



Dragon Companion Handbook



Alexander Augunas

PATHFINDER
ROLEPLAYING GAME COMPATIBLE





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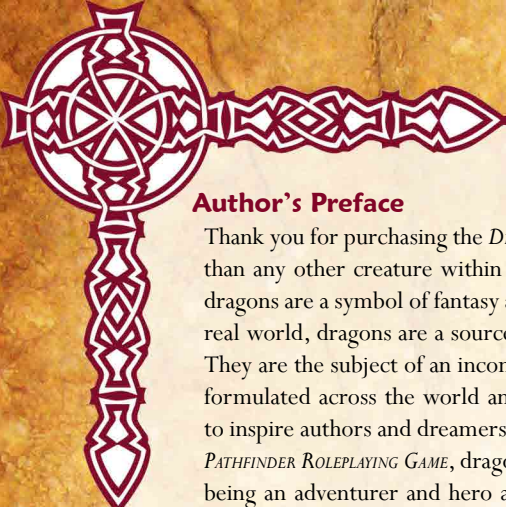
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About the Author

Alexander Augunas has been a freelance writer for various *PATHFINDER ROLEPLAYING GAME* compatible products since 2012. Alex is best known as the writer of Know Direction's tri-weekly blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. In addition to writing for Everyman Gaming, LLC, Know Direction, and Radiance House, Alex has worked with companies such as Raging Swan Press, Loius Porter Jr. Design, Amora Game, and Paizo Publishing. Alex is a known kitsune aficionado and hopes to be writing well past his death.



Author's Preface

Thank you for purchasing the *DRAGON COMPANION HANDBOOK*. More than any other creature within the *PATHFINDER ROLEPLAYING GAME*, dragons are a symbol of fantasy and fantasy gaming itself. In the real world, dragons are a source of awe, inspiration, and valor. They are the subject of an incomprehensible number of stories formulated across the world and they will no doubt continue to inspire authors and dreamers for many years to come. In the *PATHFINDER ROLEPLAYING GAME*, dragons are a symbol of the perils of being an adventurer and hero as well as the ultimate rewards that living a life of adventure promises. They are protectors, villains, and omens alike. Which begs the question: why is it so difficult for players to acquire any powers or abilities even remotely related to dragonkin?

The *DRAGON COMPANION HANDBOOK* is designed to help GMs and players who yearn for a touch of draconic influence in their characters fulfill that desire. Within, you will find rules for attracting draconic companions and cohorts, new archetypes and feats designed to help players take the power of dragonkin for themselves, and more. With the *DRAGON COMPANION HANDBOOK*, it is my hope that you will find all that you need to help your fantasy adventures soar to even greater heights.

— Alexander Augunas, Everyman Gaming, LLC

Table of Contents

The following sections are presented in the *DRAGON COMPANION HANDBOOK*.

Draconic Characters (Pg. 4): GMs and players looking to create dragon characters should begin their character creation process in this section, which offers a brief look at why some dragons might wish to forgo tradition and advance as mortals do while also providing racial rules for all 25 dragon septs from the *PATHFINDER ROLEPLAYING GAME*.

Dragon Paragon (Pg. 12): Designed for use by draconic characters, the dragon paragon is a new 20-level base class for the *PATHFINDER ROLEPLAYING GAME*. Only available to dragons (as well as a fortunate few kobolds), the dragon paragon allows draconic characters to tap into their draconic heritage and become terrors in combat in their own right.

Draconic Companions (Pg. 24): In addition to allowing leaders to build dragon cohorts for themselves, the *DRAGON COMPANION HANDBOOK* allows characters that have access to special mounts and animal companions to gain draconic companions to aid them in their journeys. Included in this section are companion statistics for 25 different types of true dragons pulled from the first four *PATHFINDER BESTIARIES*.

Draconic Feats (Pg. 31): Concluding the *DRAGON COMPANION HANDBOOK* is a section that details a number of new feats for dragon characters and companions as well as characters that associate with these creatures. Although the section focuses on supporting the draconic characters introduced by the *DRAGON COMPANION HANDBOOK*, several feats introduced in this section can be chosen by any character, regardless of race.

Using This Product

The idea of using dragons as PC options is not a revolutionary one. Many source books published over the *PATHFINDER ROLEPLAYING GAME*'s history that give PCs ways to interact with dragons; some of these options predate the *PATHFINDER ROLEPLAYING GAME* itself. With all of the excellent supplements that are available, one might ask one's self, "Why should I consider this one?"

Kept simply, the *DRAGON COMPANION HANDBOOK* is designed to give players access to dragons. Not otherworldly creatures that look similar to dragons. Not dragons with plenty of leashes and restrictions attached. Dragons. In some cases, this design goal has left the options in the *DRAGON COMPANION HANDBOOK* unable to fulfill some of the niches carved out by other Pathfinder compatible products; that's perfectly alright. The *DRAGON COMPANION HANDBOOK* wasn't designed to make the products of other companies obsolete. It was designed to fulfill a niche of its own: providing dragons to players with minimal strings attached. Below are several popular products that are compatible with the *PATHFINDER ROLEPLAYING GAME* as well as a brief synopsis of their respective niches. It is our hope that you choose the best *PATHFINDER RPG* compatible supplement to fulfill whatever job you are looking to fill in your campaign setting and beyond.

Genius Guide to the Dragonrider (Owen K.C. Stephens, Rogue Genius Games): This product is designed to give players the ability to play as dragon riders from the very beginning of their careers as adventurers. It gives players a dragon steed at 1st level and mechanics to balance the power of this dragon for a 1st level character. Unlike the *GENIUS GUIDE TO THE DRAGONRIDER*, *DRAGON COMPANION HANDBOOK* focuses more on the dragon as opposed to its rider, and while options exist for any character capable of taking an animal companion or special mount to gain a dragon companion the earliest one can do so using the *DRAGON COMPANION HANDBOOK* is 4th level. Players looking to be dragonriders primarily are advised to use Rogue Genius Games' product while those looking to add dragons to existing classes are best served by the *DRAGON COMPANION HANDBOOK*.

In the Company of Dragons (Wendall Roy, Rite Publishing): This product is designed to create a new player race and accompanying base classes and archetypes to allow players to play dragon characters. While very similar to the premise of the *DRAGON COMPANION HANDBOOK*, *IN THE COMPANY OF DRAGONS* introduces a new subrace of dragons specifically designed to act as a player race while the *DRAGON COMPANION HANDBOOK* draws its inspiration from the true dragon septs that have already been introduced to the *PATHFINDER ROLEPLAYING GAME*. As a result, the races found in the *DRAGON COMPANION HANDBOOK* are roughly 10 race points stronger than the race that is presented in Rite Publishing's *IN THE COMPANY OF DRAGONS*, and are therefore less suited to acting as player races. As a matter of fact, the *DRAGON COMPANION HANDBOOK* assumes that you are using the *LEADERSHIP HANDBOOK* (also by Everyman Gaming, LLC) to recruit these dragons as cohorts rather than play them as PCs. The racial options provided by Rite Publishing are better served as PCs while those described in the *DRAGON COMPANION HANDBOOK* make better cohorts.



Draconic Characters

And so it is said that human and dragon grieved together, Rala for the lives of her beloved friends and countrymen and Ssaladora for her powerlessness to stop the Great Destroyer. Ssaladora draped a wing over Rala in comfort, and the two wept together. But from the smoldering remains of Point Providence, something wondrous was born. Amidst the tragedy and despair, the rare seed of comradeship sprouted into a mighty oak, watered by tears and strengthened by loss. When Rala and Ssaladora left what remained of the settlement, it was not as elf or dragon, but as companions. And together their comradeship bore the fruit of fury for the good of Arc.

—Legend of the Rala the Dragon Rider

Dragons are massive, reptilian creatures whose very image is iconic across a myriad of faiths and cultures. Forged with flame and wrought by magic, dragons are dangerously beautiful and arrogantly powerful. Dragons see their fantastic power as a right of birth, not something that must be earned or acquired through machinations or force. As a result most dragons do little more than hunt and lounge about their lairs, occasionally stopping to add treasure to their hoard or indulge in some favored pastime. But still, most dragons prefer to have food and wealth offered to them out of respect or fear so that they may continue about their relatively sedentary lifestyles.

While this may be the case for most dragons, some are ill content to simply lay around and indulge in the sluggish lifestyle of their elders. Whether driven by curiosity, greed, ambition, or wanderlust, these dragons forgo tradition and travel throughout the world, partnering with mortal champions that share their ambitions or becoming heroes in their own right. Although mortals see no difference between dragons who are proactive and those who are more traditionally inclined, dragons call wyrmlings that defy dragon tradition the Sleepless, for their is a practical reason for draconic slothfulness: development. Draconic inactivity is what allows their bodies to grow to their tremendous size and develop their awesome magical powers. Through their excessive activity, Sleepless dragons stop growing and developing like a dragon ought to and must instead relying on the acquisition and improvement of personal skill similar to most humanoid beings.

Physical Description: Dragons are able to instinctively distinguish between themselves and the Sleepless, but this difference is apparent in aura and psychology, not physical appearance. For all purposes, a Sleepless appears identically to any other dragon of the same sept, or category.

Although dragons come in a wide variety of shapes, sizes, and colorations there are several key attributes that unite all dragon septs physically. At first glance, a true dragon appears to be a massive, reptilian creature that is covered with scales as sturdy as steel and armed with wicked fangs and claws. Closer inspection, however, reveals that dragons have a skeletal structure that is more similar to that of cats than lizards and they move with surprising grace despite their massive size.

Similarities between the septs of true dragons end here, however. True dragons are incredibly versatile creatures that have managed to adapt to a plethora of different environments;

dragons can be found thriving in the heart of the hottest volcanoes and in the thick of the most frigid tundras. Additionally, dragons don't always possess the same methods of locomotion. Some dragons are able to swim at impossible speeds while others burrow through the ground like moles. All dragons are able to fly at incredible speeds despite their size using their massive wings, or in the case of imperial dragons, using magic.

An average dragon is slow to grow and slower to age, with even the most shortly-lived of dragons possessing a maximum life expectancy of several millennia. Although a Sleepless dragon possesses the same life expectancy as an average dragon of its sept, Sleepless dragons are too active in order to properly grow and develop their racial abilities. As a result, Sleepless dragons are unable to reach their full, titanic size.

The decision to become Sleepless is one that a dragon must make when it is young, typically within the first century of its life, and it is impossible for older dragons to become Sleepless, as their bodies become reliant on long periods of rest to regain their power. Sleepless dragons that no longer wish to be sleepless can "catch up" on lost time via a period of hibernation that dragons call the "Deep Sleep."

Society: Although they do not possess societies in the same sense as mortals, dragons typically adhere to strict hierarchies that are based almost exclusively on power. Unlike mortals, who have many different standards to measure personal power by, dragon society possesses only two: age and wealth. For most dragons, one's physical and magical power is directly related to one's age, so dragons are expected to regard older dragons with a healthy amount of respectful awe. Older dragons possess more prestige than younger ones and the only way to circumvent this ageist hierarchy is through the acquisition of wealth.

While mortals typically hoard and spend to induce change in the world around them, dragons have little need for material goods. The exact reason why dragon society respects treasure so much is poorly understood by mortals and poorly conveyed by dragons, but the end result is that dragons with a bountiful hoard at their disposal command more respect than a dragon of their age would normally be entitled to, a prospect which is enough to motivate most into gathering and hoarding large amounts of valuable items and trinkets.

Although some dragons become Sleepless for grander purposes, most dragons choose to become Sleepless in a bid for power, as it is much easier to manipulate one's wealth than

one's age. Sleepless dragons often attempt to accumulate vast stores of treasure by partnering with mortal creatures to search out forgotten treasures or slay rivals for their hoards. When satisfied with their haul, many Sleepless dragons enter the Deep Sleep, awakening as much more influential dragons than they would have otherwise been.

Relations: Dragons are loners by nature and have very little to do with others of their own sept, let alone dragons from other septs, and most see mortals as a bothersome pest at worst or a misguided, uneducated infant at best. For this reason, dragons are naturally assertive when dealing with mortals and seldom bother to take mortal opinions into account when formulating plans or schemes. To even the noblest of dragons, asking a mortal for its opinion is like seeking the council of a dog or a gerbil; entertaining to be sure, but hardly beneficial.

Alignment and Religion: Most Sleepless dragons practice the religions of their sept (if any) and maintain similar alignments. For example, a Sleepless silver dragon is likely to be Lawful Good while a Sleepless sovereign dragon is likely Neutral. That said, Sleepless dragons are oddities among their people and they have a higher than usual chance to belong to a nonstandard alignment for their sept. Sleepless gold dragons may be Lawful Neutral while an extraordinary Sleepless red dragon may be Chaotic Good.

Dragon religions tend to focus on powerful, draconic deities

that act as progenitors for the entire race, with lesser deities acting as great heroes and children to those great beings.

Adventurers: Because of their active nature, Sleepless dragons almost always become adventurers and they account for a majority of active dragons in the world. Although traditional dragons that work with mortals exist, they are a minority and are typically comprised of the oldest dragons who have few powers to gain from inactivity anyway.

Almost every dragon that becomes an adventurer has its levels in the dragon paragon class, which allows it to gain many of the abilities associated with dragons far older much faster than usual. That said, dragons value any class that emphasizes physical brawn, keen intellect, or powerful personalities such as fighter, sorcerer, alchemist, warpriest, and paladin. On the other hand, dragons seldom indulge themselves in classes that grant them animal companions or mounts, as dragons don't enjoy working with unintelligent beings.

Names: Dragon society has few naming conventions, as dragons are expected to choose their own name from a young age. Wyrmling dragon names are simple and consist of only a single syllable. As the dragon ages, additional draconic words are added onto this name by the dragon as it feels worthy of them. For example, a dragon with exceptional, magical skills might add the draconic word for magic into its name after defeating a mighty (and tasty) wizard in a duel.

Dragon Racial Traits

+2 Strength, +2 Charisma: Dragons are an epitome of strength, both physically and mentally.

