes a Dex check (DC 10), or its rider may attempt a Ride check (DC 10) to gain the benefits of this action. This form of aid another is only effective against creatures with average, poor, or clumsy maneuverability. Creatures with perfect or good maneuverability gain a +2 competence bonus to Dex checks made to attempt an aid another action.

Bull Rush: While on the ground a bull rush is an attempt to push back an opponent, in the air it is much riskier, and more lethal, attack. The bull rushing creature rams its target, attempting to knock it from the sky. Use the rules for initiating a bull rush as normal. If the attacker beats the defender, both the attacker and defender take one die of damage for every full 10 ft. of movement that the attacker normally has for flying. The die type of this attack is determined from the table below.

Both the attacker and defender must make Reflex saves (DC 15) to avoid crashing. If the attacker and defender are not the same size, the larger of the two gains a +4 bonus to this save for each unit of size it is larger than its opponent. If the attacker fails to beat the defender, continue the attacker's movement forward until it is past the defender.

Grapple: While it may seem odd, grappling is a good way to knock an opponent from the sky. The grappling rules work as normal, with one exception. If the attacker manages to grapple its opponent, any combatant that cannot hover in place (maneuverability average or worse) crashes to the ground. If both combatants can hover, resolve the grapple as normal. If only one can hover, the hovering grappler may choose to hold the non-hovering flyer aloft if it can bear the load of carrying it. Otherwise, the non-hovering grappler crashes to the ground if it loses the grapple.

Overrun: This combat option is not available in aerial combat. A flying creature can simply adjust its altitude to fly over or below an opponent.

Subdual Damage: Subdual damage works as normal. A staggered creature must use its partial action to move. Otherwise, it begins to fall from the

sky (see *Crashing*, below). Obviously, an unconscious creature crashes to the ground.

ATTACKS OF OPPORTUNITY

While ground-based creatures maintain their relative position long enough for both to make attacks of opportunity, flying creatures soar and swoop through the air, constantly shifting positions. Attacks of opportunity are not used in aerial combat. Optionally, if for all intents and purposes a group of aerial creatures can fight as if they were on the ground — perhaps they are all hovering in place or are under the effects of levitate — then use attacks of opportunity as normal.

CRASHING

All creatures that lose the ability to fly immediately plummet to the ground. A falling creature accelerates at a rate of 10 feet per second. Thus, a creature falls 10 feet the first second, 20 feet the second second, 30 feet the third second, and so on. To keep things simple, assume a falling creature reaches terminal velocity after three rounds.

Falling creatures take 1d6 points of damage for every 10 feet that they fall. While falling, a creature that still possesses the ability to fly, such as a creature knocked from the air by a bull rush attack, may make a Reflex save (DC 20) to pull out of the dive. If the creature is being used as a mount, the rider may make a Ride check (DC 20) in place of the mount's Reflex check to pull up.

Creatures with perfect maneuverability may automatically break out of a fall if they are conscious and still able to fly. Those with good maneuverability gain a +5 bonus to their save.

BULL RUSH ATTACK TABLE

Attacker is:	Defender's Damage	Attacker's Damage
3 or more sizes smaller	1 point	d10
1 or 2 sizes smaller	d4	d8
Same size as defender	d6	d6
1 or 2 sizes larger	d8	d4
3 or more sizes larger	d10	1 point

SECTION THREE:

WHAT LIES BEYOND

NEW DRAGONS

ELEMENTAL DRAGONS

I cannot now, or ever, verify the existence of dragons from other planes. That such a thing would be thought, or wished, is unconscionable. We can only pray that, in due time, no living mortal discovers a means to open the gateways between here and there, in short, finding that which should not be, to be all along.

— *Murghin of the Everfire Watch, Scholar of Beyhlos, and Seeker of the Sacred Eyes*

That dragons exist on the elemental planes has long been theorized by scholars. So, too, has the theoretical understanding of how to bring them into the Material Plane — but making practical use of that knowledge is another matter entirely. Potent magic is necessary to compel these majestic beings to cross over into our world. Like their material cousins, elemental dragons are proud and reclusive. They rarely leave their own dimensions unless summoned.

Elemental dragons are compounds of the primal elements of existence, and do not grow or age the same way as dragons in the Material Plane. Therefore, there is no need to differentiate them by age group. They come into being fully formed as old dragons and stay so until the energy of their being is dispersed.

Elemental dragons also differ from dragons of the Material Plane in that they are always solitary and have no social organization to speak of. Also, they have no hide that may be reworked into armor.

Combat

Once summoned, elemental dragons are difficult to control. They fight until they are destroyed; until

they are forcibly returned to their elemental plane; or until there is no one left for them to attack (including their summoner). A dragon recognizes no master, and usually does not take kindly to being summoned from its native element.

All elemental dragons can perform the full range of physical attacks available to dragons of the Material Plane, except for crush, which is only available to dragons of elemental earth. In addition, like their material cousins, they possess the special ability frightful presence.

Elemental dragons are immune to poison, sleep, paralysis and stunning. Like all elementals, they are not subject to critical hits.

DRAGON OF PRIMAL AIR

Type: Huge Dragon Elemental (Air)

Hit Dice: 23d12+60 (209 hp)

Initiative: +4 Dex, +4 Improved Initiative

Speed: Fly 200 feet (perfect)

AC: 37 (–2 size, +4 Dex, +25 natural)

Attacks: Bite +28 melee, 2 claws +23 melee, 2 wings +23 melee, tail slap +23 melee

Damage: Bite 2d8+7, claws 2d6+3, wings 1d8+3, tail slap 2d6+10

Face/Reach: 10 feet by 20 feet/ 10 feet

Special Attacks: Breath weapon, spell-like abilities as 9th level caster, frightful presence

Special Qualities: Dragon, Elemental, damage reduction 10/+1

Saves: Fort +13 Ref +12 Will +11

Abilities: Str 24, Dex 19, Con 20, Int 16, Wis 17, Cha 14

Skills: Listen +43, Search +34, Spot +43,

Concentration +36, Diplomacy +33,
Escape Artist +35, Scry +35

Feats: Improved Initiative, Dodge, Flyby Attack,
Hover, Wingover, Power Attack

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 15

Treasure: None

Alignment: Always neutral

Advancement: 24–25 HD

Dragons of primal air look more or less like a cloud of draconic shape. Their roar sounds like a peal of thunder. If they speak, they do so in Auran or Draconic. Their natural voice resembles the piercing shriek of a whirlwind.

Combat

Air Mastery (Ex): Dragons of primal air share this ability with other air elementals. Airborne creatures attacking it suffer a –1 penalty to attack and damage rolls.

Breath Weapon (Su):

Dragons of primal air can draw on their elemental power and project it as a breath weapon. It comes out as a whirlwind, extending from the dragon's mouth in a cone 50 feet long and 30 feet in diameter at its base, and lasting for 11 rounds. Any creature of large size or smaller caught in this whirlwind must make a successful Reflex saving throw (DC 20) or take 2d8 damage. At the beginning of the following round, it must make a second Reflex saving throw, and if it fails that, the vortex snatches it up and automatically inflict another 2d8 damage per round until the vortex dissipates. The creature is virtually suspended in mid-air, buoyed up by the force of the whirlwind. Creatures that can fly may attempt a new Reflex save for each round that it remains trapped in the

whirlwind; if it succeeds, it still take the prescribed damage, but may escape. This ability also works underwater.

Protection from Air (Sp): As many as three times per day, dragons of primal air may invoke protection from air as a spell-like ability. This functions more or less as a protection from elements spell, and grants the casting dragon a barrier against all attacks in which the element of air causes damage, including attacks by other air elementals and the spells *lightning bolt* and *chain lightning*. The protective barrier lasts until it absorbs 108 points of damage or for 90 minutes.

Wind Wall (Sp): Dragons of primal air may use this ability three times per day. It functions exactly like the spell *wind wall*.

Control Weather (Sp): Dragons of primal air may use this ability once per day. It functions exactly like the spell *control weather*.

Chain Lightning (Sp): Dragons of primal air may use this ability once per day. It functions exactly like the spell *chain lightning*.



DRAGON OF PRIMAL EARTH**Type:** Huge Dragon Elemental (Earth)**Hit Dice:** 24d12 + 60 (216 hp)**Initiative:** +0 Dex, +4 Improved Initiative**Speed:** 30 feet, fly/bound 100 feet (clumsy)**AC:** 37 (-2 size, +29 natural)**Attacks:** Bite +31 melee, crush +31 melee,
2 claws +26 melee, 2 wings +26 melee, tail slap
+26 melee**Damage:** Bite 2d8+9, crush 2d8+ 13, claws
2d6+4, wings 1d8+4, tail slap 2d6+13**Face/Reach:** 10 feet by 20 feet/ 10 feet**Special Attacks:** Breath weapon, spell-like abilities
as 9th level caster, frightful presence**Special Qualities:** Dragon, Elemental, damage
reduction 10/+1**Saves:** Fort +13, Ref +8, Will +11**Abilities:** Str 29, Dex 9, Con 21, Int 16, Wis 17,
Cha 15**Skills:** Listen +44, Search +35, Spot +45,
Concentration +37, Diplomacy +34, Escape Artist
+32, Scry +34**Feats:** Improved Initiative, Snatch, Quicken Spell-Like
Ability, Cleave, Power Attack, Sunder**Climate/Terrain:** Any land**Organization:** Solitary**Challenge Rating:** 15**Treasure:** None**Alignment:** Always neutral**Advancement:** 25–26 HD

movement, they never elevate more than 25 feet, and must end their movement on the ground.

Dragons of primal earth speak Terran and Draconic. Their roar sounds like the fearsome rumble of an earthquake, and their normal speaking voices strike listeners as an ear-splitting grinding of stone against stone.



At first glance, one may easily mistake a dragon of primal earth for a dragon of the Material Plane. True to the essence from which it birthed, it has a solid form and it also takes on a familiar draconic shape, but a closer look reveals that what appeared to be irregular scales are really rocks fitted together, and the sparkle of its eyes often comes from gemstones lodged in the sockets.

Since they have no affinity with air, dragons of primal earth possess only a very limited ability to fly. In fact, they do not so much fly as bound. When dragons of primal earth make use of flying

Combat

Crush: If a dragon of primal earth chooses to fly, it may attempt to damage creatures by landing on them with their full body weight. This form of attack only works against small or tiny creatures. It affects as many creatures as can fit under the dragon's body. Creatures so affected must make a successful Reflex saving throw (DC 29), or else they are pinned, automatically taking damage at the start of the next round unless the dragon moves.

Earth Mastery (Ex): Dragons of primal earth share this ability with other earth elementals. It gains a +1 attack and damage bonus against any opponent in direct contact with solid ground. It suffers a -4 attack and damage penalty against airborne or waterborne opponents.

Breath Weapon (Su): Dragons of primal earth can draw on their elemental nature and spew forth a breath of stones, which shoot out from the mouth and form a cone of projectiles that is 50 feet long and 30 feet in diameter at its base. Any creature caught within this cone must make a successful Reflex saving throw (DC 30), or take 3d6 damage.

Protection from Earth (Sp): Three times per day, dragons of primal earth may invoke *protection from earth* as a spell-like ability. This functions more or less as a *protection from elements* spell, and grants the casting dragon a barrier against all attacks in which the element of earth causes damage. This includes attacks with projectiles made of rock (such as pebbles used as sling pellets, stone axes, etc.), attacks by other earth elementals and spells such as *earthquake*. The protective barrier lasts until it absorbs 108 points of damage or for 90 minutes.

Transmute Rock to Mud (Sp): Dragons of primal earth may use this ability three times per day. It functions exactly like the spell *transmute rock to mud*.

Wall of Stone (Sp): Dragons of primal earth may use this ability three times per day. It functions exactly like the spell *wall of stone*.

Fear (Sp): Dragons of primal earth may use this ability once per day. It functions exactly like the spell *fear*.

DRAGON OF ELEMENTAL FIRE

Type: Huge Dragon Elemental (Fire)

Hit Dice: 25d12 + 75 (237 hp)

Initiative: +4 Dex, +4 Improved Initiative

Speed: 50 feet, fly 150 feet (poor)

AC: 38 (-2 size, +4 Dex, +26 natural)

Attacks: Bite +31 melee, 2 claws +26 melee, 2 wings +26 melee, tail slap +26 melee

Damage: Bite 2d8+8, claws 2d6+4, wings 1d8+4, tail slap 2d6+12

Face/Reach: 10 feet by 20 feet/ 10 feet

Special Attacks: Breath weapon, spell-like abilities as 9th level caster, frightful presence

Special Qualities: Dragon, Elemental, damage reduction 10/+1

Saves: Fort +14, Ref +13, Will +13

Abilities: Str 26, Dex 18, Con 21, Int 18, Wis 19, Cha 15

Skills: Listen +46, Search +37, Spot +46, Concentration +38, Diplomacy +35, Escape Artist +37, Scry +35

Feats: Improved Initiative, Dodge, Flyby Attack, Hover, Wingover, Power Attack

Climate/Terrain: Any temperate and warm land

Organization: Solitary

Challenge Rating: 17

Treasure: None

Alignment: Always neutral

Advancement: 26–27 HD

Some dragons of the Material Plane inspire fear by breathing fire; dragons of elemental fire strike fear because they are made of fire. They appear as flickering masses of flame, formed into a body, tail, wings, claws and head. Their only distinguishable feature is a pair of soulless, coal-black eyes set into the dancing fire of their heads.

Like all fire elementals, dragons of elemental fire cannot enter water or any other nonflammable liquid. Unlike other fire elementals, however, they can fly over water barriers.

Dragons of elemental fire speak Ignan and Draconic. Their normal speaking voice resembles

the crackle and pop of burning hard wood, and their roar sounds like an explosion.

Combat

Burn (Ex): Any creature struck by a dragon of elemental fire in combat or striking it with a natural weapon or unarmed attack risks catching fire. It must make a successful Reflex saving throw (DC 20), or else it burns for 1d4 rounds. For every round that it is on fire, the afflicted creature must make a successful Reflex saving throw (DC 15) or take 1d6 damage. It may always put out the fire by taking a move-equivalent action.

Breath Weapon (Su): What else would a dragon of elemental fire breathe, but fire? It can project a cone of flame 50 feet long and 30 feet in diameter at its base. Any creature caught within this cone must make a successful Reflex saving throw (DC 30) or else it catches fire, with consequences as described above.

Protection from Fire (Sp): As many as three times per day, dragons of elemental fire may invoke protection from fire as a spell-like ability. This functions more or less as a *protection from elements* spell, and grants the casting dragon a barrier against all attacks in which the element of fire causes damage. This includes attacks with magical and non-magical flaming weapons (in the case of magical weapons with effects like *flame tongue* only the flame damage is affected), attacks by other fire elementals and spells such as *fireball* and *meteor swarm*. The protective barrier lasts until it absorbs 108 points of damage or for 90 minutes.

Flaming Sphere (Sp): Dragons of elemental fire may use this ability three times per day. It functions exactly like the spell *flaming sphere*.

Fireball (Sp): Dragons of elemental fire may use this ability three times per day. It functions exactly like the spell *fireball*.

Fear (Sp): Dragons of elemental fire may use this ability once per day. It functions exactly like the spell *fear*.

Sunburst (Sp): Dragons of elemental fire may use this ability once per day. It functions exactly like the spell *sunburst*.

DRAGON OF ELEMENTAL WATER

Type: Huge Dragon Elemental (Water)

Hit Dice: 22d12 + 55 (198 hp)

Initiative: +2 Dex, +4 Improved Initiative

Speed: Swim 60 feet, fly 150 feet (poor)

AC: 36 (-2 size, +2 Dex, +26 natural)

Attacks: Bite +27 melee, 2 claws +22 melee, 2 wings +22 melee, tail slap +22 melee

Damage: Bite 2d8+7, claws 2d6+3, wings 1d8+3, tail slap 2d6+10

Face/Reach: 10 feet by 20 feet/ 10 feet

Special Attacks: Breath weapon, spell-like abilities as 9th level caster, frightful presence

Special Qualities: Dragon, Elemental, damage reduction 10/+1

Saves: Fort +13 Ref +10 Will +10

Abilities: Str 25, Dex 14, Con 21, Int 14, Wis 15, Cha 13

Skills: Listen +41, Search +32, Spot +41, Concentration +35, Diplomacy +31, Escape Artist +32, Scry +32

Feats: Improved Initiative, Dodge, Flyby Attack, Hover, Wingover, Power Attack

Climate/Terrain: Any water

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Always neutral

Advancement: 23–24 HD

Dragons of elemental water appear from out of the deep as an immense wave with a crest resembling a head, and the appearance of wings and a tail extending out from it. Unlike other water elementals, they are not prohibited from venturing more than 180 feet from the body of water from which they were conjured, but in practice, they are exceedingly reluctant to have much to do with dry land.

They speak Aquan and Draconic. Their normal speaking voice sounds like the crash of a waterfall, and their roar is like a wave sweeping over a boat.



Combat

Water Mastery (Ex): Like other water elementals, dragons of elemental water gain a +1 attack and damage bonus if both it and its opponent touch water. If either it or its opponent touches dry land, however, the dragon suffers a -4 penalty to its attack and damage.

Another ability that it shares with other water elementals is the knack for causing havoc for mariners, who, after all, are land-based creatures who dare to violate their sacred element.

Drench (Ex): Dragons of elemental water can also douse non-magical fires of large size or smaller by simply touching them, and dispel any magical fire it touches as *dispel magic* cast by a sorcerer of 9th level.

Breath Weapon (Su): Dragons of primal water can draw on their elemental nature to spout a

vortex of water like a miniature typhoon, extending in a cone 50 feet long and 30 feet in diameter at its base. Any creature caught in this storm must make a successful Fortitude check (DC 25) or take 2d6 damage to reflect both the effects of drowning and the physical trauma of being struck by so much water with such force.

Protection from Water (Sp): As many as three times per day, dragons of elemental water may invoke protection from water as a spell-like ability. This functions more or less as a *protection from elements* spell, and grants the casting dragon a barrier against all attacks in which the element of water causes damage. This includes attacks by other water elementals and spells such as *fireball* and *meteor swarm*. The protective barrier lasts for 90 minutes or until it absorbs 108 points of damage.

Control Water (Sp): Dragons of elemental water may use this ability three times per day. It functions exactly like the spell *control water*.

Sleet Storm (Sp): Dragons of elemental water may use this ability three times per day. It functions exactly like the spell *sleet storm*.

Rainbow Pattern (Sp): Once per day, dragons of elemental water may alter the water droplets in the air to dazzle their enemies. This ability functions exactly like the spell *rainbow pattern*.

Solid Fog (Sp): Once per day, dragons of elemental water may chill the water droplets in the air in an attempt to stifle their enemies. This ability functions exactly like the spell *solid fog*.

UNDEAD DRAGONS

All things are subject to the terrible fate of lingering between being and non-being. Even beasts as powerful as dragons cannot escape it. Dragon undead are rare, for the circumstances that create them are too maddening to ponder, but it may be that few who encounter them live to tell about it.

Undead dragons possess all standard undead immunities, plus special abilities, qualities and modifiers given to the appropriate undead type. In addition, all undead dragons except dragon ghosts possess the fearsome presence special ability.

The rotten hide of an undead dragon has no value. It is so loathsome to behold that none would go near it and no armorsmith would dare touch it.

SKELETAL DRAGON

Type: Dragon Undead

Climate/Terrain: Any land and underground

Organization: Any

Challenge Ratings: Tiny 2; small 4; medium 7; large 12; huge 18; gargantuan 23; colossal 25

Treasure: None

Alignment: Always neutral

Advancement: Tiny 6–8 HD; small 9–10 HD; medium 13–17 HD; large 19–25 HD; huge 27–35 HD; gargantuan 37–39 HD; colossal 41–42 HD

Even if one has the uncommon luck of finding enough dragon bones to make a skeleton, it takes rare and powerful magic to animate them. An evil spellcaster of exceptional ability may, however, use the equivalent of a mostly-complete skeleton of dragon bones to create an undead servant of exceptional ferocity.

Skeletal dragons look like skeletons of dragons, although some of the less important bones may be missing. The only outward sign that the bones have been animated is an eerie red glow in the eye sockets. Skeletal dragons have no scales, but anyone clever enough to create one may also collect scales and assemble them by hand into partial or even full-body “armor,” thus giving it a modicum of the protection that they afforded in life.

The table presented above lists statistical information for generic skeletal dragons by size. That is, if a skeletal dragon is composed of bones taken from an assortment of dragon breeds (for example bones from red dragon mixed with bones from a copper dragon and a blue dragon) use the statistical information provided in the chart above. However, if it is composed solely of bones taken from a single breed, like red dragons, use the appropriate dragon statistics found in the *MM*.™

A spellcaster of 18th level or higher may create an undead dragon by assembling a proper assortment of dragon bones (all must be of the same size) and casting the spell *create greater undead*.

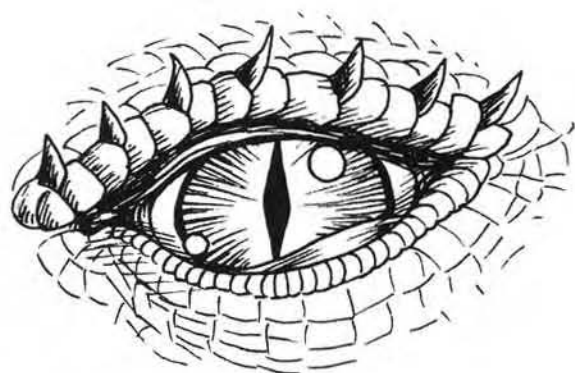
Combat

Since a skeletal dragon amounts to little more than an assemblage of bones, it retains little of a live dragon's prowess in combat except for the strength of its physical attacks. It may, however, use the full range of physical attacks available to living dragons, except for crush (any creature small enough to be affected by a crush attack are also small enough to slip through the gaps between individual ribs). It possesses no spell-like abilities.

However, if it was formed exclusively from the bones of a single dragon, enough of that dragon's essence may remain to allow it to use the breath

weapon that it possessed in life. If it was a green dragon, it may breathe a weakened form of its former acid cloud; if it was a red dragon, it may breathe a tepid cone of fire, and so on. Such a skeletal dragon may use its former breath weapon with its range, damage, duration of effects and attendant saving throws all halved, rounded down.

A skeletal dragon formed from the bones of different dragons, whether they be of the same or various species, have no such residual breath weapon.



GHOUL DRAGON

Type: Dragon Undead

Climate/Terrain: Any land and underground

Organization: Any

Challenge Ratings: Same as base dragon

Treasure: None

Alignment: Always chaotic evil

Advancement: Same as base dragon

As with other ghouls, the origin of ghoulish dragons is subject to conjecture, some more reasonable than others. The popular notion that the condition of ghoulishness is punishment for committing unusual wickedness in life, such as cannibalism, may not apply to dragonkind, as dragons themselves are so much elevated above other creatures that human standards of ethics and morality seem to scarcely touch them. Furthermore, scholars find the notion that the noble dragon would ever savor the taste of another dragon's flesh

SKELETAL DRAGON STATS BY SIZE

Size	Hit Dice (hp)	AC	Attack	Fort	Ref	Will	Fear DC	SR
T	5d12+5 (35)	16 (+2 size, +4 natural)	+5	+2	+2	+3	—	—
S	8d12+8 (54)	18 (+1 size, +7 natural)	+9	+3	+3	+4	—	—
M	12d12+18 (90)	21 (+11 natural)	+15	+4	+4	+5	—	—
L	18d12+48 (156)	26 (−1 size, +17 natural)	+23	+6	+6	+7	22	20
H	26d12+78 (234)	33 (−2 size, +25 natural)	+34	+9	+9	+10	28	25
G	36d12+180 (396)	41 (−4 size, +35 natural)	+45	+12	+12	+13	34	30
C	40d12+200 (480)	41 (−8 size, +39 natural)	+47	+14	+14	+15	40	32

SKELETAL DRAGON ABILITIES BY SIZE

Size	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
T	40 ft., fly 100 ft. (average)	11	10	—	—	13	12	—
S	40 ft., fly 100 ft. (average)	13	10	—	—	13	12	—
M	40 ft., fly 150 ft. (poor)	16	10	—	—	13	14	—
L	40 ft., fly 150 ft. (poor)	21	10	—	—	13	16	Damage reduction 5/+1
H	40 ft., fly 150 ft. (poor)	30	10	—	—	13	19	Damage reduction 10/+1
G	40 ft., fly 200 ft. (clumsy)	36	10	—	—	13	22	Damage reduction 15/+2
C	40 ft., fly 200 ft. (clumsy)	40	10	—	—	13	25	Damage reduction 20/+3

so absurd that they believe it to be unworthy of consideration.

And yet ghoulish dragons do exist. They make their lairs in hidden places near graveyards, old battlefields, deserted villages that were visited by great calamity — anywhere that bodies of the dead may be found en masse. For this reason, they are sometimes confused with carrion dragons (*see below*), but the two species are not in the least bit related. Ghoulish dragons lack the carrion dragon's subtle intelligence and occasional compassion, and carrion dragons abhor all undead dragons.

To those unfortunate enough to have seen one, ghoulish dragons look like decayed remnants of their living selves. They have no scales, since their morbid flesh is no longer able to support the weight of their natural armor. The hide underneath is in a state of perpetual decay, drawn taut across the bones underneath but oozing and mottled in the greens, purples, blacks, greys and yellows of putrescence.

Ghoulish dragons speak the same languages they spoke in life.

Statistics and abilities for ghoulish dragons vary according to age group (i.e., the age at which their living predecessors died) and the species to which they belonged in life.

Combat

Ghoulish dragons may use the full range of physical attacks available to living dragons.



Paralysis (Ex): Any creature struck by a ghoulish dragon's physical attack must make a successful Fortitude saving throw (DC 20), or else it is paralyzed for 3d4 minutes.

Breath Weapon (Su): Ghoulish dragons do not have the breath weapon that they used in life. Instead, the breath of the ghoulish dragon can spread corruption and disease to any living creature it touches. Anyone caught within the cone of a ghoulish dragon's breath must make a successful Fortitude saving throw, or else suffer 1d6 damage from decay of the flesh. A creature that fails that initial save attempt must make a Fortitude saving throw at the beginning of each round; if it fails again it remains afflicted and takes another 1d6 damage. If it passes, it has shaken off the affliction and need make no more save attempts (unless it is caught in another exhalation of the ghoulish dragon's breath).

In addition, any creature that takes damage from the ghoulish dragon's breath must make another Fortitude saving throw one day after the encounter. If it fails, it contracts a disease that mottles the skin with green, black and yellow patches and reduces Constitution by 1d6 per day. Each day, the afflicted creature makes a Fortitude saving throw, and if it succeeds, it is cured; its Constitution returns to normal and it need not check again. If its Constitution is reduced to 0, however, it dies.

Stinking Cloud (Sp): Three times per day, ghoulish dragons may surround themselves in a putrid cloud like the

spell *stinking cloud*. This cloud reaches 20 feet in height and extends in a 30 ft. radius around the ghoulish dragon. All living creatures within it must make a successful Fortitude saving throw (DC 20), or else they are crippled with nausea, rendering them unable to make physical attacks, cast spells, or even concentrate on spells. The only action that a nauseated creature may take in a round is a single move (or move-equivalent action). The nausea persists for as long as the creature remains within the cloud, and for 1d6 rounds thereafter. Characters who make successful saves against the cloud's effects must make Fortitude checks at the beginning of each round in which they remain within the cloud.

Protection from Good (Sp): Once per day, ghoulish dragons may summon a remnant of the power they possessed in life to protect them from goodness and the vital energy of the living. This ability functions much like the spell *protection from good*, in that it creates a magical barrier that extends for 1 foot all around the ghoulish dragon that lasts for 1 minute per casting level. As long as it is in force, it gives the ghoulish dragon a +2 deflection bonus to its AC against all attacks by creatures of good alignment and a +2 bonus to all saving throws against spells cast against it by creatures of good alignment.

Fear (Sp): Ghoulish dragons may use this ability once per day. It functions exactly like the spell *fear*.

Mass Insanity (Sp): Once per day, ghoulish dragons can gather themselves to create a dreadful presence so intense that it can drive anyone insane. This ability functions like the spell *insanity*, except that everyone within a 20 ft. radius of the ghoulish dragon must make a successful Will saving throw or suffer its effects.



DRAGON GHOSTS

Type: Dragon Undead

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Ratings: Same as base dragon +1

Treasure: None

Alignment: Any, usually same as base dragon

Advancement: Same as base dragon

It may happen to any intelligent being for any of a number of reasons. Whatever the cause, it cannot rest easily in its grave, so it takes on the form of a ghost. Dragons are no exception. Dragon ghosts retain many of the characteristics and powers that they possessed in life, and their behavior and demeanor usually matches the way in which they bore themselves in life. In other words, if a dragon ghost was a red dragon in life, the statistics and powers belonging to red dragons apply. Dragon ghosts also take on the statistics appropriate to the age group to which they belonged when their living form died.

Dragon ghosts are most often encountered in abandoned dragon lairs.

Combat

A dragon ghost has the same number of hit points and hit dice that it possessed in life at the time of its death, as well as the same movement allowance, saving throw target numbers, and feats. It possesses the same attribute scores, except that it has no Constitution and its Charisma increases by +4. It has the same skills, except that, like all ghosts, it receives +8 racial bonuses to Hide, Listen, Search and Spot.

AC: In the Ethereal Plane, a dragon ghost has the same armor class that it did in life at the time of its death. When it manifests itself in the Material Plane, it gains a deflection bonus equal to its Charisma modifier.

Attacks: Dragon ghosts can make any physical attack that it could perform in life at the time of its death, but they only affect other ethereal creatures, causing the same base damage (do not use attack and damage modifiers). These attacks generally have no effect against nonethereal creatures, however.



Breath Weapon: Dragon ghosts can also use their breath weapons, which retain their full, normal effects against other ethereal creatures. Against nonethereal creatures, however, their effectiveness is largely a matter of the ghost dragon's opponents' willingness to believe in them. Once the targets of a ghost dragon's breath attack have been determined, each may make a Will saving throw. If the saving throw is successful, the target creature negates the dragon's breath by disbelieving in it. If the saving throw is unsuccessful, the breath attack is resolved normally.

Special Attacks: In addition to any special attacks, spells and spell-like abilities that it had in life (except for frightful presence), dragon ghosts also gain manifestation, horrific appearance and 1d3 of any of the other special attacks listed below.

Manifestation (Su): Like all ghosts, dragon ghosts are creatures of the Ethereal Plane and under normal circumstances they cannot be affected by anything that happens in the Material Plane. However, they may appear in the Material Plane by manifesting themselves, in which case they become visible, but remain incorporeal (*see MM,™ for a definition of the incorporeal state*). When manifested, they remain in the Ethereal Plane and can be attacked by opponents in both the Material and Ethereal Planes.

Horrific Appearance (Su): Any living creature that views the ghost dragon from a distance of 60 feet or less must make a successful a Fortitude saving throw, or else immediately lose 1d4 points of permanent Strength, 1d4 points of permanent Dexterity and 1d4 points of permanent Constitution. If the saving throw is successful, that creature is not affected by that dragon ghost's horrific appearance for the remainder of the day.

Corrupting Touch (Su): This is the main exception to the rule that a dragon ghost's physical attacks cannot affect creatures on the Material Plane. If it has this ability, physical attacks against living creatures on the Material Plane strike for 1d4 damage. This ability also allows the dragon ghost to add its Strength modifier to attack and damage rolls against opponents on the Ethereal Plane.

Frightful Roar (Su): To hear the roar of a living

dragon is frightening enough, but that of a dragon ghost can devastate the psyches of all but the hardest. This is a sonic, necromantic, fear effect that can be used as a standard action. All living creatures within a 30 ft. radius of the dragon ghost must make a successful Will saving throw, or else they become panicked for 2d4 rounds. If the saving throw is successful, that creature is not affected by that dragon ghost's frightful roar for the remainder of the day.

Corrupting Gaze (Su): If a dragon ghost possesses this ability, any creature that looks into its eyes from a distance of 30 feet or less must make a successful Fortitude saving throw or else suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Malevolence (Su): Once per round, a ghost dragon may attempt, as a full-round action, to merge its body with that of a creature on the Material Plane. The target creature must make a Will saving throw (DC 15 + dragon ghost's Charisma modifier). If it fails, the ghost dragon's body appears to vanish into the host's body; it then supplants the host's life force and controls the actions of the host body. If the host body is killed, the ghost dragon simply abandons it. If the target of the attack makes a successful saving throw, it is immune to this ability for the remainder of the day.

Telekinesis (Su): The ghost dragon may use *telekinesis* once per round as a free action, as if cast by a spellcaster of the appropriate level.

Special Qualities

In addition to the special qualities that it possessed in life at the time of its death, dragon ghosts also possess those belonging to the undead and incorporeal subtypes, as well as the following:

Rejuvenation (Su): As with all ghosts, permanently destroying a dragon ghost presents a unique set of difficulties. If a dragon ghost is killed, it restores itself within 2d4 days if it can make a successful level check (1d20 + dragon ghost's HD against DC 16).

Turn Resistance (Su): If an attempt to turn a dragon ghost is made, it adds a +4 bonus to its HD level for purposes of resolving the attempt.

MUMMIFIED DRAGON

Type: Huge Undead

Hit Dice: 26d12+150 (319 hp)

Initiative: +1

Speed: 30 ft., fly 120 ft. (poor), burrow 20 ft.

Armor Class: 34 (-2 size, +1 Dex, +25 natural)

Attacks: Bite +34 melee, claw(2) +34 melee, crush +34 melee, tail slap +34 melee

Damage: Bite 2d10 +12, claw 2d8+6, crush 2d10 +18, tail slap 2d6+18

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Breath weapon, Dragon fear, *mummy rot*

Special Qualities: Electricity immunity, Undead, resistant to blows, damage reduction 10/+1, fire vulnerability

Saves: Fort +25, Ref +18, Will +23

Abilities: Str 35, Dex 12, Con -, Int 17, Wis 18, Cha 19

Skills: Listen +17, Spot +19, Hide +10

Feats: Power Attack, alertness, flyby attack

Climate/terrain: Any underground or lair

Organization: Solitary or guardians (1-2)

Challenge Rating: 17

Treasure: Double standard

Alignment: Usually Lawful Evil

Advancement: 27-30 HD (Huge), 31-35 HD (Gargantuan)

Mummified dragons are monstrous creations developed by ultra-secretive dragon cults. These cults worship evil colored dragons in general and the great Chromatic Mother foremost. They almost exclusively use mature adult or old dragons in the creation process. Younger dragons are not powerful enough to survive the process, and older wyrms are much too rare for this guardian task.

Dragon cults always investigate the deaths of evil dragons, searching out the remains whenever possible. If the body is salvageable, the cult moves it to a hidden temple or dungeon that they want to protect. The High Priests of the cult then take years to prepare the body of the deceased dragon for the

ordeal. The body is drained of all fluids, and the vital organs are removed and stored in huge canopic jars as large as wine barrels. Long, elaborate cleansing rituals are required and the final ceremonies take weeks. If the Great Mother is pleased, the dragon returns from the grave to protect unholy temples or ancient dragon lairs that hold some special significance to the cult or it's Queen.

The huge leathered body is then lowered into a special pit filled with riches and its canopic jars to keep it company in the afterlife. A hulking stone lid is placed over the pit to seal in the eternal guardian, and inscribed on the lid are warnings and curses to all who come near it. So far only Blue mummified dragons have been documented.

Combat

The sight of a mummified dragon erupting out of its pit is perhaps one of the most frightening encounters possible. This is not some egotistical dragon that can be shamelessly complemented or bargained with. It strikes with ferocity and power from beyond the grave.

Though leathered and entombed for years, perhaps centuries, the mummified dragon is inconceivably strong, and surprisingly agile. Its wits and intellect are razor sharp. The only tactic lost because of its undead state is the wing slam. The wing membranes of the creature are fragile and decayed. They do, however, help in its magical flight. Even without its wing buffets, the mummified dragon has an impressive arsenal of melee attacks. It can bite, claw (twice), tail slap and slam its opponents every round. It can also cast sorceress spells equivalent to twentieth level.

The breath weapon of a mummified dragon is drastically different, but no less formidable. Since all of it's internal organs are removed, any normal breath weapon is replaced by a blast of super-heated sand. This breath weapon causes 18d8 points of damage, DC 30. The blast is cone shaped 60 feet long, as wide as the mouth at its tip, with a radius of twenty feet at its base.

Special qualities

Electricity immunity: Since all known mummified dragons were once living blue dragons, they all are impervious to electricity damage.

Undead: Like all undead, these creatures are immune to mind affecting spells, poison, sleep, paralysis, stunning, disease, critical hits, subdual damage, energy drain, and death from massive damage.

Improved senses: Mummified dragons have darkvision of one thousand feet, and can see invisible, ethereal, and astral creatures.

Dragon fear: As per normal dragon rules.

Mummy rot: If stuck by a mummified dragon in melee combat the victim must make a fortitude save versus DC 23 or start to lose one constitution point per day. Upon reaching zero, the victim dries away to dust. Only a wish spell, or a combination of remove disease and raise dead can return the victim to life. A *remove disease* spell halts the process and constitution returns one point per week.

Resistant to blows: All physical blows to the creature deal only half damage. This is calculated before damage reduction.

Fire vulnerability: All fire damage incurred by the mummified dragon that has a saving throw may be doubled if that save is failed. In other words, the

VAMPIRIC DRAGON

Type: Dragon Undead

Climate/Terrain: Any land and underground

Organization: Any

Challenge Ratings: Same as base dragon

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: Same as base dragon +2

beast takes either half damage or double damage.

As unlikely as it may seem, it does happen that a creature afflicted with vampirism occasionally gets the better of a member of dragonkind and transmit its curse to this most magnificent of creatures. Somewhere between vampires and vampire spawn,

vampire dragons shun the vanities and finery that commonly characterize human vampires, but search out victims with just as much cruelty and cunning. Vampire dragons cast no shadow and show no reflection in mirrors. Physically, they are distinguished by their pale, translucent hides and the dullness in their eyes.

Vampire dragons speak the same languages they spoke in life. Vampire dragon statistics vary according to the species to which the dragon belonged in life.

Combat

Breath Weapon (Su): Vampire dragons do not have the breath weapon that they used in life. Instead, the breath of the vampire dragon now causes life draining damage similar to the vampire template. However, the vampire dragon is not “draining” the target, but rather washing the spirit of the target away. Any creature caught in the line of the its breath weapon must make a successful Will saving throw, or suffer 2 negative levels. Anyone reduced to 0 levels or less by the attack, dies.

Hold Person (Sp): Vampire dragons find it helpful to paralyze their victims before moving in for the kill. As many as three times per day, they may attempt to incapacitate an opponent as if casting a *hold person* spell.

Unholy Aura (Sp): Once per day, vampire dragons may envelop themselves in a protective bubble of malevolent darkness, as if casting an *unholy aura* spell. This unholy aura affects only the vampire dragon, and it also prevents the dragon from being turned by a cleric of good alignment. In all other respects, it functions as the spell does.

Create Undead (Sp): In addition to spawning more vampiric creatures, vampire dragons may also create other types of undead once per day as if casting the *create undead* spell. Of course, there must be a corpse readily at hand for the spell to have any effect.

Unhallow (Sp): Once per day, vampire dragons may profane any individual site by physically

occupying it and making use of this ability, which is similar to the *unhallow* spell. The effects last until the vampire dragon that did the profaning is killed. A place unhallowed by a vampire dragon is immediately guarded by magic circle against good. Also, all turning attempts made within this location suffer a -4 profane penalty and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect.

It is a dead certainty (or rather, an undead certainty) that a vampire dragon's lair is an unhallowed place.

DRAGON GOLEM

Type: Dragon Construct

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Ratings: Same as base dragon

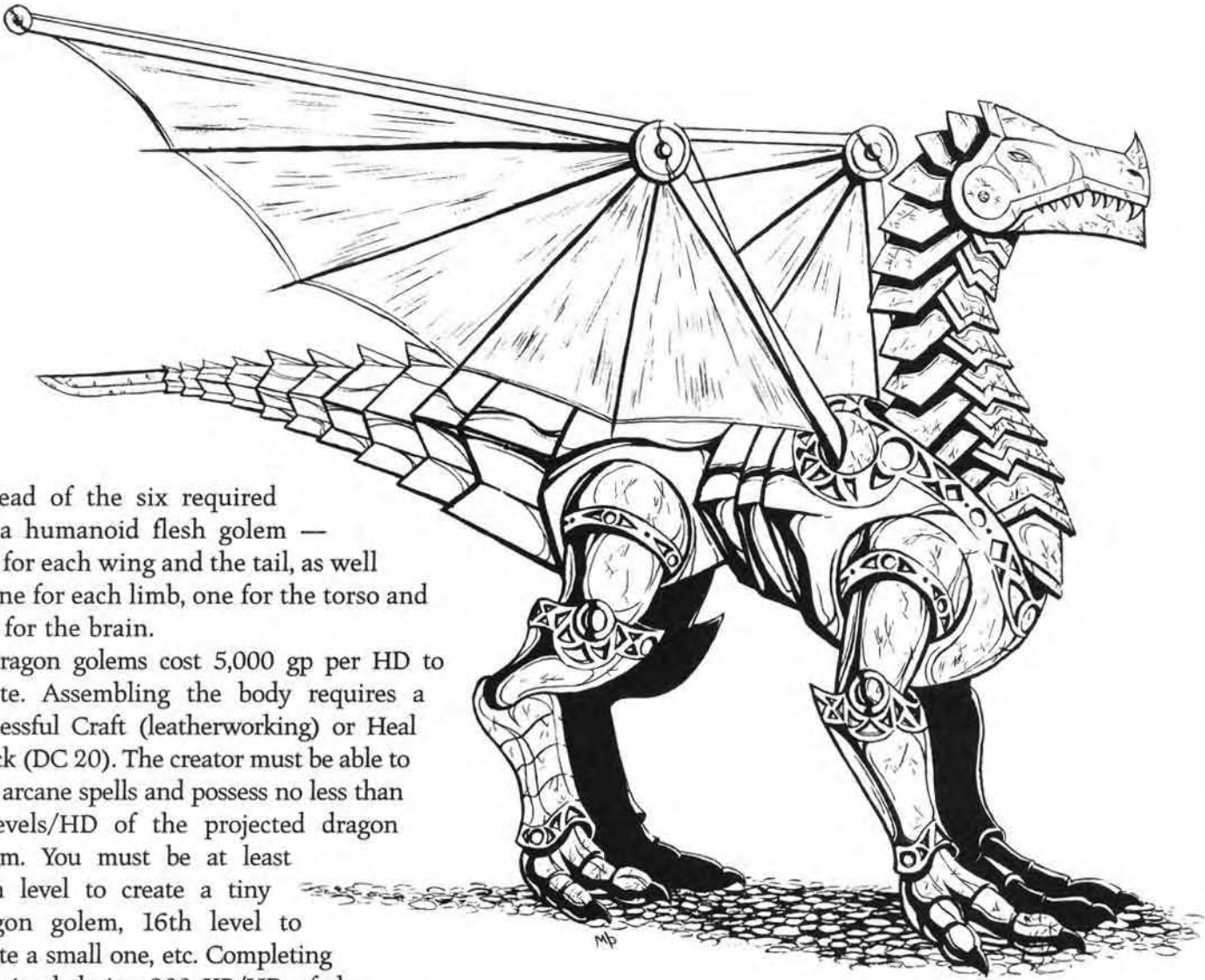
Treasure: None

Alignment: Always neutral

Advancement: Tiny 6–7 HD, small 9–11 HD, medium 13–17 HD, large 19–25 HD, huge 27–35 HD, gargantuan 37–39 HD, colossal 40+ HD

Scholars have long considered it theoretically possible to construct a golem, very much like a flesh golem, from body parts of dragons that have not undergone significant deterioration. Actually doing so is no mean feat, and would require a creator of truly exceptional power and resources. No instance of an actual dragon golem has ever been documented, although it is certainly possible that discreet attempts have been made, and perhaps even succeeded.

A treatise on how to construct them was compiled by Akerius the Sage, composed of bits and pieces of legend, folklore and serious scholarship tied together with his own inferences. Akerius argues that a dragon golem may be created much as one would construct any flesh golem (*see MM™ for more info*). The dragon golem may be of any size, as long as all the body parts come from source dragons no more than one size smaller or larger than the target size. Also, nine source dragons are needed



instead of the six required for a humanoid flesh golem — one for each wing and the tail, as well as one for each limb, one for the torso and one for the brain.

Dragon golems cost 5,000 gp per HD to create. Assembling the body requires a successful Craft (leatherworking) or Heal check (DC 20). The creator must be able to cast arcane spells and possess no less than 2 levels/HD of the projected dragon golem. You must be at least 10th level to create a tiny dragon golem, 16th level to create a small one, etc. Completing the ritual drains 200 XP/HD of the projected dragon golem from the creator, and requires casting bull's strength, geas/quest, limited wish, polymorph any object and protection from arrows.

Combat

Dragon golems do not possess spells or most of a dragon's spell-like abilities, but they do make use of the special abilities that characterize flesh golems.

Immunities (Ex): Like all golems, dragon golems are immune to mind-influencing effects, poison, disease and similar effects. They are not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage. In addition, they possess a flesh golem's immunity to spell, spell-like abilities and supernatural effects.

Berserk (Ex): Dragon golems may go berserk in combat, a phenomenon that results when the golem's elemental spirit breaks free of its creator's will. Treat dragon golems as flesh golems for determining if they go berserk, and what happens if they do.

Breath Weapons (Su): Dragon golems do possess a breath weapon, but because they are compounds of different dragons, and most likely, of different dragon species, it has no distinctive character. Instead, their breath has a traumatic effect on creatures that feels like a hard blow to the body, but is otherwise hard to characterize. It also does less damage than the breath weapon of a typical living dragon.

OTHER DRACONIC SPECIES

All of the dragon species listed below follow the general rules regarding dragons, except as noted.

CARRION DRAGON

Type: Dragon

Climate/Terrain: Any land and underground

Organization: Wyrmling, very young, young, juvenile and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 2, very young 4, young 6, juvenile 8, young adult 11, adult 14, mature adult 16, old 18, very old 19, ancient 21, wyrm 22, great wyrm 24

Breath Weapon: As a black dragon

Treasure: Double standard

Alignment: Always lawful neutral

Advancement: Wyrmling 7–8 HD (Small), very young 10–11 HD (Medium-size), young 13–14 HD (Medium-size), juvenile 16–17 HD (Large), young adult 19–20 (Large), adult 22–23 (Large), mature adult 25–26 HD (Huge), old 28–29 HD (Huge), very old 31–32 HD (Huge), ancient 34–35 HD (Gargantuan), wyrm 37–38 (Gargantuan), great wyrm 40+ HD (Gargantuan)

Dragons are notorious for maintaining wide-ranging diets, but there are those for whom scavenging on dying or recently dead flesh is always the first option. Because of their choice of food sources, carrion dragons make their lairs near flat wilderness areas like vultures or near frequently-used battlefields. Anywhere dead or dying creatures lie in the open a carrion dragon can be found.

Carrion dragons have a mottled black and purple coloration, and those who have survived encounters with them report a hard, unyielding glint in their eyes. As they age, however, they become less impressive to the eye, as their hide loses its luster. Very old carrion dragons take on a curiously disheveled and mangy appearance.

Scholars consider carrion dragons to be less avaricious than their draconic cousins in that they are less aggressive in seeking out material wealth. This is, however, a mistaken impression, for they value gems and precious metals very much; they merely do not have to work as hard to get them. Feeding on the bodies of the dead can bring them valuable personal possessions as well as food. Chasing the survivors off of a battlefield before they loot the bodies can by itself provide a bonanza.

Carrion dragons also share a special bond, somewhere between worship and servitude, with carrion birds such as crows and vultures. Such creatures congregate in great numbers around a carrion dragon's lair, and some swear that they are paying homage to the dragon, as if to a king or even a god.

Because of their unusually intimate relationship with death and dying, carrion dragons have developed strong, hard-and-fast feelings about the boundaries that surround mortal existence. They respect death as the source of their own continued life, and while they do not love and revel in it as evil beings are wont to do, they believe in it as an absolute. This respect for death inspires their hatred of the undead, and they especially regard ghouls and ghoulish dragons as abominations. The notion of resurrection is also abhorrent to them; they regard it as a sacrilegious refusal to let the dead stay dead.