Dragon: Dragon characters possess the dragon type. Dragons are immune to magical sleep and paralysis effects.

Small: Dragons are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Speed: Dragons have a base speed of 30 feet. They also have a fly speed of 30 feet (average) or better as well as additional movement types based upon their sept (see below).

Breath Weapon (Su): A dragon possesses a breath weapon that it can use once per day. The size and energy type of a dragon's breath weapon depends upon its type. All breath weapons deal 1d6 points of damage and have a saving throw DC equal to 10 + the dragon's character level + the dragon's Constitution modifier. Cone-shaped breath weapons have a range of 30 feet while line-shaped breath weapons have a range of 60 feet.

Darkvision: A dragon can see in the dark up to 60 feet.

Low-Light Vision: A dragon can see twice as far as a race with normal vision in conditions of dim light

Natural Armor: Dragons gain a +2 armor bonus to their AC.

Natural Weapons: Dragons possess a bite attack that deals 1d4 points of damage and two claw attacks that deal 1d3 points of damage.

Sept: All dragons belong to a sept that corresponds to its heritage. Each sept includes a number of racial traits that the dragon gains in addition to the standard dragon racial traits listed above. All dragon septs describe the dragon's movement types. Some dragon septs modify the dragon's type by providing one or more subtypes.

Languages: Dragons begin play speaking Common and Draconic. Those with high Intelligence scores can choose any language they want (except secret languages, such as Druidic).



Dragon Sept Racial Traits

A dragon character must select one of the following septs at 1st level. Once this sept has been chosen, it cannot be changed or retrained.

Black Dragon Racial Traits

Black dragons receive the following racial traits.

Type: Black dragons are dragons with the water subtype.

Speed: Black dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average) and a swim speed of 50 feet.

Breath Weapon (Su): Black dragons deal acid damage in a 30-ft. cone with their breath weapon.

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

Blue Dragon Racial Traits

Blue dragons possess the following racial traits.

Type: Blue dragons are dragons with the earth subtype.

Speed: Blue dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average) and a burrow speed of 20 feet.

Breath Weapon (Su): Blue dragons deal electricity damage in a 30-ft. cone with their breath weapon.

Sound Imitation (Ex): A blue dragon can mimic any voice or sound it has heard before by making a successful Bluff check against a listener's Sense Motive check.

Brass Dragon Racial Traits

Brass dragons receive the following racial traits.

Type: Brass dragons are dragons with the fire subtype.

Speed: Brass dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average) and a burrow speed of 20 feet.

Breath Weapon (Su): Brass dragons deal fire damage in a 60-ft. line with their breath weapon.

Cold Vulnerability (Ex): Brass dragons are vulnerable to cold damage, causing them to take 50% additional cold damage, regardless of whether a saving throw is allowed or if the save is a success or failure.

Fire Immunity (Ex): Brass dragons are immune to fire damage and do not suffer from fire-based effects (or any secondary effects that are triggered due to a fire-based effect) such as afflictions, conditions, and spells.

Brine Dragon Racial Traits

Brine dragons receive the following racial traits.

Type: Brine dragons are dragons with the extraplanar and water subtypes.

Speed: A brine dragon has a base speed of 30 feet. They also have a fly speed of 60 feet (average) and a swim speed of 50 feet as well as the +8 racial bonus on Swim checks that a swim speed normally confers.

Dragons as PCs

Dragons are not well-suited for being player characters because of their massively high race point (RP) value. The dragon races presented herein have a RP value of 33 while a human, for instance, has a RP value of 10 points. Although this discrepancy will even out as the two characters gain levels, early on the dragon character will easily outshine a humanoid character because of the plethora of racial abilities at his disposal. If you are adamant on using the dragons in this book as PCs, consider allowing all members of the party to play races with an RP value that is roughly 30 points in order to close the discrepancy. An easy way to do this is by offering your players additional feats (2 to 4 RP each) or ability score increases (4 RP per ability score) to bridge the RP gap between dragons and other races.

For more information on designing custom races, see Chapter 4 of *PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE*.

Dragons as Cohorts

The dragon character races presented in the *DRAGON COMPANION HANDBOOK* are best served as cohorts, allowing players to have draconic allies much sooner than would normally be possible under the core Leadership feat. That said, dragon cohorts are more powerful and more elusive than standard cohorts and they often refrain from working with inexperienced leaders.

Unlike normal cohorts, a dragon cohort's maximum level differs depending upon the leader's character level. If a dragon cohort gains enough XP to bring it to a level that exceeds its maximum cohort level, as shown on Table: Dragon Cohort Character Level, the dragon cohort does not gain the new level. Instead, its new XP total is 1 less than the amount needed to attain the next level. For example, a dragon cohort that serves a 7th level leader cannot gain a level that would allow its level to equal to exceed 4th level (the leader's level -3).

As the leader becomes more powerful the dragon cohort's maximum cohort level increases with its respect for its new leader, referenced by the increased Maximum Dragon Cohort Level on Table: Dragon Cohort Maximum Level. A dragon cohort can attempt to make up the missing experience that it needs to attain its maximum level by questing on its own using the downtime system located in *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*. The *LEADERSHIP HANDBOOK* also contains additional, helpful information that one may use when recruiting and managing cohorts.

Table: Dragon Cohort Maximum Level

Leader's Level	Maximum Dragon Cohort Level
1-5 ¹	Leader's Level -4
6-10 ¹	Leader's Level -3
11+	Leader's Level -2

¹ Using the Leadership feat from the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, a character below 7th Level does not qualify for the Leadership feat, and thus cannot attract a cohort of any kind. Modifications for a leader who is 6th level or below assume that you are using the cohort system presented in the *LEADERSHIP HANDBOOK*, also by Everyman Gaming, LLC.

Breath Weapon (Su): A brine dragon deals acid damage in a 30-ft. cone with its breath weapon.

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

Bronze Dragon Racial Traits

Bronze dragons receive the following racial traits.

Type: Bronze dragons are dragons with the water subtype.

Speed: A bronze dragon has a base speed of 30 feet. They also have a fly speed of 60 feet (average) and a swim speed of 50 feet as well as the +8 racial bonus on Swim checks that a swim speed normally confers.

Breath Weapon (Su): Bronze dragons deal electricity damage in a 60-ft. line with their breath weapon.

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

Cloud Dragon Racial Traits

Cloud dragons receive the following racial traits.

Type: Cloud dragons are dragons with the air and extraplanar subtypes.

Speed: A cloud dragon has a base speed of 30 feet. They also have a fly speed of 60 feet (average) and a swim speed of 40 feet as well as the +8 bonus on Swim checks that a swim speed normally confers.

Breath Weapon (Su): Cloud dragons deal electricity damage in a 30-ft. cone with their breath weapon.

Cloud Vision (Ex): A silver dragon can see perfectly in cloudy or foggy conditions, such as those created by *fog cloud*. Creatures within such areas don't gain concealment against a silver dragon's attacks and the cloud doesn't block a silver dragon's line of sight or penalize its Perception checks.

Copper Dragon Racial Traits

Copper dragons receive the following racial traits.

Type: Copper dragons are dragons with the earth subtype.

Speed: A copper dragon has a base speed of 30 feet. They also have a climb speed of 30 feet and 60 feet (average) as well as the +8 racial bonus on Climb checks that a climb speed normally grants.

Breath Weapon: Copper dragons deal acid damage in a 60-ft. line with their breath weapon.

Stone Climb (Ex): A copper dragon can easily climb stone surfaces. In effect, copper dragons are treated as being constantly under the effects of a non-magical *spider climb* when climbing stone surfaces. Additionally, a copper dragon gains an additional +8 racial bonus on Climb checks when climbing stone surfaces.

Crystal Dragon Racial Traits

Crystal dragons receive the following racial traits.

Type: Crystal dragons are dragons with the earth and ex-

traplanar subtypes.

Speed: Crystal dragons have a base speed of 40 feet. They also have a fly speed of 60 feet (average), a burrow speed of 20 feet, and a climb speed of 30 feet as well as the +8 racial bonus on Climb checks that a climb speed normally confers.

Breath Weapon: Crystal dragons deal sonic damage in a 30-ft. cone with their breath weapon.

Razor Sharp: A crystal dragon's natural weapons deal slashing damage instead of their usual damage types.

Forest Dragon Racial Traits

Forest dragons receive the following racial traits.

Type: Forest dragons are dragons with the earth subtype.

Speed: A forest dragon has a base speed of 30 feet. They also have a fly speed of 60 feet (average) and a burrow speed of 20 feet. A forest dragon's ability to fly is a supernatural ability.

Breath Weapon (Su): Forest dragons deal piercing damage in a 30-ft. cone with their breath weapon.

Sound Imitation (Ex): A forest dragon can mimic any voice or sound it has heard before by making a successful Bluff check against a listener's Sense Motive check. In addition, Bluff is always a class skill for a forest dragon.

Gold Dragon Racial Traits

Gold dragons receive the following racial traits.

Type: Gold dragons are dragons with the fire subtype.

Speed: Gold dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average) and a swim speed of 30 feet as well as the +8 racial bonus on Swim checks that a swim speed normally grants.

Breath Weapon (Su): Gold dragons deal fire damage in a 30-ft. cone with their breath weapon.

Cold Vulnerability (Ex): Gold dragons are vulnerable to cold damage, causing them to take 50% additional cold damage, regardless of whether a saving throw is allowed or if the save is a success or failure.

Luck (Su): Gold dragons receive a +1 racial bonus on all saving throws.

Fire Immunity (Ex): Gold dragons are immune to fire damage and do not suffer from fire-based effects (or any secondary effects that are triggered due to a fire-based effect) such as afflictions, conditions, and spells.

Green Dragon Racial Traits

Green dragons receive the following racial traits.

Type: Green dragons are dragons with the air subtype.

Speed: Green dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (good) and a swim speed of 30 feet as well as the +8 racial bonus on Swim checks that a swim speed normally grants.

Breath Weapon (Su): Green dragons deal acid damage in a 30-ft. cone with their breath weapon.

Camouflage: A green dragon gains a +4 racial bonus on Stealth checks made to hide in forest and jungle terrain.

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

Lunar Dragon Racial Traits

Lunar dragons receive the following racial traits.

Speed: Lunar dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average).

Breath Weapon (Su): Lunar dragons deal cold damage in a 60-ft. line with their breath weapon.

No Breath: Lunar dragons don't need to breathe and are immune to inhaled poisons, suffocation, and drowning. This does not give immunity to cloud or gas attacks that do not require breathing.

Reflected Light: A lunar dragon cannot be blinded or dazzled by effects caused by bright light or patterns.

See in Darkness: Lunar dragons can see perfectly in darkness of any kind, including that created by spells such as *deeper darkness*.

Magma Dragon Racial Traits

Magma dragons receive the following racial traits.

Type: Magma dragons are dragons with the extraplanar and fire subtypes.

Speed: Magma dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average) and a burrow speed of 20 feet.

Breath Weapon (Su): Magma dragons deal fire damage in a 30-ft. cone with their breath weapon.

Cold Vulnerability (Ex): Magma dragons are vulnerable to cold damage, causing them to take 50% additional cold damage, regardless of whether a saving throw is allowed or if the save is a success or failure.

Fire Immunity (Ex): Magma dragons are immune to fire damage and do not suffer from fire-based effects (or any secondary effects that are triggered due to a fire-based effect) such as afflictions, conditions, and spells.

Red Dragon Racial Trait

Red dragons receive the following racial traits.

Type: Red dragons are dragons with the fire subtype.

Speed: Red dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average).

Breath Weapon (Su): Red dragons deal fire damage in a 30-ft. cone with their breath weapon.

Cold Vulnerability (Ex): Red dragons are vulnerable to cold damage, causing them to take 50% additional cold damage, regardless of whether a saving throw is allowed or if the save is a success or failure.

Fire Immunity (Ex): Red dragons are immune to fire damage and do not suffer from fire-based effects (or any secondary effects that are triggered due to a fire-based effect) such as afflictions, conditions, and spells.

Smoke Vision (Ex): A red dragon can see perfectly in

Table: Dragon RP Cost

Racial Trait	RP Cost
Type	
Dragon	10 RP
Size	
Small	0 RP
Base Speed	
Normal	0 RP
Ability Score Modifiers	
Flexible (+2 Str / +2 Cha)	0 RP
Languages	
Standard	0 RP
Racial Traits	
<i>Defense Traits</i>	
Natural Armor	2 RP
Improved Natural Armor	1 RP
<i>Offense Racial Traits</i>	
Bite	2 RP
Breath Weapon	3 RP
Claws	2 RP
<i>Other</i>	
Sept	13 RP
Total	33 RP

smoky conditions, such as those created by *pyrotechnics*. Creatures within smoke don't gain concealment against a red dragon's attacks and the smoke doesn't block a red dragon's line of sight or penalize its Perception checks.

Sea Dragon Racial Traits

Sea dragons receive the following racial traits.

Type: Sea dragons are dragons with the water subtype.

Speed: Sea dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average) and a swim speed of 50 feet as well as the +8 racial bonus on Swim checks that a swim speed normally grants. A sea dragon's ability to fly is a supernatural ability.

Breath Weapon (Su): Sea dragons deal fire damage in a 30-ft. cone with their breath weapon.

Water Breathing (Ex): A sea dragon can breathe underwater indefinitely, allowing it to freely use its breath weapon, spells, and other abilities while submerged.

Silver Dragon Racial Traits

Silver dragons receive the following racial traits.

Type: Silver dragons are dragons with the cold subtype.

Speed: Silver dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average).

Breath Weapon (Su): Silver dragons deal cold damage in a

30-ft. cone with their breath weapon.

Cloud Vision (Ex): A silver dragon can see perfectly in cloudy or foggy conditions, such as those created by *fog cloud*. Creatures within such areas don't gain concealment against a silver dragon's attacks and the cloud doesn't block a silver dragon's line of sight or penalize its Perception checks.

Cold Immunity (Ex): Silver dragons are immune to cold damage and do not suffer from cold-based effects (or any secondary effects that are triggered due to a cold-based effect) such as afflictions, conditions, and spells.

Fire Vulnerability (Ex): Silver dragons are vulnerable to fire damage, causing them to take 50% additional fire damage, regardless of whether a saving throw is allowed or if the save is a success or failure.

Sky Dragon Racial Traits

Sky dragons receive the following racial traits.

Type: Sky dragons are dragons with the air subtype.

Speed: Sky dragons possess a base speed of 30 feet. They also possess a fly speed of 60 feet (good). A sky dragon's ability to fly is a supernatural ability.

Borne Aloft (Ex): Sky dragons always have good maneuverability, regardless of their size category.

Breath Weapon (Su): Sky dragons deal electricity damage in a 30-ft. cone with their breath weapon.

Cloud Vision (Ex): A sky dragon can see perfectly in cloudy or foggy conditions, such as those created by *fog cloud*. Creatures within such areas don't gain concealment against a sky dragon's attacks and the cloud doesn't block a sky dragon's line of sight or penalize its Perception checks.

Solar Dragon Racial Traits

Solar dragons receive the following racial traits.

Type: Solar dragons are dragons with the fire subtype.

Speed: Solar dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average).

Breath Weapon (Su): Solar dragons deal fire damage in a 60-ft. line with their breath weapons.

Cold Vulnerability (Ex): Solar dragons are vulnerable to cold damage, causing them to take 50% additional cold damage, regardless of whether a saving throw is allowed or if the save is a success or failure.

Fire Immunity (Ex): Solar dragons are immune to fire damage and do not suffer from fire-based effects (or any secondary effects that are triggered due to a fire-based effect) such as afflictions, conditions, and spells.

No Breath: Lunar dragons don't need to breathe and are immune to inhaled poisons, suffocation, and drowning. This does not give immunity to cloud or gas attacks that do not require breathing.

See in Darkness: Lunar dragons can see perfectly in darkness of any kind, including that created by spells such as *deeper darkness*.

Sovereign Dragon Racial Traits

Sovereign dragons receive the following racial traits.

Speed: Sovereign dragons have a base speed of 50 feet. They also have a fly speed of 60 feet (average). A sovereign dragon's ability to fly is a supernatural ability.

Breath Weapon: Sovereign dragons deal sonic damage in a 30-ft. cone with their breath weapon.

Dogmatic Discordance (Ex): A sovereign dragon adds +2 to the saving throw DC of its breath weapon, spells, and spell-like abilities. This increase only applies to targeted good or evil creatures, even if the attack targets multiple opponents.

Time Dragon Racial Traits

Time dragons receive the following racial traits.

Speed: Time dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average).

Breath Weapon (Su): Time dragons deal electricity damage with in a 30-ft. cone their breath weapon.

Immortal: Time dragons do not die of old age.

No Breath: Time dragons don't need to breathe and are immune to inhaled poisons, suffocation, and drowning. This does not give immunity to cloud or gas attacks that do not require breathing.

See in Darkness: Time dragons can see perfectly in darkness of any kind, including that created by spells such as *deeper darkness*.

Umbral Dragon Racial Traits

Umbral dragons receive the following racial traits.

Type: Umbral dragons are dragons with the extraplanar subtype.

Speed: Umbral dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average).

Breath Weapon (Su): Umbral dragons deal negative energy damage in a 30-ft. cone with their breath weapon. An umbral dragon's breath weapon does not heal undead creatures.

Negative Energy Affinity: An umbral dragon is alive, but it is healed by negative energy and harmed by positive energy, as if it were an undead creature.

Umbral Scion: Umbral dragons are immune to energy drain and death effects.

Underworld Dragon Racial Traits

Underworld dragons receive the following racial traits.

Type: Underworld dragons are dragons with the fire subtype.

Speed: Underworld dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average) and a burrow speed of 20 feet. An underworld dragon's ability to fly is a supernatural ability.

Breath Weapon (Su): Underworld dragons deal fire damage in a 60-ft. line with their breath weapon.

Cold Vulnerability (Ex): Underworld dragons are vulnerable to cold damage, causing them to take 50% additional

cold damage, regardless of whether a saving throw is allowed or if the save is a success or failure.

Fire Immunity (Ex): Underworld dragons are immune to fire damage and do not suffer from fire-based effects (or any secondary effects that are triggered due to a fire-based effect) such as afflictions, conditions, and spells.

Void Dragon Racial Traits

Void dragons receive the following racial traits.

Speed: Void dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (good).

Agile: Void dragons always have good maneuverability, regardless of their size category.

Breath Weapon (Su): Void dragons deal cold damage in a 30-ft. cone with their breath weapon.

No Breath: Void dragons don't need to breathe and are immune to inhaled poisons, suffocation, and drowning. This does not give immunity to cloud or gas attacks that do not require breathing.

See in Darkness: Time dragons can see perfectly in darkness of any kind, including that created by spells such as *deeper darkness*.

Vortex Dragon Racial Traits

Vortex dragons receive the following racial traits.

Speed: Void dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (good).

Breath Weapon (Su): Vortex dragons deal fire damage in a 30-ft. cone with their breath weapon.

Cold Vulnerability (Ex): Vortex dragons are vulnerable to cold damage, causing them to take 50% additional cold damage, regardless of whether a saving throw is allowed or if the save is a success or failure.

Fire Immunity (Ex): Vortex dragons are immune to fire damage and do not suffer from fire-based effects (or any secondary effects that are triggered due to a fire-based effect) such as afflictions, conditions, and spells.

No Breath: Vortex dragons don't need to breathe and are immune to inhaled poisons, suffocation, and drowning. This does not give immunity to cloud or gas attacks that do not require breathing.

See in Darkness: Vortex dragons can see perfectly in darkness of any kind, including that created by spells such as *deeper darkness*.

White Dragon Racial Traits

White dragons receive the following racial traits.

Type: White dragons are dragons with the cold subtype.

Speed: White dragons have a base speed of 30 feet. They also have a fly speed of 60 feet (average).

Breath Weapon (Su): White dragons deal cold damage in a 30-ft. cone with their breath weapon.

Cold Immunity (Ex): White dragons are immune to cold damage and do not suffer from cold-based effects (or any sec-

ondary effects that are triggered due to a cold-based effect) such as afflictions, conditions, and spells.

Fire Vulnerability (Ex): White dragons are vulnerable to fire damage, causing them to take 50% additional fire damage, regardless of whether a saving throw is allowed or if the save is a success or failure.

Snow Vision (Ex): A white dragon can see perfectly in snowy conditions, such as those created by a blizzard. Creatures within such conditions don't gain concealment against a white dragon's attacks and the snow doesn't block a white dragon's line of sight or penalize its Perception checks.

Favored Class Options

The following options are available to all dragons who have the listed favored class. Each reward replaces the normal reward for having a level in a favored class (gaining 1 extra hit point or 1 extra skill rank). Unlike those general rewards, the alternate favored class options correlate directly to the features of specific classes and the tendencies of draconic races in general.

Whenever a dragon gains a level, she can choose which favored class option she takes. Unless otherwise noted, these benefits always stack with themselves.

Many alternate class rewards add only 1/2, 1/3, 1/4, or 1/6 to a roll (rather than 1) each time the reward is selected, or add 1/2, 1/3, 1/4, or 1/6 to a class ability (such as adding to a barbarian's number of rages per day or a swashbuckler's total number of panache points). When applying such a benefit to a die roll or class ability, always round down (minimum 0). You may thus need to select an option several times before the benefit applies.

Some options may have a fixed numeric limit, after which selecting a favored class reward again has no effect. In these cases, you can always select from among the standard rewards when taking a level in a favored class (gaining 1 extra hit point or 1 extra skill rank).

Alchemist: Add +1/3 to the alchemist's racial natural armor bonus to AC while under the effects of his mutagen.

Arcanist: Gain 1/6 of a new arcanist exploit.

Barbarian: Increase the barbarian's total number of rage rounds by 1.

Bard: Add +1/4 to the saving throw DC of one of the bard's bardic performance or bardic masterpiece that includes audible components (maximum +2).

Bloodrager: Increase the bloodrager's total number of bloodrage rounds by 1.

Brawler: Add 1/4 to the brawler's effective level to determine her unarmed strike damage.

Cavalier: Add 1/4 to the cavalier's effective class level to determine the effects of his order's challenge ability (maximum +4).

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the druid's Wisdom modifier. The druid adds +1/2 to the number of uses per day of that domain power.

Druid: Add +1/4 to the armor or natural armor bonus granted by oracle spells that the oracle casts on herself.

Fighter: Choose one movement type that the fighter gains from a racial trait. Add 1 foot to the fighter's speed with the selected movement type. In combat, this only has an effect for every five increases in speed. This bonus stacks with other bonuses to speed.

Gunslinger: Increase the total number of points in the gunslinger's grit pool by 1/4.

Hunter: The hunter's animal focus adds +1/4 to her natural armor bonus to AC in addition to its other effects.

Inquisitor: Add +1/2 to the inquisitor's level for the purpose of determining the effects of one type of judgment.

Investigator: Gain a +1/4 bonus on all inspiration rolls.

Magus: Increase the total number of points in the magus's arcane pool by 1/4.

Monk: Increase the total number of points in the monk's *ki* pool by 1/4.

Mystic¹: Increase the total number of points in the mystic's *ki* pool by 1/4.

Occultist²: Add 1/6 to the number of times per day that the occultist can use her racial breath weapon while bound to a dragon spirit.

Oracle: Add one spell known from the oracle spell list. The spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1/4 to the deflection bonus granted by the paladin's smite evil ability.

Ranger: Add +1/4 to the saving throw DC of the ranger's breath weapon against the ranger's favored enemies.

Rogue: Gain 1/6 of a new rogue talent.

Shaman: Add one spell from the sorcerer/wizard spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast and possess a descriptor that matches the dragon's elemental subtype (if any).

Skald: Choose one natural weapon. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Slayer: Add +1/4 to the saving throw DC of the slayer's breath weapon against the slayer's studied target.

Sorcerer: Add +1/2 point of damage to spells that deal the same type of damage as the sorcerer's racial breath weapon. This damage is of the same type as the sorcerer's racial breath weapon.

Summoner: Add +1/4 to the summoner's number of uses of *summon monster*.

Swashbuckler: Add 1/4 to the swashbuckler's effective class level to determine the extra damage she deals because of the precise strike deed when wielding a natural weapon.

Technician³: Add 1 foot to the technician's fly speed while wearing a chest gadget. In combat, this only has an effect for

Table: Dragon Starting Age

Race	Starting Age	Fast ¹	Average ²	Slow ³
Small Septs ⁴	5 years	1d4	1d6	1d8
Large Septs ⁵	0 years	1d3	1d4	1d6

¹ Barbarian, rogue, sorcerer.

² Bard, fighter, paladin, ranger.

³ Cleric, druid, monk, wizard.

⁴ Black, brass, brine, copper, crystal, magma, underworld, white.

⁵ Blue, bronze, cloud, forest, green, gold, lunar, red, sea, silver, sky, solar, sovereign, time, umbral, void, vortex.

Table: Dragon Height and Weight

Size Category	Base Length	Base Weight	Modifier	Weight Modifier
Small	3' 2"	30 lbs.	2d4	x 3 lb.
Medium	6' 4"	240 lbs.	2d10	x 13 lbs.
Large	12' 8"	1 t.	4d10	x 56 lbs.
Huge	28' 6"	7 t.	16d10	x 126 lbs.

Dragons and Aging

Unlike humanoid characters, dragon characters do not gain aging bonuses and penalties as they age, and although a dragon has a maximum age and dies when its time comes just like any other dragon, a dragon character's maximum age is typically 4,000+ years, making it irrelevant for most campaigns. Also, a dragon character does not gain racial Hit Dice as it ages despite its heritage.

Dragon characters who wish to forgo their class levels and advance via racial Hit Dice may do so by undergoing a type of hibernation that dragons call the Deep Sleep. This hibernation takes 1 year, plus 1 additional year for every racial Hit Dice that the dragon would receive due to its age. After awakening, the dragon loses its class levels and gains these racial Hit Dice.

every five increases in speed. This bonus stacks with other bonuses to speed.

Warpriest: Add 1/4 to the warpriest's effective class level to determine her sacred weapon damage with any natural attacks that he has selected with Weapon Focus.

Witch: Add +1/4 to any natural armor bonus possessed by the witch's familiar. If the witch ever replaces this familiar, the new familiar gains this natural armor bonus to its AC.

Wizard: Add one spell from the sorcerer/wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast.

¹ *Liber Influxus Communis*, Copyright, 2014, Amora Game; Authors: Greg LaRose, Alex Augunas, Bradley Crouch, Daron Woodson, Eric Morton, Michael Sayre, Mike Myler, Morgan, Boehringer, Scott Gladstein, Wayne Capena, Will McCardell, Wojciech Gruchala.

² *Pact Magic Unbound, Vol 1*. Copyright, 2012, Radiancance House. Author(s): Alexander Augunas, Dario Nardi.

³ *Age of Electrotech*. Copyright, 2013, Radiancance House. Author(s): Alexander Augunas, Dario Nardi.

Dragon Paragon

“He didn’t say much, that’s for sure. He just glared up at me with those big, fiery eyes. I reckon I’ll see those orbs in my nightmares until my dying day. Sure, I was unnerved, but I wasn’t about to let some brazen youngblood stop me from taking the haul of a life time. So I pulled out my blade and lunged at ‘im. Ain’t ever had any formal training or anything, but I’ve been shanking people for years and I figured I’d just need an extra prayer or two to get to sleep that night after gutting him. But I didn’t stab ‘im. I didn’t hit his flesh. No, my dagger clanked off of him like I had struck a suit of armor or something. And that’s when I looked up and saw the dragon glaring me down.”

—An imprisoned thug, recounting his apprehension at the hands of a dragon paragon.