Carrion dragons are anything but cruel, however. They have been known to show compassion and pity when they encounter a being suffering more than it can bear. It has a limited spell-like ability to heal, and on rare occasions, when it is especially moved, it uses this power. On other occasions, however, a carrion dragon that encounters a creature in terrible distress may decide that the most appropriate course is to put it out of its misery.

Combat

Carrion dragons do not like to fight, and they are not aggressive unless threatened or in the presence of undead. Any carrion birds in the vicinity instinctively rally to the dragon's defense if it engages in combat.

Favored Enemy (undead): Carrion dragons' intense antipathy for the undead can be compared to the way in which rangers have favored racial enemies. Carrion dragons always attack undead in preference to any living foe, even if the undead are not aggressive. It also attacks ghoulish dragons in preference to other ghouls, and ghouls in preference to any other type of undead.

Carrion dragons gain a +5 bonus to Listen, Sense Motive, Spot and Wilderness Lore checks when using these skills against undead. They also gain a +5 attack bonus in physical combat against undead.

Breath Weapons (Su): Carrion dragons can exhale a corrupting stench at opponents. This breath weapon takes a linear shape. Anyone in its path must make a successful Fortitude save or else take full damage from degradation of the flesh.

Inflict Serious Wounds (Sp): Three times per day, carrion dragons may summon the energy of their being to inflict damage on another creature. This ability functions exactly like an *inflict serious wounds* spell.

Cure Moderate Wounds (Sp): When they choose to succor creature in distress, carrion dragons may choose to reverse the flow of its own energy as if casting a *cure moderate wounds* spell. This occurs so rarely that they have not developed the capacity to do so more than once per day.

Halt Undead (Sp): Their antipathy to the undead gives carrion dragons a limited ability to cope with them through means other than physical attacks. As many as three times per day, they may attempt to stop undead creatures in their tracks as if casting the spell *halt undead*.

Stinking Cloud (Sp): Their constant contact with dead and dying things gives carrion dragons the ability to overpower living opponents with a miasma as if casting the spell *stinking cloud*. They may use this ability up to three times per day.

Slay Living (Sp): Once per day, carrion dragons may attempt to bring death to a living creature as if casting *slay living*. As carrion dragons do not like to think of themselves as killers, however, they only use this ability in situations in which they feel cornered.

DRAGON OF BENEVOLENT WISDOM

Type: Gargantuan Dragon Outsider

Hit Dice: 35d12 + 315 (542 hp)

Initiative: +0

Speed: 60 feet, fly 250 feet (poor), swim 60 feet

AC: 40 (−4 size, +34 natural)

Attacks: Bite +43 melee, 2 claws +38 melee, 2 wings +38 melee, tail slap +38 melee, tail sweep +43 melee

Damage: Bite 2d8+16, claws 2d6+8, wings 1d8+8, tail slap 2d6+24, tail sweep 2d6+24

Face/Reach: 10 feet by 20 feet/ 10 feet

Special Attacks: Breath weapon, spell-like abilities as 15th level caster, frightful presence

Special Qualities: Dragon, Celestial

Saves: Fort +28, Ref +19, Will +28

Abilities: Str 43, Dex 10, Con 29, Int 28, Wis 29, Cha 28

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 25

Treasure: Triple standard

Alignment: Usually lawful good

Advancement: 36–37 HD

Some scholars doubt the very existence of dragons of benevolent wisdom, while others argue that they are so rarely and unreliably spotted because they are celestial beings who manifest in the Material Plane only when it pleases them to do so. This latter group is also at a loss to explain with any certainty why these creatures choose to have anything to do with the material world at all.

But legends of these exalted beings persist and many place faith in them. The gist of these stories describes dragons of benevolent wisdom as not only good, but also fountainheads of wisdom and knowledge. It is said that they can answer virtually any question put to them, be it small or great, and that they are always pleased to be of assistance. Also, because of their celestial nature, they do not vary by size and age. They always manifest as ancient dragons.

Their supposedly outgoing and helpful temperament

makes them appear quite undraconic, and the legends do not explain why, if dragons of benevolent wisdom are so eager to help, they are also nigh impossible to find. They are also quiet on why these dragons live in remote caves or on inaccessible aeries.

All of the legends agree, however, on their physical appearance. Dragons of benevolent wisdom have long, serpentine bodies, with thin, sinewy wings. Their eyes are unusually large and round, with deep, dark pupils, and their mouth is also disproportionately large considering the size of its face. Long whiskers extend from beneath the jaw, giving them the appearance of a thin, scraggly beard.

In addition to the special abilities granted to dragons, dragons of benevolent wisdom also possess those granted to the celestials known as archons, except that their spellcaster level is 15th.

Combat

Dragons of benevolent wisdom do not like to fight unless provoked by evil beings. Unless they are seriously threatened or very angry, they prefer not to kill opponents; when possible they *sleep*, *charm* or *evade* them. Even so, they are skilled and ferocious when it comes to combat, and their outward show of good nature should not fool anyone.

Breath Weapons (Su): The breath of the dragon of benevolent wisdom encourages sleep. It extends in a cone, and otherwise behaves as a *sleep* spell, except that the DC is 36.

True Seeing (Sp): Among the dragon of benevolent wisdom's legendary powers is the ability to grant supplicants absolute clarity of perception, as if casting the spell *true seeing*. This ability also reveals auras and creatures' alignments.

Dragons of benevolent wisdom may grant this ability (or make use of it themselves) as many as three times per day.

Commune (Sp): As many as three times per day, dragons of benevolent wisdom may attempt to divine the answer to a question. This ability functions like the spell *commune*.

Mind Blank (Sp): Dragons of benevolent wisdom also have the ability to defend themselves against psychic intrusion. As many as three times a day, they may raise an invisible barrier around themselves that functions like the spell *mind blank*.

Geas (Sp): Another defense that these dragons possess against those who might try to manipulate them into acting against their better judgment is to turn the tables on the offending being and send it on a quest that is, at worst, harmless to the dragon. This quest may also benefit the dragon, or work against the interests of the offending creature, short of causing it grave physical harm. This ability functions like the spell *geas/quest*, and dragons of benevolent wisdom may use it once per day.

Mass Charm (Sp): If a dragon of benevolent wisdom wishes to bend or deflect the will of a group of beings, it may also attempt to charm them, as if casting the spell *mass charm*. It may use this ability once per day.

Contact Other Plane (Sp): Their powers of divination allow dragons of benevolent wisdom to seek knowledge on other planes of existence. Once per day, they may project their minds as if casting the spell *contact other plane*. As celestials, however, they need not use this ability to contact the planes of Good.

Wish (Sp): The legends surrounding dragons of benevolent wisdom seem to reserve the most awe for their power to alter material reality in an eyeblink. This ability functions as if casting the spell *wish*.



DRAGON OF WHISPERS / DRAGON OF MISRULE

Scholars tend to regard dragons of whispers and dragons of misrule as two subtypes of the same species. They look almost identical, but differences in their behaviors are so distinct as to prove crucial to the well-being of anyone who encounters them.

According to legends compiled by Akerius the Sage, dragons of whispers and dragons of misrule are descended from a lost species known as dragons of temperance. These legends refer to the dragons of temperance as “dragon-fathers”. They describe dragons of temperance as reclusive and, compared to other dragon species, not terribly covetous. They were content to live in isolation and refrain from meddling in the affairs of other creatures.

Their descendants, however, were clever and exceedingly fond of gold and other beautiful things. But the dragons of temperance forbade them from traveling the world in search of wealth, saying that they would only interfere with the fates of other beings. The wyrmlings then decided to evade the watchful gaze of their dragon-fathers by changing their shape. Disguised as humans, elves, dwarves and other intelligent races, they went into diverse lands, raising hatred against dragonkind, and the dragons of temperance in particular. Soon, the dragon-fathers found great armies raised against them, making war with implacable fury; in time, they were driven into the farthest reaches of the world.

The rebellious wyrmlings then fell out with each other, however, split between those who regretted the destruction of their dragon-fathers (for they had never intended the actual consequences of their actions) and those who did not. The former became known as dragons of whispers, the latter as dragons of misrule. Akerius’ sources also say that other dragons shunned them, and that the gods both cursed and feared them for their patricide. As a result, neither dragon ever stays in any one place for very long, and their lairs never become very elaborate. Thus, for all their greed, they are never able to accumulate hordes as large as other dragons.

Both dragons of whispers and dragons of misrule are characterized by tan-colored hides and scales, which lighten or darken to help them blend in with their environment. Dragons of misrule, however, are also distinguished by their red eyes and black markings underneath their jowls.

DRAGON OF WHISPERS

Type: Dragon

Climate/Terrain: Any land or underground

Organization: Wyrmling, very young, young, juvenile and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring).

Challenge Ratings: Wyrmling 2, very young 3, young 5, juvenile 7, young adult 9, adult 11, mature adult 14, old 16, very old 18, ancient 19, wyrm 20, great wyrm 22

Treasure: Standard

Alignment: Usually chaotic good

Advancement: Wyrmling 5–6 HD (Small), very young 8–9 HD (Small), young 11–12 HD (Medium-size), juvenile 14–15 HD (Medium-size), young adult 17–18 (Large), adult 20–21 (Large), mature adult 23–24 HD (Huge), old 26–27 HD (Huge), very old 29–30 HD (Huge), ancient 32–33 HD (Huge), wyrm 35–36 (Gargantuan), great wyrm 38+ HD (Gargantuan)

Whimsy and mischief characterize dragons of whispers, who seem to enjoy nothing more than pulling harmless pranks on other creatures. Whether their sense of humor and definition of “harmless” agrees with their victims’ way of thinking, however, is another matter.

When a dragon of whispers encounters a party, it may steal items and hide them (intending to return them later, or leave them where they may be found), or spread false information to encourage petty disagreements within the ranks. It may cut pack animals loose and disperse them, or give the party faulty directions. But the one constant in their

behavior is that they never mean any genuine harm, regardless of whether or not their pranks actually cause any.

Combat

Breath Weapons (Su): The breath of dragons of whispers works on the minds of those who are exposed to it, causing an effect like that of a *confusion* spell. It spreads out, so that its area of effect should be considered a cone. A dragon of whispers uses its breath weapon as a toy, watching what happens to its prey.

Tongues (Sp): Understanding and speaking languages other than common and draconic is one of the dragon of whispers' most basic abilities, and it can grant itself this power as many as three times per day, as if casting a *tongues* spell.

Clairvoyance/Clairaudience (Sp): As many as three times per day, dragons of whispers may attempt to hear or see things at a substantial distance, as if casting a *clairvoyance/clairaudience* spell on itself.

Unseen Servant (Sp): Most of the dragon whispers' spell-like abilities are geared toward creating deceptions that are not, in and of themselves, harmful. It can, for instance, manipulate objects without touching them, as if casting the spell *unseen servant*.

Mirage Arcana (Sp): Once per day, dragons of whispers may change the appearance of their surroundings as if casting the spell, *mirage arcana*. If a party infiltrated by a dragon whispers allows it to take the last watch of the night, it may wake up to find itself in a place that looks quite unlike the one in which it went to sleep.

Mislead (Sp): Another ability that dragons of whispers use to deceive other beings allows them to create an illusory double of themselves as if casting the spell *mislead*. They may use this ability while shapeshifted, to create illusory doubles of an image that is itself an illusion (*see below*).

Shapeshift (Sp): The most important tool in its kit of deception, dragons of whispers can change their own form. This ability works like the spell

polymorph self, except that the duration of the effect is 90 minutes/level. It must return to its true form in order to make any physical attack or use its breath weapon.

Irresistible Dance (Sp): Once per day, it may attempt to force a victim to dance without any intent to do so on its part, as if casting the spell *Otto's Irresistible Dance*. One of the dragon of whisper's favorite amusements is to join a party of adventurers and then compel a victim to perform some harmlessly outlandish or inappropriate action at the most embarrassing moment.

DRAGON OF MISRULE

Type: Dragon

Climate/Terrain: Any land or underground

Organization: Wyrmling, very young, young, juvenile and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring).

Challenge Ratings: Wyrmling 2, very young 3, young 5, juvenile 7, young adult 9, adult 11, mature adult 14, old 16, very old 18, ancient 19, wyrm 20, great wyrm 22

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: Wyrmling 5–6 HD (Small), very young 8–9 HD (Small), young 11–12 HD (Medium-size), juvenile 14–15 HD (Medium-size), young adult 17–18 (Large), adult 20–21 (Large), mature adult 23–24 HD (Huge), old 26–27 HD (Huge), very old 29–30 HD (Huge), ancient 32–33 HD (Huge), wyrm 35–36 (Gargantuan), great wyrm 38+ HD (Gargantuan)

Evil twins to dragons of whispers, dragons of misrule also like to play elaborate tricks on other living creatures, but their pranks speak of malice rather than whimsy. Dragons of misrule take pleasure in causing genuine harm, and if somebody or something gets killed in the process, so much the better. Rather than steal pack animals, they would

rather kill and eat them. Instead of leading a party off of their desired path, dragons of misrule would derive much greater enjoyment in leading them to their destruction.

Combat

Breath Weapons (Su): The breath of dragons of misrule works on the minds of those who are exposed to it, sowing panic as if casting a fear spell. It spreads out, so that its area of effect should be considered a cone. A dragon of misrule tends to use its breath weapon to cripple a party in danger (often a danger into which it has deliberately led them), or to escape from a tight spot.

Tongues (Sp): Understanding and speaking languages other than common and draconic is one of the dragon of whispers' most basic abilities, and it can grant itself this power as many as three times per day, as if casting a *tongues* spell.

Clairvoyance/Clairaudience (Sp): As many as three times per day, dragons of misrule may attempt to hear or see things at a substantial distance, as if casting a *clairvoyance/clairaudience* spell on itself.

Sleep (Sp): Dragons of misrule take a cruel delight in putting other beings to sleep, for they enjoy few things quite as much as having others at their mercy, yet unaware of it. As many as three times per day, they may use this ability as if casting a *sleep* spell.

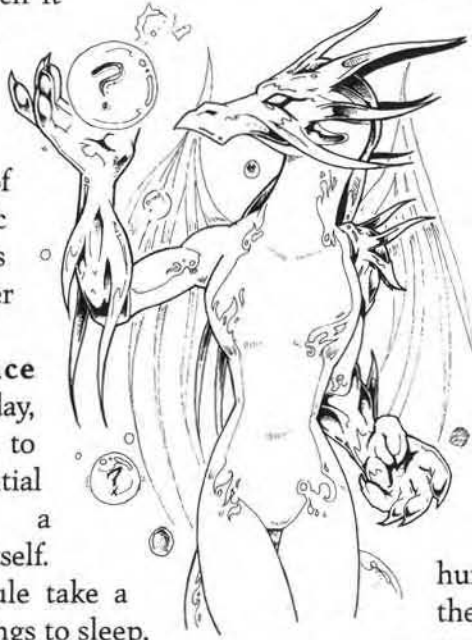
Insanity (Sp): Once per day, dragons of misrule may induce confusion in another being, and they enjoy doing so at times when it would hurt its victim the most. This ability functions like the spell *insanity*.

Trap the Soul (Sp): One of the crueler tricks that the dragon of misrule enjoys playing is to force a creature's soul into a small material object. This ability functions like the spell *trap soul*, except that the object used need not be a gem; a rock or any other natural earth object will do. Dragons of

misrule may use this ability once per day.

Disintegrate (Sp): Where their less malicious cousins delight in hiding things—that is, making the disappear temporarily—dragons of misrule enjoy destroying them, and the more valuable or useful the item dissolved into nonexistence, the better for their amusement. This ability functions like the spell *disintegrate*.

Shapeshift (Sp): The most important tool in its kit of deception, dragons of misrule can change their own form. This ability works like the spell *polymorph self*, except that the duration of the effect is 90 minutes/level. It must return to its true form in order to make any physical attack or use its breath weapon.



DRAGON TACTICS

MAGIC

Even the basest white dragon is an inherently magical beast, with enough power to destroy most foes it meets. Though some dragons prefer physical force and their powerful breath weapons, magic comes as naturally to a dragon as hunting for treasure. As dragons age, they often find new uses for spells, and may even be inclined (or, more often, bribed) into teaching worthy mortals their variations.

Acid Fog

A particular favorite of black dragons, *acid fog* not only obscures its victims' vision, but also provides a powerful deterrent. Younger black dragons especially favor using this spell to flee powerful foes, and to hide their lairs' entrances. Against weaker foes, the fog destroys the unfortunate invaders while leaving much of their gear intact.

Alarm

Rare indeed is the dragon without an *alarm* cast upon its treasures, but this spell has another, more subtle use among the metallic dragons. Many

mortals have so impressed these dragons that, as a sign of their favor, the dragon casts a *alarm* spell (followed, of course, by *permanency*) on some personal effect, often a horn, drum, or other loud musical instrument. The mortal (or, just as often, the mortal's descendants) may then use the item to call upon the dragon in a time of need. Elder dragons (mature adult or older) often slumber for whole decades, awakening only to the mental summons of their charges. More than one poor thief has pilfered a king's sacred relics, only to find himself answering to an angry dragon's queries.

Animate Dead

Several chromatic dragons find themselves beset by would-be heroes, often as some strange mortal quest of vengeance or greed; indeed, the lairs of elder chromatics are virtual graveyards themselves, with the remains of ancient heroes still slowly decaying. A common tactic among these dragons is to place an *alarm* spell at the entrance to their lair. Once the *alarm* has been triggered, the dragon can cast *arcane eye* or *clairvoyance* to spot the adventurers and then raise the corpses of previous intruders with *animate dead* or its more powerful variants, *create undead* and *create greater undead*. Though few parties are seriously threatened by such weak undead, this simple test often reveals to the dragon the nature of a party's talents.

Antimagic Field

Though rarely used by most dragons (it suppresses their own power far too much), this spell is commonly used during draconic feuds — to cancel the effects of permanent spells in and about another's lair. When pressed, dragons do use this to defend themselves. A party overrelying on a magical

trinket to resist the dragon's firebreath may find themselves unprotected at a key moment. Dragons of sufficient age prefer *Mordenkainen's Disjunction*.

Blink

Though rare, some dragons do find themselves traveling in groups or allied against a threat. In such situations, copper and brass dragons often use this spell to conceal their numbers, and especially favor this tactic against chromatics who could easily overpower any one of them.

Circle of Death

Though most chromatic dragons prefer to pillage randomly or have their foes come to them, sometimes they must prove their power for an audience. For every four creatures slain with this spell in such a spectacle, the dragon gets a +1 competence bonus to subsequent Intimidation rolls against witnesses. For every creature in the area of effect who survives, however, they receive a -1 penalty.

Clone

Surprisingly few dragons use this spell, viewing the subsequent weakness of the clone to be unworthy of their majesty. Cunning dragons use it on others, however — as a bargaining chip.

Even the most loyal paladin has a friend or loved one, and the possibility of a cloned copy of a dead ally is a temptation few can pass upon.

Cloudkill

Cloudkill spells are especially popular among dragons who lair in the sky or underground, as the spell sinks to lowest area subject to its effect. With little room to maneuver on mountainsides or in caves, whole parties may fall to this relatively simple spell.



Confusion

Young dragons faced with multiple foes often engage *confusion* to even their odds. The dragon ignores the victims of the spell, attacking their luckier or more competent partners.

Contagion

While most seasoned adventurers know better, particularly unlucky adventurers are often “spared” by chromatic dragons, and told to return to their realms bearing a warning not to interfere with the dragon again. Few settlements survive such warnings.

Detect Magic

Once alerted to an intruder in their lair, this cantrip is almost always a dragon's first reaction. Few intruders can threaten the dragon between the time of their arrival and the final round of this spell's potency, and the

information gained advises the dragon of the number and relative power levels of any magic items coming near them — and consequently, the number and power of the intruders.

Dimension Door

Dragons who are capable of changing their shape often use *dimension doors* to disguise their true natures, assuming their alternate forms immediately after they allow others to see them depart.

Discern Location

Dragons are known for many things, but forgiveness is not one of them. A creature who wrongs a dragon and survives is fortunate; a creature who wrongs a dragon potent enough to *discern location* and lives is in for trouble. Dragons often “overlook” a foe feigning death, only to cast this spell once the target has returned to a base camp.



Metallic dragons use this spell in conjunction with *alarm*, as described above.

Enlarge

A dragon casting *enlarge* on itself appears older to all eyes save those familiar with dragons. Any dragon foolish enough to use this spell in cramped quarters however, is likely to kill itself.

Fabricate

Perhaps the most common spell among dragons, virtually every dragon uses this to shape their lair more to their liking. Common alterations to lairs include reinforced arches, flying buttresses, oubliettes, sealed vaults, and breakaway walls which lead to escape routes.

Feeblemind

Dragons employ this spell as their opening attack during an ambush or raid, particularly against other dragons.

Finger of Death

As with *circle of death* (see page 101), dragons sometimes use *finger of death* more to create an impression. If the dragon publicly slays a people's champion or defender using this spell, the death cows the populace into acceding its demands (or, if no demands are made, fleeing in chaos). Militant groups are less effected, and merely have to make a morale check after a leader dies. Cowed populaces remain so until a new force rallies them against the dragon.



Fireball

Though primarily used for attacks, *fireballs* and *delayed fireballs* can scour a collapsing tunnel, fusing the stone and briefly stabilizing it. Parties who hope to use earthquakes to flush out dragons may only succeed in angering their foes.

Fireshield

Surprisingly, *fireshields* are almost exclusively used by white dragons, who enjoy the irony. Over-confident adventurers often burn to death where they were expecting to encounter only ice.

Flesh to Stone

As do others who possess this spell, dragons tend to use *flesh to stone* not only for its offensive ability, but also to collect trophies. Statues of forgotten heroes sometimes line the lairs of elder dragons. In the rare instances that adventurers bearing potent artifacts approach a dragon, the dragon may counter with *flesh to stone* to negate the artifact's unforeseen advantage; the dragon only reverses the spell when it feels properly prepared.

Forcecage

Typically favored by metallic dragons, *forcecage* imprisons its subjects, rather than slaying them. This allows the dragon ample time to interrogate prisoners.

Geas

Metallic dragons who are unsure of the intentions of a party tend to favor a *geas* spell as a test; if the party succeeds with the *geas* (usually a task of ethics rather than skill), the dragon parlays. Otherwise, the party had best not disturb the dragon further.

Guards and Wards

Virtually every dragon lair has *guards* and *wards* placed within it, if the dragon is of suitable power. This is, in fact, one of the easiest (if more dangerous) ways to discover a lair, as most dragons prefer to maintain the appearance of natural formations in their lairs.

Horrid Wilting

A favored spell of dragons in the deserts, the victims of *horrid wilting* do not betray evidence of any magical death, but rather simple dehydration.

Legend Lore

Though several have tried to use *legend lore* spells to ascertain several events surrounding the Dragon Wars, none have admitted success. Dragons, for their part, tend to use *legend lore* less for uncovering the past than for discovering the nature of their newer treasures. As territorial beings, dragons rarely leave their homes for something so trivial.

Limited Wish

Dragons are loathe to use *limited wish* and *wish* spells, mistrustful of magic so far beyond even their ken. In emergencies, however, they are willing to do so, and a dragon's *wish* is far less likely to backfire due to their tendencies to high Wisdom.

Locate Creature

The rare dragon who takes mortal companions is unlikely to journey with them often, but occasionally reviews the mortal's location with a combination of *locate creature* and scrying. Similarly, a dragon who loses sight of a thief quickly employs this spell to track its prey.

Locate Object

With the exception of relatively common items in a dragon's hoard, such as coins, normal gemstones, and lesser magical items, a dragon is thoroughly familiar with its hoard's contents, and will cast *locate object* the moment it realizes one of its treasures is missing.

Magic Jar

Some dragons are fond of toying with their prey, and *magic jar* allows for this. Casting *magic jar* upon any gem in their hoard, the dragon's physical form will appear to be simply slumbering, while the dragon possesses an adventurer in a party. It may then sow discord amongst the party, as well as potentially slaying several adventurers before eventually being discovered.

Major Image

Like most spells of the illusion school, *major image* is primarily employed by brass and copper dragons. Often these illusions interview the party, and depending on the party's reaction, the dragon then parlays in person.

Mind Fog

A favored tool of the metallic dragons, *mind fog* renders its victims more prone to suggestion, as well as less likely to notice details such as the entrance to a dragon's lair.

Passwall

Some dragons disguise their lairs by making the entrance too small for their form; others enjoy the private joke of creating man-sized corridors, and *passwalling* through them after foolish adventurers.

Polymorph Any Object

This spell, along with its lesser versions, *polymorph other* and *polymorph self*, are tricks in many dragons' arsenals. Dragons with *polymorph any object* or *polymorph other* spells frequently make their lairs near settlements, unbeknownst to any but the foolish cockroaches-to-be who stumble across the dragon's path. Dragons with *polymorph self*, on the other hand, frequently infiltrate nearby civilizations, and elder dragons have twisted whole nations to their needs in much the same way the eastern peoples sculpt tiny trees.

Prying Eyes

Whenever a dragon of young age leaves (or, more commonly, is told to leave) its former territory for new lands, it often employs *prying eyes* to scout out suitable locations. Though hardly reliable, the eyes often provide enough basic information that the dragon knows the area well enough to defend it almost immediately.

Reduce

Dragons typically use this spell either on themselves or foes of similar or greater size. When *reducing* themselves, dragons appear at least two age steps younger, to a minimum of wyrmling age.

Refuge

Among dragons powerful enough to cast this spell, they almost always have at least one item prepared with this spell while traveling abroad. More rarely, gold and silver dragons give an item enchanted with *refuge* to a trusted ally, to summon the dragon in time of need.

Repulsion

On the rare occasion that metallic dragons make a public appearance, they sometimes cast *repulsion* to ensure that the audience observes the proper, respectful distance owed to such great creatures.

Scrying

When not abroad, asleep, or fighting off incursions of adventurers, many dragons *scry* the outside world, preferring this to physical observation. Nearby nations are favored subjects, and dragons often know more about the inner workings of powerful cities than do its masters.

Summon Monster I

This spell, and its more potent variants, typically produce raw fodder for a dragon's opponents, but occasionally chromatic dragons use these spells from afar, to test would-be allies. If the dragon is impressed, it might be willing to enter into an alliance. If the target of the summonings fails or flees, the dragon either destroys the offending creature, or simply abandons it, according to its whim.

Symbol

Many dragons riddle their lairs with symbols, wildly varying the trigger mechanisms. The most common place for a symbol is on a pedestal face, beneath a treasured bit of the dragon's hoard; removing the item triggers the symbol. Some dragons animate golems, and place symbols on the golem's brow or chest.

Teleport

Teleport its variant, *teleport without error*, normally see use by impatient dragons, or by dragons wishing to rid themselves of a pest. Dragons ready to attack

a foe, however, prefer to *scry* that foe, waiting for a moment of weakness, and then *teleporting* to do battle; if combat goes against the dragon, it simply *teleports* back to its lair. If the dragon's lair is secret, dragons can effectively besiege any location or person in the world in this manner.

Transmute Mud to Rock

A favorite spell of black and green dragons, whose lairs typically boast mud in quantities large enough to bury small parties in, *transmute mud to rock* also allows for a secret trove of treasure, just beneath the feet of any observer.

MAGIC ITEMS

Though incomparably magical, only rarely does a dragon find an item of a usable size. Unless *polymorphed* or otherwise found in a humanoid form, dragons do not employ any armor, weapons, potions, staves, or wands. Among the other magical items, dragons remain stingy with their treasures, but occasionally resort to these tools. What follows are the rare magical items dragons use, and therefore more likely own.

Amulet of Proof Against Detection and Location

Few dragons reach even young adult age without collecting a range of enemies, and rarer still is the dragon who does not anger its professional rivals. Though most dragons would scoff at the absurd notion that they would need an *amulet of proof against detection and location*, such a trinket is the first line of protection against the *scrying* eyes of these foes. By the time dragons reach old age, only the most vicious or arrogant dragon would abandon the company of these items.

Candle of Truth

Though some dragons make due with the less expensive and effective alternatives, the *potions of truth*, lawful dragons parlaying with strangers prefer a *candle of truth* to even their own instincts. Within the resultant zone of truth, the dragon pays close attention to the words of others; people who

evade the truth or speak from outside the zone will, at best, anger the dragon into leaving. Lawful evil dragons make examples of those who attempt to deceive them in this manner.

Crystal Ball

Sometimes resized to a dragon's proportions (or around ten feet across for gargantuan dragons; these are more expensive, but also much harder to move about, weighing around two tons including the base), *crystal balls* are perhaps the most common magical item in a dragon's hoard. Even reclusive dragons watch the outside world through a *crystal ball*, but many an adventuring party has had an unknown audience the moment they first set foot near the dragon's lair. When making alliances with dragons, the pragmatic assume that dragons watch their "allies" from afar.

Hand of Glory

Though rarely worn by dragons (who consider its use around men marginally more polite than a mortal wearing dragonskin around dragons), these items allow access to a wide range of rings useful to even a wyrm. *Rings of animal friendship* or *chameleon* help a dragon prepare an appropriate welcome for trespassers, while rings of *counterspells*, *mind shielding*, *regeneration*, and *wizardry* have obvious implications in combat. Dragons who deign to wear an *hand of glory* tend to sport a bracelet rather than a necklace, and attackers may cut the hand's cord (negating its benefits to the dragon, while keeping the hand and its rings intact) by making a roll to strike a weapon (the hand's cord is considered of small size, and the dragon's dexterity bonus adds to its AC; a single strike cuts the hand free).

Immovable Rod

Perhaps the most flexible magical item, dragons tend to use *immovable rods* to reinforce the structure of their lairs, form makeshift shelves, and, in the case of particularly crafty dragons, form an all-but-impenetrable barrier by simply hanging several of them closely together in one small room, each strung with a tripwire.

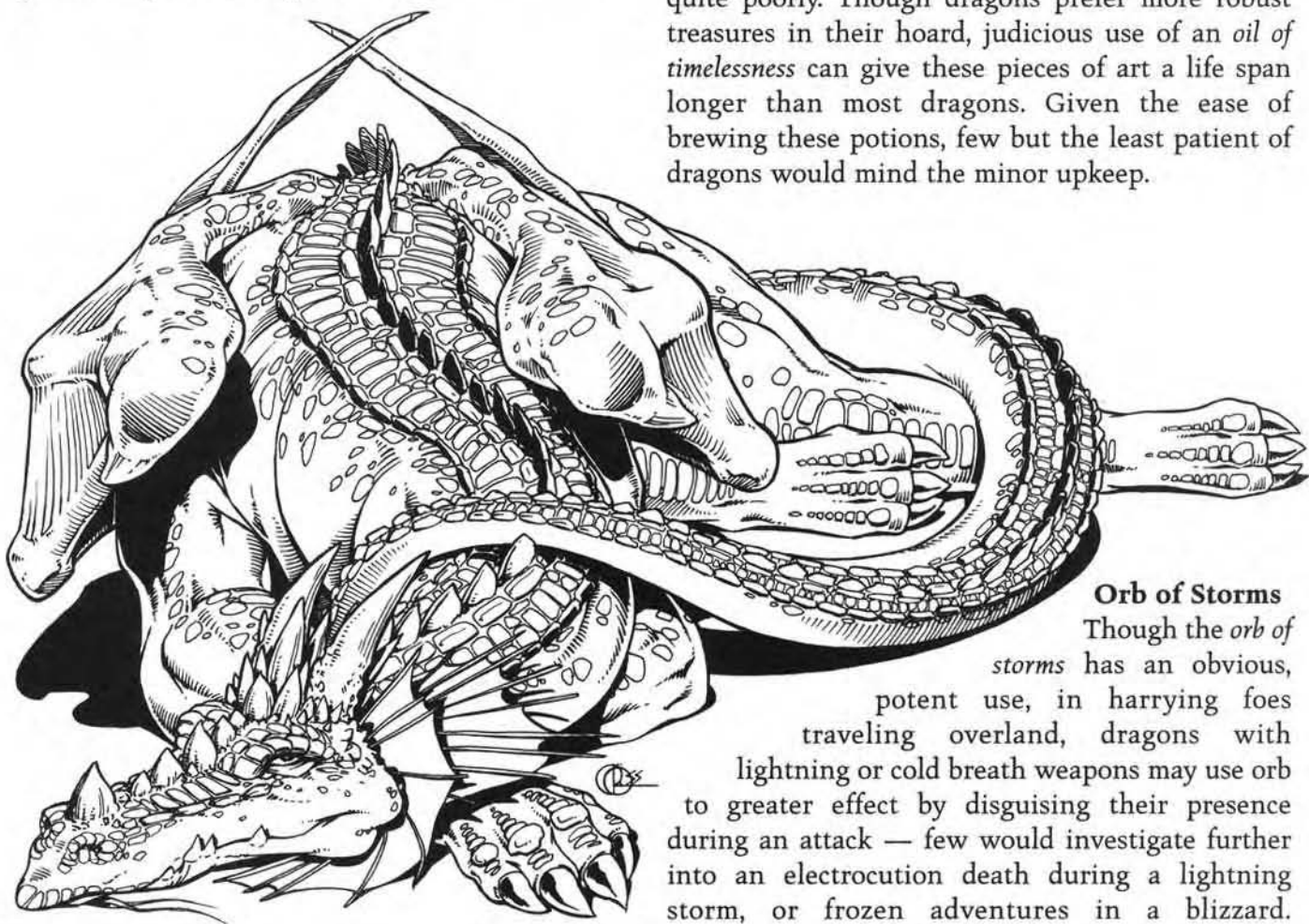
Iron Band of Bilarro

While no dragon welcomes uninvited guests, even the chromatic dragons sometimes delay the kill to interrogate. The *iron bands of bilarro* imprison one foe without harm, allowing the dragon to query or torture its prisoner at length, with little fear of escape. The iron bands also allow for a hostage to remain relatively safe, but immobile and utterly dependent upon the dragon's mercies.

the dragon is ever healed back to full health, or heals a large portion of their wounds (25% of their hit points or more), this Bluff check automatically fails, as the dragon's wounds visibly close beneath the "onslaught" of the cursed item.

Oil of Timelessness

While gold pieces and most magic items age well, carpets, tapestries, and paintings weather time quite poorly. Though dragons prefer more robust treasures in their hoard, judicious use of an *oil of timelessness* can give these pieces of art a life span longer than most dragons. Given the ease of brewing these potions, few but the least patient of dragons would mind the minor upkeep.



Item of Inverse Intent

Though dragons expecting visitors sometimes pepper their treasure hoards with cursed items, *items of inverse intent* are a particular favorite. With a successful Bluff check versus its foes' Sense Motive, the dragon may feign wounds received from a weapon or wand which normally inflicts damage. If

Orb of Storms

Though the *orb of storms* has an obvious, potent use, in harrying foes traveling overland, dragons with lightning or cold breath weapons may use orb to greater effect by disguising their presence during an attack — few would investigate further into an electrocution death during a lightning storm, or frozen adventures in a blizzard. Fortunately, *orbs of storms* are rarer even than dragons, and only the unluckiest of souls would encounter the two in tandem.

Stone of Alarm

These small, innocuous items have proven the downfall of many a would-be dragonslayer. In any even mildly rocky environment, they are almost impossible to notice (Spot skill check at DC 20 to

notice a cube-shaped rock hidden in such a clime; DC 25, or even 30 if the rock is hidden as part of a pile). Worse still, if hidden among paving stones a stone of alarm is totally imperceptible without magical means (no Spot check; *detect magic* or similar automatically locates a paved stone of alarm). Not only does this alert the dragon, it also draws the attention of any of its allied forces nearby. Unwary adventures in mountainous regions may also find themselves running from an avalanche triggered by a stone of alarm, or worse, forced into the dragon's lair with no hope of escape until a spring thaw or an unlikely rescue.

DRAGON LAIRS

Elandar, exhausted from his climb up the unforgiving crags of the Gendmarr Mountains, paused to allow his erstwhile companions a chance to close the gap between they and he. A native of this range, he had scaled all the lesser peaks in his exuberant youth. Towering pinnacles such as this one, Gehnt's peak, were forbidden to all but the most seasoned mountaineer. Now, perched on a jutting boulder, he allowed himself a grin. Yes, for Elandar, scourge of ogres, hero of the Plains War, this was his own private glory. Elandar caught his breath, swung his wiry legs over the side of his meager ledge, leaned over, and took a peek at his struggling party.

The two humans, Targath and Jenalia, were fighting with their ropes and had managed to entangle themselves. Borint, the dwarf, had nearly caught up to him, barely ten feet away. The unfortunate elf, Reastran, seemed frozen to the side of the cliff face, unmoving, and deep in contemplation, trying to decide where his next handhold should be. The whole scene was infinitely comical. These people had faced countless foes with unblinking steadfastness. To see them in this position amused Elandar to no end. Only the thought of their current mission sobered him enough to avoid chuckling aloud. To find Incindarias' lair and vanquish the Wyrms. That brought a shiver to him as if it were deep coldseason, not early changetime as it was.

The sudden sensation of movement filled his peripheral vision. Elandar sucked a hissing breath through his

clenched teeth as his sharp eyes pinpointed the source of the disturbance. The outstretched leathery wings pivoted mid-flight as the long serpentine neck craned around to gaze upon him and his band. The deep crimson scales gleamed dully in the early morning light as the massive dragon banked and headed directly for them. Elandar, felt heavy, as if made of lead. His blue orbs, no longer under his control, followed the almost lazy flight of the huge reptile.

Incindarias flapped to within a few hundred yards and pulled up, nearly hovering, gazing upon the doomed adventures. They had nearly reached his lair. His lair! That would never do. He nearly spoke to the bearded human on the ledge, the one gawking slack-jawed at his majesty, but then thought better of it. The last time he had allowed one of these... mortals to gaze on his magnificent countenance for a few moments, the fool had launched a magical barrage that nearly stunned him. Best to just be rid of the pests and return to his home, perhaps to lovingly sift through his hoard one more time. As Incindarias drew in a voluminous breath of air, he noticed the human began to scream and draw a pitiful weapon. Too late... insect. The dragon loosed his fiery breath.

ECOLOGY AND LOCATION

A remote mountain range, a deep underground labyrinth, a pocket dimension. All are examples of possible locations for a dragon's lair. Dragons are supremely solitary creatures. For this, we may thank the gods. The thought of a community of these near godlike beings is disturbing to the extreme. The thought processes of most of these creatures are of selfishness and greed. Thus remote and inhospitable locations are the domain of the dragon lair.

The first rule of creating a lair for such a beast is to take into account the nature of your dragon. What are its affinities and its powers? Does it breathe fire, crave the open sky, or require swampy water to caress its scales? Such are the questions you should ask yourself when designing a lair.

Avoid clichés when deciding on a suitable location for your monster's abode: for example the following obvious associations — volcano =

firebreather, ice cavern = frost breather. How many of these exist already? Probably thousands. Consider a glacier, a geyser field, or maybe a pocket dimension within a magic item or artifact? Take the cliché and twist it. Make the location so bizarre, your players will be unable to place it either geographically or cosmologically.

In a classical fantasy realm, there is no limit or boundary to styles of locations for your lair. However, because humans populate these campaigns, basic terrain types dominate most of the world. Most lairs are based around aerial, desert, plains, underwater, underground, mountainous, swampy, forested, jungle, arctic terrain, or ruins in the aforementioned terrain types.

Aerial lairs are not as easily conceptualized because of a lack of existing models, but they can be much more exciting to imagine. The lair could be based on a solid cloud structure lazily floating around your world, cities and towns below would have no inkling of the threat that looms above them. Or the lair could be placed in the remnants of a mountain civilization crumbled for eons.

New dangers arise in aerial lairs such as the genuine possibility of falling. Every step must be taken with care. Particularly savvy opponents use their familiarity with the terrain to unbalance and push PCs from their perches. Combat maneuvers such as trips and bull rushes can be deadly.

The desert lair could be tunneled from shifting sands reinforced with fire or magic, melting the walls into glass, entrances elaborately obscured by a constant dust storm. And of course being so desolate, the lair could be completely exposed, bordering an oasis.

Environmental concerns such as water consumption and heat stroke are real threats. Anyone wearing metal armor finds it difficult to operate in such hot climes. The DM should not make light of the effect of withering heat on the PCs.

A plains based lair is challenging, but not impossible. The lair could be with a nomadic tribe of humans or humanoids that worship the dragon as a god. The dragon finds them food, water, and

conquests. The nomads serve it and help amass its hoard that they also care for. What you would have is the perfect symbiotic relationship.

Underwater lairs lend themselves to many possibilities. The first problem the PC encounter is an environment they are unable to adapt to easily. Unless you are running an underwater campaign, just functioning in an aquatic environment is a major hurdle for the adventurers. Breathing for starters must be addressed. Magic is the best answer, but even if they can breathe, that still doesn't mean the PCs can fight well. Try swinging a sword in a pool sometime!

The DM has all the advantages in such an environment, because you know the dragon is in its own element and is surrounded by creatures or monsters native to water.

Location for the lair is nearly as wide open as on land. A lair hidden among the caves of coral reef could be very interesting. Coral is delicate, but sharp! It can be inside thermal vents of a volcanic island. The hollowed out underside of an iceberg would make an intriguing location. Perhaps even at the bottom of an oceanic trench where the pressure is a major concern for the PCs.

An underwater environment is a three dimensional one. Tactics that work on the surface don't succeed here and vice versa. The DM needs to keep that in mind when planning out encounters. Make sure to keep the PCs off balance in such environs. They are in a completely alien world, try to describe the precariousness of the situation.

Probably the most traditional of dragon lairs is the subterranean or cavernous lair. Something is to be said for classic adventuring. Underground lairs are sturdy, defensible and difficult to find. If you are going to build a lair in the classic environment, throw in a couple of curves. Classic doesn't have to mean hackneyed.

Mountainous terrain can be similar to an aerial one, from the standpoint of difficulty. Altitude, colder temperatures and thinner air combine to give the characters fits. And don't forget those defenseless PCs climbing the bare cliff face. They'll wish they had put more effort into that climbing skill.

Swamps can be immensely entertaining as a site for a lair. The dense foliage, standing water, and quicksand inherent in the swamp ecosystem are more complex than they first appear. Movement is highly limited and footing extremely unsteady. Most creatures that live in swamps are well adapted to swimming as well as walking, giving them great advantage in melee.

Possibilities for lairs in a swamp range from abandoned temples to a few scattered patches of dry land hidden beneath a thick canopy of trees. Don't forget to add the difficulties of stinging insects, waterlogged clothing, rusting armor and mysterious slithering things under the surface of the murky water. Imagine the surprise of an adventurer waking up with some sort of unknown reptile creeping up his body!

Forests can be in many types of climates, but most common is the temperate. The lair itself could be amongst the leaves and branches of immense sequoia like trees, or within the sharp brambles of the forest undergrowth. Perhaps it could even be in a large sinkhole hidden by the fallen trees the dragon placed around the entrance. PC parties may feel at home in a forest lair like this one, but have no fear; the dragon can have sylvan allies too.

Jungle terrain is similar to both the swamp and forest. The key environmental factor in a jungle is the dense vegetation and muggy air. Movement and vision are both affected. An entire city can hide beneath the foliage and you could easily pass within a few feet and not detect anything.

If you decide on an arctic abode for your wyrm, there are several options open to you. You could make a lair deep inside a glacier, the dragon digging deeper inside it as the glacier moves further out to sea. Perhaps the dragon has inhabited in an area of ice caves where melting and re-freezing tactics create one giant slippery smooth ice trap, with all tunnels leading into a killing zone.

Once you've decided on where, then you need a believable ecology. Obviously the dragon is the top of the local food chain. That's the easy part. How has such a creature's presence altered the local flora

and fauna? Has it wiped out all other predators, or has it allowed some to survive to help protect its lair? Does the dragon like a particular plant because it smells pleasant or has it cleared all vegetation for miles? Develop a microenvironment based around your dragon and its choice of lair. The beast's personality should come into play for many parts of this process.

Most dragons are of genius or godlike intelligence. The ecology surrounding its lair should reflect this. The creatures that remain are of some benefit to your wyrm or why did it allow them to survive? Be it defense, hunger, or just amusement, have the animals or monsters living in and around the lair serve a purpose.

The same goes for the plant life. An abundance of vegetation can be an advantage when attempting to hide a lair. Poisonous or carnivorous flora can be the dragon's passive defense, softening intruders up before the might of the true danger, your dragon. The reverse can also be effective, a complete lack of plant life gives the dragon abundant room for observing or mounting an attack.

Do not overlook the materials the lair is made out of. Although stone is the strongest naturally found material, many other substances can be used for lair construction. If an exotic, but structurally weak material is desired, remember that a dragon has superior access to magic. Reinforcing the lair is sometimes necessary.

Whatever you decide for the location and ecology of your lair, your mission has only just begun. The next step is designing the layout of the lair.

LAYOUT

This part of designing a dragon's lair is easier than you think. Unless your wyrm is of below human intelligence, there is no limit to the structure of your layout. These creatures have so many resources available to them: knowledge, magic, and power. All these things combine to give the GM a feast of options.

The first thing to remember when designing the interior of the lair is the size of the inhabitant.



Remember, you have a dragon living there, proportions must be thought of throughout the den. If your beast can shape-change, this limitation is not as important. Entrances and exits are going to be huge and difficult to conceal. Use natural features to solve this problem. Snow drifts, boulders, brush, and other easily obtainable materials are efficient. If all else fails, there's magic.

A dragon has several things on its mind when making a lair: Functionality, defensibility, comfort and logistics. Functionality means can the dragon enter, exit, fight within and store its hoard. We've covered the coming and going. Now what about the fighting.

The nature of fantasy adventuring and having creatures such as dragons existing eventually pits the PCs versus your carefully prepared reptile in his private abode. If it cannot effectively battle in its own lair, what was the point? A creature as intelligent or as cunning (as the case with the lesser wyrms) as

dragons design or pick their lairs with their natural attacks in mind. The breath weapon is usually the main consideration in the layout. A portion of the lair should take full advantage of the dragon's breath weapon type. The most common strategy is to have a funneling area leading to a confined location. The benefits of such a layout are obvious.

If your wyrm has a lingering weapon such as acid or poison gas, perhaps it should have a chamber that can be sealed after it breathes on the PCs. Instantaneous effects such as lightning or fire can be more devastating in a long narrow approach to limit the ability of the PCs to dodge out of the way. Also, they might have second thoughts about advancing down that long tunnel, bringing suspense to the situation.

Once the breath weapon is loosed, the dragon has many other options left open to it. First of all it usually has a variety of brutal physical attacks. It needs a great deal of room to make use of these

formidable offenses. However, this should be a last resort for a dragon. The PCs hope for the opportunity to launch into an area where the beef of the party can unleash its steel and sinew on your baby. It shouldn't be that easy. Soften those tanks up a bit with a few well-placed items or spells.

Design your lair to be PC unfriendly, keeping them off balance while your dragon remains the master of its surroundings. Remember that retreat is an option. The PCs have to journey back out of the lair sometime. Don't they?

The most important part of the lair to the dragon is the hoard chamber. It is unknown why dragons hoard treasure as fervently as they do. Perhaps it is the self-centeredness or the absence of a communal living aesthetic that sparks the desire for accumulation of material possessions. No matter the reason, the location of the hoard chamber is the most carefully chosen area of its lair. Therefore, the DM must put a great deal of thought into the position and design of this area.

Usually, the hoard is placed in a central location, deep within the defenses the dragon so carefully designed. However, sometimes deception is as important as power. If placed in an out of the seeming logical areas, the hoard can remain undetected to the unwary.

Logistics must figure into the initial design phase. Is the lair close to a food source or elements vital to the survival of your dragon? Can it enter and exit without scrutiny? Can the structure surrounding the wyrm stand up to the rigors of a draconian lifestyle? Is it in close proximity to civilization, giving too many opportunities for unwanted forays by adventurers? These questions must be answered in the initial stages of lair design.

The least important factor of lair design is comfort, although it is not to be ignored. After all, a dragon can live for centuries perhaps millennia, it shouldn't have to suffer through endlessly. Temperature, humidity, space and other such factors are either maintained magically or arranged before hand. As was mentioned, these creatures have unfathomable resources.

DEFENSES

Defending the dragon's lair covers a variety of territory. First of all, if the lair cannot be located, it cannot be trespassed upon. Therefore, many dragons that are magically inclined cloak their dens with non-detection magic. Some use carefully researched spells, others rely on items or artifacts that perform the same function. Some even search out areas of intense magical interference, relying on fluxes and vortices of great power to mask their presence.

Along with non-detection magic, dragons make use of natural camouflage to hide their precious abodes. Even if a PC group can find the general area in which a lair is located, a carefully camouflaged one can frustrate even the most savvy party. Some dragons even place decoys relatively close to the real lair, hopefully drawing enough attention away that outsiders become satisfied with their investigations and determine there is no threat.