Although most young dragons are content to sit in their lairs and spend their time simply waiting for the day that they are powerful and wealthy, some dragons choose to forgo draconic tradition and set out into the world. Called dragon paragons by mortals, these youthful dragons seek to experience life in the moment and in doing so, a curious thing happens. Dragon paragons do not grow in power with age as typical dragons do, but instead advance by merit of their experiences like mortals. As this change is permanent once evoked, dragon paragons eagerly devour any opportunity for thrill or adventure that they can find and make for excellent adventures alongside mortal companions.

Role: Although they no longer age like typical dragons do, a dragon paragon possesses many of the powers of a dragon many years their senior. In possession of both a powerful offense and a rigid defense, dragon paragons are front line warriors that use their raw power and cunning gifts to overwhelm their enemies.

Alignment: Any.

Race: Must be a dragon or a kobold.

Hit Die: d12

Starting Wealth: As a sorcerer.

Class Skills

The dragon paragon’s class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the dragon paragon.

Weapon and Armor Proficiency: A dragon paragon is proficient with its natural attacks only. A dragon paragon is not proficient in any kind of armor or shield. If the dragon paragon becomes proficient in light armor, he ignores the armor’s arcane spell failure chance (if any).

Dragon Exemplar (Ex): By virtue of their status as paragons, dragon paragons gain physical strength and size more rapidly than other dragons do. At 1st level, a dragon paragon gains a permanent +2 bonus to its Strength and Constitution.

At 4th level and every 8 levels thereafter, a dragon paragon

permanently increases in size by one size category, to a maximum of Huge at 20th level. A dragon paragon gains bonus to his Strength and Constitution as well as a penalty to his Dexterity based upon his size, as shown on Table: Dragon Paragon Size Modifiers. Additionally, a Large dragon paragon’s maneuverability shifts to poor. A dragon paragon does not alter the modifiers shown on Table: Dragon Paragon Size Modifiers if he uses a temporary effect (such as *enlarge person* or *divine might*) to increase or reduce his size, though other modifiers to his ability scores from such effects apply normally.

Heritage: Every dragon is a wellspring of latent magical energy, and a dragon paragon develops these mystic powers faster than most. Despite its relatively young age, an experienced dragon paragon learns to call upon powers that he would normally develop as a much older wyrm.

When choosing a heritage, a dragon paragon is restricted to the heritage that is associated with his race. For example, a green dragon must select the green heritage, a lunar dragon must select the lunar heritage, and so on.

A dragon paragon gains heritage powers at 1st level, 3rd level, and every 6 levels thereafter. The heritage powers a dragon paragon gains are described in his race’s heritage. For all spell-like heritage powers, treat the characters dragon paragon level as the caster level.

At 2nd level and every 3 levels thereafter, a dragon paragon receives one bonus feat. This bonus feat must be a dragon feat or belong to the following list: Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Fly), Skill Focus (Knowledge [arcana]), Toughness, or Vital Strike. The dragon paragon must meet the prerequisites for these bonus feats. At 7th, 10th, 13th, and 16th levels, a dragon paragon learns an additional spell derived from his heritage. These spells are in addition to the number of spells given on Table: Dragon Paragon Spells Known. These spells cannot be exchanged for different spells at higher levels.

Paragon Presence (Ex): At 3rd level, a dragon paragon can strike terror into the hearts of its enemies with its very presence as a standard action or as a free action as part of an attack or charge. Opponents within 30 feet who witness the action take a penalty based upon the dragon paragon’s heritage for a number of rounds equal to his dragon paragon level. This ability affects only opponents with fewer Hit Dice than the dragon paragon’s level. An opponent can resist the effects with

Table: Dragon Paragon

Level	BAB	Fort	Ref	Will	Special	Spells per Day			
						1st	2nd	3rd	4th
01	+1	+2	+2	+2	Dragon exemplar (+2 Str/Con), heritage, heritage power	—	—	—	—
02	+2	+3	+3	+3	Heritage feat	—	—	—	—
03	+3	+3	+3	+3	Heritage power	—	—	—	—
04	+4	+4	+4	+4	Dragon exemplar (Medium), natural armor +1	1	—	—	—
05	+5	+4	+4	+4	Heritage feat	1	—	—	—
06	+6/+1	+5	+5	+5	Blindsense (20 ft.)	1	—	—	—
07	+7/+2	+5	+5	+5	DR 1/magic, heritage spell	1	1	—	—
08	+8/+3	+6	+6	+6	Heritage feat	1	1	—	—
09	+9/+4	+6	+6	+6	Heritage power, natural armor +2	2	1	—	—
10	+10/+5	+7	+7	+7	DR 2/magic, Heritage spell	2	1	1	—
11	+11/+6/+1	+7	+7	+7	Heritage feat, paragon presence	2	1	1	—
12	+12/+7/+2	+8	+8	+8	Blindsense (40 ft.), dragon exemplar (Large)	2	2	1	—
13	+13/+8/+3	+8	+8	+8	DR 3/magic, heritage spell	3	2	1	1
14	+14/+9/+4	+9	+9	+9	Heritage feat, natural armor +3	3	2	1	1
15	+15/+10/+5	+9	+9	+9	Heritage power	3	2	2	1
16	+16/+11/+6/+1	+10	+10	+10	DR 4/magic, Heritage spell	3	3	2	1
17	+17/+12/+7/+2	+10	+10	+10	Heritage feat	4	3	2	1
18	+18/+13/+8/+3	+11	+11	+11	Blindsense (60 ft.)	4	3	2	2
19	+19/+14/+9/+4	+11	+11	+11	DR 5/magic, natural armor +4	4	3	3	2
20	+20/+15/+10/+5	+12	+12	+12	Dragon exemplar (Huge), heritage feat, heritage mastery	4	4	3	2

a successful Will save (DC 10 + 1/2 the dragon paragon's level + his Charisma modifier). An opponent that succeeds on its saving throw is immune to the dragon paragon's frightful presence for 24 hours. Multiple uses of a dragon paragon's presence don't stack. This ability is a mind-affecting aura.

Natural Armor (Ex): At 4th level, a dragon paragon gains a +1 natural armor bonus to AC. This bonus increases by 1 at 9th level, 13th level, and 18th level.

Spells: Beginning at 4th level, a dragon paragon gains the ability to cast a small number of arcane spells drawn from the sorcerer/wizard spell list. Only sorcerer/wizard spells of 4th level and lower are considered to be part of the dragon paragon spell list. The dragon paragon can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a dragon paragon must have a Charisma score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a dragon paragon spell is 10 + the spell's level + the dragon paragon's Charisma modifier.

A dragon paragon cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of sorcerer/wizard spells of 5th level or higher.

Like other spellcasters, a dragon paragon can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Dragon Paragon. In addition, he receives bonus spells per day if he has a high Charisma score.

A dragon paragon's selection of spells is extremely limited. A dragon paragon begins play knowing two 1st-level spells of his

choice. A dragon paragon gains more spells as he increases in level, as indicated on Table: Dragon Paragon Spells Known. Unlike spells per day, the number of spells that a dragon paragon knows is not affected by his Charisma score, but it is affected by any bonus spells he gains from his heritage.

At 5th level and every 3 levels thereafter, a dragon paragon can choose to learn a new spell in place of one he already knows. In effect, the dragon paragon loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A dragon paragon may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A dragon paragon need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Blindsense (Ex): At 6th level, a dragon paragon gains blindsense with a range of 20 feet. Using non-visual senses the dragon paragon notices things he cannot see. He usually does not need to make Perception checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature.

Any opponent the dragon paragon cannot see still has total concealment against him and the dragon paragon still has the normal miss chance when attacking foes that have concealment. Visibility still affects the dragon paragon's movement and he is still denied his Dexterity bonus to Armor Class against

attacks from creatures he cannot see. At 12th level and every 6 levels thereafter, the range of this ability increases by 20 feet, to a maximum of 60 feet at 18th level.

Damage Reduction (Ex): At 7th level, a dragon paragon gains damage reduction. Subtract 1 from the damage the dragon paragon takes each time he is dealt damage from a weapon or a natural attack. At 10th level and every 3 levels thereafter, this damage increases by 1 point. A dragon paragon's damage reduction is overcome by magic weapons. Damage reduction can reduce damage to 0, but not below 0.

Heritages

The following heritages represent the types of true dragons found through the *PATHFINDER ROLEPLAYING GAME*. A dragon paragon always possesses a heritage that is appropriate for its race; this cannot be changed. In this way, heritages represent distinct relations (or enmity) between dragon paragons. Regardless, a familial bond does not guarantee that two dragon paragons will see eye to eye on things and offers no real assurance of support or armistice between them.

Black Dragon Heritage

Hailing from deep bogs and wetlands, your kin is renowned for its cruelty and destructiveness.

Bonus Spells: *Speak with animals* (reptiles only) (7th), *darkness* (10th), *plant growth* (13th), *insect plague* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You can traverse your swampy home with ease and fell whatever foes you face with acidic attacks.

Acid Resistance (Ex): At 1st level, you gain resistance 5 against acid damage. At 3rd level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to acid damage instead.

Swamp Stride (Ex): At 3rd level, you can move through bogs and quicksand at your normal speed and without taking damage or suffering any other impairment. Bogs, quicksand, and similar areas that have been magically manipulated to impede movement, however, still affect you.

Acidic Bite (Su): At 9th level, add your dragon paragon level to the damage that you deal with your bite attack. The additional damage dealt is acid damage and isn't multiplied on a critical hit.

Acid Pool (Su): At 15th level, you can use your breath weapon to create a pool of acid with a 30 foot radius within your breath weapon's area instead of dealing damage. When this pool is created, any creatures inside its area take damage equal to your breath weapon's damage. A successful Reflex save reduces the damage by half (DC 10 + 1/2 your dragon paragon level + your Constitution modifier). Each round afterwards, any creature that ends its turn within the pool takes damage and can make a Reflex save for half damage. For every round after the

Table: Dragon Paragon Size Modifiers

Size	Str Bonus	Con Bonus	Dex Penalty
Small	+0	+0	+0
Medium	+2	+0	+0
Large	+4	+2	-2
Huge	+6	+4	-4

Table: Dragon Paragon Spells Known

Level	Spells Known			
	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	2	—	—	—
5th	3	—	—	—
6th	4	—	—	—
7th	4	2	—	—
8th	4	3	—	—
9th	5	4	—	—
10th	5	4	2	—
11th	5	4	3	—
12th	6	5	4	—
13th	6	5	4	2
14th	6	5	4	3
15th	6	6	5	4
16th	6	6	5	4
17th	6	6	5	4
18th	6	6	6	5
19th	6	6	6	5
20th	6	6	6	5

first, reduce the number of d6s of damage that the pool deals by half until the result would be less than 1d6, at which point the acid pool disappears. The acid pool floats on water and deals damage to anything on the surface.

Heritage Mastery (Sp): At 20th level, you can cast *insect plague* and *mass charm monster* three times per day each as spell-like abilities. You may only affect reptilian animals with your *mass charm monster* spell-like ability.

Blue Dragon Heritage

Your kin are notorious tyrants and manipulators, having spent centuries controlling lesser beings from their desert homes.

Bonus Spells: *ventriloquism* (7th), *minor image* (10th), *call lightning* (13th), *hallucinatory terrain* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You command the desert sky and sand s against your foes with cruel efficiency.

Electricity Resistance (Ex): At 1st level, you gain resistance 5 against electricity damage. At 3rd level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to electricity damage instead.

Desert Thirst (Sp and Su): At 3rd level, you can cast *create water* as a spell-like ability at will. In addition, you can destroy up to one gallon of liquid per dragon paragon level you possess in a 10-foot burst as a standard action. Unattended liquids are instantly reduced to sand while liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save or be destroyed (DC 10 + 1/2 your dragon paragon level + your Charisma modifier). This ability has no effect on living creatures that are partially or wholly comprised of water. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Electricity Aura (Su): At 9th level, you can shroud yourself with lightning, causing creatures within 5 feet of you to take 1d6 points of electricity damage at the beginning of your turn. Using electricity aura is a standard action, but it can be maintained each round as a free action. At 15th level, you can use this ability as a swift action instead. You can use this ability for a number of rounds each day equal to your dragon paragon level. These rounds do not need to be consecutive. At 20th level, your electricity aura extends to 10 feet.

Storm Breath (Su): At 15th level, you can use your breath weapon to summon a massive storm of thundering clouds and clashing lightning instead of dealing damage. This functions as *call lightning storm*, using your dragon paragon level as your caster level. The saving throw for this ability is equal to 10 + 1/2 your dragon paragon level + your Constitution modifier.

Heritage Mastery (Sp): At 20th level, you can cast *veil* and *mirage arcane* three times per day and *scouring winds^{UM}* once per day as spell-like abilities.

Brass Dragon Heritage

Guardians of the desert, your kin are renowned for their interest in and frequent interactions with mortals.

Bonus Spells: *endure elements* (7th), *suggestion* (10th), *speak with animals* (13th), *control winds* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You can command the desert heat and sands and manipulate lesser creature's minds.

Move Sand (Sp): At 1st level, you can excavate and move sand as a standard action, functioning as *expeditious excavation^{APG}* except this ability can only affect sand. At 15th level, this ability functions as *move earth* instead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Desert Wind (Su): At 3rd level, you can create sweltering winds as a standard action, functioning as gust of wind except creatures within gust of wind's path are blinded for 1d4 rounds unless they succeed on a Fortitude save (DC 10 + 1/2 your

dragon paragon level + your Charisma modifier). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Fire Aura (Su): At 9th level, you can shroud yourself with intense heat, causing creatures within 5 feet of you to take 1d6 points of fire damage at the beginning of your turn. Using fire aura is a standard action, but it can be maintained each round as a free action. At 15th level, you can use this ability as a swift action instead. You can use this ability for a number of rounds each day equal to your dragon paragon level. These rounds do not need to be consecutive. At 20th level, your fire aura extends to 10 feet.

Sleep Breath (Su): At 15th level, you can use your breath weapon to breathe sleep gas at your foes instead of dealing damage. Creatures within the breath weapon's area fall asleep for 1 round per dragon paragon level you possess unless they succeed on a Will save (DC 10 + 1/2 your dragon paragon level + your Constitution modifier).