Once a lair is discovered, it's far from vulnerable. Again with the formidable resources of dragons, a located lair is still a very dangerous thing in and of itself. Magical wards are definitely within the repertoire of most dragons. Physical traps are often set intermingled with magical ones.

Although traditional traps are effective, you must keep in mind the size and strength of the inhabitant of the lair. Large and elaborate physical obstacles are well within your dragon's capability. Placing huge heavy objects in passageways present no impediment to the wyrm. The PCs can not as easily get around or move such things. Dragons can set up massive crushing traps with ease.

The location of the lair can be a deterrent to adventurers. If the area is in a magma tube, the bottom of an oceanic trench, or on an elemental plane, the very nature of the environment acts as a defense.

After all that, sometimes those pesky PCs still make it to the entrance of your favorite dragon's home. That leads us to some dragon's choice for defense and other tasks. I'm talking about minions.

MINIONS

Though most dragons tend to be solitary creatures, some wish to have servants and worshipers. These are few and far between to be sure, but the ones that crave companionship only do so out of utter conceit. A dragon that demands worship is an unstable and fickle thing.

Many dragons that have minions use the various humanoid races as stock. These creatures respect power above all else and dragons seethe with it. Most humanoids are weak-willed and easily cowed. Dragons can use these minions for various purposes. Chief among the uses are as servants. Being a creature of near godlike energies and an ego to match, there are some tasks deemed unworthy of the wyrms attention. Maintenance of their lair, apart from the hoard chamber, never interests dragons. If some pitiful humanoid wishes to worship its might, the dragon is more than willing to allow those thralls to clean organize and defend its domicile. If the wretches anger the powerful beast, the dragon can have a quick snack.

On even rarer occasions, it has been known for a wyrm to take in other intelligent monsters for minions. Since some of these creatures have abilities and powers in their own right, a dragon that takes powerful monsters into its lair usually has ulterior motives for having such beings in their presence. Perhaps it has a pact with some creature that is mutually beneficial to both parties. Would you say no to a partnership with a dragon?

And finally some wyrm that are well versed in magic create their own minions through experimentation. Such creatures usually take on some sort of draconian form. To create in their own image pleases these dragon "gods."

Minions can also serve another role for the prideful dragon, the role of worshipper. There have been many reports of dragon cults on many worlds. Some particularly mighty worms are said to have imparted gifts on their devoted priests, though mostly these humans, demi-humans and humanoids toil for there draconian masters longing for the day they are rewarded for their service. Most often their

"reward" is satisfying the dragons voracious hunger.

Only those dragons of great age can reach the pinnacle of dragon-kind by granting spells to their faithful. Most sages believe this ability to be a series of highly involved draconian rituals, requiring painful sacrifices of the ascending wyrm. Only the most farsighted of dragons ever dare to study these rituals, let alone actually perform them. It is said this is how the pantheon of draconian gods was born. If mortal dragons receive enough spiritual energy to ascend to the level of deity, they achieve the ultimate goal of egocentricity.

HOARDS

Dragons excel at hoarding treasure. It is unknown the exact reason or reasons why they do, for they do not need wealth. Most magic items are not made for their massive bodies. So why is it for some an all consuming obsession?

There are several theories sages speak of when discussing these powerful reptiles. Some say the desire is in their very essence. Its an unconscious drive to nest and collect objects of wealth, a primal instinct imparted to the first of the dragon-kind by the creator god of their race, a purpose which mortals can't fathom.

Another theory is that the gods created such a powerful being by accident, only at the last moment instilling within them a flaw that would keep them from conquering all they surveyed. With the desire to be solitary and hoard away treasure, the gods guaranteed the survival of the other races on the world.

Perhaps even more tempting is the belief that dragons are a test for the lowly mortals. A challenge only the most sophisticated races could hope to overcome. Those that defeated dragons would become the heroes of legend, a testament to the potential for mortals to rise above their meager existence.

Whatever the reason, the dragon's hoard is the stuff of legends. A goal unmatched in potential rewards, but of equal danger. The hoard is the central concern mainly of the evil dragons although a few goodly wyrms have been known to indulge in stockpiling.



A dragon's hoard should be a reflection of its personal taste. The art, jewelry, coins and magic are collected and arranged based on the personality of the dragon that procured it. A lawful evil wyrm may have an obsessive pattern to its hoard, perhaps only amassing items made of specific materials, or art designed by one craftsman or group of artisans. It would organize the hoard into types and styles of treasure, having nearly limitless time for its categorizing.

Chaotic evil dragons may have a theme, but organization wouldn't be considered one of them. Sheer mass would be how they measure the success of their hoard, piling it up higher and higher. The joy is in the gaining of things not the actual pride of ownership of individual items. Evil dragons are the embodiment of avarice.

For dragons of a neutral evil bent, it is the maliciousness of the acquisition that causes such

joy. Whatever the pain and terror it can inflict while obtaining each piece becomes pure glee. This type of dragon relishes in every piece in its hoard, slowly remembering each morsel of wickedness as it inventories its cache.

True neutral dragon's hoard because of instinct, not through any great satisfaction of amassing the wealth, but doing so satisfies them in some way they cannot pinpoint or explain. If PCs should approach them with a valid enough reason, a neutral dragon has been known to relinquish select items to the group. This is not always the case for if the dragon feels it is being manipulated or slighted in some way, they may turn violent much to the party's chagrin.

LEGENDARY LAIRS

Now that your lair is created, you should choose a unique fact, mystery or legend surrounding this

lair. The point of this exercise is to give an easy background for the PCs to contemplate.

It's not very exciting to tell the party they're traveling to the desert lair of a blue dragon. However, if you tell the group that the blue dragon they seek reportedly inhabits a glass walled lair made from fused sand that the dragon had constructed by an effreet lord which is hidden by powerful illusions. The only way to gain entrance to the glass palace is through an oasis that only appears during a lunar eclipse. This may evoke a more dramatic response from the PCs.

The Meteor

A thousand years ago, a fiery chunk of metal struck a peak in a remote mountain range. Several local rangers went to investigate and were never heard from again. It was rumored that one of their henchmen saw the meteor pulse with a strange green light just before the mountain men vanished.

About three and a half centuries from that time, a young but powerful dragon named Coglistroth moved into the area to establish his lair in those same peaks. Not long after, adventurers that made forays to Coglistroth's lair spoke of the wyrm having a green glowing scepter that gives him control over time and space. Many feel they are making excuses for their failures, but the elders remember the stories of the green meteorite.

The Iceberg

Reports from several ports along the coast claim ships that have wandered too far out into deep seas have spotted a gargantuan iceberg floating in waters far too warm to have survived. Even more disturbing is that some of the sailors that viewed this anomaly also claim to have observed several dragons circling around the floating chunk of ice. Last sightings have put it on a direct course to the kingdom's capital on the southeastern coast.

The Wanderer

Stories from the west tell of a strange nomad walking from town to town carrying a small, but rather ornately designed box. The stranger comes

into a village and demands food, lodging and tribute, for he claims to be master of a great wyrm that resides in the box. Needless to say, the villagers laugh at him and usually drive him away. However, recently several towns to the west have been discovered completely destroyed, with no sign of an army or struggle.

The Northern Ruins

A decade ago a mighty band of adventurers drove the infamous Gorath, an adult dragon of burgeoning power, from its lair in the hills of a local kingdom. The wyrm vowed he would bring low the kingdom and the adventurers upon his return.

Within the last five years the northern tribes of humanoids have been disappearing. Stories have been filtering down to the more civilized lands that most all the northern tribes are answering a call from the ancient city of Ottocan on the shores of The Frozen Sea. Ottocan remains an enigma to modern sages for no one has been able to unlock the secrets of the writings adventurers have brought back from there.

The rumors are that Gorath succeeded in translating the ancient language and is using the secrets of the ancient city to build and equip an army to march on the southern kingdoms.

The City Lair

A city-state in The Southern Reaches has made a pact with a dragon. In exchange for a palace within the walled city, a large quantity of gold and items and an unlimited supply of food, the wyrm has agreed to aid the cities armies to conquer the surrounding lands. If the city and its dragon are not stopped, all of the southern kingdoms may fall. The only hope is for the PCs to sneak into the city and assassinate the dragon from within its palace lair. A task easier imagined than accomplished.

These are just a few of the possible story lines you can attribute to your lairs. Just a few bits of color here and there are enough to bring life into a stale "been there, done that" dragon adventure.

CRYOSRYX'S ICEBERG LAIR

Several centuries ago a young white dragon known as Cryosryx roamed the Northlands causing hardships and devastation amongst the native barbarian tribes. This white terror was especially dangerous for it was far more intelligent than others of its kind. When Cryosryx matured, it settled in a lone mountain in the lands of the great Jarl Beorn Magnusson.

Cryosryx had supreme confidence that the human barbarians would sway before its might just as all the other tribes before. It was mistaken.

Jarl Magnusson rallied the greatest of his people's warriors and dared confront Cryosryx in its own lair. The battle was legendary. The mountain shook with the throws of combat. The dragon's pride had led to its overconfidence, leaving it surprised and defenseless. Even then the barbarians needed every sword and axe they wielded to wound the great beast. With all their advantages, the tribesmen and the jarl began to lose the battle. In one final berserk fury, Jarl Magnusson plunged his magical axe, Skull-cleaver, into Cryosryx's left eye.

In pain and fury, Cryosryx abandoned its lair. The dragon retreated away from civilization, recuperating and contemplating its mistakes. It vowed to never be caught unaware again.

Recently through magical contact with another plane, Cryosryx summoned and made a deal with a renegade ice mephit called Sliver. The elemental creature absconded with an item of power from its home dimension, a shard of pure elemental ice. Cryosryx used the shard to create the ultimate lair. The dragon broke a gargantuan piece of ice off a glacier, imbedding the elemental ice deep within the chunk. Then with its pet ice worm, formed a lair from the newly created iceberg. The magic of the shard keeps the iceberg from melting no matter how warm the waters surrounding it.

Cryosryx began moving up and down the coast with its mobile lair wreaking revenge to the people that had brought it so much pain. Even with the loss of its eye, the ancient white is a terrible sight to behold, swooping down on remote villages and

towns, destroying and moving on. Even worse, the dragon has apparently enlisted the aid of a pack of scraggs that are more than willing to help attack the barbarians.

The PCs could have heard of the dragon from traders from the north, or they could be from one of the villages that have been attacked. Whatever the reason, the GM should find a way to entice the players to investigate this mysterious iceberg that never melts.

1. The Tip of the Iceberg

The exposed piece of ice that inexplicably floats toward the south is shrouded in mist. The top rises 300 ft. into the sky, but is barely visible due to the fog bank. The bards were right, it moves against the current. The iceberg at the water level is at least 600 feet in diameter, covered in snow.

The top of Cryosryx's iceberg is barren. A few seals and other arctic animals live on the surface, bred for the dragon's pet frost worm. If the PCs burrow into the ice, they eventually reach the hoard chamber of Cryosryx. However, this is a time consuming for the ice is from 50 to 200 feet thick in most areas. The GM must rule on the exact thickness based on the map. If the party starts to reach the chamber below, Cryosryx sends its minions to deal with the PCs.

The only entrance is beneath the waves. *See area #2.*

2. Underwater Entrance

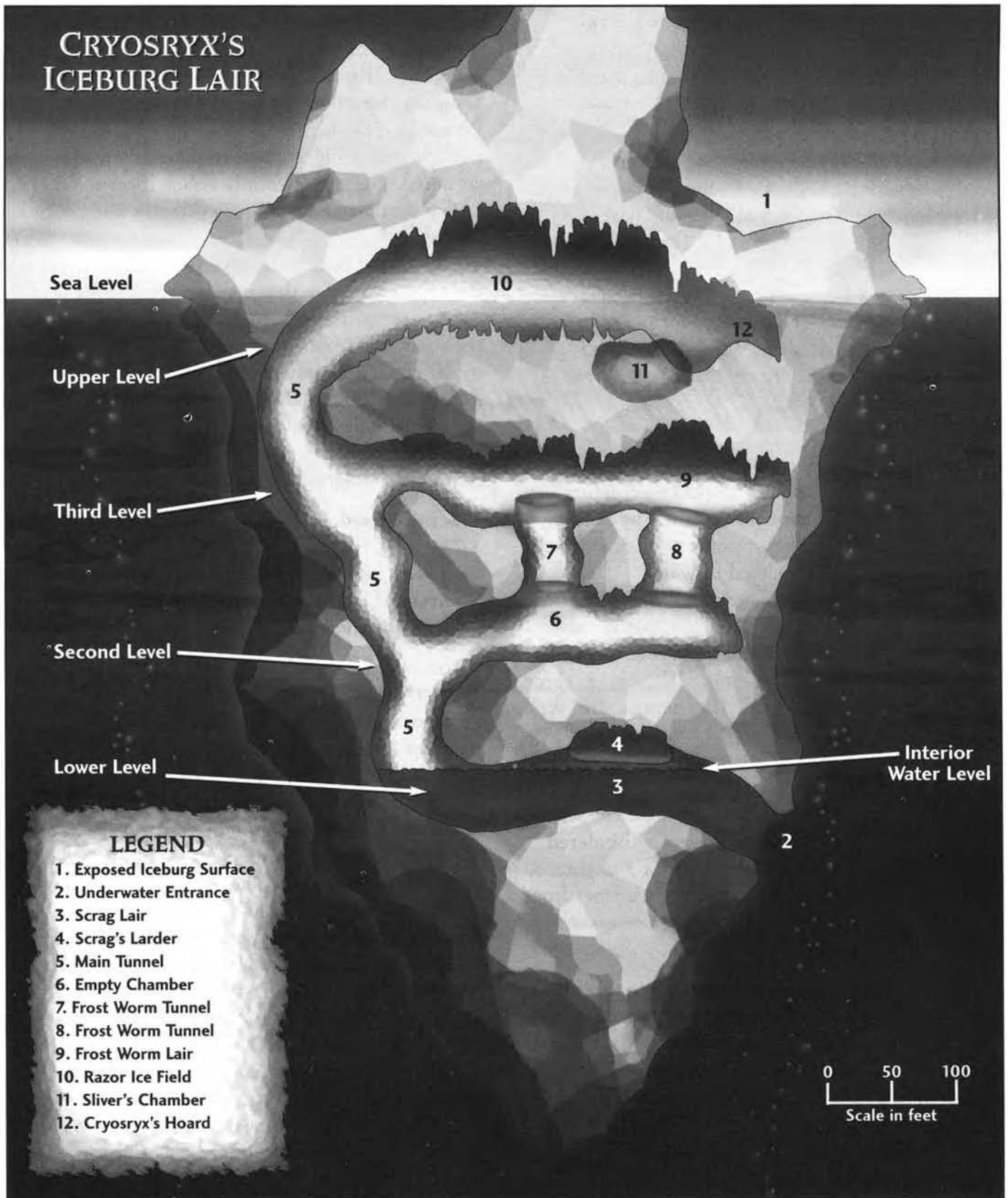
As you inspect the submerged portion of the iceberg, a dark opening becomes visible near the bottom of the massive chunk of ice. The opening looks like a cave but it is obviously not natural. It is too round not to be intentional.

Upon entering the gigantic underwater cavern, you notice forms moving out of the darkness toward your party!

The forms in the water are a large force of **12 scraggs (hp 63 each)** (sea-going trolls).



CRYOSRYX'S
ICEBURG LAIR



Scrag (12): CR 5; SZ L (giant); HD 6d8+36; hp 63; Init +2 (Dex); Spd 20 ft. (land), 40 ft. (water); AC 18 (-1 size, +2 Dex, +7 natural); Atks 2 Claws +9 melee (1d6+6), bite +4 melee (1d6+3); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; AL CE. Skills: Listen +5, Spot +5. Feats: Alertness, Iron Will. SA: Rend (Ex): If a scrag hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage. SQ: Regeneration (Ex): Fire and acid deal normal damage to a scrag.

If a scrag loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. This regeneration only works for the scrag if it is mostly immersed in water.

This group is a preliminary patrol that guards the lair entrance. The leader of the patrol always possesses a gem of seeing and takes care to look for invisible trespassers. Remember this is a three dimensional environment, the scrag are well aware of this and use appropriate tactics.

Unless some form of free action magic is used, only handheld piercing weapons are of any effectiveness in harming these creatures. The scrag, completely at home in the water, are unhindered.

If the patrol does not return to area 3 within 10 minutes of the attack, the remaining warriors from area #3 swim immediately to area #2 to assist.

3. Scrag Village

Scattered throughout this chamber, there appears to be dozens of smaller recesses in the ice. The cavern itself has an upper part that raises out of the water in two separate areas. One near the middle of the cave and the other at the rear.

This is where the scrag minions live. If the PCs are able to dispatch the guardians in area #2

without making much noise, the rest of the clan remains in this area. There are a total of **30 scrag warriors (hp 63 each)** in this area, **25 scrag females (hp 40 each)** and **40 scrag children (hp 20 each)**. The warriors attack on sight. The females fight if the children are threatened or they are cornered. The children only attack if cornered.

The smaller caves are scrag homes and are very sparse.

The middle part of the cavern has an air pocket at the top and a ledge that is described in area #4.

The rear of the cavern is a passage burrowed in the ice by the frost worm from area #9. There is a 1 in 10 chance at any one time the frost worm is slithering through this passage hunting for food. See creature description in area #9 if encountered.

If any scrag warriors are left alive, they attempt to contact the dragon by any means necessary.

4. Scrag's Larder

This ledge is strewn with debris and bones. Pieces of small boats and the skeletal remains of what appears to be humanoid litter the ice shelf. Here and there you can make out the glint of metal.

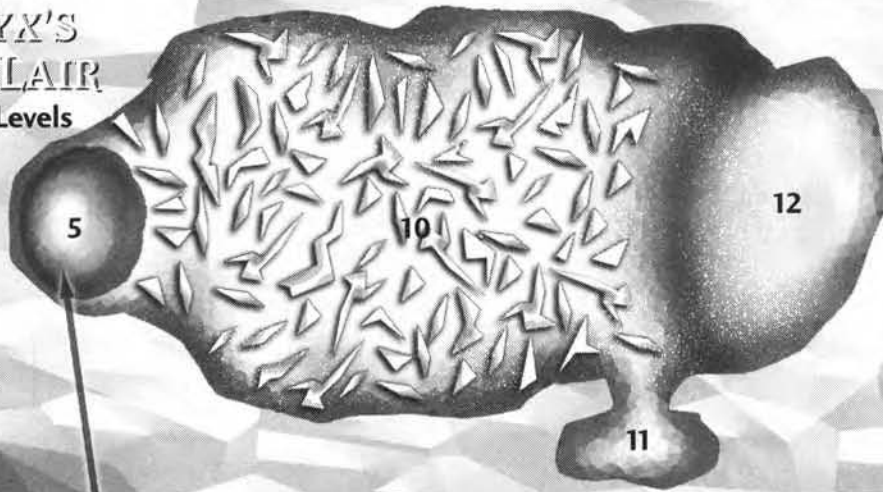
This ice ledge is where the scrag keep their food before they eat. They usually attack lone ships away from port, so many of the corpses are sailors. There are a few sahuagin and aquatic elf skeletons as well. Every so often Cryosryx helps feed his scrag minions by attacking ships and bringing the whole crew here to feed the growing clan. Any captured PCs are taken to this area, stripped of all items and armor for future meals. The temperature is freezing so PCs not protected from the elements take 1d6 hp of damage per turn of exposure.

The ledge and all flat surfaces in the iceberg are of course, ice. Therefore, without some sort of spikes on their boots, the PCs can't move faster than a walk without making a Dex check at a DC 15 every round or fall prone. If in combat the check is DC 25.

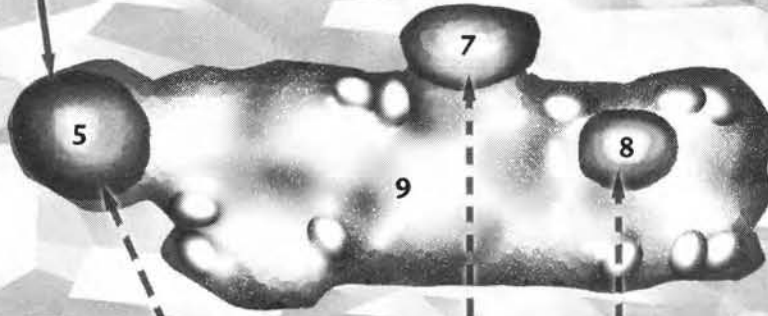
If the PCs take 20 and search the ledge, they can find 450 gp and 980 sp in coin, three gems worth 50 gp each and a suit of *leather armor +2* (human sized). There are two bodies that are intact. Both human,

**CRYOSRYX'S
ICEBURG LAIR**
Top View of Levels

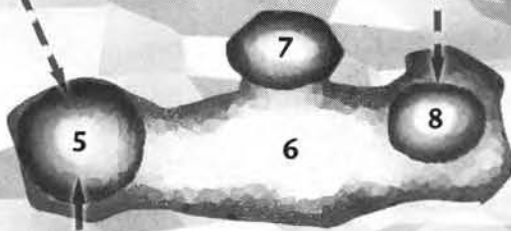
Upper Level



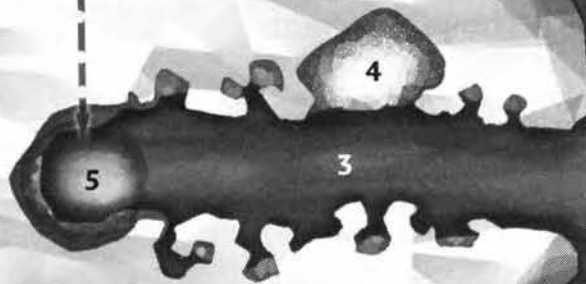
Third Level



Second Level



Lower Level



	Solid Ice
	Snow
	Water
	Vertical Tunnel
	Frost Worm Eggs
	Razor Ice



but they are both dead from exposure. If questioned with speak with dead or similar magic, they can reveal the existence of the frost worm and Cryosryx.

5. Frost Worm Tunnel

This huge tunnel rises up through the iceberg. This looks like the only way up into the massive piece of ice. The sides of the tunnel are smooth and appear nearly impossible to climb. The tunnel is 20 ft. in diameter and is perfectly symmetrical.

This is one of the frost worm tunnels that riddle the iceberg. They are all the same size and if any PC from a cold climate makes a wilderness lore check (DC 20), he or she knows what made the tunnel. The frost worm has a 1 in 10 chance of appearing every turn in one of these tunnels.

The tunnels are extremely slippery and even with proper climbing gear, the check is DC 30. The PCs best bet is to fly or levitate through the tunnels. This particular one connects all 4 levels of Cryosryx's lair.

If a PC falls, they take the usual 1d6 falling damage and in addition, they plummet into the icy

water in area three. If any scraggs remain or have regenerated from a previous combat, they attack as soon as the character hits the water.

6. Empty Chamber

This huge chamber appears empty. Two other tunnels exit this area. One about mid-chamber on the north side and one through the ceiling near the east wall.

This chamber is empty 90% of the time, but the frost worm does travel through here on occasion. Again on a roll of a 10 on a d10, the frost worm appears and attacks.

7. Frost Worm Tunnel

This tunnel runs into the north side of the chamber then turns up and seems to turn back south about 100 feet up. It appears to be the same exact size as the others.

This tunnel is treated the same as area #5 except this one connects area #6 with area #9 on the north side of the chambers. Any PC that falls lands in area #6.

8. Frost Worm Tunnel

This tunnel goes directly up approximately 100 feet into another chamber. It appears to be the same exact size as the others.

This tunnel is treated the same as area #5 except this one connects area #6 with area #9 on the ceiling of the east end of the chamber. Any PC that falls lands in area #6.

9. Frost Worm Lair

This chamber seems to be filled with piles of snow and ice. Three tunnels converge on this chamber. In the piles of snow, there appears to be large oval ice formations strewn about.

This chamber is the abode of Cryosryx's pet **frost worm (hp 147)**. It has buried itself in the mound of ice and snow. When the PCs come forward to examine the chamber, the worm uses its trill attack. The worm then uses its breath weapon on any opponents not stunned by the sonic attack. After the first two rounds of combat the frost worm engages any remaining ambient prey.

Frost Worm: CR 12; SZ H (magical beast, cold); HD 14d10+70; hp 147; Init +4 (Imp Init); Spd 30 ft., burrow 10 ft.; AC 18 (-2 size, +10 natural); Atks Bite +20 melee (2d6+12 and 1d8 cold); Face/Reach 5 ft. by 40 ft./10 ft.; SA Trill, cold, breath weapon; SQ Cold Subtype, death throes; SV Fort +14, Ref +9, Will +6; Str 26, Dex 10, Con 20, Int 3, Wis 11, Cha 5; AL N. Skills: Hide +3*, Listen +5, Spot +4. SA: *Trill (Su)*: The frost worm can emit a noise that forces its prey to stand motionless. This sonic, mind affecting compulsion affects all creatures other than frost worms within a 100 ft. spread. Creatures must succeed at a Will save (DC 17) or be stunned for as long as the worm wills, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that frost worm for one day. The effect's caster level is 14. *Cold (Ex)*: Frost worms' bodies generate intense cold, dealing 1d8 points of damage with their touch. Creatures attacking a frost worm unarmed or with natural weapons take cold damage each time their attacks hit. *Breath Weapon (Su)*: *Cone of cold*, 30 feet long, once per hour; damage 15d6 (Reflex half, DC 22). Opponents held motionless by the frost worm's trill get no saving throw. SQ: *Cold Subtype (Ex)*: Cold immunity; double damage from fire except on a successful save. *Death Throes (Ex)*: When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 ft. (Reflex half, DC 22). Skills: *A frost worm, due to its coloration and its affinity for burying itself in the snow, receives a +10 racial bonus to Hide checks in its native environment. Feats: Alertness, Improved initiative, Iron Will.

This area is directly below Cryosryx's hoard chamber. Any prolonged battle here alerts Cryosryx to the PCs presence. It prepares for the party's arrival and waits.

The pile of snow and ice is filled with skeletons

of various creatures that have been meals for the frost worm. The oval ice formations are its eggs (14). If a PC (from a cold climate) makes a wilderness lore check (DC 20) they know this fact. The eggs, if kept frozen, can be sold on the open market for 1,000 gp each.

10. Razor Ice Field

The tunnel opens up into a massive 600 feet long by 400 feet wide cavern. The ceiling reaches at least 100 feet high in some spots. The open area before the tunnel opening is inundated with huge shards of razor sharp ice. Some of the pieces are over 15 feet tall.

This open area protects Cryosryx's hoard in area 12. The shards are created and maintained by the piece of elemental ice that is embedded in the iceberg just below this area. If any of the jagged shards are destroyed, they regenerate in one hour. The razor sharp edges cause no damage if traveling at less than 10 feet a round. They do 1d4 hp of damage per 10 feet if moving at 20 feet a round and 1d6 hp per 10 feet if moving up to 30 feet per round. It's impossible to move faster than that unless your Str is over 25 or size is huge or greater.

Of course Cryosryx uses the ice field to its advantage by using its breath weapon when the PCs are deep within the area. It uses its freezing fog ability after the first breath and follows with a wall of ice to separate the party further. Cryosryx deals with flying threats first then waits for the ground troops to slog their way through the ice field.

If Cryosryx is unaware of the intrusion, it rests in area 12 on its hoard.

Sliver, the ice mephit (*see #11 below for stats*), only joins in if it sees an opening for a flat footed attack on an isolated PC. If it cannot help, Sliver stays in area 11 watching the battle.

11. Sliver's Chamber

This area is filled with intricately formed ice sculptures. In the back of the chamber near a pile of snow, a 4 ft. tall winged figure appears to be working on another sculpture.

Sliver is an **ice mephit (hp 13)** and this is his

private chamber. Since Sliver made the pact with Cryosryx, it has gleefully resided in the iceberg without a care in the world. No longer a pawn of more powerful elemental lords, the little mephit has been enjoying his time with the dragon. Cryosryx only calls on Sliver infrequently for some minor errands. The mephit spends most of its time enjoying its hobby, sculpting.

Ice Mephit (1): CR 3; SZ S (outsider, air, cold); HD 3d8; hp 13; Init +7 (+3 Dex, +4 Imp Init); Spd 30 ft., fly 50 ft. (perfect); AC 18 (+1 size, +3 Dex, +4 natural); Atks 2 Claws +4 melee (1d3 and 2 cold); SA Breath Weapon, spell-like abilities, summon mephit; SQ Cold Subtype, fast healing 2, damage reduction 5/+1; SV Fort +3, Ref +6, Will +3; Abl: Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15; AL NE.
 SA: *Breath weapon (Su)*: Cone of ice shards, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they are immune to or protected from cold. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds. This ability can be used once every 1d4 rounds as a standard action.
Spell-like Abilities: 1/hour-Magic missile as the spell cast by a 3rd level sorcerer; 1/day-chill metal as the spell cast by a 6th level sorcerer.
 SQ: *Cold Subtype (Ex)*: Cold immunity; double damage from fire except on a successful save
Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is freezing or below.
 Skills: Bluff +6, Hide +12, Listen +6, Move Silently +9, Spot +6. Feats: Improved Initiative.

If surprised, Sliver attempts to parley with the PCs, trying to get into a position to warn Cryosryx. If all else fails, Sliver uses his breath weapon to surprise the PCs, then escape.

Sliver likes to collect diamonds. In the pile of

snow (its bed) there are 20 diamonds. A successful search (DC 20) reveals 10 of 50gp value, 5 of 250 gp value, 4 worth 500 gp and 1 worth 10,000 gp. This is all the treasure Sliver owns.

12. Cryosryx's Hoard

The voluminous cavern slopes downward into a depression dominated by a mound of snow and ice littered with gems, coins, and many other objects. Lying atop this mound is a white dragon of immense size. The wyrm turns to regard your party. A gaping hole stares at you where its left eye used to be. It smiles a toothy smile and inhales...

This is Cryosryx's hoard chamber. If the party manages to get this far without alerting the **white dragon (hp 375)**, there is a chance they can defeat it. The best chance they have is if they can surround Cryosryx before it can get off its breath weapon. Even then they have the dragon's potent physical attacks to contend with. The loss of its eye was so long ago, its other senses have compensated for the loss of some sight.

Cryosryx Ancient White Dragon: CR 18; SZ H (magical beast cold); HD 30d12+180; hp 375; Init +4 (Imp Init); Spd 60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.; AC 37 (-2 size, +29 natural); Atks Bite +50 melee (2d8+1), 2 claws +45 melee (2d6+5), 2 wings +45 melee (1d8+5), tail slap +45 melee (2d6+16), crush +45 melee (2d6+16); Face/Reach 10 ft. by 20 ft./10 ft.; SA Trill, cold, breath weapon; SQ Cold Subtype, death throes; SV Fort +14, Ref +9, Will +6; Str 26, Dex 10, Con 20, Int 3, Wis 11, Cha 5; AL N. Skills: Hide +3*, Listen +5, Spot +4. Feats: Alertness, Improved Initiative, Iron Will.
 SA: *Trill (Su)*: Cryosryx can emit a noise that forces his prey to stand motionless. This sonic, mind affecting compulsion affects all creatures other than frost worms within a 100 ft. spread. Creatures must succeed at a Will save (DC 17) or be stunned for as long as the worm wills, even if they are attacked. However, if attacked or violently shaken

(a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by Cryosryx for one day. The caster level is 14.

Cold (Ex): Cryosryx's body generates intense cold, dealing 1d8 points of damage with a touch.

Anyone attacking Cryosryx unarmed or with natural weapons takes cold damage each round.

Breath Weapon (Su): Cone of cold, 30 feet long, damage 15d6, Ref save, half (DC 26). Opponents held motionless by Cryosryx's trill get no saving throw. *Cold Subtype (Ex):* Cold immunity; double damage from fire except on a successful save.

Death Throes (Ex): When killed, Cryosryx turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Ref save, half DC 22). *Skills:* *Cryosryx receives a +10 racial bonus to Hide checks in his native environment.

The hoard chamber is set in a depression. Cryosryx keeps the slope smooth as a defensive measure. When the PCs come out of the razor ice field in area 10, they immediately have to make a Dex check (DC 25) or slide down to the foot of the hoard mound prone.

Of course, if the PCs look like they are going to defeat Cryosryx, the DM should have it break through the top of the chamber to the surface of the iceberg, burying the party under tons of snow and ice. The PCs should make Ref save (DC 25) or take 10d8 hp of damage. If the players make the save they only take half.

Cryosryx is a canny opponent, if he sees that the party is vulnerable, he remounts the attack. However, to drive the dragon away is nearly as impressive as killing it. Besides they do get the hoard.



NEW MONSTERS

COIN CREATURE

Type: Large Aberration**Hit Dice:** 7d8+28 (91 hp)**Initiative:** +0**Speed:** 30 ft.**Armor Class:** 20 (-1 size, +11 natural)**Attacks:** Slam +10 melee, bite +10 melee**Damage:** Slam 2d10+10, bite 2d12+8**Face/Reach:** 5 ft. by 5 ft./10 ft.**Special Attacks:** Improved Grab (bite only)**Special Qualities:** Unique Characteristics (see below), damage reduction 10/+1**Saves:** Fort +9, Ref +2, Will +2**Abilities:** Str 23, Dex 11, Con 19, Int 9, Wis 12, Cha 11**Skills:** Listen +11, Spot +11**Feats:** Power Attack, Alertness**Climate/terrain:** Any underground or lair**Organization:** Solitary or pair**Challenge Rating:** 7**Treasure:** ×2 coins (only of same type as creature)**Alignment:** Usually neutral**Advancement:** 5–8 HD (large), 9–11 HD (huge)

Coin creatures are truly unique creatures. Part earth elemental, part construct, part watch dog. Centuries ago, a cabal of powerful wizards attempted to create a guardian or watch-creature to protect their treasure and magical artifacts. Their strategy was simple: make the creature look like the treasure it was designed to protect. The coin creature's appearance is of a huge pile of coins, numbering in the hundreds or even thousands. There are three distinct types of coin creatures; silver, gold, and platinum. These are the only known species to exist. Not wishing to duplicate the enormous task of creating more, the wizards gave these creatures the ability to procreate, somehow fusing some type of earth elemental with their

design. This somehow gave a rudimentary intelligence and cunning to the construct. Years passed and the creatures developed a society and a desire to be free. Many escaped captivity and went into the wild. Over the years these creatures have developed a system of survival. One or two find a powerful creatures lair (like a Purple Worm or Dragon) and strike a bargain. In exchange for a place to live and hide (a huge pile of coins in the forest would be very strange indeed), the coin creature will guard any treasure by hiding amongst it. Once a coin creature finds a "master" it is very protective and will guard treasure to the very best of its ability.

Coin creatures have an odd language that sounds like jingling coins. It is not spoken with their mouths, but with the wiggling and shaking of their bodies. It cannot be learned. Coin creatures do understand the common tongue and Terran, but cannot speak either.

Although there are three different species, each are practically identical in form and function.

Combat

Coin creatures strike with stealth and guile, belaying their bulk. They can be extremely silent when stalking their prey. They will always attempt a surprise attack first, and then attack savagely.

Slam: The coin creature literally hurls itself at its enemies. Its coin-like body flails against its opponent, with great strength and razor sharpness. This attack does not provoke an attack of opportunity.

Bite: A coin creature can create a mouth-like orifice anywhere on its body, using it to strike at its opponents from unexpected directions. The creature can use this mouth to grapple with its prey.

Unique coin creature qualities: A coin creature can never be flanked, they are immune to critical hits, poison, electricity, and cold attacks. A coin creature receives a +8 bonus against all mind-affecting spells directed at it unless the caster is familiar with coin creature physiology. They can breathe and function normally underwater.

Skills: Hide +13, Move Silently +12,

DRACONIC STALKER**Type:** Gargantuan aberration**Hit Dice:** 52d8+520 (754 hp)**Initiative:** +10 (+6 Dex, +4 Improved Initiative)**Speed:** Fly 60 ft. (clumsy)**Armor Class:** 36 (-6 size, +6 Dex, +26 natural)**Attacks:** Bite +55 melee, 2 talons +55 melee, 4 tentacles +55 melee, 2 wings +55 melee**Damage:** Bite 4d10+16, talons 2d10+8, tentacle 3d8+8, wing 2d8+8**Face/Reach:** 30 ft. by 30 ft./30 ft.**Special Attacks:** Augmented Criticals, constrict frightful presence, shriek**Special Qualities:** Blindsight, damage reduction, regeneration, resistance to energy**Saves:** Fort +30, Ref +24, Will +32**Abilities:** Str 42, Dex 16, Con 30, Int 10, Wis 20, Cha 13**Skills:** Knowledge (dragons) +18, Listen +20, Spot +22**Feats:** Blind-fight, Flyby Attack, Improved Initiative, Iron will, Multiattack, Multidexterity, Power Attack, Cleave, Great Cleave**Climate/terrain:** Any land**Organization:** Solitary**Challenge Rating:** 20**Treasure:** None**Alignment:** Always neutral**Advancement:** 53–60 HD (Gargantuan), 61–70 HD (Colossal)

The Draconic Stalker is a whispered legend. Only the most knowledgeable sages have ever heard of this aberration. Tales have been passed down many generations of the elusive creature. It is said the gods created the stalker to keep the dragons in check. Even the great wyrms dare not speak of its existence.

The Draconic Stalker is nearly 50 ft. long and 40 ft. tall. It has thick course fur of a mammal, but it has a long hooked beak like a raptor. It has two powerful wings that stretch over 60 feet across. It

sits on two talon-like feet that it uses to grab and rend its opponents. The Draconic Stalker's most frightening and unusual features are its four 20 foot long tentacles that extend from the front of its torso in two rows of two. Its two large eyes sit aside its narrow head giving it 360-degree vision. The combination of all these bizarre features make the Stalker terrifying to behold. Thank the gods for its unquenchable obsession for hunting and devouring dragons. Those that are unfortunate enough to be in the general vicinity or who actually ally themselves with dragons have been attacked as well.

There have been no sightings of The Draconic Stalker in centuries, sparking the speculation that a coalition of dragons formed to destroy or banish this killing machine. The Stalker hunts all forms of dragons, alignment is of no consequence to it. It is also rumored that the gods have held it in stasis for a great reckoning for all dragon-kind.

Combat

The Draconic Stalker has no known equal in combat except perhaps the oldest and largest of the dragons. The fury in which unleashes its physical attacks is unmatched garnering respect if not fear from all dragon-kind.

It usually tracks a dragon to its lair using its vast knowledge of the species, leading the assault with its sonic shriek attack. With the dragon disoriented, it grasps it with its tentacles and begins tearing scales from the wyrm with its wickedly sharp beak.

Augmented Criticals (Ex): The Draconic Stalker threatens a critical hit on a natural attack roll of 18-20 dealing double damage on a successful hit.

Constrict (Ex): If The Draconic Stalker hits with all four of its tentacle attacks in one round, it constricts automatically for 4d10+16 points of damage per round until the victim makes a successful opposed Strength check.

Frightful Presence (Su): The Draconic Stalker can inspire terror by charging or attacking. Affected creatures must succeed at a Will save (DC 27 non-dragons, DC 37 dragons) or suffer the effects of paralysis for 1d6 rounds.

Shriek (Su): The Draconic Stalker has an ear-splitting sonic shriek capable of rendering opponents disoriented. Those caught in its area of effect (follow the rules for cones, 60 ft.) must make a Will save (DC 25) or be stunned for 2d4 rounds, unable to do anything requiring conscious thought.

Blindsight (Ex): The creature uses its sonic abilities in another useful way. It “chirps” and uses its superior hearing to *echo-locate* its foes.

Damage Reduction (Su): 20/+4

Regeneration (Ex): The Draconic Stalker has super-natural regenerative abilities, recovering 5 hp/round.

Resistance to Energy (Ex): The forces that made this Aberration gave it the ability to shrug off the breath weapons of its chosen prey. It has a resistance of 20 to all acid, cold, fire and electricity attacks.

HOARD BEETLE

Type: Small vermin

Hit Dice: 2d8 (9 hp)

Initiative: +2 (+2 Dex)

Speed: 50 ft

Armor Class: 19 (+1 size, +2 Dex, +6 natural)

Attacks: none

Damage: n/a

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Acid Spray

Special Qualities: none

Saves: Fort +3, Ref +2, Will +0

Abilities: Str 10, Dex 14, Con 11, Int -, Wis 10, Cha 7

Skills: Climb +4, Hide +3, Listen +3, Spot +3

Feats: none

Climate/terrain: Any, underground

Organization: Cluster (2–5) or swarm (6–11)

Challenge Rating: 2

Treasure: none

Alignment: always neutral

Advancement: 3–4 HD (Small), 5–6 HD (Medium-size)

Hoard beetles are named such because of their use by dragons to keep their hoards tidy. The 2 to 4 foot long black to brown insect has a one foot long proboscis that it uses to deliver its acid spray and also suck up its nourishment.

The hoard beetle is mostly a scavenger, but will attack creatures invading its territory.

Combat

The hoard beetle has no melee attack, but uses its acid spray to reduce an opponents flesh to goo then suck it up through its proboscis.

Acid spray (Ex): The hoard beetle has a gland in its abdomen that produces an enzyme that breaks down flesh on contact. A strong diaphragm-like muscle propels this acid up to 20 feet out from the beetle’s proboscis once every 1d4 rounds. The acid inflicts 2d8 points of damage if it contacts exposed skin. A successful Ref save (DC 15) reduces this damage by half. Damage from multiple attacks is cumulative.

HOARD SENTINEL

Type: Medium plant

Hit Dice: 1d8 +5(10 hp)

Initiative: NA

Speed: NA

Armor Class: 20 (+10 natural)

Attacks: NA

Damage: NA

Face/Reach: NA

Special Attacks: none

Special Qualities: Limited telepathy

Saves: Fort +7, Ref NA, Will +2

Abilities: Str 10, Dex -, Con 20, Int 3, Wis 10, Cha 1

Skills: NA

Feats: NA

Climate/terrain: Any

Organization: Solitary

Challenge Rating: NA

Treasure: None

Alignment: Always neutral

Advancement: 2–4 HD (medium)

The fungus known as a hoard sentinel was developed by the drow as an early warning system for their underground cities. They are much better known for standing vigil on the edges of dragons hoard chambers.

The sentinels range from 4-6 ft. in diameter, looking like a large boulder or mound of earth. The fungus travels imperceptibly across whatever earth or stone surface they are placed on as a spore. They absorb nutrients and some of the surface they are on. The earth or stone they absorb is released through pores on their dome shaped body crusting over to become a tough outer covering, hence their good AC.

For some unknown reason, perhaps the drow could explain, the sentinel mentally binds with the closest creature to them as they begin to grow. When they get to full size, if any creature comes near, within approximately 60 ft., they send a telepathic warning to the being they imprinted on. Many adventurers thought that dragons have sharper senses in their hoard chamber. Not really, they just have a chamber full of hoard sentinels.

Combat

Hoard sentinels do not engage in combat.

PLAYING DRAGON CHARACTERS

First, a caveat. This entire section is optional. It is not a collection of official rules by any stretch of the imagination. Your DM is not, repeat not required to let players create dragon characters. It isn't even recommended for most campaigns. This section is for the benefit of those gaming groups who wish to experiment with playing dragons.

However, it is possible to play dragons without characters becoming completely overbalanced. The new "unified field theory" used in *Dungeon and Dragons* allows players and DMs to design nearly any sort of character or monster, and easily determine its relative power compared to other creatures.

There are two basic ways to handle this. The first and most character-balanced method is to make "dragon" a character class of sorts. Using this method, dragons start as 1 Hit Die characters, using a d12 as usual for dragons. The attack bonus and saves should be reduced to levels comparable to those of other starting characters (perhaps a +2 attack bonus, with Fortitude saves being favored). Starting dragon characters should either get only a few bonuses to their abilities (Strength and Wisdom in particular), or be forced to use the beginning statistics of an average wyrmling of their kind. In the latter case, abilities should be reduced by a point or two each if a wyrmling normally starts out with high values and a relatively large number of Hit Dice. The damage value of the breath weapon should also be reduced accordingly. The advantage of this method is that it balances the dragon with "regular" characters. The primary disadvantage is that it drastically alters the normal draconic progression, and creates an artificial ceiling that prevents the character from developing beyond a certain "level" until the appropriate age has been reached.

The second is only usable in campaigns that begin with characters above first level. This uses a variant of the "Monsters as Races" rules in the DMG.[™] Dragons are unquestionably very difficult to integrate into anything resembling a standard campaign. A dragon PC should be considered to have a level equivalent of (class levels + dragon Hit Dice + 1). Use the guidelines found there to determine modifiers for ability scores. Even wyrmlings are dangerous, and the magical powers plus the high bonuses to abilities will result in formidable characters. While such characters are well out of reach in a beginning campaign, this more accurately portrays dragons in the setting while keeping them within the same power scale of other PCs. It also allows the dragon to advance in other ways while the slow development of its powers continues.

It bears noting that under no circumstances should levels earned in character classes be added to a dragon character's Hit Dice level when

determining its age. This will be extremely unbalancing, allowing a dragon to use powers far beyond what it should be capable of.

Generally, dragon characters should be restricted to the metallic breeds, with very narrow alignment choices. If the DM allows the player to deviate at all from the dragon's natural alignment, it should be only slightly, and even then the dragon should tend toward its usual behavior. Brass and copper dragon PCs can only be chaotic good, chaotic neutral, or neutral good, while bronze, silver and gold dragon PCs can only be lawful good or neutral good. This should be the absolute maximum amount of flexibility in alignment choice for dragon characters. In some cases, if a player seems to be deviating too heavily from the dragon's natural behavior, the DM can say that a dragon of that type wouldn't behave in such a manner, and that the action should be reconsidered.

Chromatic dragons are considerably more problematic. Barring powerful magic or a truly bizarre background, they will be vicious, covetous, and self-centered in the extreme. In the unlikely event that a Dungeon Master allows such a character, the dragon should either be lawful or chaotic neutral (depending on whether it was lawful or chaotic in the first place), or it should be the exact opposite alignment of the rest of its kind. The latter case would be the result of a helm of opposite alignment or similarly powerful magic.

DRAGON ADVENTURING

Once the actual rules for balancing dragons have been determined, the real challenge begins — creating adventures that can survive first contact with a dragon PC (or an entire group of them, for that matter). Unless playing one of the lawful good dragons, or a dragon old and powerful enough to learn polymorph self, the character will be extremely obvious at all times. Everything from buying supplies to just walking down the street will become a challenge. People will gawk and stare. Some will scream and call the watch; others will wonder just how much pain a dragon can take before revealing the location of its hoard. The local leaders will want some explanations.

And even if the dragon is accepted, other, more mundane problems will arise. In some towns, the streets will be too small for the bigger dragons. Inns aren't designed to hold dragons. Human beds were never meant for the comfort of a walking arsenal, and most dragons would rather sleep on rocks than in a stable.

Once the actual adventuring begins, other complications can arise. Most dungeons are designed around the humanoid form. Smaller dragons will have fewer problems, but many of their attacks will be impractical (if not impossible) in the relatively narrow corridors. Flying will be utterly impossible in all but the largest rooms or caverns. In battle, the dragon will attract a great deal of attention, sometimes beyond proportion to its actual threat. As for equipment, good luck finding anything designed to fit a dragon. While most have no need for weapons or armor, it's a safe bet that the dragon will not feel so all-powerful when the humanoids start dividing the magical treasures between them. Of course, most dragons will not mind too much when they end up with an extra share of gold and gems as a result.

Many of these problems vanish if the dragon is a silver or gold, or an old enough bronze. The innate polymorph self ability of these dragons allows them to travel among humanoids without difficulty. They run into an entirely different set of problems, however. In humanoid form, they lose most of their attacks as well as their natural armor. A polymorphed dragon acquires the natural armor of the humanoid form, which is to say, none. Its Strength and Constitution drop drastically as well, though Dexterity may increase depending on the race of humanoid chosen. (To determine the reduction in Strength and Constitution, determine what the ability score bonus would be if designing the dragon as a PC, as described in the *DMG*.™ Then apply that value as a penalty to the Strength and Constitution of the human form.)