Heritage Mastery (Sp): At 20th level, you can cast *control weather* and *whirlwind* three times per day and *scouring winds^{UM}* once per day as spell-like abilities.

Brine Dragon Heritage

Your kin hail from the turbulent seas of the Elemental Plane of Water and are one with the churning waves.

Bonus Spells: *obscuring mist* (7th), *speak with animals (fish only)* (10th), *water breathing* (13th), *control water* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: Your body secretes briny water, granting you protection from corrosion and making your bite attacks extremely painful for their victims.

Acid Resistance (Ex): At 1st level, you gain resistance 5 against acid damage. At 3rd level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to acid damage instead.

Desiccating Bite (Su): At 3rd level, your bite attack causes 1 point of Strength damage in addition to its normal damage. A successful Fortitude save prevents this damage (DC 10 + 1/2 your dragon paragon level + your Charisma modifier). At 9th level and every 6 levels thereafter, increase the Strength damage dealt by this ability by 1.

Capsize (Ex): At 9th level, you can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger the ship is than your size category, you take a cumulative -10 penalty on the check.

Painful Strikes (Su): At 15th level, you can choose to take a -5 penalty on all melee attack roll and combat maneuver checks to stun targets you hit with your melee natural attacks for 1 round. A successful Fortitude save negates the effect (DC

10 + 1/2 your dragon paragon level + your Constitution modifier). You must choose to use this ability before making the attack roll, and its effects last until your next turn.

Heritage Mastery (Sp): At 20th level, you can cast *horrid wilting* three times per day and *tsunami*^{APG} once per day as spell-like abilities.

Bronze Dragon Heritage

Dwelling deep below the surface in underwater lairs, your kin are known for their absolute command of sea and storm and have rescued many a sailor from certain death.

Bonus Spells: *Speak with animals* (7th), *fog cloud* (10th), *slow* (13th), *control water* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You can command the sea to sweep away your enemies and the sky to strike them down with lightning.

Wave Mastery (Su): At 1st level, you can grant your allies the ability to move more quickly in water as a standard action. Creatures and vessels within 50 feet of you can move at twice their normal speed in water. You can use this ability for a number of minutes each day equal to your dragon paragon level. These minutes do not need to be consecutive.

Change Shape (Su): At 3rd level, you can take any humanoid form three times per day as if using *alter self*. At 9th level, you can take any animal or humanoid form as if using *polymorph* instead. This ability otherwise function as the change shape universal monster ability.

Electricity Aura (Su): At 9th level, you can shroud yourself with electricity, causing creatures within 5 feet of you to take 1d6 points of electricity damage at the beginning of your turn. Using electricity aura is a standard action, but it can be maintained each round as a free action. At 15th level, you can use this ability as a swift action instead. You can use this ability for a number of rounds each day equal to your dragon paragon level. These rounds do not need to be consecutive. At 20th level, your electricity aura extends to 10 feet.

Repulsion Breath (Su): At 15th level, can use your breath weapon to breathe repulsion gas at your foes instead of dealing damage. Creatures within the breath weapon's area can take no actions other than to move away from you for 1 round per dragon paragon level you possess unless they succeed on a Will save (DC 10 + 1/2 your dragon paragon level + your Constitution modifier). This ability is a mind-affecting compulsion effect.

Heritage Mastery (Sp): At 20th level, you can cast *detect thoughts* and *control water* three times per day and *tsunami*^{APG} once per day as spell-like abilities.

Cloud Dragon Heritage

Your kin have always soared through the endless skies of the Elemental Plane of Air and are practically one with the four winds themselves.

Bonus Spells: *obscuring mist* (7th), *fog cloud* (10th), *stinking cloud* (13th), *solid fog* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: The primal forces of the sky are yours to command against your enemies.

Electricity Resistance (Ex): At 1st level, you gain resistance 5 against electricity damage. At 3rd level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to electricity damage instead.

Cloud Form (Su): At 3rd level, your vision is not impaired by fogs, clouds, and mists, such as those created by *obscuring mist* or *fog cloud*. At 9th level, you can change into a cloudy vapor as a standard action, functioning as *gaseous form* except your fly speed is unchanged. You can transform into cloud vapor for a number of rounds each day equal to your dragon paragon level. These minutes do not need to be consecutive. At 15th level, you can change into vapor as a swift action.

Thundering Bite (Ex): At 9th level, add your dragon paragon level to the damage that you deal with your bite attack. The additional damage dealt is sonic damage and isn't multiplied on a critical hit.

Cloud Breath (Su): At 15th level, you can use your breath weapon to create a cloud in the shape of your breath weapon that persists for 1d4 rounds. When this cloud is created, any creatures inside take damage equal to half your breath weapon's damage. A successful Reflex save reduces the damage by half (DC 10 + 1/2 your dragon paragon level + your Constitution modifier). Each round afterwards, any creature that ends its turn within the cloud takes this damage and can make a Reflex save for half damage. The cloud otherwise functions as *fog cloud*.

Heritage Mastery (Sp): At 20th level, you can cast *cloud-kill* three times per day and *storm of vengeance* once per day as spell-like abilities.

Copper Dragon Heritage

Notorious tricksters, your kin are good-natured pranksters who are famous for their paranoia.

Bonus Spells: *grease* (7th), *hideous laughter* (10th), *stone shape* (13th), *wall of stone* (16th)

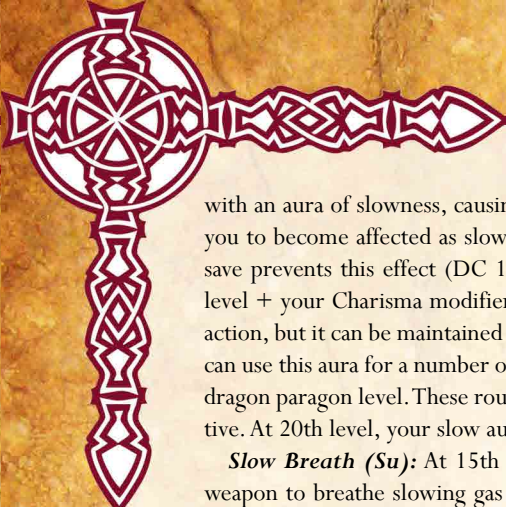
Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You have a knack at tinkering both with real device and with your enemies.

Trapfinding (Ex): At 1st level, you gain Disable Device as a class skill and the trapfinding rogue ability. At 3rd level, you gain a +1 bonus on Craft (traps) checks. This bonus increases by 1 at 6th level and every 3 levels thereafter.

Uncanny Dodge (Ex): At 3rd level, you gain the uncanny dodge rogue ability.

Slow Aura (Su): At 9th level, you can surround yourself



with an aura of slowness, causing all creatures within 5 feet of you to become affected as slow for 1 round. A successful Will save prevents this effect (DC 10 + 1/2 your dragon paragon level + your Charisma modifier). Using slow aura is a standard action, but it can be maintained each round as a free action. You can use this aura for a number of rounds each day equal to your dragon paragon level. These rounds do not need to be consecutive. At 20th level, your slow aura extends to 10 feet.

Slow Breath (Su): At 15th level, you can use your breath weapon to breathe slowing gas at your foes instead of dealing damage. Creatures within the breath weapon's area become affected as slow for 1 round per dragon paragon level you possess unless they succeed on a Will save (DC 10 + 1/2 your dragon paragon level + your Constitution modifier).

Heritage Mastery (Sp): At 20th level, you can cast *move earth* three times per day and *power word kill* once per day as spell-like abilities. Your *power word kill* spell-like ability kills by causing a creature to die from laughing at a joke you tell as part of the casting, making it a language-dependent sonic effect.

Crystal Dragon Heritage

Your kin dwell within the lightless caverns of the Elemental Plane of Earth and possess peerless mastery over stone and soil.

Bonus Spells: *color spray* (7th), *glitterdust* (10th), *keen edge* (13th), *rainbow pattern* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: Your crystalline body allows you to manipulate light, resist sonic attacks, and read subtle vibrations in the earth.

Sonic Resistance (Ex): At 1st level, you gain resistance 5 against sonic damage. At 3rd level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to sonic damage instead.

Crystal Body (Ex): At 3rd level, you gain a +10 bonus to your land speed (but not other movement types you possess). Apply this bonus before modifying your speed because of any load carried or armor worn.

At 9th level, once per round when a ray misses you or is resisted due to spell resistance, you may reflect the ray back upon its target's source. Make a ranged attack roll against the ray's source, using your ranged attack roll and the better between your Dexterity modifier or Charisma modifier on the attack roll. If you hit, the target is affected as though it was the ray's original target. You may use this ability twice per round at 15th level and three times per round at 20th level.

Tremorsense (Ex): At 9th level, you gain tremorsense out 30 feet. Your tremorsense increases to 40 feet at 15th level and 60 feet at 20th level.

Scintillating Aura (Su): At 15th level, you can shroud yourself with scintillating lights, causing creatures within 10 feet to become either confused (if the creature has more Hit Dice than

you) or stunned (if the creature has an equal or greater number of Hit Dice than you) for 1 round. Using scintillating aura is a standard action, but it can be maintained each round as a free action. This ability is a mind-affecting effect. You can use this ability for a number of rounds each day equal to your dragon paragon level. These rounds do not need to be consecutive. At 20th level, your scintillating aura extends to 20 feet.

Heritage Mastery (Sp): At 20th level, you can cast *prismatic spray* three times per day and *imprisonment* once per day as spell-like abilities.

Forest Dragon Heritage

Your kin have dwelled in ancient forests since time began, stalking the earth for game and lost mortals to satisfy their malevolent desires.

Bonus Spells: *entangle* (7th), *sickening entanglement* (10th), *thorny entanglement* (13th), *blight* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You are resistant to all manner of poison, can command the earth to serve you, and can assume a mortal guise.

Change Shape (Su): At 1st level, you can take any humanoid form three times per day as if using *alter self*.

Poison Resistance (Ex): At 3rd level, you gain a +2 resistance bonus on saving throws against poison. This bonus increases to +4 at 9th level and to +6 at 15th level. At 20th level, you become immune to poison.

Woodland Passage (Ex): At 9th level, you gain the woodland stride and trackless step druid abilities.

Elemental Breath (Su): At 15th level, when you use your breath weapon you can also summon an earth elemental by expending an unused dragon paragon spell slot as a swift action, functioning as a *quicken summon monster* spell with a level equal to the spell level of the expended spell slot. The earth elemental appears in any space within your breath weapon's area.

Heritage Mastery (Sp): At 20th level, you can cast *animate plants* three times per day and *earthquake* once per day as spell-like abilities.

Gold Dragon Heritage

Perhaps the most revered of metallic dragons, your kin are believed to be agents of the divine and possess deific blessings.

Bonus Spells: *detect evil* (7th), *aid* (10th), *daylight* (13th), *lesser geas* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You can locate treasure, transform into a mortal, and brandish flames to smite the wicked.

Detect Gems (Sp): At 1st level, you can divine the location of nearby gems, functioning as locate object except the spell

can only be used to locate gemstones. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Change Shape (Su): At 3rd level, you can take any humanoid form three times per day as if using *alter self*. At 9th level, you can take any animal or humanoid form as if using *polymorph* instead. This ability otherwise function as the change shape universal monster ability.

Fire Aura (Su): At 9th level, you can shroud yourself with intense heat, causing creatures within 5 feet of you to take 1d6 points of fire damage at the beginning of your turn. Using fire aura is a standard action, but it can be maintained each round as a free action. At 15th level, you can use this ability as a swift action instead. You can use this ability for a number of rounds each day equal to your dragon paragon level. These rounds do not need to be consecutive. At 20th level, your fire aura extends to 10 feet.

Weakening Breath (Su): At 15th level, you can breathe weakening gas at your foes instead of dealing damage. Creatures within the breath weapon's area take 1 point of Strength damage per 2 dragon paragon levels you possess. Affected creatures can attempt a Fortitude save to reduce the Strength damage by half (DC 10 + 1/2 your dragon paragon level + your Constitution modifier).

Heritage Mastery (Sp): At 20th level, you can cast *sunburst* three times per day and *miracle* once per day as spell-like abilities. You cannot use your *miracle* spell-like ability to make powerful requests unless you provide 25,000 gp of powdered diamond, as described by the spell.

Green Dragon Heritage

Using their mastery over plant life, your kin have transformed the world's ancient woodlands into their layers and are able to make the trees themselves rise against their enemies.

Bonus Spells: *entangle* (7th), *suggestion* (10th), *plant growth* (13th), *command plants* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You repel acid and command nearby plants to do your bidding.

Acid Resistance (Ex): At 1st level, you gain resistance 5 against acid damage. At 3rd level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to acid damage.

Woodland Stride (Ex): At 3rd level, you may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Awaken Treants (Su): At 9th level, you can animate a Huge tree into a treant that serves you as a protector or guardian as a standard action. Only healthy trees can be animated in this

manner and you may only animate one tree at a time; animating a new tree while a treant is serving you releases the first treant from your service. When released from your service, the treant tries to return to its original location before taking root and transforming back into a tree. You may use this ability for a number of minutes per day equal to your dragon paragon level. These minutes do not need to be consecutive.

Miasma (Su): At 15th level, you can use your breath weapon to create a cloud of acid instead of dealing damage. The cloud moves with you and has a radius of 20 feet. When this cloud is created, any creatures inside its area take damage equal to your breath weapon's damage. A successful Reflex save (DC 10 + 1/2 your dragon paragon level + your Constitution modifier) reduces the damage by half. Each round afterwards, any creature that ends its turn within the cloud takes damage and can make a Reflex save for half damage. For every round after the first, reduce the number of d6s of damage that the cloud deals by half until the result would be less than 1d6, at which point the miasma disappears. A strong wind, such as that created by a *gust of wind*, disperses the cloud in 1 round.

Heritage Mastery (Su): At 20th level, you can animate up to 4 trees simultaneously when using your awaken treants heritage power. You must animate each tree separately and each individual treant that you animate counts towards your daily use of this ability.