The dragon's breath weapon and damage reduction, as supernatural abilities, are also lost. While the dragon retains its high number of hit

points, impressive attack bonus, skills, saves, sorcery (if any), and its spell-like and extraordinary abilities, from a draconic perspective it has become horribly vulnerable. Dragons that intend to remain in humanoid form for extended periods would be well advised to pick up a standard class level or two and some humanoid equipment. According to the rules of polymorph self, this equipment will simply merge with the dragon's form when it leaves its humanoid guise, so armor and weaponry are likely options for a dragon with at least one fighter or cleric level. DM concerned about the potential abuse of such an option may wish to rule that armor is not transformed by the dragon's variant of polymorph self. This makes changing from an armored warrior into full draconic form... expensive. Getting a suitable set of armor enchanted to avoid this problem could be an adventure in itself.

Once the dragon's statistics have been determined one way or another, there's the question of why it's bothering to adventure like a... a... human. Dragons are usually above such things, after all. On the other hand, for all that they're supposedly alien, unfathomable creatures, dragons have many of the same needs and desires as humanoids. For example, it's entirely possible that a dragon has discovered how lucrative dungeon delving can be. The hoarding instinct could entice any sort of dragon into adventuring in its unalloyed form — looting the fortresses of villains for gold! Also, the lawful good dragons (particularly golds) often go on heroic quests as a part of their nature.

Of course, the sort of quest that could challenge most humans will be simplicity itself for a dragon. As creatures of legend, the opposition they face must also be legendary. Of considerable importance in determining the sort of threats the DM should prepare is whether the party is mixed (some dragons, some humanoids) or entirely made up of dragons.

The mixed party is, while more difficult to balance in terms of equal character power, far easier to prepare for as a whole. In this case, the dragon

can be taken into account much the way a powerful fighter would be (particularly one with a few extra classes and several magic items). Tactically, the dragon fills the same role, going claw-to-toe with the most physically impressive opponents while the rogues move to flank and the spellcasters strike from a distance. Whichever rules are being used for creating PC dragons, it's highly unlikely that one will be old enough to use special abilities that it isn't born with. The breath weapon is formidable, but a wizard of equivalent level will be able to do considerably more damage. Spell resistance doesn't develop until the dragon has been around for quite a while, so creatures like beholders, mind flayers and wraiths will be every bit as dangerous to a dragon PC as they are to the other characters. By varying the threats to the group and ensuring that the difficulties of the dragon's nature balance its advantages, a dragon character can be allowed with more ease than one might anticipate.

Ultimately, the dragon shouldn't be much more difficult to handle than another character with equivalent levels. If 30th level epic fighters, sorcerers and druids are being allowed in an especially high-powered campaign, an old silver dragon shouldn't be much more of a challenge to incorporate.

An entire party of dragons is another issue entirely. With younger dragons, this will result in many of the same problems that a group composed entirely of fighters would face. A group of older dragons won't have this problem. Of course, they won't have many other problems, either. Anything capable of facing four to six dragons of adult age or older can probably threaten entire planes.

Of course, getting such a party of ardent individualists together would be a coup.

On the other hand, that sort of threat is about what it would take to force a group of dragons together for the duration of an entire campaign. While one dragon in a party of otherwise humanoid adventurers is plausible enough in a fantasy world, a group of dragons doing the same thing at any age is improbable at best. If the players and Dungeon

Master want to try such a campaign, however, it isn't discouraged. In this case, balancing the dragons with humanoid characters is unnecessary — playing dragons, with all the power and majesty that entails, is the point. The threat should be enormous enough to challenge several dragons — a mighty balor wizard that has gained control of the tarrasque, for example, or a black great wyrm leading an army of nightshades. The adventure should allow the dragons to unleash their vast might at times while forcing them to use cunning at others. While it is unlikely that the dragons will invade dungeons, there should be plenty of battles to win, puzzles to solve, and villains to thwart. In the most basic ways, it is still a fantasy adventure. The major adjustment for dragons is that the scale must be... grander.

Inside the Dragon's Skin

For all the headaches possible trying to maintain a balanced game with dragon characters, the greatest challenge they present may be portraying such a creature in a satisfying manner over time. While there isn't anything wrong with playing a dragon with human attitudes (and indeed, silver dragons seem to prefer humanity to dragonkind when they are young), capturing the majesty of the dragon for an evening might be plenty.

First and foremost, dragons are quite literally extraordinary. They are magic and power given form, their very existence is proof of wonders beyond the "normal" world. A dragon is the fantastic made real, the impossible given flight. Even good-aligned dragons sometimes feel that merely presenting themselves to less fortunate creatures is something of a gift.

It explains quite a bit of their ego, doesn't it?

Of course, dragons aren't perfect, either. Most are vain in the extreme, but as mentioned, they are usually justified in their high opinions of themselves. They are also quite covetous, and though the noblest dragons will help those in need whether rich or penniless, they expect to be well rewarded by those who can afford it. When playing

a dragon, however, it should be remembered that the character is unlikely to see this as greed. At least you don't pluck the feathers off some unfortunate bird or strip the hair (or hide!) from an animal for your comfort!

As for the territorial nature of dragons; it's unquestioned. What intelligent creature isn't territorial, when you get right down to it? Humanoids fight big, ugly, hateful wars over pieces of land too small for a dragon to claim for foraging, let alone as its domain. For younger dragons, particularly good ones adventuring with humanoids, they're likely to be (over)protective of their companions. Overbearing guards, officious quill-pushers, unruly thugs and cruel monsters will quickly face the character's wrath, though most dragons will have some sense of proportion. Such a dragon's domain is its adventuring party rather than the area surrounding a lair.

Finally, remember this — you fear nothing. Dragons aren't stupid, and are perfectly capable of retreating if the odds are too great. But it is a simple matter of tactics. You are a dragon, a member of the mightiest, most gifted race in the world. No matter what happens, dragons will always triumph.

(And ignore any similar human attitudes. They've got good hearts, but serious delusions of grandeur.)

Draconic Classes

Dragons are as varied a species as humanity. Some dragons specialize in perfecting their skill at arms, while others devote their considerable life spans to magical research and experimentation. To pigeonhole all dragons as little more than extremely powerful monsters with little variation in their abilities sells their potential short. You wouldn't expect every 10th-level human fighter to have the same skills, feats, and abilities, and you shouldn't design your dragons simply by copying their stats out of an almanac. The following rules present a series of special prestige classes designed exclusively for dragons. Each class parallels a standard character class in its general design and the role it fills.

Unlike standard character classes, the dragon classes presented here do not simply add new abilities to dragons. Instead, they alter a dragon's basic abilities in a manner that reflects the class's focus and theme.

Where the draconic class gives an ability that is similar or identical to an ability granted by a core class, the two abilities stack. For example, both the barbarian and draconic barbarian class grant the barbarian rage ability. A dragon with levels in both classes would be able to use the rage ability granted by the draconic barbarian class in addition to those granted by the standard barbarian class. Each separate ability operates according to the rules given under each class's entry. For abilities that work identically between a draconic and normal class, such as the paladin's smite evil, the ability's uses stack between the two classes. Thus, a paladin/draconic paladin gains two separate pools of lay on hands healing and combines the total daily uses of smite evil granted by both classes.

If a dragon gains levels in a spell casting class in which it automatically gains levels because of its dragon type and age, the levels stack. However, a dragon cannot currently gain spell casting ability above 20th level. You may wish to integrate rules for characters above 20th-level to handle dragons that have more than 20th-level spell casting ability.

Using Draconic Classes

Generally speaking, dragons are powerful enough that the lower class levels don't offer them too much in the way of extra ability, yet still cause their CR to inch upward. The classes presented here are ideally suited for adult and older dragons. The abilities granted by each class are meant to



help individualize your dragons and to inject an element of surprise into your game. It's best to avoid mixing the draconic classes with standard classes, though the guidelines above can help guide you to mixing the two with a minimum of headaches. The draconic classes are meant to enhance the standard classes for dragons, reflecting their highly magical natures and their place in the world better than the standard *d20™* classes.

A dragon may select one draconic class and its associated standard class as its favored class. These classes do not count when determining whether a dragon suffers an XP penalty for multiclassing.

DRACONIC BARBARIAN

While dragons are typically seen as intelligent and wise creatures, not all of them are civilized creatures. Some dragons dwell deep in wilderness areas, far not only from humanoid civilization but other dragons. These wyrms develop a feral demeanor, and often carry themselves as nothing less than the most powerful predator in its region. Much like humanoid barbarians, a barbaric dragon draws upon its inner rage to destroy its foes with brief but terrible bouts of berserk fury.

Evil draconic barbarians are fearsome raiders and unrelenting hunters. They swoop open isolated outposts and raze them to the ground, only rarely leaving survivors to report on the beast's ferocious attack. While gold, jewels, and other treasures hold tremendous appeal for them, these dragons often hunt either to satisfy their unrelenting hunger, to prove themselves against worthy foes such as giants or other monstrosities, or simply out of a blackhearted destructive lust.

Good draconic barbarians are much like their humanoid counterparts. They battle evil with wild abandon, overcoming their foes with their sheer energy and bravery. These dragons often strike up friendships with human barbarians, charging into battle with them and singing and drinking in their fest halls afterward. While they lack tactical cunning and often prefer to batter down their foes with brute force, the heroic barbaric wyrms have often spelled the difference between victory and defeat in countless battles between good and evil.

Hit Die: d12

Requirements

To become a draconic barbarian, a dragon must have any non-lawful alignment.

Class Skills

The draconic barbarian class skills (and the key ability for each) are: Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the draconic barbarian dragon class.

Rage: This ability functions much like the barbarian rage ability, except for the following changes: a draconic barbarian gains a +8 bonus to Strength and Constitution and suffers a -4 penalty to AC.

Uncanny Dodge: A draconic barbarian has an intuitive feel for his environment and often senses the presence of foes before they can launch an ambush. At 2nd level, a draconic barbarian does not lose his Dexterity bonus to his AC when caught flatfooted. In addition, his keen senses and wild fighting style prevent him from being flanked.

Focused Rage: At 3rd level, a draconic barbarian's rage becomes so great that it can temporarily produce far more powerful breath weapon effects than it is normally capable of creating. While raging, a draconic barbarian gains a +2 bonus to each die rolled for breath weapon damage. A dragon that uses a non-damaging breath weapon increase the DC to resist its effect by +2.

Fiery Rage: At 5th level, the draconic barbarian reaches the pinnacle of his rage abilities. When the barbarian goes into a rage, he fuels his breath weapon with the furious energy that drives his attacks. While raging, the draconic barbarian gains a +2 bonus to each die rolled for breath weapon damage. In addition, energy courses through the dragon's veins. When an attacker hits the dragon in melee combat, he must make a Reflex save (DC 15) or take 1d8 points of damage of the same energy type as the dragon's damaging breath weapon. The furious energies within the dragon are just barely contained within the beast. A successful melee attack causes energy to burst from the dragon and strike his opponents.

Draconic Barbarian

Level	Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Rage 1/day
2	+2	+3	+0	+0	Uncanny dodge
3	+3	+3	+1	+1	Focused rage
4	+4	+4	+1	+1	Rage 2/day
5	+5	+4	+1	+1	Fiery rage



DRACONIC BARD

Music is an important part of dragon culture. Dragons often live isolated from one another, making it difficult for such long-lived creatures to keep a comprehensive record of their racial history. Thus, the draconic bards were born. These dragons learn not only the art of music, but also magical skills that allow them to impart images of the past to assembled listeners. A draconic bard's listener doesn't simply hear a song, he experiences it as visions of ancient events flood his mind.

Evil draconic bards are not necessarily the most terrifying dragons, but their appearance invariably heralds bad tidings for a region. These bearers of ill tidings serve to rally the chromatic dragons. They use their music to convey plans of conquest and offers of alliance against the forces of good. When evil draconic bards are busy, the forces of evil are invariably soon to go on the march.

Good draconic bards serve as record keepers and historians. Many of them spend their days recording the history of the metallic dragon races and compiling records of draconic family trees. At gatherings of metallic dragons, the draconic bards can serve as emissaries and arbiters, using their music to help unite the different dragon species beneath a single banner.

Hit Die: d6

Requirements

To become a draconic bard, a dragon must have a non-lawful alignment.

Class Skills

The draconic bard class skills (and the key ability for each) are Alchemy (Int), Appraise (Int), Balance

(Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the draconic bard dragon class.

Spells: A draconic bard gains a level of bard spell casting ability with each level.

Draconic Music: Amongst dragons, music is a rare but potent art. Dragons do not play instruments while in their natural form, they have developed the art of singing to the point that they are veritable divas. Dragon music is suffused with magical energy, and often the effects a draconic bard can produce with his music are indistinguishable from magical spells. While normal bardic music inspires and aids a bard's allies, dragon music is a potent form of magic in its own right, on par with the enchantments wielded by both sorcerers and wizards. While singing, the draconic bard may fight but cannot use his breath weapon or cast spells. He may, however, use spell-like abilities.

Inspire Courage: The first song of power that draconic bards learn inspires energy and hope in their allies. Any ally that hears the draconic bard gains a +1 morale bonus to attack and damage rolls

Draconic Bard

Level	Attack	Fort	Ref	Will	Special
1	+0	+0	+2	+2	Dragon music 1/day
2	+1	+0	+3	+3	Dragon music 2/day
3	+2	+1	+3	+3	Inspire terror
4	+3	+1	+4	+4	Dragon music 3/day
5	+3	+1	+4	+4	Deafening roar



and a +2 morale bonus to saving throws against charm and fear effects. The dragon's allies must hear the song for one full round before gaining the bonuses. This effect lasts for five rounds after the bard stops singing. Draconic bards learn this song at 1st level.

Inspire Dreams: One of the draconic bard's most important tasks is to record the history of dragonkind. When dragons gather, the bard's songs induce dreams of past events in dragons, allowing them to see history firsthand. When used against opponents, this song forces them into a dreamlike state of half-consciousness. While a dragon's enemies hear this song, they suffer a -1 morale penalty to hit and damage unless they can resist the song with a Will save (DC 10 + dragon's HD). Draconic bards learn this song at 1st level.

Inspire Terror: This song enhances the dragon's aura of fear, playing upon the natural fear of dragons that all creatures fear when confronted by an angry wyrm. All creatures within hearing range of the dragon suffer a -2 morale penalty to their save against the dragon's fear aura.

Deafening Roar: Draconic bards learn to focus their voices and channel the energy normally used to power their breath weapon into a tremendous, deafening roar. Everything within 500 feet of the dragon must make a Fortitude save with a DC equal to the Reflex save DC needed to avoid the dragon's breath weapon. Those who fail this save suffer from the effects of a deafness spell. In addition, all creatures within that range take 4d6 points of sonic damage. Draconic bards learn this devastating song at 5th level.

DRACONIC CLERIC

Just as humans, dwarves, orcs, and other races worship their deities, build churches, and form highly structured religious faiths, so too do dragons acknowledge the power of the gods. Clerics amongst dragons gain several special abilities not normally available to the cleric class. A dragon's highly magical nature interacts with the divine magic that clerics channel in strange and often wondrous ways.

Evil draconic clerics share much with their humanoid counterparts. They scheme to advance not only their patron deity's faith but also their own power and prestige. Often, the two paths are equitable, as a cleric who carries his god's favor is often rewarded with blessings from the divine, but this is not always the case. Some evil deities treat their mortal followers as little more than disposable pawns in the endless struggles they wage to advance their plans in the mortal realm. Furthermore, evil clerics often worship their god not out of a sense of duty or religious faith, but because that god offered the surest, safest, or most attractive path to personal power and wealth.

Good draconic clerics tend to serve out of a personal faith in a god and its church's mission rather than a sense of greed or opportunistic ambition. However, problems can arise when a dragon chooses to become part of a church typically associated with humanity or some other humanoid race. In such a case, a dragon may have problems accepting the "lesser" race as equals. Dragons are known for their vanity, and among draconic clerics this trait is no less common. Many of them see themselves as the gods' special chosen servants, deserving of better treatment and more privileges than other worshippers. On the whole, though, draconic clerics are no less ardent than their

Draconic Cleric

Level	Attack	Fort	Ref	Will	Special
1	+0		+2	+0	+2 Paragon of the faith
2	+1		+3	+0	+3
3	+2		+3	+1	+3 Spontaneous spell use
4	+3		+4	+1	+4
5	+3		+4	+1	+4 Breath of life



human counterparts. They simply have trouble seeing themselves as on an equal or even lesser level than any human, even one who heads the clergy in which a dragon is a mere novice.

Hit Die: d8

Requirements

Any dragon may elect to become a draconic cleric.

Class Skills

The draconic cleric class skills (and the key ability for each) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the draconic cleric class.

Spell Use: For each level a dragon gains in draconic cleric, it gains +1 level of clerical spell casting ability. A 3rd-level cleric/5th-level draconic cleric has the spell casting ability of an 8th-level cleric. A 1st-level draconic cleric has the spell casting ability of a 1st-level cleric, while a 1st-level cleric/1st-level draconic cleric has the spell casting ability of a 2nd-level cleric.

Paragon of the Faith: Dragons are deeply connected to their alignment, as their magical nature combines with their natural tendencies to make them shining examples of their ethos. Because of this strong connection to their alignment, draconic clerics gain a bonus when casting spells related to their alignment. Draconic clerics may choose one aspect of their alignment. They cast spells of that type at +1 caster level. For example, a lawful good dragon may choose to gain this bonus for law or good spells. This ability does not stack with any domain-granted bonuses.

Spontaneous Spell Use: Draconic clerics learn to channel the magical power that naturally flows through them and convert it into divine magic. A draconic cleric may spontaneously swap its spell-

like abilities for cure or inflict spells as per the cleric class ability spontaneous casting. The spell level of the ability is equal to its corresponding arcane or divine spell. The following table summarizes the spell-like abilities that a dragon may use for spontaneous casting.

Black: *Darkness, insect plague, plant growth.*

Blue: *Ventriloquism, hallucinatory terrain, veil, mirage arcana.*

Green: *Suggestion, dominate person, plant growth, command plants.*

Red: *Suggestion, eyebite, discern location.*

White: *Gust of wind, fog cloud, wall of ice, control weather.*

Brass: *Endure elements, suggestion, control winds, control weather.*

Bronze: *Create food and water, polymorph self, fog cloud, detect thoughts, control water, control weather.*

Copper: *Stone shape, transmute rock to mud, wall of stone, move earth.*

Gold: *Polymorph self, bless, geas/quest, sunburst, foresight.*

Silver: *Polymorph self, fog cloud, control winds, feather fall, control weather, reverse gravity.*

Breath of Life: As a dragon progresses in divine spell casting ability, the divine energies that it mastered leave their final mark on it. A draconic cleric may choose to cast any cure or inflict spell as a ranged touch attack with a range equal to the maximum extent of its breath weapon. Using this ability does not count as a use of the dragon's breath weapon, as the dragon channel divine energy to use this power, not the energy used for its breath attack. A dragon may combine this ability with spontaneous casting and the spontaneous spell use draconic cleric ability.

DRACONIC DRUID

Just as a human or elf druid may declare himself the protector of a tract of wilderness, so too can a dragon look upon the territory around its lair as a resource that must be carefully shepherded and cared for. Draconic druids become one with the land, existing within nature rather than dominating it.

Evil draconic druids see the land as a resource that they own and control. While most druids may preserve wilderness areas, evil draconic druids seek to destroy those who neighbor its domain and expand the wilderness and, by extension, the range of its control. To an evil dragon, nature is a resource to be exploited and used to the dragon's best advantage. Nature shouldn't be destroyed. It must be harnessed and used.

Good and neutral draconic druids care for the land much like a parent tends to a child. While neutral druids tend to be uncaring and often subscribe to a Darwinian view of nature, good druids see to it that each creature has an equal chance to grow and prosper. These draconic druids are often peaceful and benevolent, but when aroused by those who threaten their domains they can be more terrible and fearsome than even the most rapacious red dragon.

Hit Die: d8

Requirements

To become a draconic druid, a dragon must have a neutral component to his alignment. Thus, draconic druids may be neutral good, neutral, neutral evil, lawful neutral, or chaotic neutral.

Class Skills

The draconic druid class skills (and the key ability for each) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the draconic druid dragon class.

Spell Use: For each level a dragon gains in draconic druid, it gains +1 level of druid spell casting ability. A 3rd-level druid/5th-level draconic druid has the spell casting ability of an 8th-level druid. A 1st-level draconic druid has the spell casting ability of a 1st-level druid, while a 1st-level druid/1st-level draconic druid has the spell casting ability of a 2nd-level druid.

Bonus Languages: A draconic druid gains proficiency in the Sylvan tongue and the secret Druidic language.

Nature Sense: This ability is identical to the druid class ability.

Wild Shape: A draconic druid gains the ability to shift its form in a manner similar to a druid. Unlike a regular druid, the draconic druid can transform into one different animal of each size type from tiny up to its current size. As the dragon ages and grows, it gains a new animal form for each new size class it grows into. Otherwise, this ability operates exactly like the druid wild shape ability.

1,000 Eyes of the Wood: At 3rd level, the draconic druid develops a far-ranging network of allied animal observers and spies. Good and neutral druids develop friendly relationships with various tiny animals such as squirrels and field mice, while evil draconic druids intimidate animals into helping them. The draconic druid learns of any unusual activity within ten miles of its lair within 1d6 + 6 minutes.

Dragon Shape: At 5th level, the draconic druid masters the ultimate expression of its shape changing ability. This ability allows a draconic

Draconic Druid

Level	Attack	Fort	Ref	Will	Special
1	+0	+2	+0	+2	Bonus languages, nature sense, wild shape (1/day)
2	+1	+3	+0	+3	1,000 eyes of the wood
3	+2	+3	+1	+3	Wild shape (2/day)
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	Dragon shape

druid to transform into any dragon type with a CR less than or equal to the draconic druid's CR minus any modifiers for class levels or templates. This ability otherwise functions identically to the druid class's wild shape ability.

DRACONIC FIGHTER

Dragons are no strangers to war. Many of them willingly throw their lot in with one side of a conflict or another, driven by their moral outlook or the promise of hefty amounts of loot in return for their cooperation. Dragons are simply too powerful for competing factions to overlook, and often a dragon may find others bringing a fight to it simply because none dare leave a potential foe as powerful as a dragon within striking range. Many human realms see dragons as enemies that cause trouble sooner or later, and more than a few rulers decide to proactively take down a dragon before it can cause any damage. Thus, all dragons develop some skill in combat, whether they relish it or not.

Evil dragons are naturally predatory, striking out at those around them in an effort to establish their dominance in a region. These evil draconic fighters rely on their raw strength to topple those who oppose them, developing skills and talents to maximize their inborn abilities. Draconic fighters make terrible foes in battle, but their tactical and strategic skills are what often make them truly frightening opponents.

Good draconic fighters train to better defend their realms and aid those in need. Sometimes, a dragon may develop a relationship with a knightly order, drilling with the warriors to better develop both their combat skills. These dragons tend to be aggressive foes of evil, actively hunting down and

destroying opponents before they have a chance to attack. Of all the draconic class types, draconic fighters are the most likely to closely work with humans and other humanoid races. Draconic fighters tend to take up leadership positions amongst the good dragons during times of war, and they more than other dragons appreciate the aid and support humans can lend in battle.

Hit Die: d10

Requirements

Any dragon may elect to become a draconic fighter.

Class Skills

The draconic fighter class skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the draconic fighter dragon class.

Bonus Feat: A draconic fighter is an unparalleled master of combat. He perfects combat skills and learns tricky maneuvers far quicker than other dragons. For every level of draconic fighter gained, a dragon may choose to gain a feat from the following list: Flyby Attack, Hover, Snatch, Wingover, Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By

Draconic Fighter

Level	Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Bonus feat
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	Bonus feat
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	Bonus feat



Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, Weapon Focus, Weapon Specialization.

DRACONIC PALADIN

Amongst the various humanoid races, paladins serve as sterling examples of bravery and strength in the face of evil. Similarly, amongst the good dragons there occasionally arises a heroic champion who chooses to leave behind the traditional trappings of dragonkind, such as a secure lair or a sprawling hoard, in favor of seeking out and battling the forces of evil. Draconic paladins are amongst the most fearsome warriors of good, combining the raw power of a dragon with the courage and motivation of a power. Sometimes a draconic paladin may ally with a human ruler or general of sufficient moral character, forming a devastating combination that few evil warlords can withstand.

Hit Die: d10

Requirements

To become a draconic paladin, a dragon must be lawful good.

Class Skills

The draconic paladin class skills (and the key ability for each) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the draconic paladin class.

Detect Evil: The draconic paladin may use detect evil as per the paladin character class.

Lay on Hands: This ability is similar to the paladin class ability, with one important exception. The draconic paladin may heal or deal to undead a total number of hit points equal to his hit dice times his Charisma bonus.

Repel Undead: The draconic paladin's fear aura effects all undead creatures normally, even though undead are normally immune to mind-influencing effects such as fear. The dragon's aura is saturated with positive energy, making it effective against undead.

Aura of Glory: When the draconic paladin reaches 3rd level, his fear aura is so saturated with positive energy that the draconic paladin can no longer cause fear in good-aligned creatures. However, while such creatures are within the dragon's fear aura radius, they are completely immune to all fear effects. The dragon's soothing aura cancels out any magical fear.

Smite Evil: This special ability works much like the paladin class's feature, the draconic paladin may use it with any of his physical melee attacks.

At 5th level, the draconic paladin has harnessed the positive energy that suffuses his being to such a degree that he may replace his normal damaging breath weapon attack with a positive energy breath weapon. This attack functions exactly like the dragon's normal damaging breath weapon with the following exceptions. Evil creatures suffer a -2 penalty on their save versus the breath weapon, while undead creatures suffer a -4 penalty. The

Draconic Paladin

Level	Attack	Fort	Ref	Will	Special	
1	+1		+2	+0	+0	Detect evil, lay on hands
2	+2		+3	+0	+0	Repel undead
3	+3		+3	+1	+1	Aura of glory
4	+4		+4	+1	+1	Smite evil
5	+5		+4	+1	+1	Positive energy burst



dragon also gains a +1 bonus to each die of damage against evil creatures, +2 against undead creatures.

DRACONIC RANGER

While most dragons quickly find a safe and hospitable location for a lair soon after striking out on their own, not every dragon is content with the settled life of quiet reflection or infernal scheming. Some dragons choose to wander the world, taking in the sights and sounds across the globe. While many of these dragons quickly find a place to settle down and begin a proper draconic existence, some find the life of a wanderer too exciting and unpredictable to surrender. These dragons are known as draconic rangers. Like their humanoid counterparts, they are adapted to roughing it in the outdoors. However, to a dragon a bustling human kingdom is just as much a wilderness as a desolate tundra. In fact, civilization is even more threatening to a dragon than an empty wilderness, as ambitious or simply frightened humans may target the dragon for destruction. The draconic ranger learns to blend with all environments, from a bustling city street to a parched desert, with equal ease. The lure of the road is too much for these dragons to resist, even with its inherent dangers.

Evil draconic rangers see themselves as wandering pillagers, taking what they wish and destroying those that cross them at a whim. These dragons are often bored with the predictable life of a making a lair and accumulating a hoard. Rather, they prefer to travel and actively spread evil, rather than content themselves with dominating one corner of the world. Evil draconic rangers often leave a swathe of destruction in their path, but the ranger skills can allow them to go unpunished for

their misdeeds. It is not uncommon for a draconic ranger to level a small town just to distract himself from some trouble he faces or to break up an otherwise dull day.

Good draconic rangers are hidden champions of good, often venturing into unholy or evil lands in order to do what they can to bring justice to the innocent and succor to the helpless. They often prefer to render aid to the oppressed in subtle ways, ferrying those in danger to safety and helping lay the foundation for a revolution or uprising. In other areas, draconic rangers work to weed out hidden or subtle evils, using their own skill at stealth to defeat foes of whom the local populace is unaware. The peasants may notice that fewer sheep have gone missing lately, while the draconic ranger knows this is so because he rooted out and destroyed the werewolf pack that was biding its time, preparing to strike the town when its guard was down.

Hit Die: d10

Requirements

Any dragon may elect to become a draconic ranger.

Class Skills

The draconic ranger class skills (and the key ability for each) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Draconic Ranger

Level	Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Favored draconic enemy, tracking
2	+2	+3	+0	+0	Mantle of stealth
3	+3	+3	+1	+1	Polymorph self
4	+4	+4	+1	+1	Sniper breath weapon
5	+5	+4	+1	+1	2nd favored draconic enemy



Class Features

All of the following are class features of the draconic ranger class.

Favored Draconic Enemy: The draconic ranger gains one specific dragon type, such as red or gold dragon, as a favored enemy as per the ranger class. This favored enemy is in addition to any other favored enemies a dragon may have from the standard ranger class. The bonus a draconic dragon gains against its selected enemy increases by 1 each time the draconic ranger gains a new favored enemy either from the draconic ranger or standard ranger class. At 5th level, the draconic ranger may select a 2nd dragon type as a favored enemy.

Tracking: At 1st level, the draconic ranger gains the Track feat.

Mantle of Stealth: Draconic rangers develop the ability to blend in with the environment, allowing them to hide out of sight despite their great size. The draconic ranger's scales take on a chameleon-like quality, allowing it to seamlessly blend in with its surroundings. This ability gives the draconic ranger a +4 competence bonus to Hide checks.

Polymorph Self: At 3rd level, the draconic ranger masters the ability to shift its shape, allowing it to better make its way through the world without arousing suspicion. This ability functions exactly as the spell polymorph self except that the dragon may remain in its polymorphed form for as long as it wishes. The dragon may use this ability to change form once per day, though shifting back into dragon form does not count as the draconic ranger's use of this ability.

Sniper Breath Weapon: Draconic rangers often find themselves in a situation where they wish to strike at an enemy while remaining hidden. At 4th level, a draconic ranger develops the ability to strike a single foe with its breath weapon attack. Rather than unleash the full fury of its breath weapon, the draconic ranger launches a small sphere of the appropriate energy type at its opponent. The draconic ranger can target a single opponent with this ability and must make a ranged touch attack to hit. If this attack hits, it deals full breath weapon

damage. This ability only works with breath weapon types that cause physical damage. A gold dragon may use this ability with its cone of fire but not with its cone of weakening gas. The most powerful feature of this ability is that a dragon may use it while remaining hidden. If a dragon uses this ability while hiding, its opponents must make a Spot check to notice the dragon's location.

DRACONIC ROGUE

Most dragons have an irresistible urge to acquire and guard a tremendous hoard of magical and monetary treasures. It should come as no surprise, then, that some dragons take up the delicate art of robbery in order to help grow their stashes of gold and magic. At first glance, dragons would appear to make terrible thieves. They are tremendously huge creatures that would have trouble fitting into most treasure vaults, never mind sneaking into them. Dragons are also powerful enough that they can simply take what they want without resorting to stealth and planning. Not every treasure is so easily captured, and the most powerful and attractive valuables are often guarded by forces too powerful to directly confront or are hidden in dungeons and crypts deep beneath the earth where the passageways and corridors are far too small for a dragon to navigate.

Evil draconic rogues steal to satisfy their own personal greed. Gold, jewels, and magical items are all attractive to evil rogues solely for their economic worth. Some of these dragons steal not only to satisfy their lust for treasure but to harm and hinder those whom they hate, plundering temples to benevolent deities or the treasuries of human kingdoms. The misery and suffering left in the aftermath of a robbery are often just as satisfying as the value of the treasure stolen to these fiends.

While a good draconic rogue may seem like a contradiction in terms, this is not the case. Good dragons who prefer stealth and guile to raw combat ability or magical power may turn to the rogue's arts. These stealthy dragons often, like their evil relatives, steal to satisfy their own lust for treasure.

The key difference between them is that good draconic rogues target the evil and corrupt for robbery, stealing from those whom they feel don't deserve the wealthy they enjoy. Some draconic rogues operate more like elite commandos than thieves, penetrating the lair of an evil dragon to steal the artifact it uses to tyrannize a region or breaking into an evil overlord's lair to eliminate him and end his reign.

Hit Die: d6

Requirements

Any dragon may elect to become a draconic rogue.

Class Skills

The draconic rogue class skills (and the key ability for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the draconic rogue class.

Treasure Sense: Draconic rogues are renowned amongst dragons for their greed, which is quite a

statement considering how much dragons love to accumulate and hoard treasure. Draconic rogues develop the ability to smell gold. They can determine the relative amount and direction of a stash of gold within a 100 foot radius.

Diminution: Robbery requires stealth, which is somewhat difficult for the ordinarily quite large dragons. At 2nd level, a draconic rogue acquires the ability to shrink down to medium size. The dragon loses the size penalty to skills and AC, but its natural AC bonus decreases by 3 for each size unit that the dragon shrinks. This ability is usable at will as many times per day as the dragon wishes.

Sneak Attack: Draconic rogues gain bonus sneak attack damage, as per the rogue character class.

Silent Flight: Draconic rogues hone their ability to silently glide through the air, often using it to quietly swoop down and pluck a treasure from the midst of a traveling caravan or fortified strong point. While flying, a draconic rogue gains a +2 competence bonus to Move Silently checks made while flying.

DRACONIC SORCERER

It is said by many, sorcerers chief among them, that only those with draconic blood in their veins can spontaneously wield magical power without the vast magical training required by the wizard class. While the link between sorcerers and dragons can sometimes be overplayed, there is a nugget of truth at the heart of the story. Dragons are an intensely magical race. Their mastery of the air, their breath weapon, the very essence of their being, all of these traits are rich with the raw stuff of arcane power. Even the most dull-witted dragon learns to naturally manifest powerful spells such as

Draconic Rogue

Level	Attack	Fort	Ref	Will	Special
1	+0		+0	+2	+0 Treasure sense
2	+1		+0	+3	+0 Diminution
3	+2		+1	+3	+1 Sneak attack +1d6
4	+3		+1	+4	+1 Silent flight
5	+3		+1	+4	+1 Sneak attack +2d6



eyebite or polymorph self, depending on his breed. Draconic sorcerers take the inbred magical abilities of dragons one step beyond the inherent talents that dragons develop, learning to focus and direct their inherent magical abilities in new and unique ways.

Evil draconic sorcerers exalt in their abilities as further proof of their inherent superiority over all other creatures. Of all the chromatic dragons, draconic sorcerers tend to be the most vain and dangerous. Spurred on by their deep-seeded belief their natural place is atop other species, evil draconic sorcerers are aggressive and prone to conquest. Many of them are eager to topple kingdoms and fortresses to establish themselves as the most powerful being in a region. Draconic sorcerers often wield their awesome abilities to dominate less powerful creatures, creating armies forged by the sheer strength of their conviction.

Good draconic sorcerers are often as vain as their evil counterparts, but their vanity is turned inward rather than used to fuel ambition or conquest. These spellcasters often focus on developing wondrous magical talents, such as the ability to teleport across great distances or to journey to another plane of existence. When draconic sorcerers cross paths, a magical duel is sure to ensue. This duel doesn't revolve around the two parties trying to blast each other to pieces. Rather, the two duelists display the spells they've mastered and attempt to top the effect they can each produce. These spectacles of power are often quite impressive to witness, and crowds of observers often overcome their fear to watch, much to the gratification of both dragons' egos.

Hit Die: d4

Draconic Sorcerer

Level	Attack	Fort	Ref	Will	Special
1	+0		+0	+0	+2 Bonus spells known
2	+1		+0	+0	+3
3	+2		+1	+1	+3 Bonus spell casting I
4	+3		+1	+1	+4
5	+3		+1	+1	+4 Bonus spell casting II

Requirements

Any dragon may elect to become a draconic sorcerer.

Class Skills

The draconic sorcerer class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the draconic sorcerer class.

Spell Use: For each level a dragon gains in draconic sorcerer, it gains +1 level of sorcerer spell casting ability. A 3rd-level sorcerer/5th-level draconic sorcerer has the spell casting ability of an 8th-level sorcerer. A 1st-level draconic sorcerer has the spell casting ability of a 1st-level sorcerer, while a 1st-level sorcerer/1st-level draconic sorcerer has the spell casting ability of a 2nd-level sorcerer.

Bonus Spells Known: All dragons have the inborn ability to work a select number of magical spells. Draconic sorcerers master these spells quickly in their training. The table below summarizes the spells that each dragon type automatically has access to. These spells are gained in addition to the spells a sorcerer normally gains access to and do not take up space in the draconic sorcerer's allocation of spells known. The draconic sorcerer may cast these spells using his sorcerer abilities in addition to the normal number of times it may use them as spell-like abilities. Of course, a draconic sorcerer cannot use spells that are too high in level for it to cast yet.



If a spell-like ability lists several different class spell levels, use the corresponding sorcerer/wizard level as its level. If it has no sorcerer/wizard level listed, it counts as the highest level listed.

Example: A green dragon who takes a level in draconic sorcerer automatically adds suggestion, dominate person, plant growth, and command plants to his list of spells known. The green dragon cannot cast dominate person as a sorcerer spell until he gains access to 5th-level sorcerer spells. When the green dragon does gain 5th-level spells at the 10th level of sorcerer ability, he may choose the 5th-level spell he normally gains at the level and he also gains access to dominate person.

Black: *Darkness, insect plague, plant growth.*

Blue: *Ventriloquism, hallucinatory terrain, veil, mirage arcana.*

Green: *Suggestion, dominate person, plant growth, command plants.*

Red: *Suggestion, eyebite, discern location.*

White: *Gust of wind, fog cloud, wall of ice, control weather.*

Brass: *Endure elements, suggestion, control winds, control weather.*

Bronze: *Create food and water, polymorph self, fog cloud, detect thoughts, control water, control weather.*

Copper: *Stone shape, transmute rock to mud, wall of stone, move earth.*

Gold: *Polymorph self, bless, geas/quest, sunburst, foresight.*

Silver: *Polymorph self, fog cloud, control winds, feather fall, control weather, reverse gravity.*

Bonus Spell Casting: A draconic sorcerer may convert his spell-like abilities into sorcerer spell slots. Each spell-like ability converts into an arcane spell slot of a level equal to its arcane or divine spell level. At 3rd level, the draconic sorcerer may convert spell-like abilities of 4th or lower level into sorcerer spell slots. At 5th level, the draconic sorcerer may convert all of his spell-like abilities into sorcerer spell slots. A draconic sorcerer only gains the use of these slots if he can cast sorcerer spells of the slot's level. Otherwise, his spell-like abilities work as normal.

If a spell-like ability lists several different class spell levels, use the corresponding sorcerer/wizard level as its level. If it has no sorcerer/wizard level listed, it counts as the lowest level listed.

Example: A white dragon may use gust of wind, fog cloud, and wall of ice three times per day each and control weather once per day. Gust of wind is a 3rd-level spell, fog cloud a 2nd-level one, and wall of ice a 4th-level enchantment. Control weather is a 6th-level spell. A 3rd-level white dragon draconic sorcerer gains 3 bonus spells slots for 2nd, 3rd, and 4th level spells. At 5th level, it gains a bonus 6th level slot. The white dragon doesn't gain the bonus 2nd-level spells until he casts spells as a 4th-level sorcerer, and so on.

DRACONIC WIZARD

Magic courses through a dragon's body, saturating its life and forming the foundation of its existence. Much rarer than their sorcerer brothers, however, the Dragon seeking knowledge of magics beyond his own, can be found in very few circles. Those Draconic wizards that do exist specialize in magic that enhances their already considerable talents. To some draconic wizards, a fireball or lightning bolt is merely a pale imitation of a dragon's natural breath weapon. Other draconic wizards see all magic as merely an outgrowth of their own fundamental nature and consider a magical artifact that can teleport a being across the planet to be no more unnatural than a bird in flight. Draconic wizards often look down on draconic sorcerers as undisciplined dilettantes who wantonly piddle away their natural talent for cheap, easily-produced effects. To the draconic wizard, discipline and careful study of the arcane arts are necessary for true mastery of magic.

Evil draconic wizards pursue their studies not simply for the sake of knowledge or to improve their own grasp of magic, but to further their own aims and grow their personal power. Magic to these dragons is merely another tool to use against enemies and to hold over allies. The theory of magic may interest them to a degree, and many are

theoreticians of the first order, but when all is said and done an evil draconic wizard is more concerned with what magic can do for him, rather than how it does it. When an evil draconic wizard first encounters some new magical phenomenon, he studies it solely to learn how to bend it to his use.

Good draconic wizards are the diametric opposite of evil ones. They see the study of magic as its own reward, enjoying the thrill of uncovering new effects and formulating new spells as a vindication of their skill and knowledge, not merely as new tools to use against others. These dragons often feel quite at home in the wizard academies and magical guilds of human lands, and of all the dragon class types they are the most likely to establish a long-term relationship with humans. Draconic wizards often have the same hubris of any other dragon, but they appreciate the talents and ideas of humanoid spellcasters, though often in a patronizing manner. A draconic wizard may visit a wizards' guild, but he often does so to lecture on his own theories and discoveries, and can be often aggravatingly dismissive of others' ideas.

Hit Die: d4

Requirements

Any dragon may elect to become a draconic wizard.

Class Skills

The draconic wizard class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the draconic wizard class.

Spell Use: For each level a dragon gains in draconic wizard, it gains +1 level of wizard spell casting ability. A 3rd-level wizard/5th-level draconic wizard has the spell casting ability of an 8th-level wizard. A 1st-level draconic wizard has the spell casting ability of a 1st-level wizard, while a 1st-level wizard/1st-level draconic wizard has the spell casting ability of a 2nd-level wizard.

Spell Focus: When a draconic wizard uses a spell that is the same type as the dragon's type, it gains a +2 bonus to the spell's save DC. This bonus stacks with the Spell Focus feat. Example: A red dragon's creature type is dragon (fire). When a red draconic wizard casts any spell noted as a fire spell, such as fireball or incendiary cloud, the spell's save DC is increased by 2.

Enlarge or Extend Spell: At 3rd level, a draconic wizard may choose to gain the benefit of the Enlarge Spell or Extend Spell metamagic feat whenever it casts a spell of the same type as its dragon type. The draconic wizard must decide whether to take Enlarge or Extend at third level; it does not gain both and cannot freely change between the two feats. The draconic wizard memorizes and casts spells as per the spell level. Using these feats does not increase the level of the spell. However, the draconic wizard must still decide when preparing a spell whether to prepare it as the normal spell or to boost it with a metamagic feat.

Empower Spell: At 5th level, a draconic wizard gains free use of the Empower Spell metamagic feat when casting spells that are of the same type as its dragon type. Using these feats does not increase the level of the spell.

Draconic Wizard

Level	Attack	Fort	Ref	Will	Special
1	+0		+0	+0	+2 Spell focus (dragon type)
2	+1		+0	+0	+3
3	+1		+1	+1	+3 Enlarge or extend spell (dragon type)
4	+2		+1	+1	+4
5	+2		+1	+1	+4 Empower spell (dragon type)

A WORLD LIT ONLY BY DRAGON FIRE

They came out of the sky like the wrath of the gods. They took five nations in a matter of days, and would have easily conquered the rest had other dragons not stood against them.

There were ten of them. Only ten dragons to conquer the world...

— Alys Rebilard, Chronicler for the Court of the Four Cities

The only thing standing between dragons and absolute control of most worlds they inhabit is cooperation. Dragons, even lawful ones, only rarely function well in groups.

But as is so often the case, all it takes is one powerful and charismatic leader to change history. Even dragons can be persuaded to follow the right leader. A dragon with the vision, force of

personality, and cunning to create an army led by other dragons would be all but unstoppable... and a perfect enemy for a truly epic quest.

LIFE UNDER THE TALONS

Dragons, being exceptionally intelligent and extremely long-lived, make canny rulers. They are capable of “long-term” policies that humans can barely imagine, and can see through most plots against their rule well in advance. Dragons that actually control people’s lives are far more involved in a culture than those that merely bully a village into sacrificing maidens. The tactics of the clever monarch or tyrant are well known to them, and a dragon-king will have favored servants among its subjects. Gangs of thugs will be given extra rights and the dragon’s protection in exchange for keeping the populace in line. Those with smooth tongues and flexible morality can expect good positions if they can convince the people that the dragon’s rule

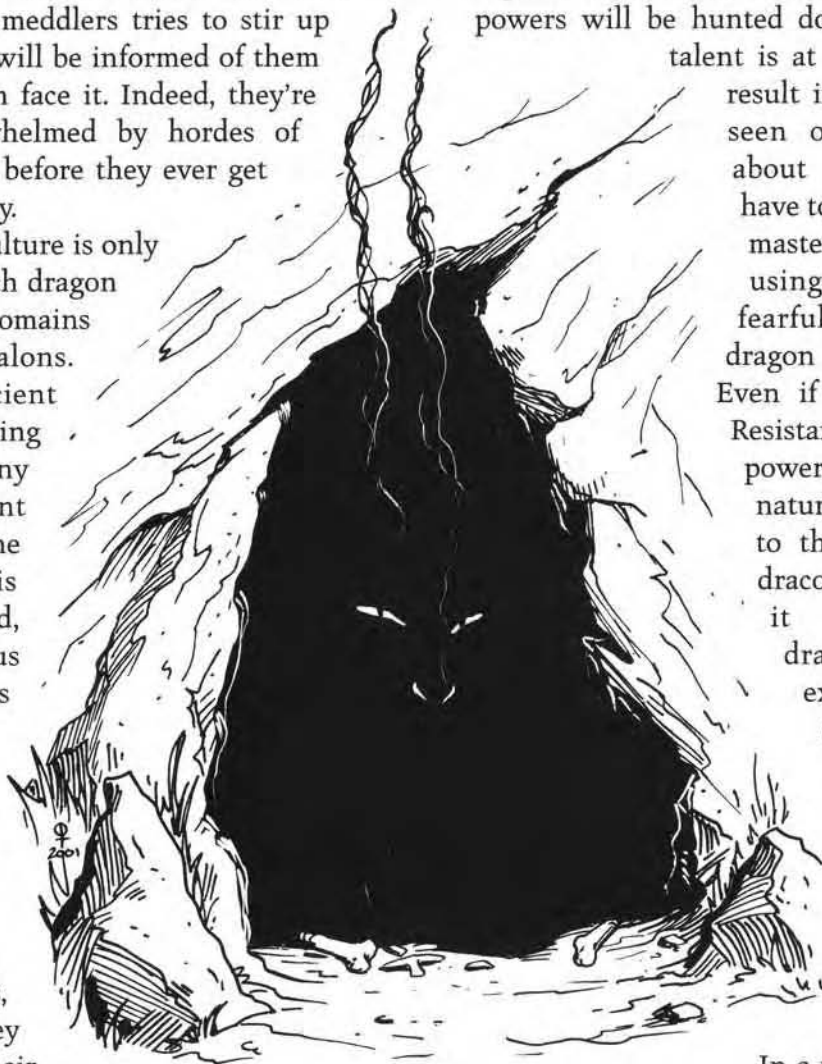


is better than the alternatives. Spies will be well-rewarded for rooting out rebellious subjects.

The greatest weapon of dragons ruling over humanoids, however, is time. By carefully indoctrinating the subjugated race, in a few generations the very idea of defying their nigh-omnipotent masters will be alien. Even if a band of wandering meddlers tries to stir up trouble, the dragon will be informed of them long before they can face it. Indeed, they're likely to be overwhelmed by hordes of fanatic worshippers before they ever get to see their adversary.

Controlling the culture is only one method by which dragon rulers keep their domains under their talons.

Dragons are ancient masters of controlling power, as well. Any sort of advancement in understanding the physical world is heavily discouraged, and dangerous inventions (like guns and catapults) are destroyed outright, along with their inventors. Magic is suppressed as well unless it comes from the dragons themselves, in which case they grant powers to their most faithful servants. On such a world, spells will probably either all be arcane or all divine, depending on how the dragons grant magic to their servants. There will most likely only be one 'spell list,' as the source is the same for all magic. If psionics exist, it will be treated like another form of magic — tolerated if dragons are the only source of psionic energy (unlikely), or brutally suppressed.



Dragons and Psionics

Since a psion's power comes from within, it will be one of the few things that a dragon can't control. It will also be one of the few things a dragon won't understand. On any world, that will mean a dislike for psions and psychic warriors. In a world ruled by dragons, it will mean that anyone with psionic powers will be hunted down and killed. If the

talent is at all common, this will

result in a nightmare usually seen only in comic books about mutants. Psions will have to flee from the draconic masters, their hateful magic-using servants and the fearful villagers who face dragon fire if a psion escapes. Even if a dragon's full Spell Resistance applies to psionic powers, however, the mere nature of the power (innate to the psion and alien to draconic beings) will make it anathema to most dragons. The only exceptions will be dragons who have psionic powers themselves, and therefore can understand and oppose them.

COURT OF THE FOUR CITIES

In a world of ancient magic and modern advancement, the humanoid races were near a pinnacle previously undreamt of. Wizardry had reached fantastic heights, and wondrous items could be found in the bazaars of the most advanced cities. Amazing devices were coming from the halls of scholars, like exploding powder that could drive off all but the most fearsome monsters. Exploration had led to discoveries of two other continents.