Lunar Dragon Heritage

Although not truly benign, your kin are known throughout the dark reaches of outer space for their peculiar fascination with planetary life.

Bonus Spells: *faerie fire* (7th), *darkness* (10th), *life bubble*^{APG} (13th), *moonstruck*^{APG} (16th)


Paragon Presence: Creature who fail their Will saving throw against your paragon presence take a 1d6 penalty to their Intelligence, Wisdom, and Charisma for 1 round per dragon paragon level you possess.

Heritage Powers: You are resistant to the coldness of space and can manipulate the moon's light to befuddle foes.

Cold Resistance (Ex): At 1st level, you gain resistance 5 against cold damage. At 3rd level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to cold damage.

Reflective Body (Ex): At 3rd level, your natural attacks bypass damage reduction as silver weapons. At 9th level, once per round when a ray misses you or is resisted due to spell resistance, you may reflect the ray back upon its target's source. Make a ranged attack roll against the ray's source, using your ranged attack roll and the better between your Dexterity modifier or Charisma modifier on the attack roll. If you hit, the target is affected as though it was the ray's original target. You may use this ability twice per round at 15th level and three times per round at 20th level.

Absolute Cold (Su): At 9th level, your breath weapon can



affect creatures immune to cold damage. A creature immune to cold damage still takes half damage from the breath weapon (no damage with a successful saving throw). Resistant creatures' cold resistance is treated as 10 less than normal.

Bewildering Breath (Su): At 15th level, your breath weapon coats creatures that fail their saving throw in mystic flames that cause them to emit light as *faerie fire* for 1 round per dragon paragon level you possess. In addition, affected creatures become confused and dazzled for 1d4 rounds unless they succeed on a Will save (DC 10 + 1/2 your dragon paragon level + your Constitution modifier).

Heritage Mastery (Sp): At 20th level, you can cast *scrying* three times per day and *polar midnight*^{UM} once per day as spell-like abilities. Alternatively, you can spend two uses of your scrying spell-like ability to cast *greater scrying* instead.

Magma Dragon Heritage

Having dwelled in the primordial flames of the Elemental Plane of Fire since time began, your kin are known for their blazing bodies and hotter tempers.

Bonus Spells: *burning hands* (7th), *scorching ray* (10th), *fireball* (13th), *wall of fire* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You use raw, primal fire and heat to burn away whatever opposes you.

Superheated (Su): At 1st level, add your dragon paragon level to the damage that you deal with your bite attack. The additional damage dealt is fire damage and isn't multiplied on a critical hit.

Fire Shield (Sp): At 3rd level, you gain a constant *endure elements* effect as a spell-like ability. At 15th level, you gain a constant *fire shield* effect as a spell-like ability (warm shield only).

Firepower (Ex): At 9th level, increase the saving throw DCs of all spells with the fire descriptor that you cast by +1.

Magma Breath (Su): At 15th level, you can use your breath weapon to breathe magma instead of fire up to three times per day as a swift action. In addition to your breath weapon's normal damage, the magma clings to any creature struck by the breath weapon for 1d3 rounds, dealing half your breath weapon's damage to the creature before cooling off and crumbling to dust. You cannot use this ability if you have no uses of your breath weapon remaining.

Heritage Mastery (Su): At 20th level, you can cast *delayed blast fireball* and *wall of lava*^{APG} three times per day as spell-like abilities. In addition, once per day you can spit lava onto a target that is within range of your breath weapon as a standard action, dealing damage to the target equal to your breath weapon damage. The magma cools instantly, and although it doesn't continue to deal damage to the target, it immediately entraps the target, functioning as the entrap monster ability. The magma has hardness 8 and 45 hp.

Red Dragon Heritage

By far the most dangerous of chromatic dragons, your kin have struck fear into mortals for thousands of years.

Bonus Spells: *shield* (7th), *pyrotechnics* (10th), *ash storm*^{UM} (13th), *wall of fire* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: Your maw is a blazing forge by which you transform inferior beings into smoke and ash.

Smoke Vision (Ex): At 1st level, your vision is not impaired by smoky conditions, such as those created by *pyrotechnics*.

Manipulate Flames (Su): At 3rd level, you can control any fire spell within 20 feet of you as a standard action, allowing you to move any fire effect as though you were the caster or reposition a stationary fire effect, although the new placement must be one allowed by the spell. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Fire Aura (Su): At 9th level, you can shroud yourself with intense heat, causing creatures within 5 feet of you to take 1d6 points of fire damage at the beginning of your turn. Using fire aura is a standard action, but it can be maintained each round as a free action. At 15th level, you can use this ability as a swift action instead. You can use this ability for a number of rounds each day equal to your dragon paragon level. These rounds do not need to be consecutive. At 20th level, your fire aura extends to 10 feet.

Melt Stone (Su): At 15th level, you can use your breath weapon to melt stone in a 30-foot radius spread within the breath weapon's area instead of dealing damage. If targeting the ground, the area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 1d6 points of fire damage per 2 dragon paragon levels you possess, half damage on the second round, and none thereafter as the lava hardens and cools. If targeting the ceiling, molten rocks fall down in the area, dealing 1d6 points of fire damage per 2 dragon paragon levels you possess to all creatures in a 30-foot cylinder with a height that spans from the ceiling to the floor. Creatures within the cylinder must succeed on a Reflex save or become pinned by the falling debris (DC 10 + 1/2 your dragon paragon level + your Constitution modifier). Flying creatures that are so pinned take 1d6 points of falling damage per 10 feet above the ground that they were flying before they were pinned.

Heritage Mastery (Sp): At 20th level, you can cast *find the path* three times per day and *discern location* once per day as spell-like abilities.

Sea Dragon Heritage

Your kin have been guardians of the world's oceans since time began and protect land and sea alike.

Bonus Spells: *create water* (7th), *aggressive thundercloud*^{ACG} (10th), *call lightning* (13th), *control water* (16th)

Paragon Presence: Creature who fail their Will saving

throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You can swim from ocean to ocean and transform into a mortal.

Change Shape (Su): At 1st level, you can take any humanoid form three times per day as if using *alter self*.

Electricity Resistance (Ex): At 3rd level, you gain resistance 10 against electricity damage. At 9th level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to electricity damage.

Freedom of Swimming (Su): At 9th level, you can grant yourself the effects of *freedom of movement* as an immediate action while swimming. This ability has no effect with movement modes other than your swim speed. You can use this ability for a number of minutes per day equal to your dragon paragon level. These minutes do not need to be consecutive.

Sea Strider (Su): At 15th level, you may move from one body of water to another once per day as if using *teleport*. This effect only transports yourself. You may use this ability twice per day at 20th level.

Heritage Mastery (Su): At 20th level, you can create a tidal wave once per day as a standard action. The tidal wave is 120 feet wide and affects an area up to 40 feet off of the coastline. All creatures and structures within this area take 8d6 points of damage; a successful Reflex save reduces the damage by half (DC 10 + 1/2 your dragon paragon level + your Charisma modifier). Creatures that fail their saves are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

Silver Dragon Heritage

Hailing from frozen lands, your kin are proud defenders of the weak and champions of good.

Bonus Spells: *detect evil* (7th), *fog cloud* (10th), *wind wall* (13th), *king's castle*^{APG} (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: Your silver dragon heritage grants you protection from acid, the ability to change your shape, and mastery over the biting cold.

Acid Resistance (Ex): At 1st level, you gain resistance 5 against acid damage. At 3rd level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to acid damage.

Change Shape (Su): At 3rd level, you can take any humanoid form three times per day as if using *alter self*. At 9th level, you can take any animal or humanoid form as if using polymorph instead. This ability otherwise function as the change shape universal monster ability.

Cold Aura (Su): At 9th level, you can shroud yourself with intense cold, causing creatures within 5 feet of you to take 1d6

points of cold damage at the beginning of your turn. Using cold aura is a standard action, but it can be maintained each round as a free action. At 15th level, you can use this ability as a swift action instead. You can use this ability for a number of rounds each day equal to your dragon paragon level. These rounds do not need to be consecutive. At 20th level, your cold aura extends to 10 feet.

Paralyzing Breath (Su): At 15th level, you can use your breath weapon to breathe paralyzing gas at your foes instead of dealing damage. Creatures within the breath weapon's area become paralyzed for 1 round per dragon paragon level you possess unless they succeed on a Fortitude save (DC 10 + 1/2 your dragon paragon level + your Constitution modifier).

Heritage Mastery (Sp): At 20th level, you can cast *control weather* and *reverse gravity* three times per day as spell-like abilities.

Sky Dragon Heritage

Your kin have long patrolled the world's skies, protecting them from evil and providing council to the pure of heart.

Bonus Spells: *detect evil* (7th), *gust of wind* (10th), *lightning bolt* (13th), *call lightning storm* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You can unleash primeval blasts of lightning at foes and are protected from electricity yourself.

Change Shape (Su): At 1st level, you can take any humanoid form three times per day as if using *alter self*.


Electricity Resistance (Ex): At 3rd level, you gain resistance 10 against electricity damage. At 9th level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to electricity damage.

Primal Lightning (Su): At 9th level, your breath weapon can affect creatures normally immune or resistant to electricity damage. Creatures immune to electricity still take half damage from your breath weapon (or no damage on a successful saving throw). Resistant creatures' electricity resistance is treated as 10 less than normal.

Grounding Breath (Ex): At 15th level, any creature damaged by your breath weapon loses the ability to fly unless it succeeds on a Fortitude save (DC 10 + 1/2 your dragon paragon level + your Constitution modifier). Airborne creatures that fly using their wings are able to guide themselves gently towards the ground, taking no falling damage as if they were under the effects of feather fall.

Heritage Mastery (Sp): At 20th level, you gain the ability to cast *divine vessel*^{APG} three times per day and *stormbolts* once per day as spell-like abilities. You may only select the celestial aspect of *divine vessel* using this ability.

Solar Dragon Heritage



As old as the first rays of light that streaked out from the universe's stars, your kin view all life like personal creations and claim to be the originators of all life on the Material Plane.

Bonus Spells: *searing light* (7th), *continual flame* (10th), *cup of dust*^{APG} (13th), *blight* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are blinded for 1 round per dragon paragon level you possess.

Heritage Powers: You can channel the sun's great power, allowing living creatures to flourish or perish beneath its glow.

Channel Life (Su): At 1st level, you can spend one use of its breath weapon to channel positive energy, as a cleric of its dragon paragon level. You can only channel energy to heal living creatures. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel.

Channel Radiation (Su): At 3rd level, you can use your channel life ability to instead channel radiation that deals an equal amount of damage to living creatures, as though you were using channel energy to harm living creatures. The damage done by channel radiation is untyped.

Primal Fire (Su): At 9th level, your breath weapon can affect creatures immune to fire damage. A creature immune to fire damage still takes half damage from the breath weapon (no damage with a successful saving throw). Resistant creatures' fire resistance is treated as 10 less than normal.

Beam of Light (Su): At 15th level, you can transform into a beam of pure light and travel up to 10 feet per dragon paragon level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability and light might be able to enter your destination. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

Heritage Mastery (Sp): At 20th level, you can cast *animate plants* three times per day and *control plants* once per day as spell-like abilities.

Sovereign Dragon Heritage

Your kin were charged with protecting the cosmic balance by the gods themselves and have safeguarded the world ever since.

Bonus Spells: *detect evil/good* (7th), *calm emotions* (10th), *tongues* (13th), *sympathetic vibrations* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You can transform into a mortal, summon the armaments of the gods, and put overzealous entities in their place with ease.

Change Shape (Su): At 1st level, you can take any humanoid form three times per day as if using *alter self*.

Violent Retort (Su): At 3rd level, whenever you take damage from a melee critical hit, you may make a claw attack or

a tail slap attack (if you possess this type of natural weapon) against the creature that made the critical hit as an immediate action.

Golden Armor (Su): At 9th level, a sovereign dragon can cover its body in golden armor as a standard action, granting it a +4 armor bonus to its AC and energy resistance 15 against one energy type, chosen when the armor is summoned. You can use this ability for a number of minutes each day equal to your dragon paragon level. These minutes do not need to be consecutive.

Master Counterspelling (Su): At 15th level, you can counterspell once per round as an immediate action. You do not need to know the spell you are countering, but can instead expend any number of available, unexpended spell slots with a combined level equal to the spell's level + 1 to automatically counter the spell. For example, you could use this ability to expend two 2nd level spell slots to counter a 3rd level spell. You cannot use this ability to counter 9th level spells.

Heritage Mastery (Sp): At 20th level, you can cast *prismatic spray* three times per day and *moment of prescience* once per day as spell-like abilities.

Time Dragon Heritage

Your kin guard have charged themselves with guarding time itself far from mortal eyes, intervening only to thwart those who would seek to corrupt or defy time's ebb and flow.

Bonus Spells: *identify* (7th), *share memory* (10th), *clairaudience/clairvoyance* (13th), *locate creature* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are staggered for 1 round per dragon paragon level you possess.

Heritage Powers: You possess absolutely mastery over the sands of time and can use them for your own foresight or to addle opponents.

Cold Resistance (Ex): At 1st level, you gain resistance 5 against cold damage. At 3rd level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to cold damage.

Read the Threads (Ex): At 3rd level, you gain bonus on initiative checks equal to half your dragon paragon level as well as a +2 resistance bonus on saving throws against effects that cause the staggered condition. This resistance bonus increases to +4 at 9th level and to +6 at 15th level. At 20th level, you become immune to the staggered condition.

Second Chance (Su): At 9th level, you can force any one creature to reroll any d20 roll once per day as an immediate action. The target must use the result of the second roll. At 15th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Shifting Breath (Su): At 15th level, you can use your breath weapon to displace your foes in time instead of dealing damage. Creatures within the breath weapon's area are shifted forward in time 1 round per 3 dragon paragon levels you pos-

sess (maximum 6 rounds unless they succeed on a Will save (DC 10 + 1/2 your dragon paragon level + your Constitution modifier). For an affected creature, it's as if no time has passed. Creatures that succeed on their saving throw are staggered for 1 round instead.