Peaceful trade had been established with cultures that knew little of wizardry or science, but had much to share about the nature of divine magic. It appeared that civilization was about to take a grand step forward.

That was ten years ago.

Today, most of the continent of Aropeia is ruled by the forces of the Dragon Queen and her allies. Two kingdoms hold out, but only because good dragons moved into the power vacuum left by the deaths of their kings. The knowledge gained by a thousand years of study has been lost to wizards and inventors alike, and the only hope for freedom among the four surviving humanoid races lies with the hidden, legendary Court of the Four Cities.

There are seven kingdoms in Aropeia; five of them are under the nearly-complete control of the Dragon Queen, Azane (ah-ZAH-neigh). This blue dragon wyrm was roused to terrible fury when one of her daughters was killed by humans with their absurd thunder powder. But unlike most of her kind, she wasn't going to seek revenge by herself. Azane had always been clever, and the humans and dwarves had developed some dangerous weapons. Seeing that the days of the chromatic dragons were numbered unless they came together, she sought out other dragons as allies. She gathered her mate and their children who were old enough to resist the humans' weapons, and a few others who seemed reliable and intelligent enough to trust with the plan. Together, they were seven blue dragons, two greens, a black and a red. All were powerful and respected (except the red, who was young and arrogant). United, they would conquer the world.

The red laughed at Azane, calling her a mad fool. She snapped his neck with one bite (as she'd intended from the start) and asked if anyone else wanted to insult her. When the other dragons decided to hear her out, she explained her plan. Humans, in particular, are willing to follow anyone who will promise them comfort and/or revenge. She would provide both by using a power never before seen in the world... an entire squadron of dragons, working together to lay waste to all enemies set against them. Azane told them that nothing could

stand against them if they remained united.

She knew what she was talking about

Wizards' towers and universities alike were devastated, and what small pockets of learning remained hidden from the dragons could not escape their greedy allies. Dragon-led armies swept aside all resistance. The priesthood had never been large, worshipping a general, all-encompassing divine power. The temples were obliterated in weeks. On the other two continents, she simply and easily killed the shamans and ambassadors, which has left the societies sinking into barbarism. Once she placed her allies in control of the kingdoms she'd conquered (save the largest, which she ruled directly), the last threat to Azane's power was swept away. She ruled the entire known world.

Only the resistance of a brave gold dragon and a few of her allies among the silvers repulsed Azane from the two smallest kingdoms she had conquered. There, the dragons took the place of the kings who'd been slain and restored order. Beloved almost to the point of fanaticism by the populace, the Golden Queen and her Shining Consort rule with wisdom and a light claw. Truth be told, neither wants to be ruler for a bunch of desperate, short-lived and fragile refugees, but dragons created this mess and, they feel, it's up to dragons to clean it up.

While Azane concentrates on destroying the Golden Queen, one other resistance force is building. Hidden in mountains no mortal should be able to scale, bordering the Golden Queen's realm and the kingdom ruled by Azane herself, are four cities, each haven to the last survivors of the armies that fought the Dragon Queen's forces. This is the only place left in the known world where humanoids rule themselves. One city is left to each of the four surviving races; one fortress of humans, one grove of elves, one dwarfhold and one halfling burrow. The central court — the Court of the Four Cities — is the last real bastion of resistance against dragon rule. While they have no illusions of displacing the Golden Queen, Azane is another matter — and they intend to overthrow her, no matter the cost to themselves. Each city has its own

internal policies, while the Court runs the resistance as a whole. On occasion, tensions mount when the Court asks that a city provide more of a particular resource, but in general, they're all in it together.

The gnomes, like the elves, initially retained some magic — but not enough to save them from Azane. A few gnome survivors do roam the world, shattered and alone and without their illusion powers, but the tiniest handful still fights on. The orcs, goblins and other degenerate humanoids were wiped out utterly — by Azane's human allies. Azane kept her end of the deal, after all.

MAGIC IN AROPEIA

Azane learned a great deal about magic during her systematic destruction of humanoid wizardry. She didn't simply incinerate it all; she kept what she could learn from and destroyed the rest. In the process, she came to a deep understanding about how magical energy flowed; a great deal of it comes from dragons themselves. Through a series of rituals that coincided with their continued destruction of wizardly learning, Azane did something unprecedented — she consolidated all magical power within dragonkind. The only way to use magical power in Aropeia is to get it from a dragon.

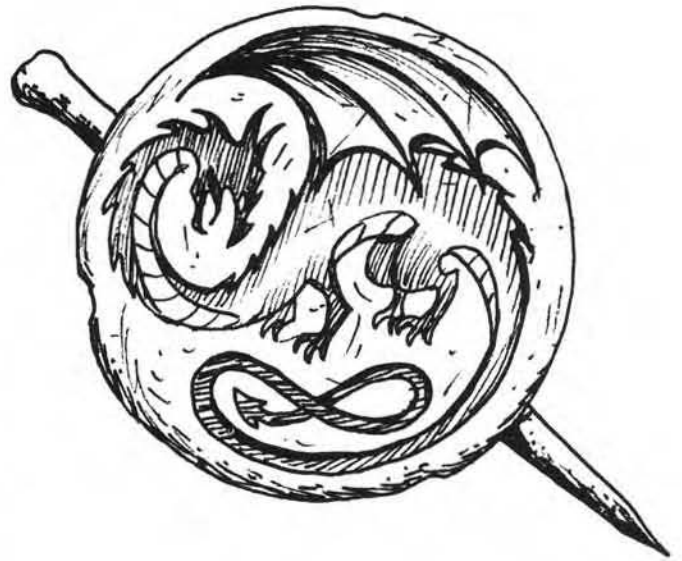
Fortunately, she hadn't been able to consolidate magic within chromatic dragons. Metallic dragons, particularly those ruled by the Golden Queen and her Shining Consort, help humanoids to once again harness the power of magic.

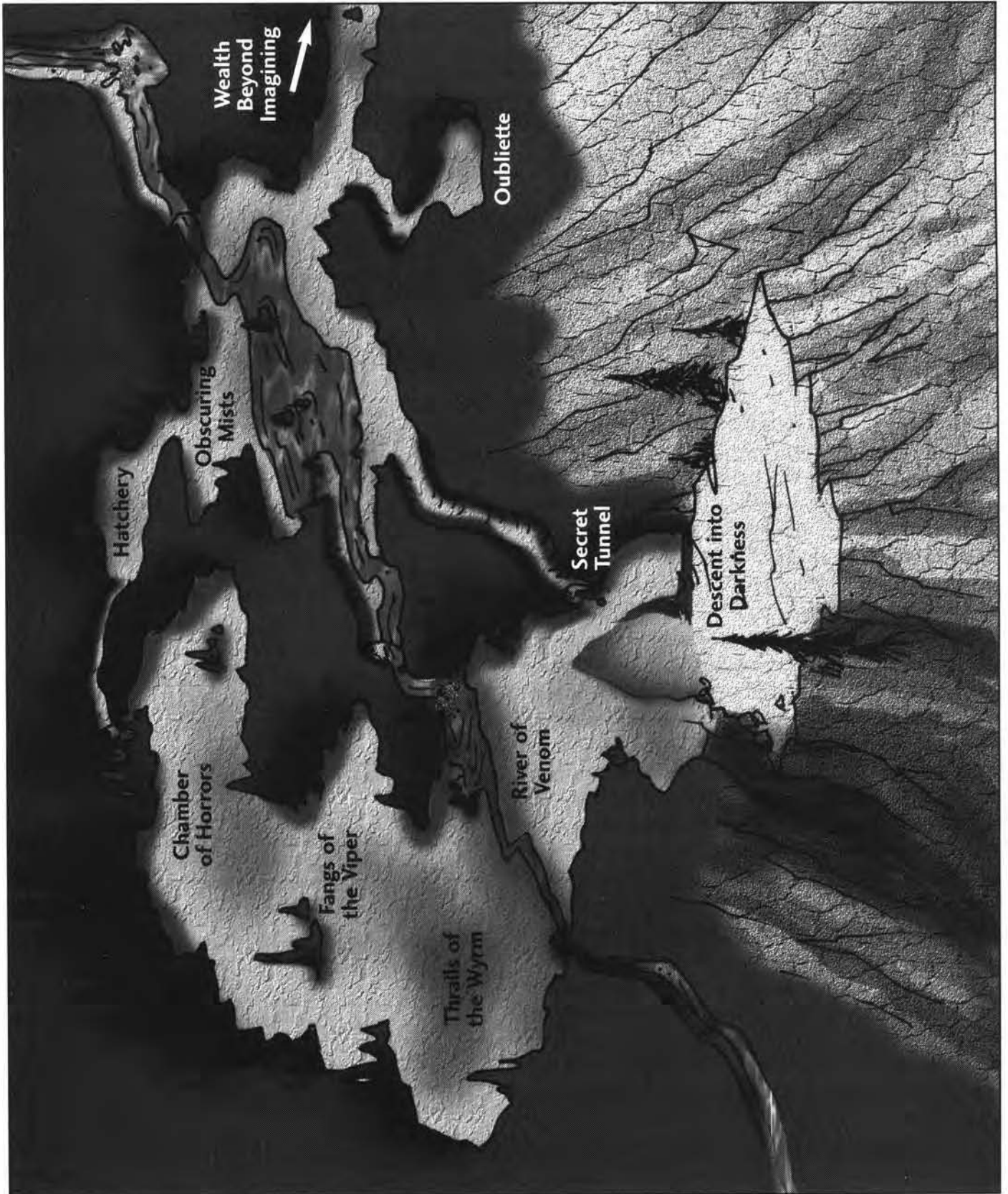
The only fully magical character class in the world is that of the sorcerer. Sorcerers can choose any spells they wish from the PHB, but they are otherwise subject to their usual restrictions. In addition, ignore all material component and focus requirements. There is only one focus for magic in Aropeia... a pendant made from a dragon's scale, freely given by a dragon. It is required for all spellcasting, and only works for as long as the dragon lives. There are still a few rangers and paladins, but they too require a dragon's scale to cast their spells, and they can't choose the spells they know — their magic is imparted by the dragon

they must swear fealty to for their powers. On the other hand, they are no longer limited to the spells listed for them in the PHB; their dragon lords can choose any spells for them. Bards, clerics, druids and wizards simply no longer exist.

The dragon who provided the scale that channels sorcery can remove that magical power at any time, at will, as a free action. Other dragons can suppress the sorcery of another dragon's ally as a free action if the sorcerer is within line of sight of the dragon, but the dragon who provided the scale can block this effort if the offending dragon is within line of sight to it.

The one exception to the dragons' magical supremacy is elvenkind. Though Azane's devastation lost them millennia of study in wizardry, elves are inherently magical. However, they are still limited to the rules created by Azane. The favored class for elves is now sorcerer, which they use in the same manner as the other races. They can use a preserved leaf or a magically-crafted wooden wand in place of the dragon's scale. Elves who do this, however, get two less spells per spell level per day than those using dragon magic, minimum of zero — their innate power is far weaker than that of the dragons.





SECTION FOUR:

FROM BONE TO SINEW

"For ten thousand years, man has dreamed of Dragons... but who can say for how long Dragons have dreamt of men?"

— *Akerikus the Sage*

Dragons.

Since we were children, the very name has been synonymous with power, greed, strength, longevity. Place a human concept or -ism on a dragon and you are likely to have found something beyond measure, something that only a dragon can represent. The very word brings images of fear and flame, of winged lizards roaring through the sky and devastating all in their path. They are forces of nature: in some places worshiped as gods, in others, hunted as demons. As a creature of myth, the snake is a fearful and spiritual being. To primitive cultures, it symbolizes the unconscious. Dragons are cold-blooded vertebrate, distinct and alien from all forms of life upon the land. Dragons lay eggs, control magic, breath fire and maintain an intellect superior to even the brightest human. As a psychic representation of the unconscious, the dragon is a creature we do not and cannot understand. Yet, they understand us. They are infinitely powerful, in our estimation, and by extension infinitely mysterious.

To some cultures, the dragon is infinity. The moebius strip can be traced back to the snake and the dragon is the greatest of all serpents, living in and out time all at once. Some believe the dragons were born at the inception of the world, alongside the Gods. Some believe they will endure until the earth is destroyed by fire at the end of time. Their power has not grown nor changed; they do not evolve nor are they mutable.

They are constant and unwavering.

But some believe that dragons grow with humans, providing leadership and fostering the spiritual quest of human life. Not all descriptions of these creatures are benevolent; most are distinctly predatory. But a few have grown to protect and nurture where possible. In the end, however, they are predators; beasts stronger than anything known. Dragons not only symbolize our evolved higher selves, but also our lesser selves preying on weakness.

Because of their spiritual link to the human psyche and their presence within human myth, many cultures seek out these great creatures, to draw them into the world. Some dragons appreciate this worship, and actively seek followers to do their bidding. Others do not wish to be disturbed, seeing these visitations as hostile acts. Questing for dragons started with the first shaman who worshiped the fire from the mountain top; it continued with the birth of the first cavalier to bring back a dragonet's head. It remains today with the promise of glory, treasure and the promise of secrets unknown to man. Our hunt remains, so long as dragons remain.

FABLES

Much of humanity's mythic history with dragonkind evolved through a dual mentor/opponent ideal of the dragon. Primitive humanity idealized dragons as both intelligent creatures with great wisdom, and as beasts that breathe fire and slay with claw and fang. Myths evolved from the first meetings with these creatures, and from those myths come our understanding of dragonkind.

"Once, long ago, the great dragon Whitefang breathed upon the spark within the void, and it became the sun. His breath wove through the heavens, and the sparks grew into stars, the winds became air and clouds. Beneath it, he wove his scales into the earth, poured his tears into the oceans, and created the earth upon which we live."

"...and so the Gods fought against the terrible Dragon, forcing him into the bowels of the earth. There, he churns and bites at the roots of the world, burning his fire from the depths into our mountains when he is most angry. One day, he will eat through the roots of the Tree of the World, and the land will fall to pieces beneath his claws..."

"Ten dragons, chained together by Hrothian the Unwavering, stand ever-watchful by the side of the Godsforge. They keep the everflame burning with their terrible breath, and in all things, they serve the Gods. Even now, their children roam the world, seeking those who are worthy of the Gods in order to raise them into heaven on wings of fury and of honor."

Even societies that existed without seeing true dragons (those in remote areas, or with ecological barriers) have myths of them. Even in the Far East, dragons are an integral part of societal myth. Easily recognizable for their serpentine appearance and the fear they invoke, it is no wonder that even rare sightings spur tales that linger for many hundred years.

Stories and legends say that eating a dragons' heart gives the consumer the power to understand birds. Other tales relate great strength that is given to anyone who eats of a dragon's flesh, or cunning gained from eating the brain. Eating the dragons' tongue is said to enable a person to win any argument, and rubbing dragons' blood on skin protects against stab wounds. The teeth of certain dragons is thought to spring up, when planted, into fully armed warriors. The tales are endless.

Alchemists and potion-makers write tomes detailing dragon anatomy, going so far as to details that a blue dragon's wings provide slightly different powers from a black dragon's (see *Dragon Alchemy*

page 49). Weaponsmiths with dragon scales or bones create weapons and armor which provide considerable protection against both mundane and magical attacks.

POSSIBILITIES

"You speak with terror of the dragon that stalks the night. But there is nothing to fear. We have more than empty legends and primitive superstition to mark his trail — we can we find the footprint of his passing."

— Lady Caladria, *Dragonhunter*

Throughout history, there have been many documented sightings of dragons, and even a certain number of face-to-face visitations. This provides us a wealth of information about their rare and unique species, accessible to sages and seekers of knowledge.

Dragons are a cold-blooded species, similar to the great lizards of the southern islands. They are born within an egg, live independently of their parents, and eventually seek out their own lairs as they grow into maturity and old age. Their size, even as a small dragonet, is huge. Full grown, they are immense. There are ten types of dragon, easily separated by color and size, each with distinct patterns, habitat, intelligence, and cultural habits. They have wings, and most have the ability to speak.

Few Dragons live very near civilization. Even elven cities, existing in total harmony with the land are too 'busy' to entice a dragon to live nearby. As a whole, they prefer solitude to companionship. Questing for a dragon usually takes the adventurer into strange, unmapped territory, and certainly leads away from most cities and inhabited regions.

History mentions tales of several groups of would-be 'dragonhunters' traipsing off into the wilderness. Few of these adventuring parties are mentioned as actually returning, and even fewer are recorded to have brought back treasure or the head of the dragon. Ambition is greater than reason, in such matters. Those who would blindly seek out a dragon in order to gain a vast hoard of treasure are

going to be sadly disappointed to learn that said treasure is guarded by more than brute force; spells, traps, and all manner of intelligent devices are also under the dragon's control, as are many forms of physical and magical servants.

Accounts of dragons in human history imply that the great creatures are descended from a single root source, though the true nature of that source is shrouded in myth and legend. We do know that dragons rarely feed on human flesh, other than to destroy an enemy, and that their nature prohibits forming an intricate 'civilized' society of cities or complexes such as more humanoid races tend to create.

Most of our histories are more detailed when they describe a singular creature, particularly if that dragon has chosen to reside within a certain territory for a long period of time (several hundred years). Searching through human history for a single dragon can lead to an understanding of the

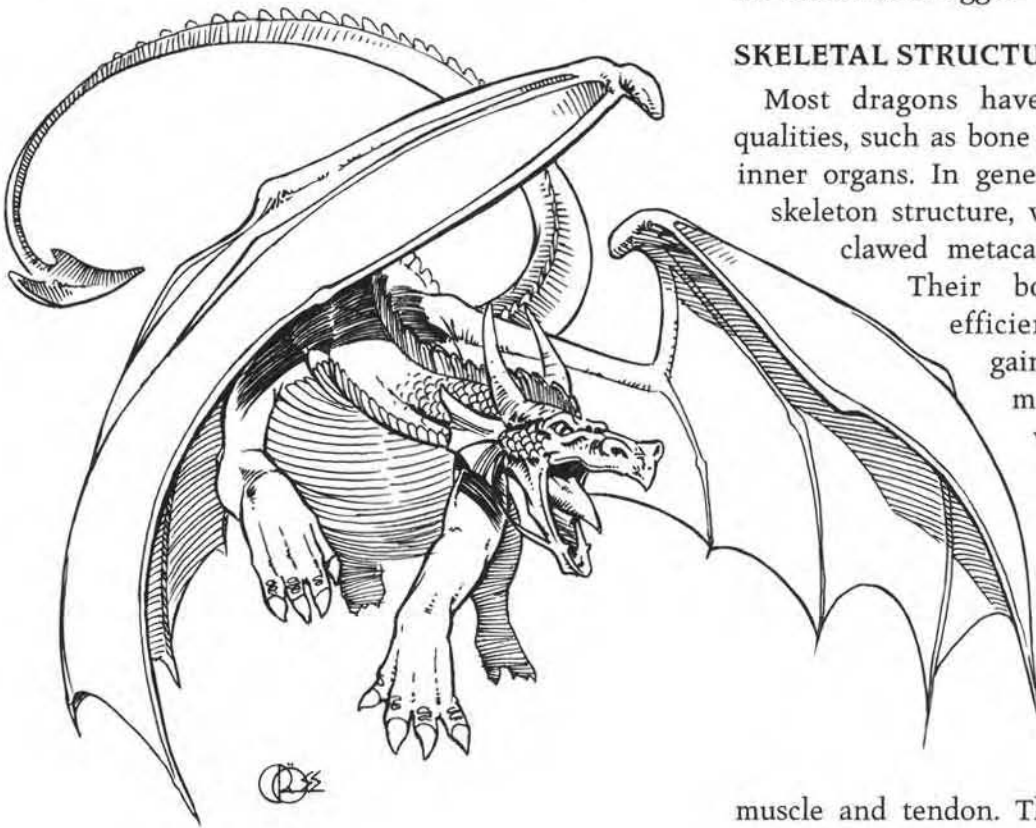
culture of dragons; certainly more so than attempting to piece together every account of a known 'dragon' ever recorded by sages. From those histories, and from personal accounts of adventurers lucky enough to encounter dragons in their natural habitat, we have been able to piece together the following tome of information.

PHYSIOLOGY

Most dragons are cold-blooded, or have some need for an external source of heat. Even those dragons which prefer to live in frigid regions are equipped with thick scales to keep out the temperature so that their physiology does not react to the cold. Some 'typical' standards of dragon appearance include: thick necks; long bodies covered in massive scales; four legs rather like a cat; two bat-like or spined wings; wedge-shaped, plated heads; and tremendous teeth and claws shaped like the blades of a dagger.

SKELETAL STRUCTURE

Most dragons have roughly similar species qualities, such as bone structure, musculature, and inner organs. In general, dragons have a sturdy skeleton structure, with solid bones and thick, clawed metacarpal fingers on each foot. Their bones grow rapidly and efficiently from an early age, gaining rings like trees, as the marrow hardens and expands within the bone itself. This process produces an extremely sturdy skeletal structure, capable of withstanding immense pressures. A dragon's spinal column is extremely flexible, yet able to lock together with a certain flexing of muscle and tendon. This provides both excellent maneuverability and a thick layer of bone covering



to protect the spinal column. The skull of a dragon is much like that of a monitor lizard, but in exceptionally large scale.

Their teeth form in single rows of long, sharp protrusions, and fall out when they grow worn. These lost teeth are replaced within a week with newer, exceptionally sharp incisors, molars and fangs. Most dragons are not poisonous, and therefore have solid teeth. Those few which can to convey poison through their bite have space in their skull for poison sacs, and fangs which are hollow, allowing the poison to be transmitted through the bite. Typical non-viperous dragons have two primary types of teeth, both molars and canines, in order to eat an omnivorous diet. Some few dragons are singularly predatory or singularly vegetarian — those dragons choose their food on an individual basis, and their diets do not have an impact on the species as a whole. The majority of their teeth are large, curved and serrated and tear flesh with the efficiency of a plow parting soil.

A dragon's jaw is large, its bones strong and can produce an incredible amount of pressure. Most species of dragons are able to actively dislocate their jaws in a manner similar to a snake. This allows the dragon to feed upon large animals such as cows and horses, as well as provides a devastating bite attack to their enemies.

MUSCULATURE

All dragons have incredibly dense muscles, formed in tight-knit packs of deltoids and triceps throughout their upper and lower limbs. Their chest and shoulder muscles are tough, as well, giving them the raw strength needed to carry their massive bodies into flight. Although a dragon's flight is partially magic-assisted, they are quite capable of performing aerial acrobatics through the use of muscle and air capacity circulating through their wings. Further, a dragon's tail is primarily muscle, allowing them to have a rudder in order to steer their flight. On the ground, this tail can provide an additional attack, and some dragons have been recorded to knock entire towers to the ground with a single arching sweep of their tails.

GLACIARUM MAGNUS

Gargantuan White Great Wyrms: CR 20; HD 45d12+288; hp 600; Init +5 (Dex, Imp Init); Spd 60 ft., fly 250 ft. (clumsy), swim 60 ft., burrow 30 ft.; AC 42 (-4 size, +1 Dex, +35 natural); Atks 1 bite +48 melee (4d6+15), 2 claws +42 melee (2d8+7); 2 wings +42 melee (2d6+7), 1 tail slap +42 melee (2d8+22), 1 tail sweep +42 melee (2d8+22), Face/Reach 20 ft. by 40 ft./15 ft.; SA Breath Weapon 18d6 (DC 38), crush 4d6+22; SQ SR 30, fear DC 34, damage reduction 20/+3, cold subtype, icewalking, *freezing fog*, 18th level sorcerer, 3/day — *gust of wind*, *fog cloud*, *wall of ice*, 1/day — *control weather*; SV Fort +30, Ref +29, Will +26; Str 40, Dex 12, Con 30, Int 21, Wis 22, Cha 19; AL CE. Skills: Alchemy +50, Bluff +49, Concentration +55, Diplomacy +49, Escape Artist +46, Knowledge (arcana) +50, Listen +51, Scry +50, Search +50, Sense Motive +51, Spellcraft +50, Spot +51. Feats: Brew Potion, Enlarge Spell, Extend Spell, Flyby Attack, Hover, Improved Initiative, Maximize Spell, Quicken Spell, Silent Spell, Snatch, Weapon Focus (bite), Wingover. Spells (6/7/7/7/7/6/6/6/5/3) 0: *resistance*, *ray of frost*, *dancing lights*, *ghost sound*, *mage hand*, *arcane mark*, *detect magic*, *prestidigitation*, *read magic*; 1st: *alarm*, *protection from good*, *mage armor*, *true strike*, *expeditious retreat*; 2nd: *resist elements*, *glitterdust*, *darkness*, *invisibility*, *misdirection*; 3rd: *dispel magic*, *nondetection*, *displacement*, *haste*; 4th: *detect scrying*, *scrying*, *improved invisibility*, *polymorph self*; 5th: *dismissal*, *hold monster*, *false vision*, *permanency*; 6th: *true seeing*, *mislead*, *project image*; 7th: *greater scrying*, *finger of death*, *teleport without error*; 8th: *mind blank*, *symbol*; 9th: *dominate monster*.



MORPHUS AGUARAN

Black Dragon Huge, (Very Old): CR 17; SZ H (dragon, water); HD 29d12+168; hp 360 hp; Init +4 (Imp Init); Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 35 (-2 size, +27 natural); Atks 1 Bite +37 melee (2d8+10); 2 claws +31 melee (2d6+5), 2 wings +31 melee (1d8+5), 1 tail slap +31 melee (2d6+12); Face/Reach: 10 ft. by 20 ft./10 ft.; SA Breath Weapon (18d4, DC 30), crush (2d8); SQ SR 23, fear DC 27, damage reduction 15/+2, *water breathing, corrupt water*, 3/day — *darkness, insect plague*, 1/day — *plant growth*, Spells (9th level sorcerer); SV Fort +22, Ref +16, Will +19; Str 31, Dex 10, Con 23, Int 16, Wis 17, Cha 18; AL CE. Skills: Bluff +33, Concentration +35, Diplomacy +33, Knowledge (local) +32, Listen +32, Search +32, Sense Motive +32, Spellcraft +32, Spot +32. Feats: Cleave, Flyby Attack, Great Cleave, Improved Initiative, Hover, Power Attack, Weapon Focus (bite), Wingover. Spells (6/7/7/7/5)
 0: *resistance, daze, flare, light, ghost sound, mage hand, detect magic, prestidigitation*; 1st: *protection from good, mage armor, charm person, enlarge, reduce*; 2nd: *summon monster II, blur, hypnotic pattern*; 3rd: *suggestion, vampiric touch*; 4th: *emotion*.



The massive flight muscles used in a dragon's maneuvering through the air are known to scholars as the subspinatus, supraspinatus and deltoid major. A majority of the motion of a dragon's wings occurs through the chest and shoulder muscles of the beast, and the wings themselves are designed to be as lightweight and durable as possible. The extenders of the wing (light bones that spread and contract the wingsail) have only a few muscles, but these muscles are extremely dense — some fifteen times as dense as a proportional human muscle.

The large rear thighs of a dragon contains a series of muscles known as the deuterium glutum, capable of creating a single massive thrust. With this strength, a dragon is able to lift off from a standing position. Dragons prefer to take flight from a high position, using the downdraft and altitude of a cliff to propel their initial flight, but they are nevertheless capable of direct takeoff from the ground.

The actual force of flight is granted by a continuous down sweep of powerful wings scooping air beneath thick membranes that stretch from wingtip, over the auxillar bone, down to the shoulder muscles and tendons of the chest. The downdraft of air provides a propulsion force suitable to thrust the body upwards, as both wingtip and tail provide a rudder for directional guidance. Immature dragons typically choose havens near higher cliffs or strong wind channels in order to use the heat updrafts in order to augment their initial takeoff and help them control their landings.

TEMPERAMENT

It is a fallacy, at best, to believe that dragons are warm-blooded creatures. Simply because their bodies do not react to temperature changes as do lizards and snakes does not mean that they are mammalian. Dragons lay eggs; their circulatory system is rendered into hibernation by excessive cold, and their digestion is aided by heat. Dragons also give birth through egg gestation, rather than mammalian internal processes. In this, they are indeed cold-blooded creatures.

Dragon eggs are initially soft-shelled, hardening over months of gestation until the shell is thick and brittle. When this occurs, the young dragonet must fight its way out, shattering the shell with beak or tooth. Most dragons watch over a clutch of eggs until they hatch, but few deign to raise the dragonets after the eggs have shattered. In any given clutch, there are typically from one to twenty eggs laid, of which only two to eight actually hatch. Young dragonets differ in temperament and behavior from birth; black dragonets often eat their siblings, while bronze dragonets change forms immediately upon hatching. Bronze dragonets are extremely interesting this way, as they instinctively seek other creatures to rear them — including humans.

Dragons are not easily susceptible to hibernation. Unlike a snake or lizard, simply being in frigid temperatures does not force the dragon into torpor. Dragons who are used to such cold climates (primarily white and silver) choose to lair near sources of heat such as volcanic springs. Their bodies are so efficient at storing heat that they may go as long as a month without returning to warmth, but they must have such a source in order to survive.

SCALES AND ARMOR

When a young dragonet is born, they are covered in thin scales that glisten with a sticky wetness from the inner shell of their egg. Their scales, at this time, are very soft and pliable, and may be easily torn with a dagger or similar weapon. As the dragon ages, however, their scales harden to a toughness greater than steel, turning or even breaking sword blades.

A dragon's scales are made of tough protein, formed against their skin as they develop. Dragons do not shed their skins wholesale as they grow, but must tear the dead scales from their back by scratching against a tree, cliff, or similar structure in order to allow the scales beneath to replace those which have become damaged or outgrown.

Iron from the blood, and a keratin compound in the dragon's system mixes with natural enamel similar to that of a human's bone or tooth in order to compose the thickness of each scale. Some scales from mature dragons are large enough to be used as shields or even tabletops, and are frequently as thick as a man's arm. A dragon's scales continue to grow for approximately six months. After they cease to grow, the scales remain flexible but tough. When they grow rigid, the scale must be replaced, which



APERTIS

Gargantuan, Ancient Red Dragon: CR 22; SZ G (dragon, fire); HD 34d12+306; hp 530 hp; Init +4 (Imp Init); Spd 40 ft., fly 200 ft. (clumsy); AC 39 (-4 size, +33 natural); Atks 1 Bite +45 melee (4d6+14), 2 claws +39 melee (2d8+7), 2 wings +39 melee (2d6+7), 1 tail slap +39 melee (2d8+21); tail sweep +39 melee (2d8+21); Face/Reach: 20 ft. by 40 ft./15 ft.; SA Breath weapon 20d10 (DC 35), crush 4d6+21; SQ SR 28, fear DC 34, damage reduction 15/+2, fire subtype, *locate object*, 15th level sorcerer, 3/day — *suggestion*, 1/day — *eyebite*, *discern location*; SV Fort +28, Ref +19, Will +25; Str 39, Dex 10, Con 29, Int 24, Wis 22, Cha 24; AL CE. Skills: Appraise +41, Bluff +41, Concentration +43, Escape Artist +34, Intimidate +43, Jump +48, Knowledge (geography) +41, Knowledge (history) +41, Listen +40, Scry +41, Search +41, Sense Motive +40, Spellcraft +41, Spot +40, Use Rope +34, Wilderness Lore +40. Feats: Cleave, Flyby Attack, Great Cleave, Improved Initiative, Power Attack, Sunder, Snatch, Weapon Focus (bite), Wingover. Spells (6/8/8/8/7/7/7/5) 0: *resistance*, *detect poison*, *mage hand*, *arcane mark*, *detect magic*, *prestidigitation*, *read magic*; 1st: *alarm*, *protection from good*, *grease*, *animate rope*, *jump*; 2nd: *resist elements*, *fog cloud*, *detect thoughts*, *see invisibility*, *pyrotechnics*; 3rd: *dispel magic*, *stinking cloud*, *gust of wind*, *haste*; 4th: *solid fog*, *summon monster IV*, *wall of fire*, *polymorph self*; 5th: *feeblemind*, *hold monster*, *stone shape*, *telekinesis*; 6th: *circle of death*, *disintegrate*, *flesh to stone*; 7th: *summon monster VII*, *ethereal jaunt*.



occurs approximately every five years. Scales also fall from a dragon's body if severely injured, allowing the dragon's flesh to heal and be covered with a new, stronger layer of protective armor. This process is similar to lizards shedding their skins, and occurs numerous times in a dragon's existence.

A typical adult dragon has three layers of teardrop shaped scales covering its body. The pattern of the body scales varies according to dragon size and nature, but typically is a flat, rotating design that causes each scale to thickly overlap each those to either side and below. This design allows the dragon to have free range of movement, as well as ample protection even on extended muscles, while the scales still have the capacity to lie evenly when flat against the body.

The largest scales on a dragon are confused with plates: thick bone ridges on a dragon's shoulders, head, or spine. These plates are made of bone matter, and not keratin, but are the same color and pattern as the surrounding scales. The scales on a dragon's chest area are the largest; those covering joints or delicate regions such as eyes or ears are the smallest. The pattern of the chest scales differs from the all-over rotating pattern, overlapping in a single-direction, flat design that runs from the soft flesh of the throat beneath the jaw, under the belly of the dragon's body, and ends at the point of the massive tail.

An interesting and little-known fact about dragons is that they control the movement of their scales, lifting them away from the flesh of their body through muscle control. This is useful for washing, and also in order to remove irritants that may slip beneath the scales. Similar to a some species of bird, a dragon can actually spread its scales in order to appear larger than the dragon's actual girth. This is useful when attempting to attract a mate, and also when engaging in territorial dispute. It has been further used, according to certain folklore, to dislodge an unwanted rider after the dragon has attained high altitude.

In desert regions, the draconic ability to lift their scales also serves as an effective heat reducing element. Making the scales stand on end allows the

skin underneath to release heat, thus cooling an overheated dragon down quickly. A favorite past-time of dragons is to stand the scales up and go into a cool pool of water to allow it to run in between the scales and onto the sensitive skin.

SENSORY INPUT

Most dragons can see objects as far away as 3,000 yards, and their exceptional vision plays a role in hunting. Protected from wind and temperature by clear, nictating lids, dragon eyes are better at picking up movement than at discerning stationary objects. Their retinas possess only cones, so they can distinguish color but have poor vision in dim light; a fact that is compensated for by the internal glow of a dragon's eyes — illuminating their cones so that the dragon can pick up movement even in dimly lit conditions.

Although their vision is exceptional, most dragons have a rather average sense of hearing. Within their ears, there is but a single bone, the stapes, to transfer vibrations and translate sound within the inner ear. Mammals have two other bones working with the stapes to amplify sound and transmit vibrations accurately. The result is an animal that is insentient to extremes of sound, such as an exceptionally low-pitched voice or a very high-pitched scream.

Vision and hearing are useful, but a dragon's sense of smell is its primary food detector. A long, forked tongue samples the air, after which the two tongue tips retreat to the roof of the mouth, where they make contact with internal organs in the roof of their mouth. These chemical analyzers "smell" their prey, and can sense location and distance up to 40 miles away when the wind is right.

ECOLOGY

Dragon ecology, the study of how, where, and why dragons choose their living conditions, is deeply ingrained in the study of these regal creatures. Even those dragons who prefer more 'civilized' living conditions must accept the limitations of their physical form; this allows us to



classify and study the dragon on its home territory. Beyond a dragon's physiological makeup, there are numerous other aspects of their physical life that deserve to be recorded. Learning about a dragon's gestation, breeding and territorial habits, death rituals, and intellectual capacity are all integral to understanding this most private and rare creature.

LIFE CYCLE

Although no scholar has ever concretely dated a dragon's full life expanse, the stages of growth are clear and easily distinguishable. Dragons live for much more than a thousand years, and some have been recorded as claiming to have lived as much as three times that length. If draconic histories are to be believed, certain ancient dragons have existed for nearly seven thousand years or longer. Most historians believe that a dragon truly dies only when killed by enemies or when it chooses to pass beyond this material world.

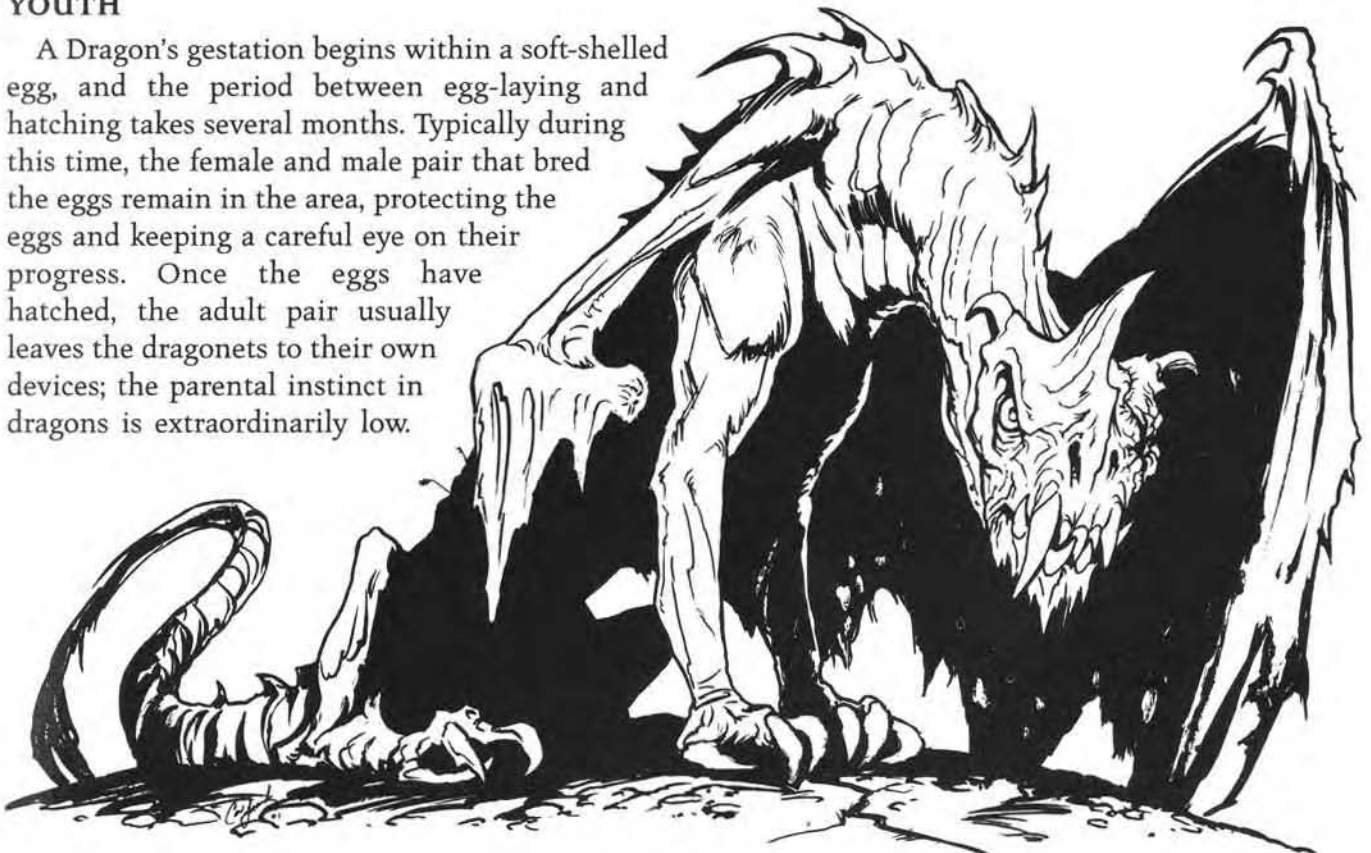
YOUTH

A Dragon's gestation begins within a soft-shelled egg, and the period between egg-laying and hatching takes several months. Typically during this time, the female and male pair that bred the eggs remain in the area, protecting the eggs and keeping a careful eye on their progress. Once the eggs have hatched, the adult pair usually leaves the dragonets to their own devices; the parental instinct in dragons is extraordinarily low.

Dragon eggs are notoriously fragile in their incipiency, and risk cracking.

A young dragonet is forced to survive on its own, and must seek and hunt food for itself from the moment of its birth. Never reliant on any other creature promotes a fierce independence in the dragon, a trait that leads captive dragons to commit suicide rather than be locked into slavery. The first two things that an infant dragon must acquire are food and shelter. Some wyrmlings prefer to work with their siblings, others refuse any aid and even attack other dragonets of their birth-clutch.

Once the dragonet has fulfilled its most basic needs, it must master its physical form and begin to understand its place in the world. A very young or juvenile dragonet must locate territory in which it can establish a haven, hunting grounds, and possible hoard. Although a juvenile dragon is weak compared to its adult predecessors, they are still extremely dangerous. Many times, a dragon in this



stage of life turns to other races in order to provide education, slave labor, and protection. By charming or intimidating small village or primitive culture, the dragon establishes its territory and acquires allies in order to build its hoard.

ADULTHOOD

An established dragonet grows into adulthood approximately 1–200 years after its hatching. Adulthood is established by a full flower of hormones and the urge to mate with others of its clan. By the time a dragon considers mating, they have typically established a full lair, complete with safeguards, hoard, and hunting territories. All other dragons in the area have been subjugated and driven out, or killed. How, then, can this solitary creature find and seduce a mate?

Male dragons' hormonal urges force them to leave their territories and search the world for an appropriate mate, remaining absent from their own terrain for as much as 50 years. Human populations refer to the dragon's movement as a 'ravaging', named for the expansive hunting the adult dragon requires in order to sustain itself as it travels through unfamiliar areas. Of course, many dragons do not survive this search for a mate, as their movement and hunting practices bring them to the attention of would-be dragon hunters, large areas of civilization, or most dangerous of all — other dragons. The territorial instinct in dragonkind causes these mate-hunting adults to wander into the territories of other dragons. This causes territorial disputes and dominance challenges to arise. In many cases, the young adult is faced with a larger, more dangerous dragon, and must flee or be destroyed — another factor which tends to lower the population.

When an appropriate mate is discovered, the seeking male must prove himself and win the female's affections. This can be done in a number of ways, from offering tribute of gold, slaves or territory to actual romantic wooing such as humans are familiar with (typically the province of silver or green dragons). Specifics vary according to species,

MARITI BRIGHTBLADE

Juvenile Silver Dragon, Ftr5: CR 14; SZ M (dragon, air); HD 16d12+48 + 5d10+15; hp 212 hp; Init +4 (Imp Init); Spd 40 ft., fly 150 ft. (poor); AC 24 (–1 size, +15 natural), or 20 (+1 Dex, +9 armor — +4 *elven chain*, invulnerability); Atks 1 Bite +24 melee (2d6+4), 2 claws +19 melee (1d8+2), +3 *falchion* +28 melee (2d6+7), 2 wings +19 melee (1d6+2), 1 tail slap +19 melee (1d8+6); Face/Reach 5 ft. by 10 ft./10 ft. (or as elf); SA Breath Weapon (8d8, DC 21); SQ Damage Reduction 5/+1 from enchanted armor (elven form only), *cloudwalking*, 3rd level sorcerer, 3/day — *polymorph self*, *fog cloud*, *control winds*, 2/day — *feather fall*, 1/day — *control weather*, *reverse gravity*; SV Fort +17, Ref +11, Will +15; Dragon, Str 19, Dex 11, Con 17, Int 18, Wis 19, Cha 18; Elf, Str 15, Dex 13, Con 11, Int 18, Wis 19, Cha 18; AL LG. Skills: Bluff +16, Climb +5, Craft (musical instruments) +5, Concentration +3, Diplomacy +16, Handle Animal +5, Intimidate +2, Jump +16, Knowledge (arms and armor) +2, Knowledge (history) +13, Knowledge (nobility) +16, Listen +16, Perform +16, Ride +5, Search +16, Sense Motive +16, Speak Language (all except Druid), Spellcraft +16, Spot +16. Feats: Cleave, Expertise, Flyby Attack, Great Cleave, Hover, Improved Initiative, Power Attack, Quick Draw, Weapon Focus (falchion), Wingover. Spells (6/6)

0: *resistance*, *mage hand*, *detect magic*, *prestidigitation*, *read magic*; 1st: *protection from evil*, *shield*, *color spray*.



as does the permanency of the mated pair's affections. Most dragons, particularly the gold and black sub-races, rarely keep a single mate for more than a season (a season lasting approximately one clutch of eggs, or ten years). Others return to their "beloved" on occasion, renewing their attentions and producing further clutches of eggs.

The oldest dragon known to clutch eggs was a large red, recorded to be over 1,200 years at the time. Red dragons mate only once in their livetimes, maintaining fertilized eggs within the female's body so that she may clutch at any time in her life. Typically, females cease to accept mates after they have passed 800 years, and late clutches are highly uncommon.

WYRMS

Few dragons live to be known as wyrms, a title of distinction among their race that is granted only to those who have survived over a thousand years. Wyrms do not have the need to hunt as often as their younger brethren, and may only leave their lairs once every 4 to 5 years in order to seek and eat an entire herd of game. They are astonishingly powerful, and incredibly intelligent — such dragons did not achieve their tremendous age simply by luck.

Wyrms are typically more motivated by knowledge and magic than by hormonal urges, territorial disputes or rivalry. Having accumulated vast hoards of gold and jewels, they seek to 'complete' collections of artifacts, powerful magic items, or knowledge. Although they are capable of great destructive force, such wyrms are reclusive, and lazy. They rarely seek items for themselves, but rather use intermediaries. An adventurer willing to brave extreme danger might find such a dragon willing to trade for an item or book that it has been seeking. This is not advised, as dragons are notoriously greedy, and even good-aligned dragons trick or use charm spells in order to get an adventurer to hand over treasure without cost to the dragon. Evil dragons lie, cheat, and use force in order to get an adventurer to turn over their

treasures, and anyone who considers making such a deal with a Wyrms had best spend a great deal of time thinking it over before they approach a dragon's lair.

DEATH

"Death is a choice. It should be approached with dignity and trust... an old friend, offering its hand to the weary traveler."

— *Kalioth the Blue, Marauder of Viteard*

Dragons die under two instances: they are killed by violent forces, or they choose to leave this life. They are immune to most poisons, all natural diseases, and rarely fall prey to natural disasters. When a dragon is killed by adventurers, predators, or other dangers, their killers typically use their bodies for magical components, armor, and weapons. However, when a dragon simply decides to leave this life, they abandon their lairs, and die far from the eyes of men. So, then, what do dragons do when they choose to die?

In a handful of incredibly secluded and isolated valleys throughout the world, the ground is scattered with the bones of dragons. Corpses of all colors rest here, their bones polished clean by vultures and blowing sands. These dragon graveyards are ancient, and have existed since the beginning of time. They are impassable by foot, circled by high, jagged cliffs and protected by ancient magics set down by the most powerful of Great Wyrms. These places are hallowed, and the bodies of those who have come to die are considered to be protected by the gods themselves.

Dragon graveyards typically have keepers, normally Brass or Blue dragons (most often the former). While dragons are fractious creatures — at each others throats and willing to kill over territorial disputes or matters of good and evil — the one thing that all dragons agree upon is the sanctity of their graveyards. Any dragon in the area responds to the call of a keeper, and fights to the death to protect the bones of their ancestors.

It isn't known how dragons discover the locations

of these graveyards, or why brass dragons frequently find themselves called to become keepers just as the previous keeper of the graveyard settles into death. Such instinctive or psionic urges have eluded humanity's attempts to study, and may not be quantifiable. Whatever it is, dragons of all species apparently have this natural understanding and locator, and can find the dragon graveyard without difficulty when the time is right.

SPECIES

The variation in dragon species is divided along the lines of pigmentation, further subdivided along chromatic (colours) or metallic (brilliant) strata. Dragons can be easily categorized along the lines of color, and the majority of dragons of a certain color have similar physical and intellectual characteristics. This is clearer with notice of the preference for good and evil inherent in the colors of dragons — although most dragonets are not raised by any parent figure or role model, they nevertheless seem to show clear views on evil and good from the time they hatch from their egg. Further, they retain such moral divisions through their extremely long lifetimes.

This has led historians and sages to believe that a dragon's preference for good and evil is hormonal, rather than ethical, and that individual dragons are simply incapable of altering or converting from one belief system to another. Other scholars disagree, believing that a dragon learns its ethics from an early age, as it interacts with its environment. In this way, a white dragon would learn to become evil simply because of the harsh winter terrain that it must overcome in order to survive. With no respite from the need for sheer survival, they learn to approach other races with an attitude of greed and overwhelming force rather than attempt to parlay. Red dragons, as well, maintain an attitude of superiority from a very young age — when you can solve all arguments with a gout of flame, why make allies?