Heritage Mastery (Sp): At 20th level, you can cast *legend lore* three times per day and *time stop* once per day as spell-like abilities.

Umbral Dragon Heritage

Infused with raw negative energy, your kin prowl across the dread Plane of Shadows, torn between the Material Plane and the Plane of Shadows for countless centuries.

Bonus Spells: *inflict light wounds* (7th), *darkness* (10th), *vampiric touch* (13th), *shadow walk* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritage Powers: You are able to harness devastating energies that comprise the Plane of Shadows to rip enemies apart.

Cold Resistance (Ex): At 1st level, you gain resistance 5 against cold damage. At 3rd level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to cold damage.

Ghost Bane (Su): At 9th level, you can imbue your natural weapons with the ghost bane special ability as a swift action. This ability lasts for a number of rounds per day equal to the dragon paragon's level. These rounds do not need to be consecutive.

Energy Drain (Ex): At 9th level, whenever you confirm a critical hit against a creature with a bite or claw attack, you inflict 1 negative level onto the creature in addition to your normal damage.

Shadow Breath (Su): At 15th level, you can use your breath weapon to breathe shadows instead of dealing damage. Creatures within the breath weapon's area become blinded for 1d4 rounds and take 1d6 points of Strength drain unless they succeed on a Fortitude save (DC 10 + 1/2 your dragon paragon level + your Constitution modifier). A successful saving throw negates the blindness and reduces the Strength drain to 1 point.

Heritage Mastery (Sp): At 20th level, you can cast *finger of death* three times per day and *shades* once per day as spell-like abilities.

Underworld Dragon Heritage

Dwellers of the deepest crags and cracks within the earth, your notoriously greedy kin have sequestered themselves from the world in order to horde their treasures.

Bonus Spells: *expeditious excavation*^{APG} (7th), *soften earth and stone* (10th), *stone shape* (13th), *spike stones* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round

per dragon paragon level you possess.

Heritage Powers: You can direct the fury of the molten earth at your enemies.

Change Shape (Su): At 1st level, you can take any humanoid form three times per day as if using *alter self*.

Adamantine Claws (Ex): At 3rd level, your claw attacks bypass damage reduction as adamantine weapons and have the qualities of a weapon made of this material.

Underworld Burrower (Ex): At 9th level, you gain a +10-foot bonus to your burrow speed. This bonus improves to +20 feet at 20th level.

Lava Eruption (Su): At 15th level, you can move through the ground up to twice your burrow speed and use your breath weapon at the end of your movement by emerging from the ground. Your breath weapon is a 20 foot radius burst instead of its normal shape. Using this ability is a full-round action.

Heritage Mastery (Sp): At 20th level, you can cast *repel metal* or *stone* three times per day and *clashing rocks*^{APG} once per day as spell-like abilities.

Void Dragon Heritage

Tainted by the alien presence, many accuse your kin of being little more than a ravenous blight upon the Material Plane.

Bonus Spells: *ray of enfeeblement* (7th), *blur* (10th), *ray of exhaustion* (13th), *dimension door* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are sickened for 1 round per dragon paragon level you possess.

Heritage Powers: Your powers allow you to cause paramount destruction with ease.

Cold Resistance (Ex): At 1st level, you gain resistance 5 against cold damage. At 3rd level and every six dragon paragon levels thereafter, this resistance increases by 5, to a maximum of resistance 20 at 15th level. At 20th level, you become immune to cold damage.

Obliterate (Su): At 3rd level, add your dragon paragon level to the damage that you deal with your bite attack. The additional damage dealt is negative energy damage and isn't multiplied on a critical hit.

Void Gaze (Su): At 9th level, you can make a gaze attack once per day that causes a creature within 30 feet to become confused for 1d6 rounds unless it succeeds on a Will save (DC 10 + 1/2 your dragon paragon level + your Charisma modifier). This gaze attack is a mind-affecting effect. At 15th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Suffocating Breath (Su): At 15th level, you can use your breath weapon to suffocate foes instead of dealing damage. Creatures within the breath weapon's area suffer swift suffocation, functioning as *suffocation*^{APG}. A successful Fortitude save negates this effect (DC 10 + 1/2 your dragon paragon level + your Constitution modifier).

Heritage Mastery (Sp): At 20th level, you can cast *nightmare*, *gate*, and *insanity* once per day as spell-like abilities. You

cannot use *gate* in any way that requires an expensive material component unless you provide that material component yourself when you cast the spell.

Vortex Dragon Heritage

Your kin act as diplomatic emissaries across hundreds of worlds.

Bonus Spells: *anticipate peril*^{UM} (7th), *entropic shield* (10th), *displacement* (13th), *dimension door* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence treat all other creatures as if they were under the effects of *blur* for 1 round per dragon paragon level you possess.

Heritage Powers: You can manipulate space to out maneuver and entrap enemies.

Maneuverability (Su): At 1st level, your maneuverability (if any) improves to good and your maneuverability is not reduced by your size category. If you possess the Starflight feat, reduce the duration of any starflight journey you make by half.

Fragmented Strike (Su): At 3rd level, you can strike with your bite through a rift in space, allowing you to make your bite attack against any creature within range of your paragon presence as a swift action. This effect lasts until the end of your turn. You can use this ability a number of times each day equal to 3 + your Charisma modifier.

Dimensional Sojourn (Sp): At 9th level, you can teleport up to 10 feet per dragon paragon level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

Collapsing Breath (Su): At 15th level, you can use your breath weapon to suck a single creature that is at least one size category larger than you into your maw instead of dealing damage. If the target fails a Reflex save (DC 10 + 1/2 your dragon paragon level + your Constitution modifier), it is swallowed whole and takes damage 1d6 points of bludgeoning damage per 3 dragon paragon levels you possess. A creature can cut itself out by dealing damage equal to 1/10th of your total hit points with a light or one-handed piercing or slashing weapon. Your interior has an AC equal to your flat-footed AC.

Heritage Mastery (Sp): At 20th level, you can cast *greater teleport* three times per day and *interplanetary teleport* once per day as spell-like abilities.

White Dragon Heritage

Your kin hunt lesser creatures across the frozen wastes of the world, as furious as a blizzard and as savage as your arctic home.

Bonus Spells: *obscuring mist* (7th), *fog cloud* (10th), *sleet storm* (13th), *wall of ice* (16th)

Paragon Presence: Creature who fail their Will saving throw against your paragon presence are shaken for 1 round per dragon paragon level you possess.

Heritages and Sorcerer Bloodlines

In many ways, a dragon paragon's heritage is like a much more potent version of a sorcerer's bloodline, as it directly manifests itself on the dragon paragon's person while a sorcerer bloodline often lies dormant for generations before randomly revealing itself upon a chance individual. As a result, a dragon paragon's heritage is considered a bloodline for the purpose of meeting feat and prestige class prerequisites. For instance, a dragon paragon can use its heritage to qualify for the Sorcerous Strike^{UC} feat. Heritage powers are considered bloodline powers for all effects and purposes, and a character with a heritage is considered as having a draconic bloodline for all effects and purposes.

However, this flexibility comes with a drawback. A character with dragon paragon levels must select the draconic bloodline when multiclassing with any class that grants access to a bloodline, such as bloodrager, sorcerer, or the eldritch scion magus archetype. Likewise, a character that has a non-draconic bloodline class feature cannot advance as a dragon paragon unless the GM allows the character to change its bloodline or the character is of the dragon type, such as by being a Sleepless dragon, as described above.

Heritage Powers: You gain the ability to spur snow and storms into conditions more favorable to you.

Ice Shape (Su): At 1st level, you can shape ice and snow as a standard action, functioning as *stone shape* but only targeting ice and snow, not stone. Your caster level for this ability is equal to your dragon paragon level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Snow Acclimation (Ex): At 3rd level, your vision is not impaired by snowy conditions. Additionally, you can move across icy surfaces without penalty and do not need to make Acrobatics checks to run or charge on ice.

Cold Aura (Su): At 9th level, you can shroud yourself with intense cold, causing creatures within 5 feet of you to take 1d6 points of cold damage at the beginning of your turn. Using cold aura is a standard action, but it can be maintained each round as a free action. At 15th level, you can use this ability as a swift action instead. You can use this ability for a number of rounds each day equal to your dragon paragon level. These rounds do not need to be consecutive. At 20th level, your cold aura extends to 10 feet.

Blizzard (Su): At 15th level, you can use your breath weapon to create a blizzard in a 50-foot radius around you instead of dealing damage. The blizzard limits vision as *fog cloud* and slows movement (4 squares of movement per square entered). The blizzard lasts for 1 round per dragon paragon level you possess. This effect doesn't function underwater.

Heritage Mastery (Sp): At 20th level, you can cast *wall of ice* and *control weather* three times per day and *imprisonment* once per day as spell-like abilities. Your *imprisonment* spell-like ability fails unless the target is touching an icy surface large enough to contain it and in addition to casting *freedom*, the imprisoned creature can be freed by physically breaking it free from the ice (hardness 0, 200 hit points).

Draconic Companions

And so it is said that human and dragon grieved together, Rala for the lives of her beloved friends and countrymen and Ssaladora for her powerlessness to stop the Great Destroyer. Ssaladora draped a wing over Rala in comfort, and the two wept together. But from the smoldering remains of Point Providence, something wondrous was born. Amidst the tragedy and despair, the rare seed of comradeship sprouted into a mighty oak, watered by tears and strengthened by loss. When Rala and Ssaladora left what remained of the settlement, it was not as elf or dragon, but as companions. And together their comradeship bore the fruit of fury for the good of Arc.

—Legend of the Rala the Dragon Rider

A character with the Dragon Companion feat can select a dragon companion instead of an animal companion. A dragon companion's abilities are determined by its starting statistics and are modified by its bonded character's druid level. Table: Dragon Companion Base Statistics determines many of the base statistics of a dragon companion. Dragon companions are creatures of the dragon type for the purpose of determining which spells can affect them and their type cannot be changed by feats or class features that alter an animal companion's type, such as the paladin's bonded mount class feature.

Dragon Companion Statistics

A dragon companion's base statistics are summarized below. Because dragon companions refer to the same general rules as animal companions, all dragon companion statistics refer to the character as a druid.

Class Level: This is the character's effective druid level. The character's effective druid levels from multiple classes that are entitled to an animal companion stack for the purpose of determining the companion's statistics.

HD: This is the total number of twelve-sided (d12) Hit Dice the dragon companion possesses, each of which is modified by the dragon companion's Constitution, as normal.

BAB: This is the dragon companion's base attack bonus. A dragon companion's base attack bonus is the same as that of a druid of a level equal to the dragon's Hit Dice. Dragon companions do not gain additional attacks using their natural weapons for a higher base attack bonus.

Save Bonus: These are the dragon companion's base saving throw bonuses. A dragon companion has good Fortitude, Reflex, and Will saves.

Skills: This lists the dragon companion's total skill ranks. A dragon companion gains bonus skill ranks based upon its Intelligence, as normal. Dragon companions can assign skill ranks to any skill. A dragon companion cannot have more ranks in a skill than it has Hit Dice.

A dragon companion's class skills are: Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Feats: This is the total number of feats possessed by a dragon

companion. Dragon companions can select any feat whose prerequisites they meet, although they are unable to utilize some feats (such as Martial Weapon Proficiency). Dragon companions cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

Natural Armor Bonus: The number noted here is an improvement to the dragon companion's existing natural armor bonus.

Str/Con Bonus: Add this modifier to the dragon companion's Strength and Constitution scores.

Special: This includes a number of abilities gained by dragon companions as they increase in power. Each of these bonuses is described below.

Empathic Link: The druid has an empathic link with the dragon companion to a 1 mile distance. The druid can communicate empathically with the dragon companion, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The druid has the same connection to an item or place that his dragon companion does.

Share Spells: The druid may cast a spell with a target of "You" on her dragon companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her dragon companion even if the spells normally do not affect creatures of the companion's type (dragon). Spells cast this way must come from a class that grants an animal companion. This ability does not allow the druid to share abilities that are not spells, even if they function like spells.

If the character has levels in cavalier, he can exchange this ability for Light Armor Proficiency. Once this choice is made, it cannot be changed.

Deliver Touch Spells: A dragon companion can deliver touch spells for the druid. If the druid and the dragon companion are in contact at the time the druid casts a touch spell, he can designate the dragon companion as the "toucher." The dragon companion can then deliver the touch spell just as the druid would. As usual, if the druid casts another spell before the touch is delivered, the touch spell dissipates.

If the character has levels in cavalier, he can exchange this ability for evasion, as the rogue class feature. Once this choice is made, it cannot be changed.

Ability Score Increase: The dragon companion adds +1 to one of its ability scores at the indicated levels.

Bonus Dragon Feat: A dragon companion gains a dragon

Table: Draconic Companion Base Statistics

Class Level	HD	BAB	Save Bonus	Skills	Feats	Natural Armor Bonus	Str/Con Bonus	Special
1st	2	+1	+3	12	1	+0	+0	Empathic link, share spells
2nd	3	+2	+3	18	2	+0	+0	—
3rd	3	+2	+3	18	2	+2	+1	Bonus dragon feat
4th	4	+3	+4	24	2	+2	+1	Ability score increase
5th	5	+3	+4	30	3	+2	+1	—
6th	6	+4	+5	36	3	+4	+2	Bonus dragon feat
7th	6	+4	+5	36	3	+4	+2	—
8th	7	+5	+5	42	4	+4	+2	—
9th	8	+6	+6	48	4	+6	+3	Ability score increase
10th	9	+6	+6	54	5	+6	+3	Bonus dragon feat
11th	9	+6	+6	54	5	+6	+3	—
12th	10	+7	+7	60	5	+8	+4	—
13th	11	+8	+7	66	6	+8	+4	—
14th	12	+9	+8	72	6	+8	+4	Ability score increase, bonus dragon feat
15th	12	+9	+8	72	6	+10	+5	Spell resistance
16th	13	+9	+8	78	7	+10	+5	—
17th	14	+10	+9	84	7	+10	+5	—
18th	15	+11	+9	90	8	+12	+6	Bonus dragon feat
19th	15	+11	+9	90	8	+12	+6	—
20th	16	+12	+10	96	8	+12	+6	Ability score increase

feat as a bonus feat at the indicated levels. The dragon companion must meet the feat's prerequisites in order to select it.