Similarly, metallic dragons are more likely to have the ability to change their shape and interact with other sentient races without betraying their true form. As they come to understand the nature and worth of other civilizations, they are less likely to rampage and slaughter those races. Metallic



FEHL-IKKAN, THE OBSIDIAN DEATH

Great Wurm, Gargantuan Black Dragon: CR 21; SZ G (dragon, water); HD 37d12+296; hp 536; Init +0; Spd 60 ft., fly 200 ft. (clumsy), swim 60 ft.; AC 42 (-4 size, +36 natural); Atks Bite +46 melee (4d6+13), 2 claws +46 melee (2d8+13), 2 wings +46 melee (2d6+13), tail slap +46 melee (2d8+13), tail sweep +46 melee (2d6); Face/Reach 20 ft. by 40 ft./15 ft.; SA Breath Weapon (24d4, DC 36), crush +46 melee (4d6+13); SQ SR 28, scent, fear (DC 33), damage reduction 20/+3, *water breathing, corrupt water*, charm reptiles, 3/day — *darkness, insect plague*, 1/day — *plant growth*, spells (15th level sorcerer); SV Fort +28, Ref +20, Will +25; Str 37, Dex 10, Con 27, Int 20, Wis 21, Cha 20; AL CE. Skills: Alchemy +35, Bluff +25, Concentration +33, Diplomacy +25, Gather Information +25, Intimidate +25, Intuit Direction +25, Knowledge (arcana) +30, Knowledge (dragonkind) +25, Knowledge (history) +25, Knowledge (undead) +30, Knowledge (the planes) +25, Knowledge (underearth) +25, Listen +25, Scry +27, Search +25, Sense Motive +25, Spellcraft +42, Spot +25, Wilderness Lore +25. Feats: Alertness, Blind-fight, Combat Casting, Expertise, Fly-By Attack, Hover, Improved Critical (Bite), Power Attack, Snatch, Wingover. Spells: (15th Level Sorcerer) (6/8/7/7/7/7/6/4) 0: *arcane mark, dancing lights, daze, detect magic, ghost sound, light, mage hand, ray of frost, read magic*; 1st: *charm person, mage armor, magic missile, sleep, summon monster I*; 2nd: *darkvision, melf's acid srow, summon monster II, summon swarm, web*; 3rd: *blink, haste, lightning bolt, summon monster III*, 4th: *improved invisibility, lesser geas, polymorph self, summon monster IV*; 5th: *cloudkill, hold monster, summon monster V, wall of iron*; 6th: *chain lightning, eyebite, repulsion*, 7th: *delayed blast fireball, mass invisibility*. (15th Level Cleric) (6/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1)



dragons typically have more attentive parents, as well, and are raised in more nurturing environments rather than being left to the kill-or-be-killed wyrmling years of a chromatic dragonet.

CROSS-BREEDING

The question of crossbreeding species of dragons occurred to many sages, but has only been attempted with unpredictable results. Scholars lucky enough to discover means to get the creatures to mate outside color stratifications have been the exception (most of their experiments resulted in the two dragons destroying each other). The results of these experiments have varied from sterile eggs containing twisted and mutated corpses to bizarre beasts that had the qualities of neither dragon parent. Creatures such as the chimera, dragonne, dragon turtle and others are the result of forced magical experimentation on crossbred eggs. The lucky wyrmlings were simply unchanged, emerging from their eggs as normal members of the species, possessing either their father or mother's coloration and qualities.

For the most part, dragons only mate within their color. It is a rare exception that a mated pair consist of two dragons of differing colors, and such mated pairs never reproduce. This occurrence is almost unheard of, and typically happens when two dragons meet within other settings, having polymorphed themselves into humans, elves, or other such races.

GENETIC ABERRATIONS

A note must be made here about the bizarre offspring of dragons mating outside their color. Such creatures are rare, having been the result of sorcerous experimentation and magical coercion, and they are rarely able to produce offspring of their own. A notable exception is the Dragonne, a lion-like beast said to be distantly related to brass dragons. Their species has existed for several hundred years, breeding within their own kind and producing viable reproductive offspring. No wizard has claimed credit for this obviously successful experiment. Which may, of course, be a matter of self-preservation.

Throughout history, spellcasters have created hybrid creatures from dragons, although not through means as direct as breeding. Using dragon flesh, bones, and blood, necromancers and other sorcerers have been able to create golemic animals with traits and abilities of their (albeit unwilling) dragon ancestor. Chimera are an obvious example of such a 'created' beast, as their abilities and one of their heads is obviously formed from dragon stock. Alchemists are eager to purchase the corpses of dragons, so that they can replicate this experiment and create other such creatures. Infrequently, these animals are created with the ability to mate and reproduce; the offspring is rarely viable, and typically dies from mutations and deformities long before it reaches maturity.

HIBERNATION

A mature dragon has two cycles: awareness and hibernation. For 75% of their lives, dragons are aware. In this state, they have little need of sleep, a great desire to hunt and feed, and the occasional urge to mate. On the other hand, when a dragon enters hibernation, they remain completely unaware of their surroundings unless an intrusion awakens them from their slumber.

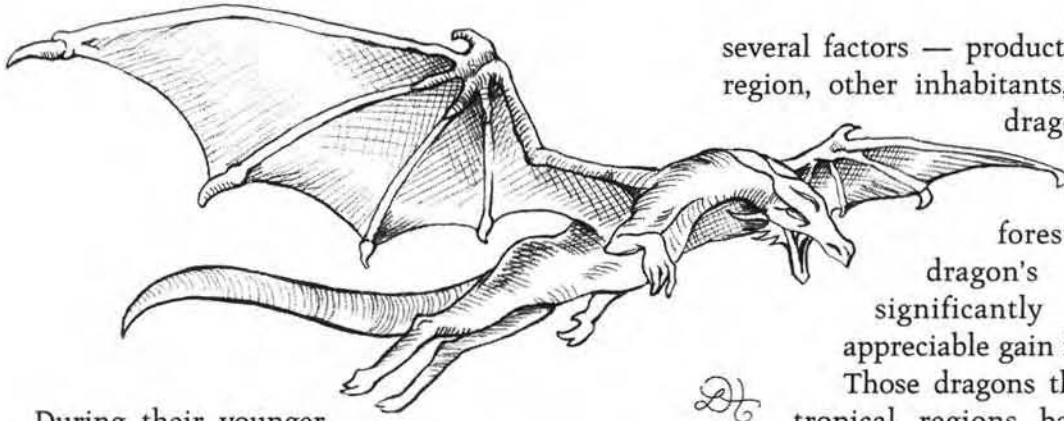
Dragons do sleep, but very lightly. Scholars liken dragon sleep during their 'aware' periods to human napping, a light slumber easily disturbed by even the lightest noise. Dragons do not experience dreams in this state, and are aware of all smells, sounds and disturbances around them.

The other twenty-five percent of their lives, dragons slumber in a deep hibernation, similar to that of a bear in winter.

They can be awakened, and do emerge from sleep immediately if any harm comes to them or anyone approaches within the range of their acute smell. However, during this period, the dragon does not range through its territory, preferring to slumber upon its hoard for as long as twenty years or more. During this time, the dragon has no need for food or water, but upon awakening, is ravenous.

A dragon can feel the pull of hibernation when it approaches its adult years, and enters its first sleeping cycle during the end of its adult phase, approximately 2–300 years into its life. When it does, it begins to create an impregnable lair complete with traps, enchanted protections, and other safeguards. No longer is a simple cave with room to store its hoard a sufficient lair; the dragon now must prepare a fortress.





During their younger years, wyrmlings and juvenile dragonets are primarily interested in shelter and security. Later, as they begin to develop a significant hoard, the dragon establishes a larger lair, possibly with the assistance of a slave or allied race of humanoids who are far more capable stone masons than the monstrous serpent.

When a dragon reaches the stage where it feels the first pull of hibernation, they scour the area for a more suitable long-term haven. This can include cave complexes, empty volcanoes (depending on the dragon, lava activity within the volcano can be a plus), fortresses, ruins, and large bodies of water. Once completed, these lairs are virtually impenetrable, protecting the dragon and its hoard during the long years of inactivity. The countryside is certainly aware of when dragon wakes, as several herds of livestock go missing and acres of forest are destroyed in its passing.

HUNTING AND TERRITORY

The hunting habits of dragons vary according to species and habitat, but all dragons are completely omnivorous. Some prefer to eat only meat, while others subsist on a fare of vegetable or even mineral matter. While few dragons enjoy feasting upon their own hoards, some Great Wyrms spend their final centuries eating only the finest gems, pearls, and magical items.

A mature adult dragon requires several thousand miles of territory — the size of a modest nation — to provide sufficient food and water for their permanent needs. This figure can vary according to

several factors — productivity and fertility of the region, other inhabitants, and preference of the dragon, to start. Frigid wastelands have less to offer than lush forests, and thus a white dragon's terrain may be significantly larger without any appreciable gain in food production.

DG

Those dragons that reside in forested or tropical regions balance their diet with vegetative as well as carnivorous matter, while those dragons who choose to reside in deserts and other wastelands prefer hunting and mineral fare. All dragons must have water to survive, though desert-dwellers can go for as long as a period of months without a drink.

A dragon's territory may be smaller if it continues to provide for their needs, particularly if that area has some other resource that the dragon considers valuable. A willing and loyal breed of orcs, for example, or a particularly rich gold mine might cause a dragon to reside in a significantly tinier region rather than searching out a larger, less profitable area. Still, it is not unheard of for a dragon to demand that his servitor race follow him into another area, either to escape another dragon coming into the original territory or because the dragon requires some resource foreign to his initial terrain.

Certain species of dragon choose their territories with specific requirements of terrain and climate in mind. Green dragons are more suited to forest or jungle lairs, where their emerald skins blend with the surroundings, while white dragons have the physical endurance and insulation to survive in even the most frigid regions. Silver and bronze dragons prefer to remain near human or elven civilizations, but blue dragons are notoriously solitary, choosing desolate wastelands in which to build their havens.

SOCIETY

"Those who are beneath us shall be destroyed."

— *Dukat Flamebringer, Red Wyrms*

"All others are beneath us."

— *Denmar Flamebringer, son of Dukat*

Despite the fact that dragons are solitary creatures, there exists an intelligent and rational society within their race. They ponder difficulties for decades at a time, rarely moving from their hoard except to feed. They are vastly intelligent, yet consider the collection of gold and precious items to be equal in worth to their own life. Their ancestry is filled with ancient histories and traditions, passed down from adult to the newly blooded dragonet and from Wyrms to the young, seeking their first mates.

A dragon's wrath matches its patience, however, and those who injure or anger such a creature must never think themselves 'safe' so long as the dragon survives. Their thoughts span centuries, and their plans do the same. So, too, is their system of justice and rulership which is based on tradition as well as cunning and strength. Dragons rarely come into contact with one another except when seeking mates or when attempting to claim territory, but certain societal safeguards exist to impose draconic justice on those dragons who break the ancient commandments of their race.

Dragons spend much of their time in thought, pondering riddles, puzzles, and plans. They are a race of dominators, seeking to extend their will over their territory and all those who fall within it. A greedy race, even dragons of good and lawful alignments fight to capture rich territory, oust opponents, or claim victory in a puzzle of wit or strength. And the most challenging opponent to a creature who believes dragons to be supreme beings is, of course, another dragon.



GOVERNMENT

Dragons are not bound by the governmental laws of lesser species, but neither do they easily accept the yoke of another dragon's superiority. The most straightforward way for two dragons to settle an argument is to seek out one of the Wyrms and ask for their intercession. This task is given by honor to those ancient creatures, and they accept it as part of their duty to their race. The dragon arbiter collects payments from portions of the hoards of the two disputants; for this reason, dragons use this system only when it is absolutely necessary to preserve life.

Issues that involve more than two dragons (such as a new human settlement springing up in disputed territory claimed by multiple dragon regents) require a council meeting of all the dragons involved. Dragon councils may be called by any dragon of Adult age or greater, but must be presided over by a dragon of greater age than any of those directly involved. Again, the arbiter must receive payment of portions of the hoards of those involved, and this system is used infrequently.

Although arbitration is an infrequent form of dispute resolution, it is never contested. Once a dragon has stepped in as arbiter, they are honor bound by tradition and dragon law to render what they see as a "fair" judgment. To an ancient red dragon, this may mean demanding a fight to the death in order to determine the winner. To an ancient gold, it may require a decade of debate and argument before one point emerges as stronger than the other. It is the duty of the arbiter to decide how the dispute will be handled; once those rules are made, no dragon will disobey them. If they do, risk being hunted and destroyed by the rest of their race, regardless of species.

It is said that all of dragonkind is ruled by a council formed of the eldest member of each draconic species. This council is said to interpret tradition and custom, halt and arbitrate wars between species of dragon, and actively command all dragons in order to prevent the genocide of their race by other beings. Most dragons believe that the council is a myth, created by the eldest dragons in

order to further some cunning plan of domination over the younger wyrms, but others claim that it is as real as the sun, and far more powerful than anyone would believe.

CUSTOMS

Draconic customs are ancient and hidebound, unchanged for centuries. Their rituals of formal greetings, of claiming territory, and accepting a mate differ from species to species, but are strikingly similar in content and execution. In general, a scholar that has taken the time to learn basic dragon customs is well-received by a draconic host, no matter what their color or breed. A warning, however, that the distinct “patterns” and dialects of the various species are clear to the others; a scholar learned in the salutations of the copper dragons might not receive as warm a reception when he uses those words and rituals to greet a red.

Bigotry is rampant among dragons, and it should be noted that they have a clear pecking order. Depending on whether the dragons are chromatic or metallic, dragons see the rank structure of their race as a means of determining honor, respect or even fear. In general, red and gold dragons are most revered, while copper and white dragons are seen as the least worthy races. Notably, these distinctions seem to follow the general size ratio of dragonkind, offering greater status to those species which tend to grow larger than the rest. Of course, age is the predetermining factor, and a dragon whose age class is greater than his fellows is always be treated with more respect, no matter what his color and species.

INTRODUCTIONS

Roaring and flight patterns are important gestures when dragons first meet, allowing an intruder to show his host what the intruder's purpose is in passing though the territory. The greeting and response flights, provides a chance for both dragons to show off their talents. Once the initial greetings are over, the two dragons meet on neutral territory (determined by the current owner of the territory) in order to parlay.

When the dragons first meet, the eldest speaks first. In cases of a tie in age, the host dragon has the honor of speaking first. A dragon recites his lineage and territory, spending time on each of his victories of cunning and strength and his great feats. When he has finished, the other dragon does the same. This process can takes days, and in the case of two wyrms, months. Once introductions have been completed, the intruding dragon is required to state a purpose for their visit, and if there is any challenge to the host's territory, the intruder is required to offer it immediately. Thus, if the intruding dragon is seeking a new territory, or to forcibly take some of the host's hoard, the challenge is put forth directly rather than hidden beneath layers of intrigue or subterfuge.

This is not to say that dragons cannot be subtle. Once the challenge is made, a dragon is not required to act upon it immediately. Some dragons offer challenge as much as a century before they actually make any move toward their opponent. The challenge is as much an invitation to the game as a direct test of the other dragon's strength or ability. Dragons prefer to dominate each other through indirect means rather than simply battling in grand aerial combat. Although such fights are not unheard of, they are usually the result of many decades of planning and machination, and come as a result of the loser's wrath at being outwitted by a mentally superior opponent.

Still, on rare occasions dragons choose to simply fight in order to resolve territorial or mating disputes, rather than spending the years required in order to outwit and destroy their opponent. This is more common among less intelligent and younger dragons, as those beasts have not yet realized their intellectual potential.

MATE SEEKING

When a dragon searches for an appropriate mate, he is taking a number of risks. First, he must leave his established territory, hoping that no other dragon notices his absence and poaches his hoard or his feeding grounds. Secondly, he must interact

with a variety of dragons, seeking information on an appropriate female of his color and species. When he does find a female, he must woo her (if he is a metallic dragon) or dominate her by displays of strength and force (if he is chromatic). This can take many years, and endanger the dragon's own life in the process.

Once, it was traditional that a dragon seeking a mate was protected by the laws of the council, and no other was allowed to cause him harm. This practice has gone in and out of style, and is rarely enforced in the present day.

When a dragon meets a female of the species, he undergoes the formal practice of introduction, as he would when entering any other dragon's territory. The reciting of lineage is particularly important, as dragons, by nature, do not mate with close siblings, or those from the same clutch. Generally, a clutch does not produce more than one adult offspring, so this clause is rarely an issue.

How a female determines if a male is an adequate mate is entirely her own decision. Some require tithe, others demand increases in territory or power. Many silver and bronze females, who have spent much of their time among humans, wish to be wooed with poetry and love songs. These matters differ according to the desires of the female and the capacity of the male.

Normal mated partnerships last no more than a single 'season,' or less than ten years. A single clutch has been laid, preferably in an area unclaimed by any other dragon, and the eggs are watched over by the female, or by both parents until the clutch has hatched. At the end of that time (often, sooner), the male returns to his own territory and the couple parts. Dragons return to the same mate when the instinct to mate comes upon

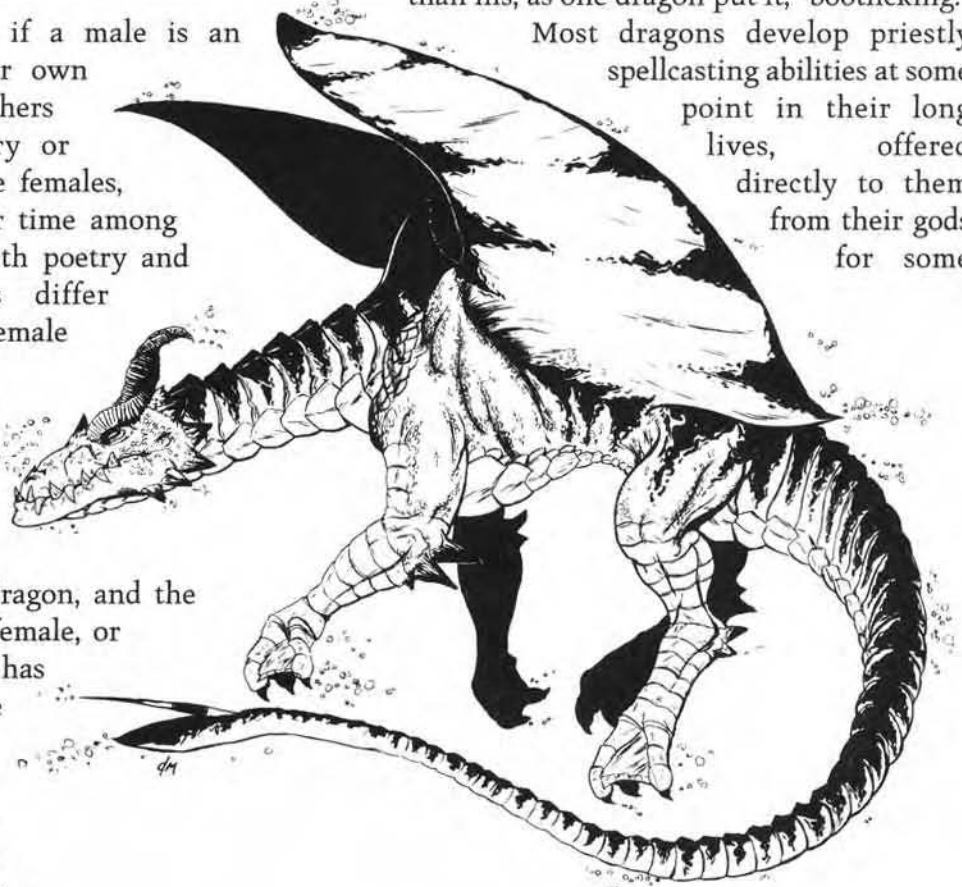
them, and a female is usually more willing to accept a male that has mated with her in the past.

In rare cases, a mated couple maintain a permanent association, forsaking any other mates for their one true love. Even in this case, however, the two live apart for most of their lives, preferring solitude to "wedded bliss."

DRAGON GODS

Do dragons have gods? The answer is yes — but not all dragons worship them, or even believe in them. Similar to the diverse deities of demi-human and human pantheons, dragon divinities are worshiped in many ways by the many species of creature. Dragons priests are faithful beings, they do not pray nor offer supplication to their gods. Like the dragons themselves, their divinities respect strength and cunning rather than abject worship, and reward a follower based on his merit rather than his, as one dragon put it, "bootlicking."

Most dragons develop priestly spellcasting abilities at some point in their long lives, offered directly to them from their gods for some





feat of skill or courage. The abilities are permanent, and may be used as the dragon sees fit. Some few dragons have such an interest in clerical lore and myth that they do actually become 'priests' of a sort, but their nature and abilities differ from any such priest of another pantheon. They have no formal organization, no temples or sacred spots, and only commune with their deities through silent prayer. They do not offer sacrifices or tithes, keeping their treasure to themselves, and instead revere their god through the selection of certain types of acquisitions within their own hoard. A dragon who was a 'priest' of his god of War might specialize in the acquisition of swords, armor, and other military accouterments, particularly those which are rare and powerful. A priest of knowledge may collect tomes and spells, while a dragon priest of love might have hoards of beautiful slaves of all sexes and races, as well as his material hoard.

LESSER SPECIES

Although dragons are solitary creatures, many of them turn to 'lesser' races in order to create alliances, capture slaves, and generally

get things done that the dragons isn't inclined to do herself. These lesser races are coerced using a number of methods, and may actually be willing aides of the powerful creature. Depending on the dragon, the region, and their abilities, entire civilizations may arise around serving the dragon. The three most practiced alliances between dragons and other races are slavery, allied cooperation, and infiltration. Each of these has its merits and flaws, and are chosen for different reasons by different members of dragonkind.

SLAVERY

Chromatic dragons turn to slavery in order to acquire a humanoid servitor race. They enforce their will upon the strongest members of the local humanoids through threat of death, destruction, or by taking women and children as hostages.

Primitive creatures, such as goblins or kobolds, easily adapt to the idea of a dragon as their master. Their cultures evolve with respect for strength and brute cunning, and to them, a dragon is simply the highest creature on the food chain. Serving such a "king," provided that they are not abused, follows naturally along the lines of their established culture. Dragons do not only seek to subjugate humanoid beings. They also make servants of shambling mounds, dungeon dwelling monsters, and semi-intelligent animals, depending on the resources of their territory, and the dragon's needs.

Orcs, hobgoblins, or more advanced cultures need more convincing before turning themselves over to be ruled by a dragon. Occasionally, a simple show of strength serves as enough threat to enforce the dragons' wishes. More often, the dragon must use creative means to enslave his chosen servitor race. Keeping hostages, such as women and children, can provide leverage. After a generation or two, the race is used to the domination of their new master, and continues to serve without further pressures.

Some servitor races do not realize that they exist as slaves, instead worshipping the dragon as a god, or an avatar of their own gods. They offer the dragon tribute of herd beasts or treasures, and

enforce the dragons' will within their territory. They are happy to serve, as the dragon's patronage gives that particular tribe a great deal of respect in the area. One of the first commands given to such a tribe is usually 'conquer and subjugate your neighbors' (with the dragon's help, of course), so that the tribe gains strength rapidly.

ALLIANCES

Civilized alliances with intelligent races can also be engineered, but require a dragon that is willing to be open to negotiation with their intended allies. This sort of agreement is more common to lawfully aligned dragons, both chromatic and metallic, and usually covers a great deal of territory. Entire cities, even nations, may ally themselves with a dragon in order to reach a state of peaceful coexistence. Such races cannot truly be called 'servitor', but negotiations can provide the dragon with food and tithe from the cities, as well as offering the shared company of other sages and the potential for intelligent discourse.

Elves, humans, dwarves and even evil races such as lawful orcs and lizardmen are known to make the occasional alliance with a nearby dragon. Sometimes this arrangement is as simple as establishing territorial boundaries, and on other occasions it can take the form of tithe of treasure or slaves in order to keep the dragon from marauding. When an alliance is established peacefully, exchanges of knowledge can be beneficial for both sides. If a third party threatens war against either side, a prearranged alliance can prove very reasonable.

INFILTRATION

Sometimes, a dragon chooses and recruits allies without letting them know the dragon's true nature. Such alliances are made while polymorphed, of course, and can be put into jeopardy if the other party discovers that they do not know the truth about their supposed 'ally.' Infiltrating other societies is most commonly done by silver, bronze and red dragons, who have the intelligence to keep their false identities from being discovered.

Sometimes the dragon's ploy is deliberate; by insinuating himself into a guild of powerful wizards or fighters, he can call upon their 'unity' when the situation is dire. Other dragons genuinely intend only the best, and find themselves needing to call upon their unwitting allies because there is no other option available.

INDENTURE

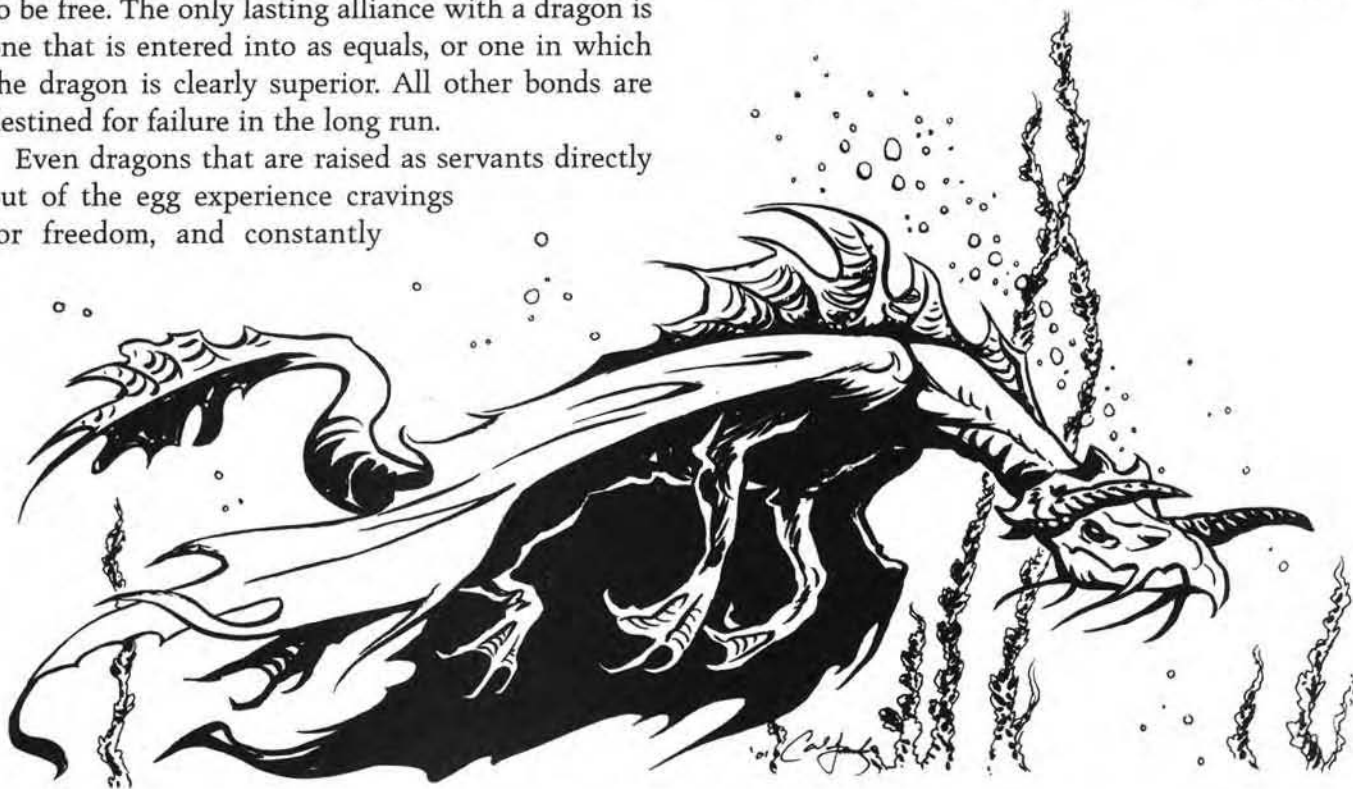
Dragons delight in showing off their power, conquering others and proving their superiority. But what happens when they fail in these power-contests, and find themselves trapped at the service of another being?

Dragons do not do well as servants or as slaves. They constantly chafe at such restraints. Inherently, all dragons, whether 'good' or 'evil', are self-serving creatures that prize their freedom and superiority. Stripped of such, they wither, and eventually die. Even when a dragon has chosen to become a servant in order to serve a greater purpose — to serve a god, or to save their wyrmlings from death — they do not enjoy it, and spend all of their energy seeking a way to be free. The only lasting alliance with a dragon is one that is entered into as equals, or one in which the dragon is clearly superior. All other bonds are destined for failure in the long run.

Even dragons that are raised as servants directly out of the egg experience cravings for freedom, and constantly

question their place in the world. Escape attempts are frequent, no matter how well treated a dragon is. Dragons simply aren't capable of living their lives at the beck and call of another being, or of not being in charge of their own lives. Without freedom and the guarantee of their own power, a dragon is a very weak shadow of himself. Sage studies have proven that dragons reared in captivity, given all the benefits of mortal magic and medicines, and offered huge hoards of gold for their own use grow to be smaller than their wild counterparts. Frequently, these wyrmlings become 'runts', growing to be significantly smaller and less ferocious than those dragons allowed to live their lives entirely free.

Once or twice in history there have been known instances of dragons born into human form (most likely, bronzes) and raised with no knowledge of their true nature. Those individuals live their lives always seeking something, unable to find their true place in society or the world. They are creatures to be pitied, for unless they realize their true draconic nature, they will certainly die from sorrow long before reaching maturity. If enslaved, they fight to



the death, or find themselves seeking the most direct means of suicide. Yet, such traumatic instances can be the catalyst for sudden self-realization — imagine the guard's surprise when the once-meeek prisoner suddenly transforms into a gigantic dragon and lays waste to those who imprisoned him!

CHROMATIC DRAGONS

BLACK

Black dragons are one of the most common (figuratively) of dragon breeds. They are swamp-dwellers, prone to evil deeds and consider cunning and imagination to be among the most valued of traits. Although they rarely keep their bargains, black dragons respect a greater intellect, and occasionally band together when a leader proves his worth.

Physical Characteristics

Black dragons are among the smaller dragons that exist, measuring approximately 40 ft. long from tip of nose to tip of tail when they reach adulthood. Their socketed eyes are deeply inset, and have an additional lid to protect them when they open their eyes underwater. Their scales are dull, matte-colored and not reflective, and they become more so with age.

Their heads have distinctive, forward-curving horns made of extremely thick bone — capable of shattering rock with a stern head-butt. Rather than having any form of bone ridges down their neck, black dragons have a spinal fin, made of a membranous material similar to that on their wings. This fin serves to push aside materials then underwater, as the dragon has a particular style of swimming that pushes its head down, and its neck forward.

A black dragon's wings are thinner than those of other dragons, made equally for flying and swimming. Because black dragons prefer to live in swamps and fetid bogs, they are commonly found in

N'ZILL DRA

A silver dragon who died centuries ago, N'Zill Dra was a scholar and companion to many a sage. Her researches into magic and dragonkind were unparalleled, and several scholarly institutions regularly offered her access to their resources just to read one of her works. Many young sorcerers and wizards attempted to apprentice themselves to her, but spurned them all. To her, research was of the primal importance, and little could persuade her otherwise.

What eventually aroused her wrath was a thief attempting to steal her tomes for use in a mortal war. Enraged, N'Zill Dra questioned the thief, and then laid siege to the nation which dared to steal from her. The country's despot, believing N'Zill to be a wizened scholar, learned all too well that the scholar was still a dragon. Under her tender mercies, the nation lost all trading allies and quickly fell into ruin; within a century, none would remember its name.

As the years drew on, N'Zill Dra's research into dragonkind and draconic history. During this time, discovered several ancient tomes of history concerning the Dragon Wars. Sequestering herself in her heavenly lair, she poured over the manuals. Disturbed by their contents, she went forth a second time to war, slaying a great wyrm of each of the chromatic species and dragging their carcasses home. For another three hundred years, she did nothing but dissect and study the remains of her foes. She then emerged from her lair holding a slim book, her findings, and set fire to all her belongings.

N'Zill Dra presented her last work to an university professor, and then departed for a dragon graveyard. The professor poured over the book, reading and rereading it for nearly two years, before deciding that N'Zill Dra's conclusions were valid.

Upon repeated and close studies, N'Zill Dra had theorized that dragon morality was a constant by subspecies for one simple reason: dragons lacked free will. N'Zill Dra, like all of her kind, was naught but either a fleshy construct set in motion by nature, or worse still, the puppet of some alien mind. The professor kept the findings to himself, but many scholars — human and otherwise — seek N'Zill Dra's final words to this very day...

underwater lairs, using flooded subterranean passageways as entrances and exits to their lairs. Their tail and body is also more slender than a normal dragons, and their scales are made to be compressed tightly against the body, to ease movement in small or tight corridors.

Their feet are webbed — for swimming, and for walking on soft ground without sinking into the bog. Typically, a black dragon marks its territory by imprinting a webbed footprint into the marsh at the edge of its territory, allowing that footprint to grow hard as the ground solidifies. The age of a dragon's territory can be determined by checking the 'rings' within such footprints, as the dragon returns every few years to once more mark the edge of its claimed terrain. Each time, the dragon is larger, imprinting a bit more ground around the initial mark — and with time, the footprints become immense, one inside the other like the rings of a tree.

A black dragon's breath weapon is a tremendous jet of acid, capable of eating through even magical metals and stone within seconds. It is extremely dangerous, and no known substance can withstand its toxic touch for long. Scholars and alchemists pay large quantities of gold for a sample of such acid, but it is so difficult to obtain and transport that few adventurers take their offers seriously.

Habitat

Black dragons prefer to live in swamps, lowland marshes, and brine ocean bays, where the silt is very thick and the water is cloudy. They are extremely territorial, and consider any change in the swamp's habitat to be a direct assault on their lairs. A black dragon has been known to destroy entire villages of peasants that attempted to redirect some of the streams within the dragon's swamp; also to eradicate logging attempts, eat fishermen, and obliterate those with ideas for draining the waters of the bog and turning it into farmland.

Black dragons are amphibious, able to live equally well above and below water. Because of this, they frequently hide their eggs in deep trenches beneath silt-laden pools, trusting to the fetid water and

swirling filth to keep them safe from predators. Beyond that, the black dragon cares little for its young, rarely even returning to see if the eggs have hatched.

Although they are considered 'evil', these dragons are extremely interested in the welfare of their swamps. They fight and kill to keep the bog 'pure', driving off any invaders or animal predators that would disrupt the natural order within the swamp. In rare cases, swamp-oriented druids have been known to make passable alliances with black dragons, working together to protect the natural habitat and keep the swamp from being drained by natural or unnatural forces.

Black Dragon Society

Black dragon society does exist, but only in the most cursory form. A black dragons is considered to be more or less respected in their society according to the age and well being of their swamp. In many cases, when an ancient or old black dragon dies, many other black dragons swarm to the swamp, fighting over what they consider to be a prize piece of land. Tremendous swamps and those with ancient ruins are prestigious places for black dragons to live; their brethren look with envious eyes upon the black dragon that controls large bogs, or prime pieces of marshland.

Black dragons occasionally fight over a swamp or bog. They are extremely territorial, and consider any intrusion to be an assault on their reputation. The few times that black dragons meet equitably must occur within the mating season, or through distant communication, carried via magical means, or through servitors.

Black dragons are an egalitarian society, with females of the species garnering no more respect than their male counterparts. The females tend to grow larger than the males by several feet, allowing for greater combat superiority. As if nature intended to balance this, sages have noted that the males are slightly more intelligent. As black dragons respect cunning and intellect over strength, males are given slightly greater positions in their society.

Black dragons are solitary creatures, rarely mating for life, and almost never leaving their swamps. They occasionally follow a leader, if they are convinced that the cause is good (their own swamp is in danger, for example), and if that leader proves that they are more cunning and more capable. Even under these circumstances, however, a black dragon continues to force their leader to prove themselves, constantly testing to see if they are still capable of commanding the respect of the other dragons. In cases such as these, it is not uncommon to see as many as four black dragons working together for a common goal, led by a single leader — for as long as he commands the fear and respect of the others.

Combat Tactics

Black dragons prefer to use intellect and cunning in their fights, arranging ambushes and traps for their opponents. They are exceptionally familiar with their own territories, and certainly prepare a devastating ambush there if given even a small amount of time. When fighting in heavily forested areas, a black dragon herds its opponents into water, quicksand, or other dangerous terrain, hoping to use their unfamiliarity with the surroundings to its advantage.

They are also comfortable fighting underwater; the three-dimensional combat style is equally suited to such contests, and their speed is not lessened significantly by the water's pull. Further, because the dragons know exactly how to utilize their devastating breath weapons, they use the watery surroundings to spread out their toxic jet of acid,

trapping opponents in a cloud of death. Even above ground, a dragon uses the water of its swamp to spread its breath weapon over a large area, spraying it upon the box streams and pools of standing water in the hopes of flushing out quarry that is hiding beneath the trees.

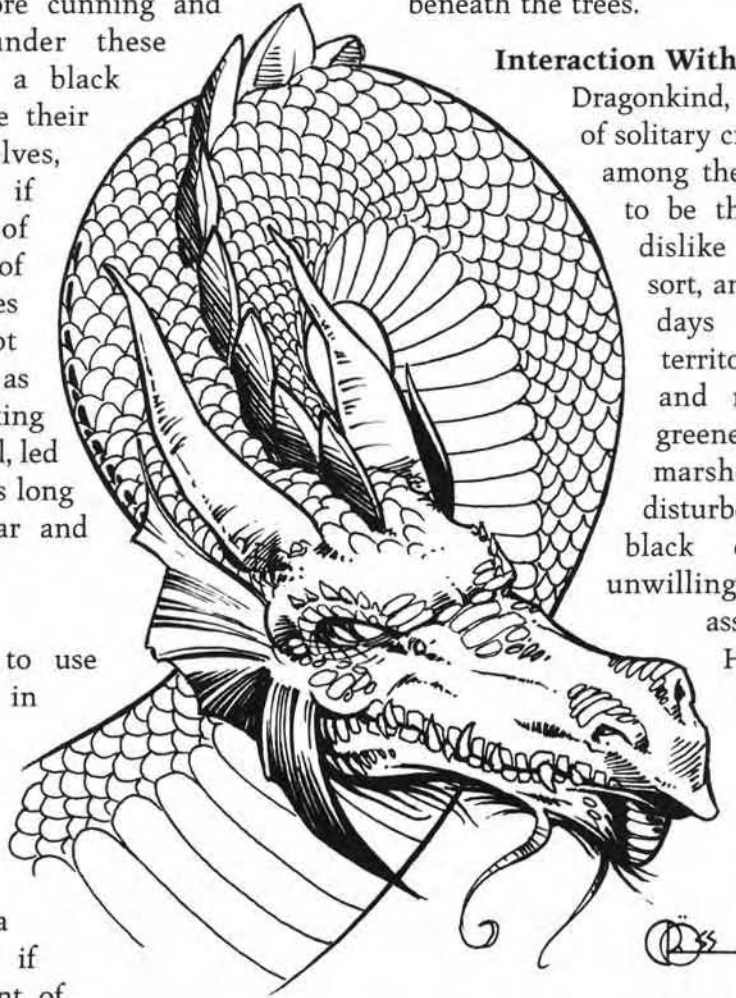
Interaction With Other Dragons

Dragonkind, as a whole, is comprised of solitary creatures. However, even among them, black dragons tend to be the most isolated. They dislike interruptions of any sort, and prefer to spend their days tending to their territories, gathering wealth, and relaxing in the lush greenery of their bogs and marshes. When they are disturbed, the naturally lazy black dragon is typically unwilling to raise a claw in assistance to its own kind.

However, if offered greater territory, items for its hoard, or something that benefits its prized swampland, the dragon is willing to listen and make bargains. Pay first, though, as black

dragons are notorious for failing to honor deals that they feel has no continuing benefit to them.

Black dragons are lazy, indifferent, and violent when aroused. Their sense of pride is centered on their territory, their intellect and their hoard, rather than in their combat abilities or their outward appearance. Flattery does not work to gain a black dragon's interest, and gifts that benefit their territory are more welcome than knowledge or information of things occurring outside the borders of their territories.



They rarely serve as priests, or have clerics among their number, and black dragons rarely bother to learn the spells that would allow them to pass unnoticed among the other races of the world. Other dragons consider them to be self-centered and xenophobic, rarely approaching them for anything and even more rarely disturbing their territories — marshes are not considered 'prime ground' for any dragon other than black, and so these lands are rarely contested.

Differences

Because black dragons rarely fight for any reason than to protect their territory, they are always extremely vicious. They do not typically contest simply to prove their strength, as strength and martial prowess means less to a black dragon than the condition of their swamp or the cunning intellect they display. However, this means that when they do fight, they are fighting for their territory, and they fight like trapped and cornered animals.

Black dragons are more used to underwater dwelling than other dragons, and therefore they have keener senses of depth and pressure, and their bodies are more suited to deep pockets of ocean brine and evading swift currents. They are difficult to capture; easily flattening their bodies and twisting their joints in order to wriggle through small corridors, such as those in which they tend to build their underwater lairs.

Further, as they are very protective of their swamps, black dragons have excellent relations with the creatures of their territories. It is not unheard of for a black dragon to 'employ' a band of marsh trolls or swamp goblins, allowing the lower races to dwell within the dragon's swamp so long as they assist the dragon in caring for the bog and protecting its borders.

Black dragons use such species as alarm systems and border guards, ready to alert the dragon if anything dangerous should approach.



The feeding preferences of black dragons are also different than most. Unlike any of their cousins, black dragons do not enjoy eating fresh meat, but rather, like their food spoiled. Occasionally, they leave a cow or other meat source in the deep waters of their bog for days at a time, coming back to claim it only when the meat is appropriately rotted and pungent from the swamp gases.

BLUE

Extremely rare and difficult to find, blue dragons are long-lived creatures even for dragons. Their lifespans are nearly double that of white or copper dragons, and despite the harsh terrain of their environment, blue dragons tend to be the hardiest of creatures. Prone to respect law and regulation, if approached properly, a blue dragon can be both fair and honorable to deal with, despite their proclivity for evil works.

Physical Characteristics

Blue dragons tend to be rather large, reaching more than 80 ft. from tip of nose to tip of tail when they have reached full adulthood. Their wings are extremely wide, as well, and when extended, cover a space more than five times the size of the dragon's body. Blue dragons rarely unfurl their wings to their entire span, not needing the extra wing flaps for flight. Instead, the wings are only opened fully for battle, where they are useful as battering appendages, or for throwing huge clumps of sand into the air and creating a massive sandstorm. Even when a blue dragon's wings are quite damaged, they can use the extra furls to fly, and unless they are more than 80% injured, a blue dragon can still fly at maximum capacity.

Blue dragons have smooth scales that are more flexible than regular dragon hide. Their bodies are covered with interlocking patches of scales, rather than the standard overlapping pattern, thus keeping out errant bits of sand that would chafe or damage their more delicate under skin. The scales of a blue dragon aren't completely blue — rather, they are shaded in variations of the color blue, but also

incandescent, picking up the color that surrounds them. The scales reflect backlight, altering their shade slightly with their surroundings. Because they live in desert areas, the colors that a blue dragon's scales reflects are most commonly yellow (on the underbelly) and blue (above). A blue dragon cannot entirely change color (if placed in a forest, they would not turn green), but their scales would gather a greenish tinge over the natural blue shading, helping them to camouflage themselves in any surrounding.

Blue dragons also have large ear-flaps, capable of closing entirely over their fragile earlobes in order to protect them from the blowing sand. Further, their eyelids contain a very thick nictitating membrane, to keep sharp sand from damaging their eyes. Their skulls are very thick, topped by a single massive horn that points forward from a bone plate between their eyes. Their nostrils can close entirely, and their jaws are designed to seal tightly and lock around their prey. Once locked in such a fashion, the dragon's entire lower jaw must be broken to force open their mouths.

A blue dragon's tail is flat and chitinous, comprised almost entirely of vertebrae-like bone spurs that spread out from the central tailbone. This tail is an excellent bludgeoning weapon, and is also capable of scooping great trenches of sand. Their feet are created specifically for digging, with long, thick claws and double-jointed front elbows designed to easily move aside difficult earth and stone as well as large amounts of sand. All of these are requirements for a dragon species that spends as much time buried in the cool earth as it does flying through the air.

Blue dragons have extremely efficient digestive systems, utilizing every bone and morsel of food that they are able to consume. Because of this adaptation, a blue dragon needs to eat only about half as much as their cousins of other species, making it possible for them to live in isolated and barren regions of the world.

Habitat

Blue dragons live in the deepest deserts and most barren terrains, preferring soft, sandy earth that is dotted with tall plateaus and high vistas. Their preferred climate is hot, and occasionally one can be found to reside within a volcano or other heat source that is located near such a desert or barren plains.

Blue dragons are not isolationists, but they do prefer a quiet environment without distractions. They rarely use any sort of servitor, preferring to live alone and not maintain a single have or lair. Although they have a single location for the purposes of treasure-hoarding, a blue dragon rarely sleeps in the same spot for more than a few nights, moving on as the urge strikes them to seek new ground within a large and expansive territory. Blue dragons are never content with a small patch of ground — in relation to other dragon species, a blue requires more than three times the normal hunting ground and lair territory. This requirement also takes into account the dragon's hunting preferences, as finding food in such desolate wastes can be extremely difficult.

Blue dragons tend to dig shallow trenches in the earth of their territories, lying within a trench and sleeping a hot day away while covered with a thin layer of sand. When necessary, they utilize their natural ability to create hallucinatory terrain (a mirage-like effect common in the areas they prefer). This terrain is designed to ensure that they do not draw attention to themselves, and may peacefully pass hours, days, and even weeks while drowsing in the earth. Cunning adventurers may be able to spot a sleeping blue dragon thus concealed by locating the distinct 'horn' in the dragon's forehead, poking slightly above the ground.

Blue Dragon Society

Often chosen as arbiters by dragons of all other colors, both good and evil, blue dragons are known to be extremely lawful, though not necessarily just. Their nature is evil, but their primary drive is to uphold and maintain a sense of law — no matter what it requires. They are good listeners, hearing all

sides of a debate and capable of holding massive amounts of information within their memories. When taking on the position of arbiter, blue dragons refuse bribes, and consider such offerings insults. This is one of their greatest feats; and something extremely important to remember for an adventurer that plans to trick one.

Blue dragons are compulsive information-gatherers, and tend to hoard items with long histories or significant historical value as well as simple trinkets of gold and monetary value. Blue dragons are not interested in fictional tales, or stories of derring-do, but are willing to sit for hours and listen to historical debates, factual tales of politics and legal inquiries, and other such dry materials. They are always willing to entertain sages of all sorts, and share knowledge of history for information of current events and areas far away — so long as the stories are intensely factual, detailed, and documented.

Blue dragons gather in a central location known as the Spire once every 150 years, in order to share their information and recite the histories of their race (as well as the histories of many other races, even a few which are now extinct). This meeting is one of the high points of their species, and it is an event which blue dragons look forward to with anticipation. Many blue dragons use this opportunity to expand their own knowledge and information, and to trade resources of historical documentation with others of their kind. This is also their most common method of discovering a mate, wooing each other by reciting histories and offering extremely selective information to those that they favor.

This is in no means intended to suggest that blue dragons are dry, dusty, or boring. In fact, when aroused, they can be extremely efficient killers, using tactics gathered from their immense knowledge of strategic history and warfare. They make excellent generals, capable of retaining figures, troop movements, and detailed battle plans in their expansive memories. They are also strong fighters, with tremendous physical strength gained

from their habits of digging through the sand in order to create their lairs.

Combat Tactics

Blue dragons are equipped to stand within the center of a raging sandstorm and not be inconvenienced by it at all; few adventurers can say the same. Therefore, one of their favorite combat tactics when on their home ground is to use sweeping motions of their tail and massive wings to create a hurling, towering sandstorm in which they can stand, daring opponents to enter and take them directly. If their opponents remain outside the sandstorm, they are unable to see the dragon within the whirling wind, while the blue dragon, (unhampered by such restrictions) uses its terrifying lightning breath to char its enemies to cinder.

Blue dragons are capable strategists and excellent commanders. They have the power to alter terrain via use of their illusory skills, and they are capable of taking advantage of every flaw in their enemies' battle plans. When they choose to use troops (such as human bandits, or desert-dwelling humanoids), the armies under their command are certain to be well trained and excellently managed.

Blue dragons typically attack from above or below, depending on the situation, using their lightning breath and their spellcraft abilities to utmost advantage. They view retreat as cowardly, and honor all "rules of warfare," including the taking of prisoners, hostages, and treating honorably surrendered enemies with respect. However, they are evil, and rarely are willing to negotiate anything other than an unconditional surrender from defeated opponents.

Interaction With Other Dragons

As previously mentioned, other dragons respect the blue dragon's ability to interpret law and create binding contracts. They are natural choices as arbiters for nearby disputes, and occasionally asked to oversee the conviction and punishment for a dragon that has failed in some great task or broken the laws of the overarching dragon society (though

there are few). Blue dragons see such tasks as opportunities to increase their hoards and also to define and interpret law and create legal history. When a blue dragon speaks on an issue or creates a new interpretation of law for one of these disputes, the word is carried to all other blue dragons in the region, informing them of the changes made or the arbitration rendered. This is supposedly done to 'keep history and law consistent,' but is actually a ploy by the blue dragons to make themselves seem more important within their own society.

Differences

Blue dragons are not truly isolationist, welcoming the occasional visit from humanoid scholars and sages, particularly when they can exchange for some particularly interesting or obscure fact of history or legal precedent. Occasionally, a blue dragon keeps a small "stable" of humanoid sages, working at its behest throughout human lands in order to dig up some fact or item



before the next meeting of blue dragons at the Spire. Blue dragons rarely deign to enter humanoid society even in the best of times, preferring to watch from afar and record events as history is made.

Blue dragons occasionally fight over territory or other concerns, using violent methods to settle disputes. However, when possible, they prefer for such contests to be an equal test of strategy as they are of combat prowess, and devise tests of military might and warfare. One common tactic requires for each dragon to find a band of adventurers, and force or coerce both 'sides' to fight each other while the dragons give orders from above and engage in their own battle in order to distract their opponent from correctly marshaling and commanding his troops. The winner is the dragon whose troops are victorious, as determined by the complete annihilation of the other side.

GREEN

The forest-dwelling green dragons are both intelligent and curious, spending the majority of their time in travel through their domains. They are quite evil, though they keep to their bargains, and green dragons tend to be among the greediest of all dragon species. They are also known for their immense psionic and mental abilities, and for their pride in their own accomplishments. Despite their proclivity to be swayed by gifts and flattery, green dragons are disciplined and dedicated. They are prone to follow the constraints of their own culture, as well as the dictates of their word.

Physical Characteristics

Green dragons are of moderate size, and males tend to be significantly larger than females. In general, green dragons are much thinner, more supple and less bulky than many other dragon species, but even in their slender forms one can see signs of the tremendous muscular strength rippling beneath the surface of their scaled skin. A green dragon has a distinctive 'crest' from his forehead to the nape of his long neck, which rises in ire as the dragon is aroused. When they fight, these crests stand up stiffly, affirming the dragon's ferocity.

The wings of a green dragon are compact and muscular, and are relatively short and stiff. Green dragons are never very acrobatic or competent fliers, and usually prefer to glide. Although born with wings, they rarely achieve flight before physical maturity, using their wings to escape combat by leaping from high ledges or the treetops of the forest.

Green dragons are intensely intelligent, voraciously devouring any and all knowledge that comes into their region. As lizardlings, they listen to conversations of travelers, picking up languages at a phenomenal rate. By the time they are an adult, most green dragons speak upwards of twenty languages fluently, and can communicate with varying degrees of fluency in twice as many tongues.



Part of a green dragon's repertoire of skills comes from their mental powers, which even at birth, are considerable. They are empathic, telepathic, and can dominate and control the minds of others. When they are young, they use these skills (plus their natural coloring) to survive in the deepest forests and to learn skills from passing travelers. Occasionally, young green dragons lair near favored camping sites in deep woodland passes, "listening" to the conversations and dreams of all that pass by.

A green dragon has very light scales, mottled and brownish as a wyrmling, but growing into a rich emerald green when they are adults. Their scales are thin, and extremely flexible, more like a snake's skin than typical armored scales.

Their feet are strong and flexible, and both fore and aft limbs can be used for grasping and holding. Long, thick claws extend from every finger, and an additional ridge of spikes extends up the back of each leg (presumably, to deter those who would seek to climb to the great lizard's back).

Green dragons are poisonous, and have an ichorous bite as well as a thin coating of poison that oils their flexible hides. They can secrete this poison at will from beneath their scale layer, and do so with regularity. The dragon finds it to be soothing — it eases the rough and scaly patches where the dragon's skin is shedding. Of course, it also provides a hefty deterrent to most predators when the dragon is young, and a danger to those who would try to subdue and ride the dragon when it is older.

Female green dragons tend to be lighter shaded, with mottled colorings of white and yellow along their backs and tails. Their faces are more fanged, and less lizard-like, where the males have a more thickly jawed skull.

Green dragons do not have horns or other adornments beyond their crests, nor do their wings bear a fighting claw. Their greatest weapons are not muscular, but mental. Their greatest attack strength other than their mental capabilities lies with their breath weapon. When angered, a green dragon releases a tremendous cloud of thick chlorine gas that is fatal to those who are caught by its vapors. It

is known that green dragons have three stomachs for the digestion of their food; scholars theorize that this noxious breath is the result of a natural process by which the food spoils and rots within the dragon's body. Then, the gas is collected and stored in the dragon's third stomach, and is ready to burst forth whenever the dragon needs the noxious fumes to survive a particular situation.

Habitat

Green dragons live in forested regions — the older and thicker the forest, the more they prefer it. Green dragons are capable of living in a variety of altitudes, and underwater, and as such they look for sprawling wildernesses to inhabit. They are not xenophobic (far from it), but they like to have areas that can be firmly controlled and which are not likely to be upset by a sudden encroaching of civilization.

These dragons do not mind sharing their forests with other creatures, but consider it a challenge to bring the other societies within the forest under their control. They play a delicate game with even the good-aligned creatures in the forest, attempting to establish dominance over all the cultures and civilizations that make their home in the dragon's chosen demesne.

When a green takes home in cliffs or caves above the forest, their lairs are occasionally mistaken for volcanoes — thick puffs of chlorine gas frequently puff up from the dragon's innermost chambers, and other residents must have many ventilation passages in order to prevent accidental suffocation by their master's presence. The stinging odor of chlorine permeates the wind in such locations, and in cases of extremely large and powerful green dragons this scent may even extend through the entire forest, warning intruders before they set foot into the region.

Green dragons are good hunters, and make their diet primarily on animals and forest beasts that they capture and kill with their breath. They are also capable of living on plant matter, feeding on grasses, bushes and trees during particularly hard times or when the dragon is simply interested in a change of pace.

Green Dragon Society

As young dragons, they are raised by a single parent, which allows the young wyrmlings free rein within their territory. When two green dragons mate, they remain together until an entire clutch is spawned (as many as eight at a time), and then divide the resulting offspring. The male returns to his province with one half of the brood, and the female keeps the rest within her territories.

Young dragons have free roam of the forest, choosing their own small lairs within the older dragon's territory. They return to their parent,

exchanging stories and questions about the things that they have seen, and to practice their ever-growing mental powers. During this time, they gain an innate empathic ability with the forest itself, learning to identify every tree and shrub within their local region. Green dragons can learn from these plants much the way other creatures speak to animals — although the amount of information provided is less specific, and plants are much less erudite. Still, this can prove an invaluable resource for protection to the young wyrmling.

As the green dragons grow, they use their parent's forest as a training ground, attacking each other as well as practicing their hunting skills on local beasts, travelers, and nearby civilizations. At any given time, there may be as many as ten green dragons within a major forest region — ranging from the adult or older parent, to as many as three separate litters of 1-4 wyrmlings. The number varies, as their young are brought down by predators, or even by each other.

Once green dragons reach the beginning of their young adult stage, they must formally contest with their parent for control of the forest domain. It is not expected that the young dragon win the contest, nor even that it perform well. It is only a formality that proceeds the green's exile from their parent's home. However, if the young does well in their contest, the parent may decide to release a small 'dowry' of their hoard to the child, to help them establish their own lair when the time comes. With



that small tithe, the young green dragon must make their way outside the forest, and seek their own domain within the wide world.

Discovering a forest realm that has not already been chosen by other powerful races — elves, unicorns, or other magical creatures — is the first difficulty facing a young green. Some green dragons choose to ally with these races, accepting a small portion of a larger forest in exchange for their services from time to time. Because green dragons are known for keeping their word, and because they fight with great fervor to keep the forest untouched by those who would defile it, even good-aligned elves accept this bargain, though not blindly nor without misgivings. Then, as the green dragon grows older, it uses every advantage to increase its holdings within the forest until it possesses the entire region. This can *game* can take centuries — won through patience more than strength.

Green dragons also make use of underground lairs, and are comfortable taking up residence in forest lakes or mountain caverns surrounded by lush tree lined hills. They like to have at least one main vantage point from which to survey their 'holdings,' and use this point to lift off into flight whenever possible. They tend to keep their hoards buried in these caves, protected by traps, watery caverns, or servitor races.

Many dragons have servitor races — typically primitive humanoids such as goblins or orcs. However, because green dragons have such superb mental control, they keep more advanced races as allies and slaves. Their lairs can take the form of great carved caverns housing an entire society within the forest depths. In these cases, you can be sure that all of the residents are mentally dominated or persuaded to offer their unceasing loyalty to the dragon and are willing to give their lives to defend his hoard. The young wyrmlings, as well, live near their parent's home. As such, making the decision to invade or destroy a green dragon is a perilous undertaking not often survived.

Combat Tactics

Notorious bullies, green dragons use their mental abilities to humiliate and demoralize their opponents long before they choose to fight with tooth and claw. Actually, a green dragon does not enjoy physical combat, although they are certainly capable of it. They prefer to use subtlety and powerful mental powers, as well as their allies and minions within the forest to destroy interlopers long before they can threaten the dragon directly.

Because the dragon's chlorine breath does not destroy the forest itself, a green has no impunities about strafing runs, covering its own forest with the deadly gas in order to catch a particularly elusive enemy. The forest may wilt, with many of the smaller creatures dying — but it will always regenerate within the dragon's lifetime.

Green dragons enjoy watching fights, and occasionally test interlopers by setting them against the dragon's strongest defender. If the enemy wins, they are set free (a green dragon keeps its word). In this manner, they keep their own defenders battle-ready, and show no mercy to those that defy their domain.

Interaction With Other Dragons

Green dragons are closer to their forest minions than to other dragons, and rarely know much about the society outside their own. They are aware of the laws and traditions, but do not take advantage of them, nor do they challenge other dragons to contests other than for the purpose of taking a ripe forest domain. They do, however, hate copper dragons with all their hearts (a feud said to have begun at the birth of time) and take up arms against copper dragons at every opportunity.

If a green dragon is disturbed and must gather with other dragons for any reason, it travels with an entourage of its most powerful servants — typically a wizard or other spellcaster — and leave the rest behind to guard the demesne. Green dragons do not like to be away from their forests for very long. They make certain that such occasions are infrequent, and they likely return home as quickly as possible.

If chosen as arbiter by another dragon, or if forced to involve themselves in disputes or other draconic affairs, green dragons are impatient and grumpy but just in their decisions. They do have a habit of cruelty, and rarely set terms for a disagreement that are simply won, preferring both sides to experience loss before the contest is settled.

Differences

Many dragons are xenophobic, keeping to themselves and fighting any intruders into their domains, no matter what species the visitors may be. Green dragons do not defend their territories so rigorously, and allow travelers to pass through unmolested. They see visitors as an opportunity to gather new 'recruits', after molding the minds of their opponents. Adventuring parties may be more than a little surprised to see their own armies come marching after them, once the green dragon has had a chance to slip thoughts into their dreams and manipulate their subconscious minds.

Green dragons take careful note of useful individuals, and occasionally propose a permanent alliance with someone they respect. It is not unknown for a green dragon to take a rider, seeing the long-term benefit of acquiring more treasure and more territory as a greater cause. Nevertheless, such an arrangement never results in servitude — the green may be choosing to carry a lesser mortal while in flight — but he is not a servant in any way. Green dragons are prideful and spiteful, and can make powerful enemies if crossed or disrespected even by the most powerful of allies or companions. Green dragons prefer to make such bargains with powerful fighters or lesser spellcasters, and are wary of any magic-user that is not under their control. Wizards have very powerful minds, difficult to control, and most green dragons are not willing to take the risk involved in sharing the secrets of haven and hoard with someone they can not mentally dominate if the need arises.



RED

Among the largest of all dragons, the proud race of red dragons can certainly be termed the most dangerous. Bold, arrogant, and nearly unstoppable by mortal methods, red dragons are the scourge of civilization, a force of nature to be feared and avoided at all costs. The home territories of a red dragon never contain habitats that are not completely subjugated by the will of the draconic Overlord.

Physical Characteristics

Even at a young age, red dragons are much larger than other dragon species. When first born, the clutch of hatchlings competes immediately for food. Only the strongest rise from the clutch of eggs after eating its siblings. The child or last two children that survive are immediately adopted as rightful heirs by the parent (only one parent remains to guard the clutch of eggs, determined by the comparative ages of the mated pair — the younger accedes to the will of the older).

Wyrmling red dragons are already prepared for combat, with iron-hard scales and thick, sharp claws and teeth. From the moment they hatch from the egg, they must prove themselves to be physically superior, or they will die at the claws of their siblings. Their scales are a bright, glossy scarlet, with small but functional wings that enable them to fly short distances. They are voracious meat-eaters, and spend most of their first years eating anything they can catch and kill. Their parent may spend some time amusing itself by finding appropriate food for their child to torment and feed upon — any sentient being will do, though elves are preferred.

As young red dragons mature, they grow rapidly. Their wings expand and become capable of longer flights, and the proud crown of horns that rises above their heads grows longer and more distinctive. Their scales deepen into true red, striped lightly with a shading of black and highlights of burnished yellow. Their wingspan becomes truly mammoth, and their tails thicken

into powerful weapons. The spikes of a red dragon's back and tail are mildly poisonous, preventing riders from easily climbing aboard, and the dragon is mobile enough to lash most interlopers from its back with swift strikes of its massive tail.

A red dragon has a crest up the length of their neck, spreading this ridge wide when attempting to establish its dominance over another creature. When the dragon breathes flame, these ridges flatten back against the neck — offering the truly wary an opportunity to duck before the flame erupts from the dragon's mouth. Because of their fiery internal digestive tract, red dragons have a body temperature hot enough to sear flesh at a touch, and by passing nearby, a red dragon is capable of setting dry wood on fire. They think that this proves their superiority to forest-dwelling creatures such as green dragons, and delight in walking through grasslands and thin drywood forests, setting fires and eradicating all vegetable life in the area.

When they are mature, red dragons are gigantic, reaching an average length of more than 80 feet from nose to tail tip, and occasionally as long as 100 feet in particularly large specimens. At full maturity, they range in color from a dark scarlet

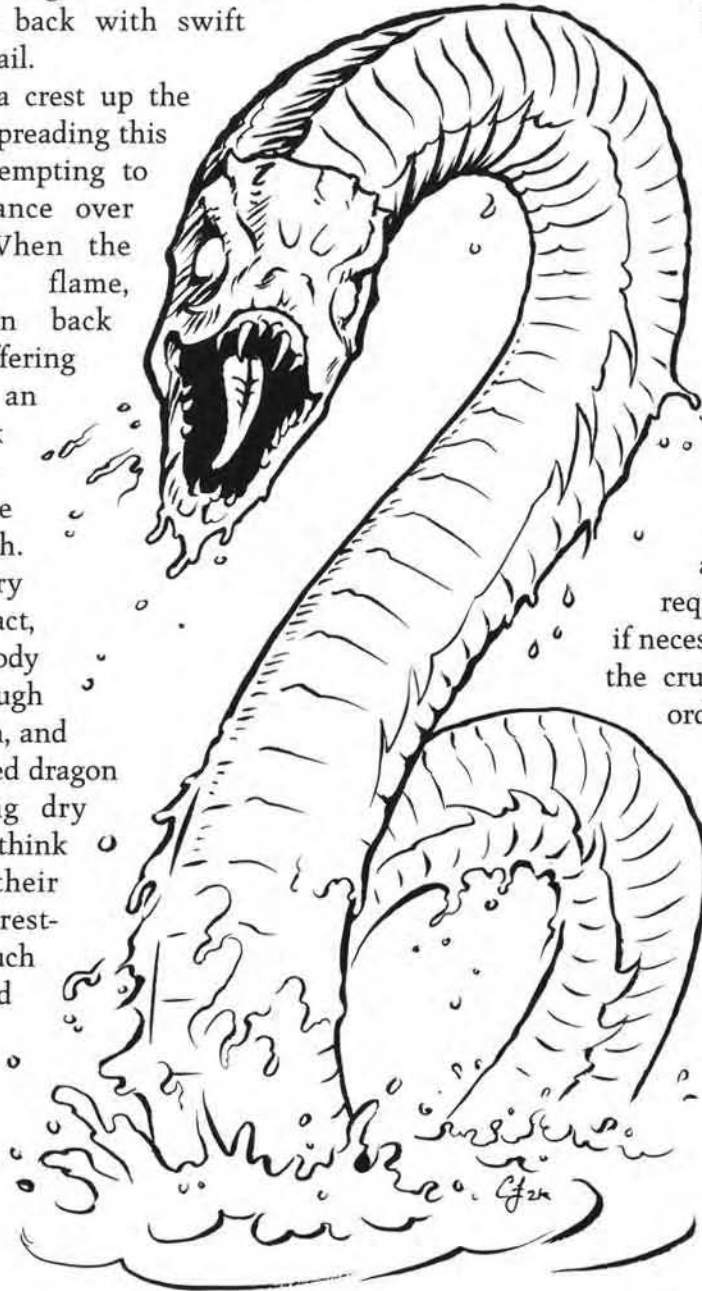
to a burnished coppery red, with bluish ash-colored wings and ridges. Older specimens may have more intense coloration, and wings and ridges that darken toward jet-black. Their eyes are the yellow color of flame, or of whirling pools of molten lava that glow in the dark like beacons.

Habitat

Red dragons prefer plains with high mountains, and search for years to find a territory with an adequate heat source for their needs. Desert plateaus, volcanic regions, or abundant hot springs are a requirement for inhabitation, and if necessary the dragon digs deep into the crust of an inactive volcano in order to release the molten lava beneath and restore the mountain's flame.

Red dragons are prone to areas with small populations that can be subjugated. They rule through fear, and are not unwilling to accept tithe in exchange for their continued good will. Most cities with a red dragon in the area tithe heavily of gold and jewels, as well as with cartloads of peasants to feed the

dragon's hunger. Red dragons use their innate scrying abilities to study such areas, keeping an eye on any possible rebellion or thought of refusal. If they suspect that such is occurring, a judicious flame of farmland and herd usually proves



to reinforce the dragon's superiority and reeducate the masses that their Overlord is not to be trifled with.

Intelligent and capable, red dragons are excellent sorcerers, sometimes deliberately attacking and capturing wizards' holds or scholarly academies in order to gain their libraries and spells. They consider magic to be one of the most powerful weapons at their command; the only way that a common mortal could challenge the dragon's authority. Therefore, they keep apprised on any magical advancements or new spells, and are aware of any and all powerful wizards within their chosen territories.

Red Dragon Society

Young red dragons are raised either singly or in a pair by a single parent. They are not treated as children, but used as slaves in exchange for food, education, and other amenities of the parent's territory. This leads to resentment and bitterness — and the requisite desire to kill their elder when they reach an age of majority. Although they may be treated fairly well, their tenure with the older dragon is invariably one in which the elder dragon mocks the youngling's ferocity and battle-prowess in order to foster a greater desire to learn and to torture those that it can dominate. From the beginning, red dragons are taught that they are the greatest, most powerful, most capable species in the world, and that all other races (even draconic) should bow before their clearly superior might.

Red dragons are taught to hunt the prisoners of older dragons, sometimes captured for this very purpose. When they are old enough, they acquire personal targets, slowly becoming proficient in magic and physical combat as they mature. They occasionally create a small hoard of their own from their frequent kills, hiding it far from its parent, and hoping that the elder red dragon does not use its clairvoyance to discover the treasure and appropriate it for its own interests.

When a juvenile red dragon reaches its full maturity, it invariably attacks its parent, hoping to

kill the older red and seize control of its lair and hoard. Assuming that the young red fails (although that is certainly not always the case, as red dragons possess superior mental ability as well as physical strength), the red is exiled from the local territory, and must make its way out, injured and vulnerable. Once it has found a safe place to heal from the combat with its parent, the red undoubtedly seeks a new location to make its own territory — or finds a weaker dragon and seizes the region, killing the original inhabitants with impunity.

Only after the red has established its own territory and effectively cowed its inhabitants will the dragon seek out any others in the region. The red does not come to parlay or discuss territorial boundaries, but to kill and usurp local areas that it finds attractive. Once it discovers the absolute edge of its region, and has killed other dragons in the area that prove weaker than itself the dragon is content.

Red dragons are fiercely territorial, and do not allow intrusion except for the purpose of mating. Even then, they prefer to have the business done as swiftly as possible, encouraging the other partner to leave as soon as a successful clutch has been formed. They rarely maintain any connections with each other, but are always intimately aware of other red dragons within a thousand miles or more. Red dragons are secretive, as they use their clairvoyant abilities to spy on each other whenever possible, hoping to discover some flaw that allows them to destroy their neighbor and steal his territory and hoard.

Combat Tactics

Red dragons are ferocious and brutal, using both physical strength and magical prowess to defend their territories and to seize what they consider rightfully theirs — namely, everything. They are confident, and while that could be considered a flaw in any lesser creature, red dragons have every reason to be confident of their awe-inspiring abilities. Few can stand against the wrath of a mature red, and no other dragon has the sheer combat capacity of a fully grown Wyrms of the red species.

SARYN-SERRUS, THE SILVER DEFENDER

Great Wyrn, Colossal Silver Dragon: CR 25; SZ C (dragon, air); HD 40d12+400; hp 660 hp; Init +0; Spd 40ft., fly 200 ft. (clumsy); AC 41 (-8 size, +39 natural); Atks Bite +48 melee (4d6+13), 2 claws +48 melee (2d8+13), 2 wings +48 melee (2d6+13), tail slap +48 melee, tail sweep +48 melee (2d6); Face/Reach: 20 ft. by 40 ft./15 ft.; SA Breath Weapon (24d8, DC 39), crush (4d6+13); SQ SR 32, damage reduction (20/+3), fear (DC 40), scent, spells, water breathing, *cloudwalking*, 3/day — *polymorph self*, *fog cloud*, *control winds*, 2/day — *feather fall*, 1/day — *control weather*, *reverse gravity*; SV Fort +32, Ref +22, Will +32; Str 43, Dex 10, Con 31, Int 30, Wis 31, Cha 30; AL LG. Skills: Alchemy +35, Bluff +25, Concentration +38, Diplomacy +25, Gather Information +25, Intimidate +25, Intuit Direction +30, Knowledge (arcana) +25, Knowledge (dragonkind) +25, Knowledge (history) +25, Knowledge (religion) +30, Knowledge (the planes) +25, Knowledge (underearth) +25, Listen +25, Scry +22, Search +25, Sense Motive +25, Spellcraft +32, Spot +35, Wilderness Lore +25. Feats: Alertness, Blind-fight, Combat Casting, Hover, Improved Critical (Bite), Improved Initiative, Expertise, Fly-By Attack, Power Attack, Snatch, Wingover. Spells (15th Level Sorcerer) (6/8/7/7/7/7/6/6/6/4) 0: *dancing lights*, *daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *ray of frost*, *read magic*; 1st: *mage armor*, *magic missile*, *shocking grasp*, *silent image*, *spider climb*; 2nd: *alter self*, *invisibility*, *melf's acid arrow*, *see invisibility*, *web*; 3rd: *dispel magic*, *fly*, *hold person*, *lightning bolt*; 4th: *charm monster*, *fire shield*, *fire trap*, *polymorph self*; 5th: *cone of cold*, *hold monster*, *permanency*, *teleport*; 6th: *acid fog*, *chain lightning*, *contingency*; 7th: *delayed blast fireball*, *power word*, *stun*, *teleport without error*; 8th: *horrid wilting*, *mass charm*, *symbol*; 9th: *shapechange*, *summon monster IX*. (15th Level Cleric) 6/7+1/6+1/ 6+1/5+1/ 5+1/3+1/2+1/1+1



When possible, a red dragon uses a simple claw/claw/bite routine on its enemies so as not to destroy any treasure that the adventurers may have brought with them. Red dragons do not fear their opponents, so they escalate their capacity only as they feel is necessary to defeat their opponents quickly and with a minimum loss of valuables. However, if the dragon feels threatened, it employs every method possible for destroying its enemies in the most cruel and vicious fashion imaginable.

Red dragons are sadistic, and genuinely enjoy the suffering of others. The purpose of fighting is both to reinforce their superiority and to enjoy the terror and pain of their small, squirming opponents. Red dragons linger over a particularly satisfying death, using healing spells and other "gifts" in order to prolong the torment of an enemy.

Interaction With Other Dragons

Red dragons wish to subjugate and dominate anything they can come into contact with, including other dragons. In fact, their species considers it to be a mark of prestige to make slaves of the other dragon races, and red dragons occasionally grant an enemy's surrender if the conquered dragon submits to slavery and relinquishes his hoard.

Red dragons use their clairvoyant abilities to locate weaker dragons, and usurp their eggs. When they can, they enslave the wyrmlings as soon as they are born (to create a more docile servant) and then the red destroys the parent. These young dragons are fitted with a thick steel collar by the red dragons' servitors, and are used as beasts of burden for the first few years of their life in order to grind the will and spirit out of their young flesh. Although red dragons never willingly accept a rider themselves, they encourage their servitors to ride these young wyrmlings, teaching the dragon servitors further that they are completely subservient.

Chaotic in nature and completely untrustworthy, they are almost never invoked as arbiters in the



disagreements of other dragons. Still, the other species cannot totally ignore the red, for it is one of the most powerful of the subraces. Gaining their displeasure would be dangerous, indeed — red dragons have frequently suggested an all-out war against the other colors of dragon. Only their innate schismatic nature makes such a widespread venture unlikely.

Differences

Where other evil dragons are innately lazy except for their rampant greed, red dragons do not suffer from sloth. They are industrious and eager to learn, studying everything they can acquire, particularly magic tomes. They create separate hoards for the purpose of protecting particularly valuable items apart from their main hoard.

A red dragon does not typically conform to the stereotype of collecting a large pile of gold coins, leaving them scattered about a ruined keep or great cavern. On the contrary — a red dragon uses its gold for a very practical purpose. Bathing. Inside the volcano where the red dragon lives, there is usually at least one tremendous bowl that the dragon attempts to fill with raw gold, silver, and other precious metals. Then, by releasing the mountain's heat or by creating a furnace with its own breath, the dragon superheats the metal into a boiling froth. This thick, lava-like substance becomes the dragon's preferred resting place, as it boils around the heated scales of the red as they repose in contemplation or send their thoughts to distant places in search of a particular treasure or conquest.

Lastly, red dragons never allow themselves to be taken prisoner or subjugated by lesser races. Universally, they resort to suicide before being taken captive, and they never surrender except in the hopes of achieving a future victory (especially after its enemy has relaxed his guard). Red dragons are vengeful and vicious, hunting those who seek to dominate their race in such a manner. Any tales of 'red dragons flying with riders' or of a red being taken captive certainly stirs the anger of the older beasts. If that happens, the red dragons hunt down the "traitor" to their racial pride, destroying the red, his erstwhile "conqueror" and a radius many miles in diameter as a way to express their extreme displeasure.

WHITE

The smallest and most agile of all dragons, white dragons live in frigid polar regions and arctic tundra. They are not extraordinarily intelligent, feeding on anything they can catch, and avoiding politics where possible. Because few other dragons have any interest in their frozen domains, they tend to be ignored. On those few occasions when white dragons come out of their polar environments, they are bullied and scoffed at by their larger kin. The bottom of the feeding chain among dragons, white dragons tend to be vicious and bitter about their lot in life.

Physical characteristics?

White dragons are the smallest of all dragon subraces, and the largest tend to reach only 35 feet

long in their adult state. Their scales are covered in a fine fur-like growth similar to moss, which helps to insulate and protect them from the intense cold of their habitat. Their feet are broad and furred between their thick pads, and their claws can be sheathed to prevent ice from forming between the toes.

White dragons have only a small crest at the rear of their cranium, and it is not retractable. It remains extended, the single horn jutting from the rear of their skull, and can be used to attack creatures that climb upon the dragon's neck and back. As white dragons are smaller than other species, they are also more supple, and have no problem spearing humanoids that climb aboard hoping for a ride.

The wings of a white dragon are noticeably tattered and worn about the edges. This is a result of the freezing ice that collects on the dragon's wings in flight. The edges of their wings freeze and break off, leaving the edge of the wing as a tattered-looking line. Fortunately, they are constantly regrowing new, young membrane (similar to a human's fingernails) to replace the parts which break off due to weather.

The scales of a white dragon are extremely thick, and do not make good armor. In particular, the belly and upper neck ridges of the white are as solid as steel, and ridged in unusual patterns. The dragon's muscles are hard-packed in order to retain agility despite this thick coating, and both muscle and scale are difficult to cut through with normal weapons.

White dragons have short, stubby tails that are useful as rudders in aerial maneuvers. When they are young, their tails can break off and regrow, allowing them to escape from predators who have a grip on the young white. Their wings have similar regenerative properties, and the young dragon knows how to fly from the beginning of its life. White dragons are extraordinarily healthy, recovering from injury and disease in a fraction of the time one would expect.

The muzzle of a white dragon is pointed, much like the beak of a bird. Their teeth are sharp, but

small, and they rely on the beak's cutting edge to break large pieces from their prey. Because of this, they prefer their meat to be frozen — easier to cut away with the beak of their jaw, and find it simpler to shatter smaller bones within their mouths. Their jaw is incredibly strong, able to snap a man in half easily, despite his armor or other defensive protections.

Habitat

White dragons live in frigid areas, from polar ice caps to frozen tundra. They prefer the coldest and most arctic parts of the world, happily shunning heat wherever possible. In fact, white dragons have been known to artificially cool down an area by sealing volcanoes, carrying strips of glacier-like ice to coat lakes, and using their frozen breath to create snow and ice in their territory.

Deep subterranean caverns are appropriate lairs, provided that there is no geothermal activity in the area. The lair of a white dragon is always icy, coated with layer upon layer of frozen mist and thick snowbanks. Their personal resting place is sub-arctic, frozen beneath layers of ice, constantly cooled by the dragon's breath and icy presence. What gold and gems they possess are likewise frozen beneath super-cooled water, shining dimly in the faint light escaping through the passages of the dragon's lair. Of course, no torches, lanterns, or other sources of heat are allowed near the dragon's hoard, lest their presence ruin the sculptures of ice and gold that the dragon labored to create.

White dragons do not appreciate water, but they adore ice. They spend a great deal of time in a lake when they are bored, freezing the water completely solid from top to bottom. This causes serious droughts farther down the river, as the water from the lake no longer flows downstream. It also tends to back up the water system, creating new rivers and breeches beneath the ground where the water is forced to break through.

A white dragon's lair also contains one room that most other dragons do not think to create: a prison, and one that also serves as a food repository. When a

white dragon takes prey from a hunting expedition, they leave it to freeze in a particularly cold portion of its lair. Whether alive or dead, these creatures are frozen in place, usually hanging from the ceiling of the ice cavern so their blood trickles down into the meat. Prisoners left in this fashion do not survive for long before their bodies succumb to hypothermia.

White Dragon Society

White dragon society can best be described as a group of barking dogs, marking the territory that they consider "theirs" and defending it to the death against any interlopers. White dragons, as mentioned earlier, are not extremely bright. They have been known to kill each other in the midst of searching for a mate, unable to recognize the signs of mating procedures before their territorial instinct

drives them into combat. When they do mate, white dragons leave their eggs scattered on frozen cliffs or across broad wastelands, and do not recognize their offspring. White dragon eggs appear to be large gray boulders covered with snow. When they have hardened (subjected to freezing temperatures) and the gestation is complete, the wyrmling white dragons hatch. When white dragons lay eggs, they drop as many as thirty, but only about half to two-thirds of the eggs actually hatch.

If they can catch them, white dragons eat their own young. Specialists are unsure if this is because white dragons do not recognize the wyrmlings as their kin, or if the white dragons feel that the young ones could be a threat, and are protecting their territory. In any case, wyrmlings hide and stay away from the larger dragons, occasionally hunting and eating each other. Not differentiating between friends and enemies, they kill everything they can.

If there can be said to be a white dragon "society" at all, it is almost entirely within their patterns. White dragons mark their territories with strange glaciers of ice, shaped into twisting patterns that stand as much as 20 feet high. Each year, the white circles its area, checking for intruders and thickening the ice pillar with its breath and packed snow. The larger the pillar, the older and more powerful the white dragon that lives in the region. Each dragon has a particular pattern to its sculpture, and all of the dragon's pillars look identical. Yet, somehow, no white dragon uses the same patterns upon its pillar that another white creates. This may be some deep-seated cultural instinct or mere random chance, but white dragons are capable of recognizing each other through these patterns as easily as humans can read a signpost or understand a trail-marker.

Combat Tactics

Where white dragons are concerned, simple tactics are the best. They use a standard routine of attacking with their claws, lifting opponents high into the air and then dropping them, or biting through with their powerful jaws. Where possible,



a white dragon drives its opponents into a box canyon or glacier rift, sealing them in with forceful blasts of its wintry breath. When the prey has had time to die and freeze, the white dragon returns, digging them up again for food.

White dragons have limited spell-like abilities, most of which are closely identified with nature. Their ability to control wind and storms is very useful when attacking ships that sail up the frozen coastline. Their control of fog and ice make excellent resources when they choose to prey upon a shipping train burdened with furs and meat. If they are fighting other dragons, white dragons use their superior speed and agility to avoid combat, fleeing into the hills and glaciers and leaving behind sheets of ice and fog to cover their retreat. White dragons are not stupid enough to believe that they can best a dragon twice their size in physical combat, and will abandon their territory if they believe that they are obviously outmatched.

Occasionally, small packs of white dragons attack a larger dragon of differing color, driving the interloper out of the frozen wastes. This is the only recorded instance of white dragons working together to solve any problem. Still, after they have successfully killed their enemy, the white dragons usually turn upon each other and fight until they dispersed or killed by the strongest of the pack. These pack tendencies only occur when a large area is threatened, and is likely to be comprised of a number of young white dragons, and only one older member of the species.

Interaction With Other Dragons

Other dragons see white dragons as ravening beasts with hardly the sentience to be called dragons at all. Although white dragons are perfectly capable of speech and sentient thought, their intellect is below-average for dragon culture. They are treated as second-rate cousins, at best, and their frozen territories are the laughingstock of draconic society.

More intelligent dragons seek to capture young white wyrmlings to use as slaves or serfs within their own demesnes, using them as beasts of burden

or as watchdogs over the larger dragon's hoards. This rarely works as a permanent arrangement, as the white dragon's greediness and violent tendencies eventually lead to the white seeking its freedom or rebelling viciously against its "owner." Even if the white dragon is treated well and given a hoard of its own (however small or meaningless to the larger wyrm), the white invariably bites the hand that feeds it.

Occasionally, a white dragon is raised by a gold or other metallic dragon as a sort of an experiment in cultural intricacies. The gold dragons have expressed this interest as a sociological experiment to see if the beasts can be taught morals and intelligence. It has not yet created a "superior" species of white dragon, although occasional specimens have been able to overcome their humble beginnings and learn magic or primitive moral qualities. Some of these exceptional white dragons become good-aligned, so long as their mentor does not leave them to their own devices for long. If left alone, the white always return to its barbaric nature, unable to break the codes of behavior imprinted into its genetic origins.

Differences

Most dragon hoards contain expensive works of art, elaborate magical items or antiques. White dragons do not have any such sense of selectiveness, and collect the most eclectic collage of items within their hoard. Most of them cannot distinguish between cunningly artificed glass and real jewels, and their hoards are as likely to contain one as the other.

If a white dragon's hoard contains any magical items, it is probably a fluke. They collect whatever they find on their kills, so if a warrior happened to bring along his magical sword or armor, it is going to end up in the dragon's hoard (assuming, of course, that the sword had gems in its hilt). Beyond that, the white dragon is not likely to collect particular items of historical or magical note. They are not really capable of controlling mortal servitors, so neither do they keep libraries or other humanoid possessions.

METALLIC DRAGONS

BRASS

Brass dragons are gregarious and friendly, preferring discussion to combat. They are relatively common, but few specimens of advanced age can be found. They are the only species of dragon that willingly and enthusiastically invite another sentient being to sit on their backs and ride through the air. They also tend to be our primary source of information about dragonkind, as they are more than willing to gossip about others of their race, species aside.

Physical Characteristics

As dragonets, brass dragons are at base unimpressive, and can pass for several varieties of large lizard. Their scales are a mottled dull brown, lightly pattered with diamond-like geometric shapes. They are tiny creatures at first, the size of large housecats, but they rapidly grow through their adolescent years. As they get larger and spend more time in the sun (a favorite past time of the brass), their scales become more shiny and reflective.

A brass dragon's wings do not sprout until they have reached young adulthood, and are considered a sign of pubescence and burgeoning maturity. Until then, they are unable to fly, and must make do with land-based strategies rather than the three-dimensional terrain of the air. When they do grow, however, a brass dragon's wings are most beautiful to behold. Spread at all times and held up on monstrously large "spokes" like the wings of some fantastic butterfly, they are more darkly colored than the scales of the dragon, and provide contrast.

The wings of a brass dragon grow from the sides of its back scales, and the riffs of the wings extend down to cover the entire tail like a mane of membrane and sharp spokes. If cut significantly, the brass dragon is unable to fly, but their unique design still allows them to make tremendous leaping jumps, relying on the sturdy design to carry them in a sort of hang-glide maneuver.

As with most other dragons, the brass has large

head-plates that rise from either of its cheekbones and sweep out to cover and protect the rear of its skull. These plates are made of brassy bone, hardened in layers as the dragon grows. These plates are extremely defensive, and allow the dragon to make butting attacks with its head in addition to other combat maneuvers.

Although their wings are extremely large and thick, one of a brass dragon's greatest weaknesses is its small, delicate feet. Once the brass dragon reaches the age of maturity and can fly, their feet do not seem to strengthen or thicken, as with the development of other dragons. On the contrary, their feet continue to be a brass dragon's greatest sore spot for the rest of their existences, and they complain bitterly about the pain if forced to trek on foot for long distances.

Male brass dragons have spike-like protrusions from the back of their gracefully arched necks. Spread between these spikes are glorious scarlet membranes that contrast beautifully with their wings and scales. When a brass dragon male is looking for a mate, he extends these spikes and keep the scarlet membranes on display, hoping that an eligible female notices his interest and return it. This is the simplest way to tell a male brass from his female counterparts.

Habitat

Brass dragons prefer to live in arid, rugged climates such as open plains or grassy wastes. They very much enjoy basking in a hot sun, and choose habitats that include at least one raised, rocky area fit for sunbathing.

Although they do not live near civilized regions or major cities, brass dragons prefer to have at least one major trade route that travels through their region. They enjoy watching human society evolve, and choose to make conversation with those travelers unlucky enough to stray from the beaten path. Because brass dragons can eat literally anything (including some types of stone and metal), they need rarely worry about hunting, so long as their need for communication is met from time to time.

Brass Dragon Society

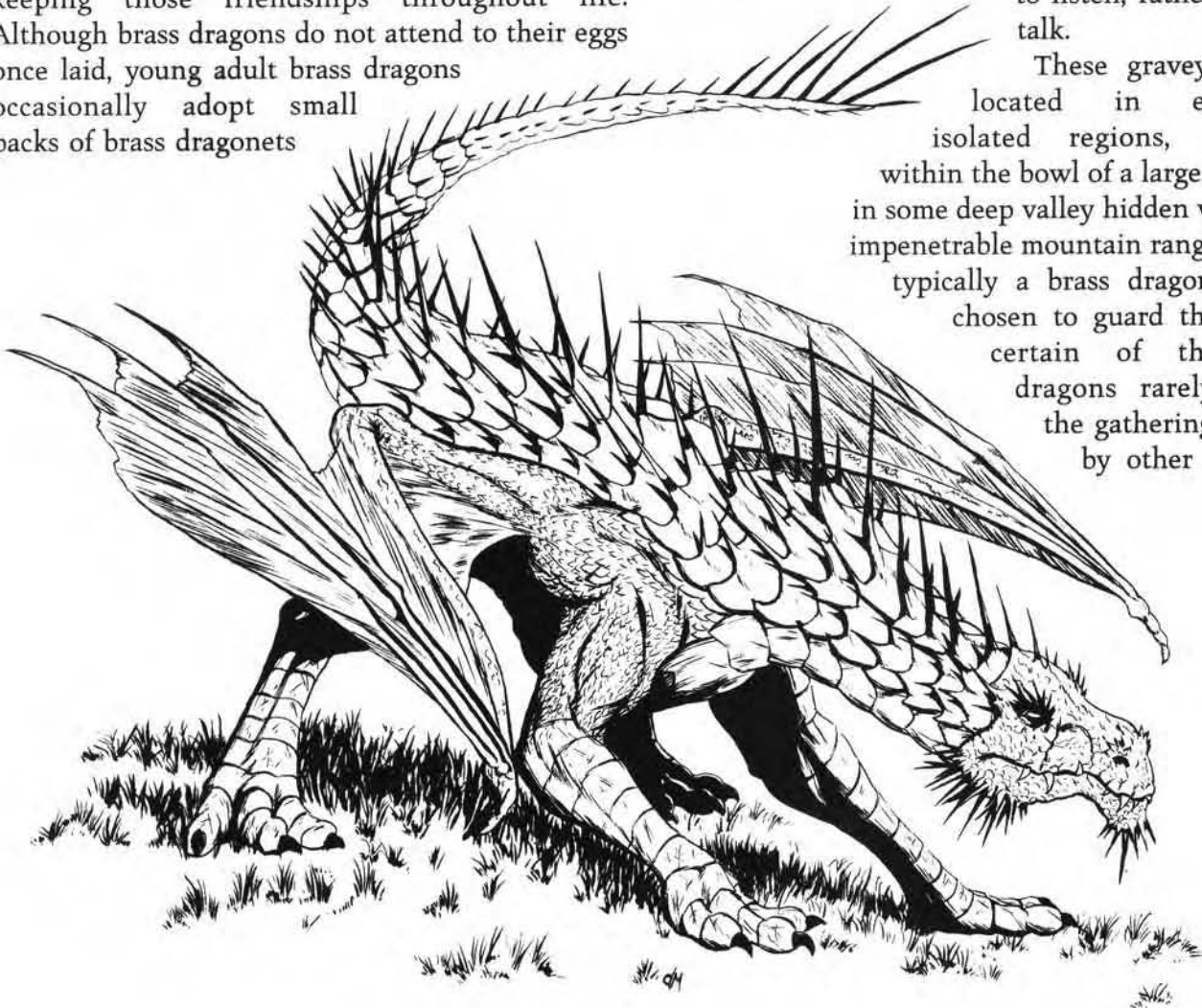
Brass dragon society is full of celebrations, gatherings, and holiday parties. They meet several times a year in small groups, using the opportunity to acquaint themselves with one another, to pass stories, and to share company. If a brass dragon does not attend some of these functions for several years, it sinks into a state of depression and weariness. Brass dragons are known for their need for society and companionship, and therefore encourage each other to visit often.

Young brass dragons tend to stay together in packs of two to four, using group strategies to find food enough to feed them all. While in this stage, they develop close relationships with their siblings, keeping those friendships throughout life. Although brass dragons do not attend to their eggs once laid, young adult brass dragons occasionally adopt small packs of brass dragonets

and assist them in learning the lessons they must absorb in order to survive.

However, there is the occasional brass dragon that does not seek the company of their friends as often as they might like to. These brass dragons, known collectively as the “Keepers” are responsible for a very important task in the dragon world. Their duties are to guard and protect dragon graveyards — those enigmatic sites where dragons go to spend their final hours, and to leave behind their mortal shell. Dragon graveyards are home to potent protection magics, and not even the most evil and deceitful of dragons would dare violate these most holy of dragon sites. The brass dragons who protect them are anomalies among their kind — they prefer to listen, rather than to talk.

These graveyards are located in extremely isolated regions, typically within the bowl of a large crater, or in some deep valley hidden within an impenetrable mountain range. As it is typically a brass dragon that is chosen to guard these sites, certain of the brass dragons rarely attend the gatherings put on by other members



VENATOR ROSA

This blue dragon existed for centuries on the outskirts of a colossal human empire, and initially chose to keep its borders relatively small. As the empire's soldiery grew more skilled, the emperor dispatched a champion to destroy the blue dragon vexing his men. The dragon had never faced such a mighty or loyal foe and, impressed, slew the champion and took both his name and form. "Venator Rosa" returned a great hero with the dragon's hoard, which filled the emperor's personal coffers. When the emperor died in a freak lightning storm, Venator Rosa seized the throne, and renamed the empire in the name of the army he so favored: the Legio Draconis. Within a decade, Legio Draconis had claimed over half the continent, and even recruited those rare chromatic dragons who would speak to Rosa in private.

Though his rule was strong, it was not unchallenged. The emperor's heir had fled the country to drum up support from his father's trading partners, all the while warning that Rosa would not be satisfied with one land. Back home, several loyalists repeatedly attempted to assassinate Rosa, only to find that the man could not only survive virtually any wound, but also had no compunctions against slaughtering his political foes and their families. Driven to the underground, the imperial loyalists found themselves unlikely allies with the criminals of the empire, whom Rosa had decimated.

Eventually, Rosa fully conquered the continent, and set about solidifying his rule before pressing forward. By this point, a decade had passed without Rosa noticeably aging, and the church had declared him a god. Sacrifices were held in his honor, and the tithes from foreign lands swelled the coffers so that an entire fortress was built just to house them. For five years, Venator Rosa moved through the shadows of Legio Draconis, slaying all his foes and breeding loyalty.

(Continued)

of their kind. These dragons are a solitary group, unusual among their kind, and are usually lonely and desperate for company.

Combat Tactics

In combat, brass dragons prefer to outnumber their opponents if at all possible. As one of the few dragon species that actively maintains ties and relationships with other members of their kind, the brass dragons usually live close enough to each other to be able to respond to a cry for help or a call to arms. Although they spend most of their childhood on the ground, brass dragons prefer to fight from the air, using distance weapons such as their breath attacks rather than engaging in tooth & nail tactics.

If angered, brass dragons use their spell abilities to dominate an opponent's mind and force him to flee. Their control over others allows them to break up military formations by sending large formations of their enemy running home, while their sleep cloud breath weapon causes confusion and disorientation in small parties as well as large armies.

Because they share similar habitats, brass dragons and blue dragons are mortal enemies. When faced with such an opponent, brass dragons rally their fellows and attack the blue en masse, using speed rather than strength to outwit the larger dragon. However, blue dragons are dangerous strategists, often outwitting brass dragons and killing significant numbers before fleeing the area. Such battles are uncommon, but when they occur, they are always put down in brass dragon legend so that the dead may live on in the memories of their species.

Interaction with Other Dragons

Brass dragons would love to interact with other dragons — all the time! However, most other dragons are far more xenophobic than the chatty brass, and take territorial trespassing as a challenge to combat. Therefore, brass dragons tend to remain among their kind, visiting a few gold or green dragons, as those are the two species least likely to mind an occasional visitor.

However, the one brass dragon that is respected widely among all dragonkind is the Keeper. When a dragon goes to die in the graveyards, they spend their last days in the company of the brass Keepers, telling their life stories to the only other living soul for miles around. The Keepers remember their stories, ensuring that they live on — but they are not free with their information. Getting a story out of a Keeper is akin to pulling teeth — they do not lightly betray the trust of the many ancient dragons who have committed mortal bodies to their care.

With the exception of the Keepers, brass dragons are seen as annoying pranksters, chatty sycophants and naive social butterflies. Few dragons genuinely like the brass species, and fewer still respect the average member of their sub-race.

BRONZE

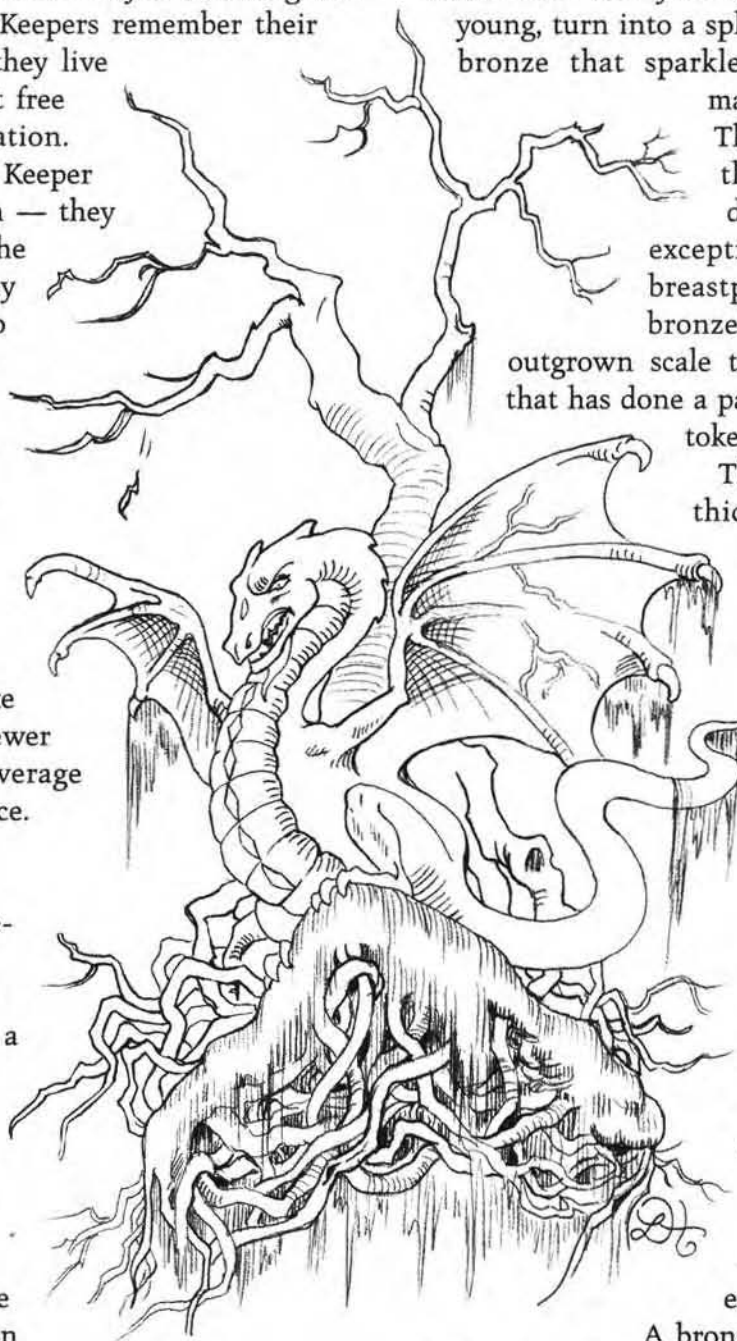
The master shape-changers of dragonkind, bronze dragons spend nearly a quarter of their life in another form, occasionally living an entire mortal lifetime without ever revealing their true nature. Called by some the “magpies” of dragon society, the often-misunderstood bronze dragon is a fearless and loyal friend to those in need.

Physical Characteristics

In their natural form, bronze dragons are exceptionally large, reaching 80 ft. from nose to tail by the time they reach adulthood. Their scales, rather dull and yellowish-green when they are young, turn into a splendidly reflective metallic bronze that sparkles in the sunlight with magnificent greenish flares. Their scales are larger than those of most other dragons, and make exceptional shields and breastplates; on occasion, a bronze dragon offers an outgrown scale to a comrade or someone that has done a particularly brave deed, as a token of respect.

Their wings are broad, and thicker than normal, for bronze dragons rarely choose to fly. Their wings are surmounted by large, aggressive-looking spikes that are useful for impaling an opponent — one of the bronze dragon's favorite tactics. Their forelegs are also winged, with membranous flaps similar to those found on flying squirrels. These flaps are used to aid the dragon when swimming against deepwater currents, and the large, spiked and membranous frills down its tail is used as a rudder in exceptionally choppy water.

A bronze dragon's claws on their fore and rear feet are small and not very useful for clawing attacks. Their forepaws, however, are well designed for gripping things, and their shortened



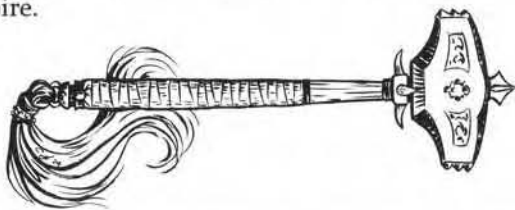
VENATOR ROSA (CONTINUED)

Fifteen years to the day since he seized power, Venator Rosa attacked the foreign land now home to the emperor's whelp. These battles were different; for fifteen years, the rightful emperor had been marshalling his forces, and the Legio Draconis faced soldiers of equal skill. Worse still, the opposing legions had draconic allies of their own, these the metallic dragons of good, whose kin Rosa had slain in his own lands. Rosa's own forces suffered defeat after defeat, and so he personally took to the battlefield once more.

The metallic dragons were ready.

As one, a full fifty metallic dragons took to the battlefield when Rosa arrived. Thirty fell destroying Rosa's own dragons, and another nineteen died facing his mortal troops. The remaining dragon, an aged gold, met Rosa in personal combat. According to the legends, the duel between the two was so spectacular, such a finely-met test of skill, that both armies laid down their arms to watch. The dragon took blow after mighty blow from Rosa, but Rosa himself took several serious wounds. Finally, in an act of desperation, Venator Rosa let slip his secret and took his true form. Though his opponent had suspected something unusual about Rosa's skill at arms and resistance to harm, the dragon did not expect to face another such foe, and died quickly. Venator Rosa tore out the gold dragon's throat with his teeth, and howled his triumph over the battlefield.

And then his own men attacked him. Rosa's generals had long believed that they fought for the greater glory of their people, but realized that Rosa duped them into aiding him in his personal ambitions. Venator Rosa fell in battle that day, the last dragon to attempt to rebuild the Draconic Empire.



'thumb' allows them to have nearly prehensile use of their forelimbs. Gripping and using magical items such as staves and wands is not unheard of, and most bronze dragons deliberately choose such items for inclusion in their hoards.

A bronze dragon's head is protected by a massive head-plate, fanning out to either side of the cheekbones, and tipped with extremely sharp, small horns. These head plates serve to protect the dragon's sensitive eyes and narrow ear-slits, both of which are shielded by ridges of solid plate. Their lower jaw extends from beneath this plate, which acts as a beak-like mouth for the purpose of tearing and chewing food. Although bronze dragons are capable of eating flesh, most of them have too great a respect for sentient life to simply devour humanoid races or their herd beasts. Thus, a bronze dragon survives on a diet of plant matter, sporadically ingesting wild animals or other errant beasts.

Habitat

Bronze dragons prefer to live near civilization, in populated areas, and use their abilities to foster the nearby races. As bronze dragons prefer to live underwater, they choose large lakes or inland seas as their lairs, traveling throughout the region but always returning to their home and hoard.

Able to breathe freely underwater, the bronze dragon uses its innate ability to live and exist in the deepest ocean terrain to its advantage. They can ignore the effects of massive water pressure, and their wings and rudder-like tail allow it to maneuver easily in even the swiftest or most dangerous currents. Sailors occasionally tell tales of bronze dragons surfacing from storm-whipped seas in order to save an entire vessel from certain destruction, lifting the ship and carrying it to calmer seas.

When appropriate underwater housing isn't possible, bronze dragons live underground, or in sunken ruins with access to waterways. Equally comfortable in their humanoid form as they are in the body of a dragon, a bronze has no difficulty living in quarters that are built to house



humanoids. The largest rooms of such a cavern or keep are reserved for the dragon's hoard, and the bronze maintains only minimal living space, decorated in the manner of his foster race.

Bronze Dragon Society

Bronze dragons give birth to eggs that rapidly mature and hatch. These eggs, often left (hidden by magical protections) near civilization, take less than a few months to grow and harden. The bronze mother leaves a solitary egg in random areas, hidden from the dangers of predators. Once the eggs are placed, the bronze mother will not return for them, or even acknowledge that the dragonet is her own. When the bronze wyrmling comes out of its egg, it looks about in its new surroundings, and fixates upon the first significant being that it spies. Whether that creature is human, orc, or some other form of sentient creature, the bronze dragonet immediately assumes that it is a creature of that

kind. Without realizing what it is doing, the dragonet uses its innate polymorphic skills to alter itself into the form of a typical infant of that species. It then wanders out of its hiding place, innocently seeking shelter and companionship.

Thus, bronze dragons grow up in the care of a culture other than their own — usually a humanoid of some form, but not exclusively. They age and grow as if they were normal members of that culture, not retaining their original form, or even recognizing its existence. Unless something occurs that reverts the bronze dragonet to its original form, or unless the dragonet has some reason to suspect its true nature, it lives fully enclosed within its adoptive society until it reaches maturity. This could take less than thirty years for a bronze living with humans or orcs, or as many as 300 if the bronze dragon is in the company of elves or other long-lived species.

Once some event happens that awakens the knowledge of the bronze dragon's true form, the dragonet has a choice to make: continue living as a member of its adoptive species, or revert to its native form and attempt to discover the truth of its existence. Luckily, the awakening of a bronze dragonet has a psychic resonance through their species, and when such an event occurs, and bronze dragons in a wide vicinity are aware of the youngling's emotional plight. One of them unerringly finds its way to the polymorphed dragonet, offering to serve as a mentor and role model to help with the young bronze's integration into draconic society.

If the young bronze dragon decides to join dragon society, they must leave with their mentor and not return to their original adoptive society for a long



period of time. The transition from humanoid to dragon is a difficult one, and confusing the issue with dreams of friends, family and home make it even more so. Most mentors forbid their apprentice from returning to their adoptive homeland for at least 100 years — and thus, with most societies, all of the dragonet's friends and companions have aged, and possibly died, before the bronze can return to see them once more. This separation period is extremely difficult for the dragonet, but necessary, if they are to understand their true nature as a dragon without confusing it with the intricacies of their former lives.

Bronze dragon society is a complex one, but on the whole, the dragons are more friendly to each other than most dragons tend to be. Perhaps they realize that they share being "outcasts" from their adoptive societies, and this bands them together in a form of kinship. Perhaps, and more likely, bronze dragons learn emotions and societal structure from their adoptive families and their previous lives, and they use that information to build their personal infrastructure of relations. For whatever reasons, a bronze dragon that appears on the territory of another bronze dragon is met with cautious friendliness and a pleasant greeting, rather than assuming that their arrival is a battle-challenge or territorial dispute.

Bronze dragons aid one other, making friends and allies among their own species. They also live near civilized regions (preferably those inhabited by members of their original 'adoptive' species, as they feel kinship and a certain debt to their foster parent race). They foster peace and law, and encourage nearby creatures to do the same. Using their innate polymorph ability, the bronze dragon walks through his territory in disguise, helping travelers or adventurers. They adopt temporary but long-term aliases within nearby cities, taking the form of a traveling merchant or a roving bard in order to keep abreast of political and social situations as they occur within the area.

They study humanoid society, learn magic and warfare from humanoid teachers, and continue to develop interests that linger from their humanoid life. Many times, a bronze dragon's hoard contains some rather valueless odd items — souvenirs of their time among mortal society, or useful trinkets to wear for their next visit.

Combat Tactics

Bronze dragons prefer to fight while polymorphed, using their learned magical and martial arts rather than fighting in their natural draconic form. This habit comes from their years of training and their discomfort with their true nature, as well as their obvious talent with human magic and arms.

When a bronze dragon does fight from its native form, it prefers ground battles. A common tactic is to viciously cut an opposing dragon's wings in order to force it to the ground, and then finish it off with their lightning breath. Bronze dragons only use their repulsion gas attack when they feel that a fight isn't fair, or when they do not wish to harm their opponents. Many times, a bronze dragon repels invaders, only to rejoin them in human form as a nearby 'sage of draconic species', in order to inform them of their error. In this form, the bronze dragon parleys between the invaders and the 'terrible dragon', creating peace between the factions if at all possible.

When they do fight, bronze dragons are valiant and noble, offering surrender on equitable terms to their opponents, and refusing to take advantage of an opponent's weakness unless that opponent has proven himself to be dishonorable or blatantly evil. Bronze dragons are obsessed with "saving" evil beings, and insist that a creature chooses the side of evil simply because of misunderstandings, bad beginnings, or other solvable problems. They prefer to take their opponent hostage, educate them, and release them once more when the dragon is convinced that the evil in their opponent's soul has been healed. One more soul, saved and released to do some good.

Interaction with other Dragons

Bronze dragons are very shy when they must interact with other dragon species. Deep down, they believe (as they are told by the others) that their unorthodox upbringing makes them somehow less nobly draconic than the other dragon sub-races. Other dragons tend to chide them for their ignorance of dragon culture, or comment insufferably about the bronze dragon's human mannerisms.

Because of this, bronze dragons remain very isolated from other dragon species, although they are very gregarious with their own kind. When found in the company of other dragons, they typically remain silent, not volunteering any information and rarely speaking unless asked a direct question. In this way, they protect themselves from further assaults against their strength, and attempt to remain unnoticed in the press of other, more violent dragons who are seeking to affirm their draconic reputations.

Bronze dragons are seen to be among the lowest of dragon species, even by other good-aligned dragons. They are considered backwards and absorbed with insignificant things, such as the current state of human affairs and common drudgery such as running kingdoms and other human goings-on. Many times, another dragon offers to *educate* a bronze in how to properly act like a civilized dragon — at an exorbitant cost, of course. Although the 'country dragons' may be naive, they certainly aren't stupid, and few of those offers receive a positive response.

Differences

Avid adventurers, bronze dragons occasionally choose a humanoid form and join parties of travelers. As they are familiar with humanoid cultures, such an infiltration is rarely observed, and the dragon has the opportunity to make genuine friendships as well as to go on wonderful adventures. Sometimes, a bronze dragon falls in love with a humanoid, occasionally attempting to create progeny (one in three of all 'dragon

crossbreeds' are bronze) or live a human life with their 'mate.' When their mate dies, the dragon resumes its native form, retiring to its underwater caverns to mourn the passing of their beloved for as long as several hundred years.

Bronze dragons are loyal companions and devoted friends, both to other dragons and to humanoid traveling or adventuring compatriots. They consider nobility and courage to be among the greatest of virtues, and make every attempt to have both. Rarely violent, a bronze dragon only gets truly angry when someone they care deeply about is threatened, or when their hoard is stolen or destroyed.

COPPER

Copper dragons are the smallest and least intelligent of the good-aligned dragon species. Good-natured and friendly, copper dragons live in small family-oriented packs, rarely choosing to inhabit a territory alone. Their small size makes them less likely to initiate combat, but their organized structure and genuine loyalty to their families makes them powerful enemies and respected allies.

Physical Characteristics

Copper dragons are small and lithe, with butterfly-like wings that extend from their shoulders to the tips of their long tails. They rarely grow beyond 30 feet from nose to tail at adulthood, although the oldest of their kind can become a 'respectable' 60 feet at their largest.

Their front limbs can grip like human fingers, and their rear paws have an impressive ability to grasp and manipulate objects. Although their tails and necks are long and sinuous, the copper dragon is not a particularly agile flier, and relies on speed rather than acrobatics. They have exceptionally strong shoulder muscles, and the membrane of their wings is thick and supple. Their wings shine in a coppery color, tinged by green and red striations as if the color of the metal has rusted and become tarnished with age. As the copper grows older, their wings darken to a solid greenish tone,

A copper dragon's scales are small and regenerate throughout their lives. Their neck-ridges extend out from the largest of these scales, falling off and being replaced every 5-7 years of the dragon's life. Their scales are warm to the touch, though not hot, and a thick coat covers the bottom and side of the dragon's bed and lair.

Copper dragons have two large horns that extend to either side of their skull, directed back over the upper neck to form protection against enemies and the elements. Their ears are tucked beneath these bone protrusions, and two small green eyes peer out from underneath a thick ridge of bone and plate. The head and jaw of a copper dragon is small and flattened, with less jaw space and a shorter muzzle than most dragons. Their foreheads are large and extremely durable, suitable for direct attacks against their opponents in a head-butting, ramming style.

Copper dragons are equally adept in water as in air, using their great wings to provide thrust in even the stormiest seas. When they do live in water, they prefer lairs deep in the ocean's depths. Their sturdy bone structure withstands such pressures easily, and the dragon's amphibious lungs are suited to gather oxygen from water as well as air.

The skin of a copper dragon is particularly oily, and their scales glisten with a sticky wetness. Unlike green dragons, this resin is not in any way toxic, although it may serve as a bluff to warn predators familiar with poisons away from a young copper wyrmling. The oil of their skin and scales makes excellent coating for items easily damaged by water. (*For more on Dragon Alchemy see page 49.*)

Habitat

Copper dragons have two preferred habitats. The most probably area in which to find a copper dragon would be mountainous, rugged regions with plenty of traffic but little in the way of actual civilization or large cities. The second would be under water, in a large bay or small inland sea where storms do not unsettle the water. They prefer salt water to fresh, and lair in caverns deep in the ocean if there are suitable island chains on which to find

alternative sources of food. Copper dragons eat fish as well as red meat, but enjoy a varied diet. They do not keep to a single food supply for very long.

Copper dragons are gregarious, and although they do not directly interact with others in their territories, they enjoy watching the traffic of humanoids, keeping tabs on their movements. Their habitats include several high areas on which to sun themselves (suitable for a small pack of dragons), and must have a wide variety of animals and plant life on which to feed. They cannot tolerate barren areas, and will not live in the midst of scarcity.

The lair of a copper dragon pack has a well-traveled entrance, packed down by the tread of many heavy feet. Their scales litter the region and inside their chosen home, the detritus is thick. Humanoid children occasionally dare each other to sneak into a copper dragon pack's lair and steal one of the loose scales. Copper dragons find this amusing and make great sport of trying to catch or drive off innocent interlopers. They do not hurt the children, of course, but enjoy the reputation and amusement of such a game.

Copper Dragon Society

Unlike other, more solitary dragons, copper dragons always live in packs. These packs are often, but not exclusively, families of copper dragons gathered together by a single dominant male. The packs range in size according to the strength and intelligence of the alpha male — an older and more cunning copper may gather a harem of as many as six females, while a very young male keeps only a single female for company (or none at all).

Very young copper dragons are born in clutches of two to three, and remain with their parents' pack. They are raised in a communal society with their half-siblings, and taught as if in a school environment. Because copper dragons are not particularly intelligent, the young ones usually only learn a single language other than their native tongue, and magic is not typically a class in which the wyrmlings are educated. The home environment of the copper dragons is friendly and

caring, and each of the adult females gives parental care to all wyrmlings; not just her own offspring. Copper dragons are polygamous and the children of the packs eventually leave the family home to seek out their own lairs and join another pack.

Young males are typically driven out before young females, as the young male is expected to go and become strong enough to protect and care for his own pack. Young females choose when they will leave their family lairs, and usually do so only when an eligible copper male is in the area, wooing the young females away from their families and into a new pack with the young alpha. Occasionally, a young female leaves the lair before she has met a male to care for her, seeking her own path and looking for a pack on her own. Enterprising young female copper dragons may find established packs to join, wooing the elder alpha male with both looks and ingenuity and being accepted into the pack of a stronger, more dominant male.

When copper dragons fight, it is almost always over an eligible female or over pack territory. If a copper dragon kills an alpha with a pack, it is the responsibility of the victor to care for the losing dragons' pack and family. This may mean that the vanquished pack joins with the pack of the winning male, or it may mean that the victor seeks another male alpha to take over the vanquished pack. In any case, it is established law among copper dragons that no pack may be left without an alpha to care for them.

A female that is unhappy in her pack may leave at any time, but she may not take any of the pack treasures, nor her own offspring, with her when she goes. The hoard gathered by the pack belongs to the entire group, and no single dragon (other than the alpha) may decide where that hoard is spent or if it is separated. Typically, one of the eldest females in the pack takes the responsibility of organizing and cataloguing the hoard so that the alpha knows what is in the pack's treasury. Dividing the hoard for any reason must be agreed upon by all of the pack females and the eldest male, although the alpha has a stronger voice in the decision than does any single

member of the pack. Offspring are not consulted for such deliberations; the hoard is not considered to be their 'property' in any way.

Copper dragon packs are not like wolf packs. The alpha male, while moderately in charge, is not a domineering ruler. Rather, he is the guide in a community where each has a voice. Copper dragons are communistic, not tyrannical, and share their lairs with others because they are comfortable with the company and enjoy the safety and community of a family-pack structure.

Combat Tactics

Copper dragons fight in packs, with all of the adult members of the pack gathering together to overcome a single, superior foe. Their tactics consist of hit-and-run guerrilla warfare, as well as harrying and strafing runs to either side of their opponent. They use their natural ability to shape stone and create mud in order to slow down ground-based opponents. When faced with an airborne or seagoing enemy, copper dragons rely on their innate speed to escape. Despite their small size, their coordinated efforts often bring victory. Although they are not feared by other dragons in one-on-one situations, even the largest red dragons consider carefully before



assaulting a large pack of copper dragons in their home territory.

If caught alone by a superior opponent, a copper dragon heads for gorges and other narrow areas, where its small size is advantageous. They use their superior speed and gas breath to evade an enemy, if possible. They resort to claws and crushing, head-butting attacks only if absolutely necessary. Copper dragons are not extraordinarily intelligent, but they are also not foolhardy.

Interaction With Other Dragons

Copper dragons share fair relations with both brass and green dragons, and maintain communication with members of either color so long as their territories do not overlap. They sometimes allow silver dragons to live within their territorial boundaries, and enjoy a visit from an educated dragon of any color, so long as the visitor is not threatening their pack or their territory. They do not like red dragons at all, however, and brutally attack any red interloper that comes onto their territory. They know from experience that red dragons are incapable of respecting treaties or lines of territorial division, and do not give larger dragons any opportunity to poach what they feel to be rightfully theirs.

They are friendly, and approach any (non-red) traveling dragon that passes through their area. They are eager to exchange jokes, amusing anecdotes, or news of the region, and gladly trade passage for such information. Although copper dragons are genial, they are not foolish, and approach visitors with caution and reservation until they know that the other

dragon's purpose is neither conquest nor poaching. Because of this caution, the alpha male of the pack initially approaches the interloper alone, as the rest of his pack awaits in the cloud cover above or hidden (using stone shape) within nearby cave formations.

Differences

As they are less intelligent than most other draconic sub-races, copper dragons do not value items of great historical or artistic significance as much as they desire raw gold and other metals for their hoards. They prefer unworked metal to minted coins, and can be found digging in mountain passes to draw out a vein of rare metal for their lairs. Signs of a copper pack's inhabitation of an area can include obvious signs of such endeavors; great scored areas on high canyon walls where a massive creature has dug at the rock with steel claws.

Copper dragon packs occasionally trade with dwarves, exchanging the metal they have dug from the area for rarer ores found only deep within the ground. Such exchanges can be profitable on both sides, and are occasionally long-term arrangements (although the forgetful copper must sometimes be reminded that it has already made such a deal). Copper dragons sometimes work with humanoid miners to dig out difficult areas — so long as the dragon gets the lion's share of the ores found.

GOLD

Gold dragons are the largest of all species, ranging over 100 feet long at their maturity. They consider themselves to be the rulers of all dragon-kind, good and evil, and see it as their duty to promote civilization, culture, and most of all law, between the various draconic sub-races. Extraordinarily powerful, gold dragons are powerful sorcerers from an early age, and claim to be the inventors of magic as well as the creators of most concepts of civilized law.

Physical Characteristics

Gold dragons are large from birth, and are extremely intelligent. Gold eggs are quite large, and

very rare — one wyrmling is born to a parent couple every 200 years or less. When a clutch is created, there is always a single egg, and never more. Gold dragons are extremely rare, for all that they are powerful.

A young gold dragon seems to be a creature forged of solid plates of brilliant gold, pale and shining. They move like supple snakes more than lizards, and their wings are little more than small, membranous ridges to either side of its ribcage.

Their fore and rear legs are very small, used only to pull the gold wyrmling's otherwise snakelike body across the ground. Their necks are long, and their heads appear almost viper-like, with distendable jaw and a pair of upper fangs. There is a small crest behind their cranium, which is considered one of the distinguishing features of a gold dragon in this form.

As the young gold matures and grows, their wings extend from the sides of their bodies. They are connected to the dragon's shoulders, but are membranous and have no forward wing-bone. The long ridge of membrane spur continues down the dragon's ribcage, and to the tip of its tail.

A gold dragons' fore and rear limbs never grow to be particularly strong, and even as an adult it is difficult for them to lift heavy objects with their clawed fingers and 'arms'. Their bodies remain very snakelike, long and thin, and their movements are sinuous rather than burly. Their muscle density is not high; they are flexible but not physically strong.

However, a gold dragon's main strength is in their spellcraft and mental abilities, and when those are invoked the gold becomes a fearsome creature, indeed. Their mental capacity — and brain size — is much larger than other dragons, and they have highly developed psionic and spellcraft capabilities. Their arms are easily competent to perform the movements required of spell casting, and their large wings are thick and capable of deflecting arrows as well as common steel.

A gold dragon's scales are molten rather than hard, and seem to shift and change patterns along the creature as it moves. They are extremely tough, though supple as silk, and do not seem to remain

still along the dragons' body as scales should. When injured, a gold dragon's blood seems to shine with a silvery, metallic light, and the scales rapidly reform to prevent further bleeding after the initial wounding. Even when a gold dragon is seriously injured, their bodies recover and deny any trace of wound or injury. Only when a gold is on the verge of death does its form show more than light damage. When a gold dragon nears the verge of death, it is certain that no force beyond divine intervention can heal the wounds or save the creature from its final end.

Habitat

Gold dragons are capable of living in any climate, but they prefer to reside on top of high, cloud-capped mountains with plenty of access and a wide view of the surrounding terrain. Whether that area is desert, plain, or snow-covered tundra matters little to the gold. They are masters of the air, of the currents that move above the clouds — the earth below holds little interest for them other than in its intellectual capacity.

When gold dragons are young, they masquerade as a variety of different races, inserting themselves into humanoid society and utilizing the resources of the 'lesser life forms' to increase their knowledge of the region, history, culture, and other interests. During such periods in their lives, gold dragons deign to live in human society — but only in the most luxurious accommodations, as befits members of their royal blood. Even when pretending to be a human, gold dragons never lower their standards of acceptable behavior or of decorum.

Gold Dragon Society

As they first awaken from their shells, the young gold wyrmling initiates an immediate telepathic link with its parent. Through this telepathic link, they learn everything they need to know about the world, their place within it, and their responsibilities as a newly fledged gold dragon. The link, initiated by the parent, is brief. After only a few minutes, the wyrmling has become completely aware and educated in most simple subjects such as

speech, linguistics and writing, basic law, and spellcraft. They are immediately able to control their form and shift freely into others. Further, the young gold can discern lies and tell the difference between creatures of good and evil alignment.

Gold dragons are extremely protective and nurturing to their young. They believe that they are nobility, nearly divine in their existence, and every young gold is a prize given by the adoring gods. Any gold dragon will treat a wyrmling with respect and adoration; the 'young prince' ready to begin his journey through life.

Gold dragon society is noble and regal. They communicate through message-spells or scrying devices, and they form a council from which to rule the other draconic types. Of course, most other dragons do not particularly want to be ruled, but it is common knowledge that the society which is provided by the gold dragon council lends stability and peace to otherwise warring factions. Despite their differences, all dragons agree that they would prefer to be alive and scheming rather than dead on a draconic battlefield. Although not all dragons agree that the gold's version of society — or their vaunted 'laws' are best for the individual, all dragons have formally agreed to respect the basic code of behavior that the gold dragons impose.

Gold dragon society is very striated, with intellectual achievements recognized rather than battle-prowess. They have a system of rulership that provides each gold with titles and accolades due his rank, intellect, and age. This system is inviolate to the gold dragons, and far more restrictive than the rules of the Council. The gold dragons believe themselves to be better than any other dragon, and therefore they hold themselves to a higher standard of conduct. Their society resembles the noble ruling classes of elves and humans, and expects a tremendous amount of protocol and formality from their members. Those humanoids which visit the society of the gold dragons had best be prepared to show their finest manners and most respectful behavior, or they will no doubt come to a poor end.

Combat Tactics

As they are not strong physical warriors, gold dragons rely almost entirely on their psionic and magical abilities in combat. Typically, these are more than enough to defend them against even the threat of another dragon, but on occasion, a gold must rely on magical items and aides to ensure its safety. Gold dragons' havens are stalwart, protected by many layers of magical warding and illusion. When necessary, a gold dragon leaves its fortress to join in direct battle — but if possible, they prefer to fight from a distance, using their magical abilities through scrying and psionic conveyance.

Gold dragons parleys when possible, using their immeasurable knowledge of law and reason to persuade their opponents not to fight. When that fails, they use all of their skills to defeat their opponent without killing. Only as a last resort do they take a life — and never an innocent one.

Interaction With Other Dragons

Gold dragons only interact with other dragons in an attempt to rule them. They are insistent upon their superiority, and proud to a fault. Still, they are respected for their magical prowess, and many of the other species of dragon prefer to hide or obey rather than attempt to fight the gold dragons. Red dragons are an outstanding exception. Red dragons are as physically powerful as gold dragons are magical, and they have abilities of their own with which to combat and destroy the gold dragons. The only reason that gold dragons have more strength than red dragons is the fact that red dragons are too lazy and self-centered to pool their resources and their strengths; the gold dragon society unites to defend itself against the more chaotic red.

Gold dragons impose law upon the normally chaotic interactions of other dragons. While they obviously cannot oversee every draconic interaction, gold dragons hold open court in order to allow other colors to

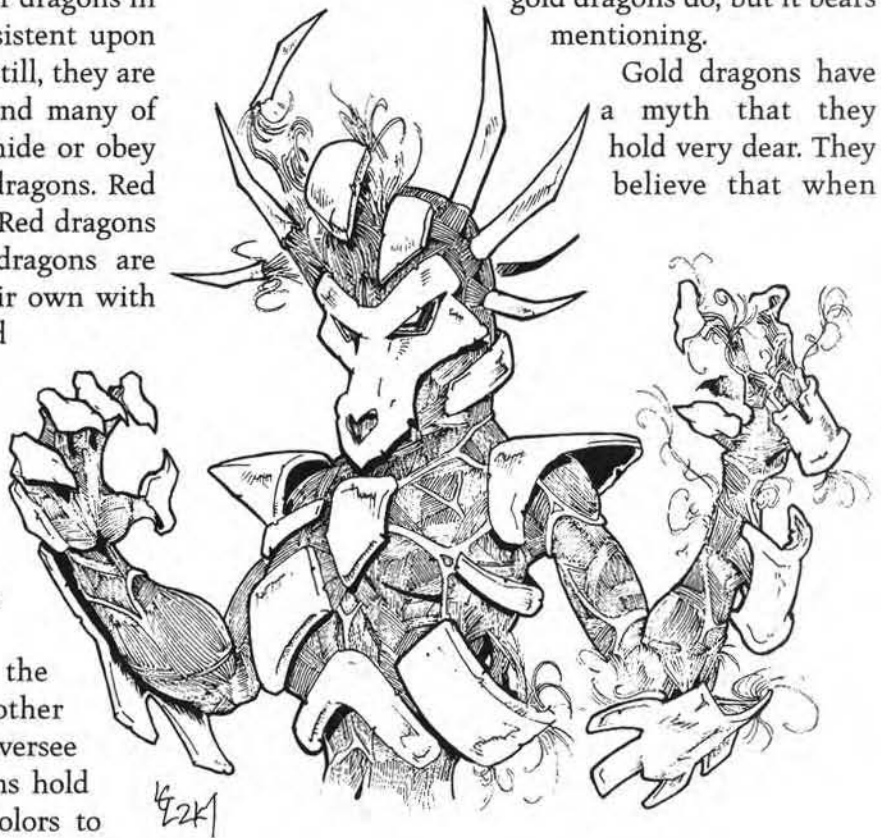
express their differences and peacefully seek solutions. In order to keep such disagreements fair, an arbiter is chosen by the 'challenged' party. The arbiter makes the final decision on the matter, and must justify his choice of victor and punishment (if any) to the Council.

Because they are self-absorbed and prideful, gold dragons are easy to flatter. This weakness is used frequently by smaller, weaker dragon types in order to sway a more powerful gold's opinion. Gold dragons like to see themselves as regal and in-command, and the most effective means of dealing with them is to rely on their (rather inflated, some say) sense of self-importance.

Differences

Gold dragons remain very sinuous throughout their lives, and are capable of fitting through narrow apertures that most other full-sized dragons are unable to consider. Not that this is of particular concern to a creature that shapechanges as easily as gold dragons do, but it bears mentioning.

Gold dragons have a myth that they hold very dear. They believe that when



an ancient gold dragon has learned all that there is to know about the world, the gods of the multiverse join together and raise that gold dragon up to their height. In this way, a new god is born. Gold dragons believe that this is the way all good-aligned deities came into existence, and therefore view clerics of good-aligned deities as *de facto* worshippers of a draconic divinity. This leads the gold dragons to be more tolerant of clerics and holy parishioners. However, the gold still holds that the humanoid serve a dragon, but is too naive or ill-informed to recognize the true nature of their patron deity.

SILVER

Silver dragons are communal and gregarious, eager to learn about the world around them. Considered the greatest artists and philosophers of dragonkind, they are often involved in matters of diplomacy. Their predilection for art and culture causes them to be heavily involved with humanoid civilizations of all sorts, and they can be found infiltrating local human and elven cities rather than holding their own territories.

Physical Characteristics

Silver dragons are small and compact, though they can grow to tremendous lengths with great age. They are bulky and sturdy, capable of carrying heavy burdens and lifting great weights even in flight. When born, a young silver dragonet appears to be the same as any other rock-gray lizard, save for an intense intelligence that remains in their silvery eyes. Born with the innate ability to control their form, young silver dragons must be watched closely by their adoring parents so that they remember their true nature despite frequent changes in form.

Silver dragons have thick, muscular necks and wide jaws concealing a great number of shark-like teeth. Long hairs grow from their chins as they age, and are considered a mark of maturity. Their wings are wide and sturdy, shaped like those of a bat rather than possessing the frilled wings of most metallic dragons. Silver dragons have no crest, but instead grow stiff hair that raises from the back of

their heads and down their long necks like the mane of a lion. This mane is dense and stiff, and has the strength of steel wire.

Two long steel horns extend from the rear of the dragon's skull, covering their delicate ear passages. These horns are rarely used in combat, and are decoration more than defense. Similar steel claws extend from the dragon's fore and rear feet, and are much more appropriate for physical contests.

The silver dragon's tail is stubby and not very flexible. It, too, is covered with a mane-ridge of dense hair, and thick scales that cover the dragon's entire body. These scales do not change color from the top to the chest of the dragon, but remain a consistent shade throughout the dragon's entire body. As they mature, these scales become more and more shiny, reflecting light in brilliant patterns. Old and ancient silver dragons appear to be formed of a single piece of metal, which expands in a flexible and molten manner as they move. Many mastersmiths have attempted to reproduce this effect on golemic prototypes created in the form of dragons; none have been successful.

Habitat

Because of their proclivity for changing forms, silver dragons can be found almost anywhere in the world. Unlike other dragons, they rarely claim a single territory as their own or create a holding for themselves in a cave or abandoned keep. Instead, they prefer to purchase towers, keeps, or manor houses and live normal humanoid lives in contemplation and study outside major cities and civilizations. When necessary, they return to their original draconic form, but in all, they are content to use their form-changing powers to make themselves able to fit inside scholarly academies and museums.

Silver dragons adore art in all its forms, and seek to patronize new artists that they believe to be particularly talented. In this manner, they take the form of rich investors or "godmothers" to young artists in need, giving them money and encouraging their talent.

Because they have no territories, silver dragons live within the regions claimed by other dragons. They keep their identities and residence secret, or the local dragon assumes that their imposition is a challenge to the owner's territory. To keep themselves as hidden as possible, silver dragons maintain extremely well-developed personas as elves or humans, spanning generations that never were — they play their own sons and daughters, changing form as the need arises and renewing their claim on the 'family's ancestral home' with each new appearance.

Other dragons liken the silver dragons to a pestilence of rats, or to an infestation. Some allow the residency so long as the silver dragon does not hunt in the area, and pays a tithe to the true owner of the region. Occasionally this bargain is struck, particularly if the silver believes that the other dragon will keep their word and can be trusted.

Silver Dragon Society

Silver dragons mature rapidly, ever eager for more information about the world around them. As they are raised in small clutches of 4-6 siblings at a time, the parent pair have their hands full keeping up with their brood. Young dragons are encouraged to learn many forms and go out into the world to study. Some are even enrolled in human and elven schools, given false names and identities. They return to their parents between semesters and share the knowledge they are gaining with their family.

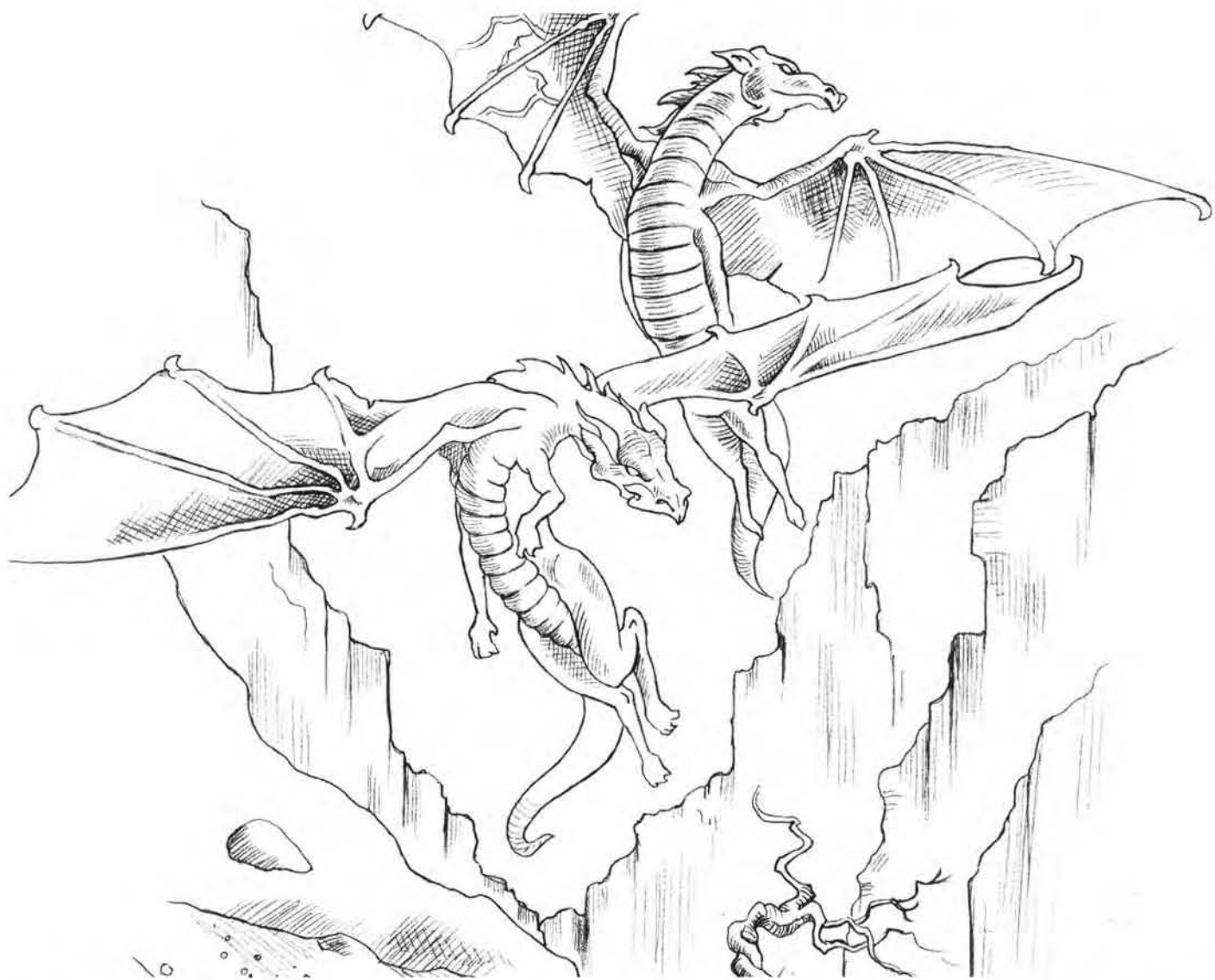
When the silver has matured fully, he must leave his parent's abode and seek his own fortune. Some prefer to immerse themselves fully in society, while others go to find other dragons and learn more about their own kind. Apt students of any kind of lore, still others spend time adventuring (alone or in pairs) and uncovering lost artifacts and knowledge suited for their slowly growing hoards. Silver dragons are naturally close, and maintain bonds of kinship with their family and with more distant relatives — aunts, uncles, grandparents and the like. This convention no doubt stems from the silver dragon's tendency to mimic human behavior

and live within societies that consider kinship and family to be very important, rather than from draconic society.

As silver dragons mature, they begin to form close acquaintances with others of their species in the hopes of finding a mate and raising a family of their own. Silver dragons live in pairs, and are known to mate for life. Even after the clutches are raised and go out to find their own life, a mated pair remain together, sharing their hoards and information until the end of their lives.

Silver dragons hold "showings" of valuable artworks, allowing others of their kind to come and revel in a restored piece once thought lost. They encourage each other in friendly rivalries of art, and occasionally two silver dragons challenge each other to a 'duel of art' in which they both sponsor two similar mortal artists. The victor is the one whose protégé becomes the most famous within 100 years.





Combat Tactics

Silver dragons are pacifists and do not enjoy combat no matter the reason. This is a major cause of their willingness to negotiate for the right to live on another dragon's territory — they simply do not wish to engage in combat to seize the region for themselves. They are not greedy, except when information or arcane lore is concerned, and they are possessive about either land or mating rights. They duel one another, if necessary, to win a female silver's regard, but such fights are never to the death, and rarely result in injury of any sort.

Of course, this means that silver dragons are

called cowards by the other species of dragon. This is patently untrue. They are courageous souls, but will employ all means to prevent bloodshed. Combat is a last resort for these noble beasts, to be avoided at all costs. However, once the risk of loss is too high to be ignored — for example, if the other dragon is directly threatening a silver's mate, his family, or a large civilization of innocent creatures, the silver dragon rises to fight.

Silver dragons do not fight with claw or tooth, and prefer to use their devastating cold and gas breath weapons to gain an advantage. Further, as they have significantly keener sight than many

other dragons, they use their innate abilities to raise fog or cloud cover in which to fight, trusting that their vision is better than their foe's.

They fight by darting in and out of cover, using magical abilities and spells to damage their opponent while they use the fog to protect themselves. With this tactic, and judicious use of Reverse Gravity, a silver dragon can so confuse its opponent that the other beast is unable to fly and crashes into the ground, cliff walls, or other structures.

Interaction With Other Dragons

As mentioned earlier, most other dragons consider silver dragons flighty, cowardly, and self-important, detesting their apparent absorption with humanoid culture and ethics. Although silver dragons are known for their nobility and intellect, they are also seen as being naive and physically weak.

Many dragons think they are "getting away with something" when they seek to deal with the polite and courteous silver dragons. The silver dragons do not seek territory nor vast amounts of gold and silver, and are willing to part with either — so long as their families and collections of art are not threatened. Other species cannot understand the silver dragon's interest in such things, and believes that the silver dragons are simply too societally dense to recognize the value of the things that they give away.

Silver dragons do not care if other species don't understand or value their interests. They have complex family ties within their own color, and they maintain friendships outside their species — they only need other dragons for long-term alliances and as sources of information. When pressed, silver dragons can become quite stubborn and unrelenting, but so long as their true interests are not disturbed, they are not willing to fight for things they do not value.

Silver dragons are not effeminate, nor are they naive. They are a bit reclusive, although not xenophobic, and they welcome visitors who appreciate their sense of culture and pride in their

artistic achievements and collections. They are courteous and polite even to genuinely evil dragons. Such things do not concern them. Silver dragons abhor malicious killing and do not agree with rampant brutality, but unless such things impinge on their area or their loved ones, they typically do not interfere in the business of other dragons.

Differences

Silver dragons are magnificent artists, spending a great amount of their leisure time exploring artistic media such as painting, sculpting and writing. Their scholarly studies only enhance their belief that beauty must be willfully created, and their searches through old texts and ancient caverns are calculated to return some lost piece of art. They are interested in, and often give patronage to, up-and-coming human and elven artists. Such artists may or may not know that their benefactor is a dragon, but they receive great amounts of money and education in the arts as the dragon attempts to further their talents as much as possible.

Their hoards reflect this innate interest, and are comprised of art and sculpture rather than simple piles of gold. Silver dragons are not as interested in the material used to create the item so much as in the artistic form and value of the piece. Where a painting of extreme age might be overlooked and junked by a greedier dragon, silver dragons are the connoisseurs of such artifacts and enjoy taking ancient pieces and restoring them to their former glory.

In extremely unusual circumstances, silver dragons have been known to give their lives for a piece of art that they feel is irreplaceable. They fight to keep masterpieces from being destroyed, and some would rather die than allow a precious piece of art to be desecrated. This predilection extends from paintings and literature to massive works of architecture, and also causes these magnificent dragons to protect the artists of such notable pieces.

THE OPEN GAME LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE: Open Game License v1.0 Copyright 2000, Wizards of the Coast, Inc.

THE OPEN GAME CONTENT

The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Any and all Alderac Entertainment Group logos, identifying marks and trade dress, including all Alderac Entertainment Group Product and Product line names including but not limited to Dungeons, Evil, Dragons, Undead, and War; any elements of game setting, including but not limited to capitalized names, names of artifacts, spell names, characters, countries, creatures, geographic locations, gods, historic events, magic items, organizations, secret societies or legends; any and all stories, storylines, plots, thematic elements, and dialogue; any and all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, symbols or graphic designs, except such elements that already appear in the d20 System Reference Document (e.g. Melf or Mordenkainen) and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

The following items are hereby designated as Open Game Content in accordance with the Open Game License, version 1.0. All other items are designated Product Identity and are © and ™ 2001 Alderac Entertainment Group, inc.

The information presented in gray boxes is considered Open Game Content.

In Section Two, all skills, feats, prestige classes, tools of the trade, magic items, artifacts, spells and aerial combat rules are considered Open Game Content, with the exception of name identity as established in the Product Identity section.

In Section Three, all New Dragons and New Monsters are considered Open Game Content, with the exception of name identity as established in the Product Identity section.

Use of Spells, Magic Items, and Artifacts as Open Game Content: It is the clear and expressed intent of Alderac Entertainment Group, inc. to add all game mechanics involving spell effects, magic item effects, and artifact effects contained in this volume to the canon of Open Game Content for use pursuant to the Open Game License by future Open Game publishers. Some spell names, magic items and artifacts contain Product Identity, as designated above, and that designation remains.

Legal Stuff

Dungeons and Dragons® and Wizards of the Coast® are trademarks of Wizards of the Coast, and are used in accordance with the Open Game and d20 Licenses.

'd20' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at www.wizards.com.

DRAGONS™

MYTH • WONDER • AWE

There was a time, my good friend, when dragons did not walk the earth. But man has never known such a time. In fact, to speculate about such a time sparks only a cruel hope. It is a fable for children; those humans that wish for such a world sharpen their blades for a battle they surely cannot win.

Man is destined to serve, cowering in fear beneath the shadow of the dragons — magnificent beasts of such magnitude that words fail to describe them. They cannot be fathomed by our primitive minds. Surely, we can see them, talk about them, hunt them, even catalog them in arcane works lost to the whim of age. But we cannot, and shall not in my lifetime, ever know what truly makes these wondrous forces of nature what they are.

I only hope that future generations of man have the will to fight against that which cannot be destroyed.

— Iverik Goul, Watcher from the Tower of Woe

THIS IS A GUIDE TO KNOWLEDGE

This sourcebook contains everything a GM or player needs to campaign in a world of dragons. Hunting, training, or riding them — even cutting up the pieces and selling them for alchemical powders — all these possibilities lie within the pages of this tome.

Carry well the knowledge you have been lent.

THE STORIES ARE TRUE

- New feats
- New prestige classes
- New magic items
- Draconic alchemy
- New monsters
- New spells
- Dragon lairs
- New Dragon types



\$26.95 M.S.R.P.

www.alderac.com