Spell Resistance: If the druid is 11th level or higher, a dragon companion gains spell resistance equal to the druid's level + 5. To affect the dragon companion with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the dragon companion's spell resistance.

Mastery Advancement

In addition to their Hit Dice advancements, all dragon companions possess a mastery advancement that they acquire when their bonded character selects the Dragon Companion Mastery feat. If the dragon companion's bonded character chose to increase the dragon companion's Dexterity and Constitution scores by 2 instead of taking its 4th-level advancement, the Dragon Companion Mastery feat grants the dragon companion its 4th-level advancement instead.

Dragon Companion Descriptions

Dragon companions follow the same rules as animal companions unless noted otherwise and use the same description. All special qualities noted in a dragon companion's description function as the dragon character trait of the same name.

Black Dragon

Prerequisites: Alignment within one step of CE.

Starting Statistics: Type dragon (water); Size Small;

Speed 30 ft., fly 60 ft. (average; unable to carry a rider while flying), swim 40 ft.; **AC** +3; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 electricity per Hit Die); **Ability Scores** Str 13, Dex 14, Con 13, Int 10, Wis 11, Cha 10; **Special Qualities** dragon traits, water breathing.

4th-Level Advancement: Size Medium; Speed 40 ft., fly 90 ft. (average; unable to carry a rider while flying), swim 40 ft.; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: Size Large; Speed 40 ft., fly 120 ft. (poor), swim 40 ft.; **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet).

Blue Dragon

Prerequisites: Alignment within one step of LE.

Starting Statistics: Type dragon (earth); Size Small; Speed 30 ft., burrow 20 ft., fly 60 ft. (average; unable to carry a rider while flying); **AC** +3; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 electricity per Hit Die); **Ability Scores** Str 13, Dex 14, Con 13, Int 10, Wis 11, Cha 10; **Special Qualities** dragon traits, sound imitation.

4th-Level Advancement: Size Medium; Speed 40 ft., burrow 30 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: Size Large; Speed 40 ft., burrow 30 ft., fly 120 ft. (poor); **Attack** bite (2d6), 2 claws (1d8),

2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Brass Dragon

Prerequisites: Alignment within one step of CG.

Starting Statistics: Type dragon (fire); **Size** Small; **Speed** 30 ft., burrow 20 ft., fly 60 ft. (average; unable to carry a rider while flying); **AC** +3; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (60-ft. line, 1d6 fire per HD); **Ability Scores** Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 10; **Special Qualities** dragon traits.

4th-Level Advancement: **Size** Medium; **Speed** 40 ft., burrow 30 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: **Size** Large; **Speed** 40 ft., fly 120 feet (poor); **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Brine Dragon

Prerequisites: Alignment within one step of LN.

Starting Statistics: Type dragon (extraplanar, water); **Size** Small; **Speed** 40 ft., fly 60 ft. (average; unable to carry a rider while flying), swim 50 ft.; **AC** +2; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. line; 1d6 acid per Hit Die); **Ability Scores** Str 16, Dex 15, Con 11, Int 13, Wis 10, Cha 11; **Special Qualities** dragon traits, water breathing.

4th-Level Advancement: **Size** Medium; **Speed** 40 ft., fly 90 ft. (average; unable to carry a rider while flying), swim 50 ft.; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: **Size** Large; **Speed** 40 ft., fly 120 feet (poor), swim 50 ft.; **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Bronze Dragon

Prerequisites: Alignment within one step of LG.

Starting Statistics: Type dragon (water); **Size** Small; **Speed** 30 ft., fly 60 ft. (average; unable to carry a rider while flying); swim 50 ft.; **AC** +2; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (60-ft. line, 1d6 electricity per Hit Die); **Ability Scores** Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14; **Special Qualities** dragon traits, water breathing.

4th-Level Advancement: **Size** Medium; **Speed** 40 ft., fly 90 ft. (average; unable to carry a rider while flying) swim 50 ft.; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: **Size** Large; **Speed** 40 ft., fly 120 feet (poor), swim 50 ft.; **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Spe-**

Draconic Companion Subtypes

Many draconic companions possess a subtype that grants them one or more special qualities. A list of draconic companion subtypes is provided below.

Air: Creatures with the air subtype always have fly speeds and treat Fly as a class skill.

Cold: Creatures with the cold subtype have immunity to cold and vulnerability to fire.

Earth: Creatures with the earth subtype always have burrow speeds.

Extraplanar: Creatures with the extraplanar subtype do not hail from the Material Plane.

Fire: Creatures with the fire subtype have immunity to fire and vulnerability to cold.

Water: Creatures with the water subtype always have swim speeds and always treat Swim as a class skill. Furthermore, these creatures can breathe underwater.

Special Qualities frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Cloud Dragon

Prerequisites: Alignment within one step of CN.

Starting Statistics: Type dragon (air, extraplanar); **Size** Small; **Speed** 30 ft., fly 60 ft. (average; unable to carry a rider while flying); swim 40 ft.; **AC** +2; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 electricity per Hit Die); **Ability Scores** Str 10, Dex 13, Con 13, Int 10, Wis 14, Cha 13; **Special Qualities** cloud vision, dragon traits.

4th-Level Advancement: **Size** Medium; **Speed** 40 ft., fly 90 ft. (average; unable to carry a rider while flying), swim 40 ft.; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: **Size** Large; **Speed** 40 ft., fly 120 ft. (poor), swim 40 ft.; **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Copper Dragon

Prerequisites: Alignment within one step of CG.

Starting Statistics: Type dragon (earth); **Size** Small; **Speed** 30 ft., climb 30 ft., fly 60 ft. (average; unable to carry a rider while flying); **AC** +2; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (60-ft. line, 1d6 acid per Hit Die); **Ability Scores** Str 11, Dex 16, Con 13, Int 12, Wis 13, Cha 12; **Special Qualities** dragon traits, stone climb.

4th-Level Advancement: **Size** Medium; **Speed** 40 ft., climb 30 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: **Size** Large; **Speed** 40 ft., climb 30 ft., fly 120 feet (poor); **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6), breath attack (80-ft. line, 6d8 cold damage); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Quali-**

ties frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Crystal Dragon

Prerequisites: Alignment within one step of CG.

Starting Statistics: Type dragon (earth, extraplanar); Size Small; Speed 30 ft., burrow 20 ft., climb 30 ft., fly 60 ft. (average; unable to carry a rider while flying); AC +2; Attack bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 sonic energy per Hit Die); Ability Scores Str 9, Dex 16, Con 13, Int 10, Wis 11, Cha 16; Special Qualities dragon traits, razor sharp.

4th-Level Advancement: Size Medium; Speed 40 ft., burrow 30 ft., climb 30 ft., fly 90 ft. (average; unable to carry a rider while flying); Attack bite (1d8), 2 claws (1d6); Ability Scores +2 Str.

Mastery Advancement: Size Large; Speed 40 ft., burrow 30 ft., climb 30 ft., fly 120 feet (poor); Attack bite (2d6), 2 claws (1d8), 2 wing (1d6); Ability Scores +4 Str, +2 Con, -2 Dex; Special Qualities frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Forest Dragon

Prerequisites: Alignment within one step of CE.

Starting Statistics: Type dragon (earth); Size Small; Speed 30 ft., burrow 20 ft., fly 60 ft. (average; unable to carry a rider while flying); AC +3; Attack bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 piercing per Hit Die); Ability Scores Str 15, Dex 14, Con 14, Int 10, Wis 11, Cha 10; Special Qualities dragon traits, sound imitation.

4th-Level Advancement: Size Medium; Speed 40 ft., burrow 30 ft., climb 20 ft., fly 90 ft. (average; unable to carry a rider while flying); Attack bite (1d8), 2 claws (1d6); Ability Scores +2 Str.

Mastery Advancement: Size Large; Speed 40 ft., fly 120 ft. (poor), swim 80 ft.; Attack bite (2d6), 2 claws (1d8), 1 gore (1d8); Ability Scores +4 Str, +2 Con, -2 Dex; Special Qualities frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Gold Dragon

Prerequisites: Alignment within one step of LG.

Starting Statistics: Type dragon (fire); Size Small; Speed 30 ft., fly 60 ft. (average; unable to carry a rider while flying), swim 30 ft.; AC +4; Attack bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 fire per Hit Die); Ability Scores Str 17, Dex 14, Con 15, Int 14, Wis 15, Cha 14; Special Qualities dragon traits, luck.

4th-Level Advancement: Size Medium; Speed 40 ft., fly 90 ft. (average; unable to carry a rider while flying), swim 30 ft.; Attack bite (1d8), 2 claws (1d6); Ability Scores +2 Str.

Mastery Advancement: Size Large; Speed 40 ft., fly 120 ft. (poor), swim 30 ft.; Attack bite (2d6), 2 claws (1d8), 2 wing (1d6), breath attack (40-ft. cone, 6d8 cold damage);

Ability Scores +4 Str, +2 Con, -2 Dex; Special Qualities frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Green Dragon

Prerequisites: Alignment within one step of LE.

Starting Statistics: Type dragon (air); Size Small; Speed 30 ft., fly 60 ft. (average; unable to carry a rider while flying), swim 30 ft.; AC +3; Attack bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 acid per Hit Die); Ability Scores Str 13, Dex 14, Con 13, Int 10, Wis 11, Cha 10; Special Qualities camouflage, dragon traits, water breathing.

4th-Level Advancement: Size Medium; Speed 40 ft., fly 90 ft. (average; unable to carry a rider while flying), swim 30 ft.; Attack bite (1d8), 2 claws (1d6); Ability Scores +2 Str, -2 Dex, +2 Con, +2 Int.

Mastery Advancement: Size Large; Speed 40 ft., fly 120 ft. (average), swim 30 ft.; Attack bite (2d6), 2 claws (1d8), 2 wing (1d6); Ability Scores +4 Str, +2 Con, -2 Dex; Special Qualities frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Lunar Dragon

Prerequisites: Alignment within one step of CN.

Starting Statistics: Type dragon; Size Small; Speed 30 ft., fly 60 ft. (average; unable to carry a rider while flying); AC +2; Attack bite (1d6), 2 claws (1d4), breath weapon 1/day (60-ft. line, 1d6 cold per Hit Die); Ability Scores Str 13, Dex 13, Con 12, Int 14, Wis 16, Cha 15; Special Qualities dragon traits, no breath, reflected light, see in darkness.

4th-Level Advancement: Size Medium; Speed 40 ft., fly 90 ft. (average; unable to carry a rider while flying); Attack bite (1d8), 2 claws (1d6); Ability Scores +2 Str.

Mastery Advancement: Size Large; Speed 40 ft., fly 120 ft. (poor); Attack bite (2d6), 2 claws (1d8), 2 wing (1d6); Ability Scores +4 Str, +2 Con, -2 Dex; Special Qualities alien presence (1/day; 90 feet; affects targets as *touch of idiocy* for 1 round per Hit Die).

Magma Dragon

Prerequisites: Alignment within one step of CN.

Starting Statistics: Type dragon (extraplanar, fire); Size Small; Speed 30 ft., burrow 20 ft., fly 60 ft. (average; unable to carry a rider while flying); AC +2; Attack bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 fire energy per Hit Die); Ability Scores Str 13, Dex 16, Con 13, Int 12, Wis 12, Cha 11; Special Qualities dragon traits.

4th-Level Advancement: Size Medium; Speed 40 ft., fly 90 ft. (average; unable to carry a rider while flying); Attack bite (1d8), 2 claws (1d6); Ability Scores +2 Str.

Mastery Advancement: Size Large; Speed 40 ft., fly 120 ft. (poor); Attack bite (2d6), 2 claws (1d8), 2 wing (1d6); Ability Scores +4 Str, +2 Con, -2 Dex; Special Qualities frightful presence (1/day; 90 feet; targets are shaken for 1

round per Hit Die).

Red Dragon

Prerequisites: Alignment within one step of CE.

Starting Statistics: **Type** dragon (fire); **Size** Small; **Speed** 30 ft., fly 60 ft. (average; unable to carry a rider while flying); **AC** +3; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 fire per Hit Die); **Ability Scores** Str 17, Dex 14, Con 15, Int 10, Wis 11, Cha 10; **Special Qualities** dragon traits, smoke vision.

4th-Level Advancement: **Size** Medium; **Speed** 40 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: **Size** Large; **Speed** 40 ft., fly 120 ft. (poor); **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Sea Dragon

Prerequisites: Alignment within one step of CG.

Starting Statistics: **Type** dragon (water); **Size** Small; **Speed** 30 ft., fly 60 ft. (average; unable to carry a rider while flying), swim 50 ft.; **AC** +3; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 fire per Hit Die); **Ability Scores** Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14; **Special Qualities** dragon traits, water breathing.

4th-Level Advancement: **Size** Medium; **Speed** 40 ft., fly 90 ft. (average; unable to carry a rider while flying), swim 50 ft.; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: **Size** Large; **Speed** 40 ft., fly 120 ft. (poor), swim 50 ft.; **Attack** bite (2d6), 2 claws (1d8), 1 gore (1d8); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Silver Dragon

Prerequisites: Int 14, alignment within one step of LG.

Starting Statistics: **Type** dragon (cold); **Size** Small; **Speed** 30 feet, fly 60 ft. (average; unable to carry a rider while flying); **AC** +3; **Attack** bite (1d6), 2 claws (1d4), breath attack 1/day (30-ft. cone, 1d6 cold per Hit Die); **Ability Scores** Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14; **Special Qualities** cloud vision, dragon traits.

4th-Level Advancement: **Size** Medium; **Speed** 40 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: **Size** Large; **Speed** 40 ft., fly 120 ft. (poor); **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6), breath attack (40-ft. cone, 6d8 cold damage); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Dragons and Aging Effects

Although aging spells and effects are remarkably potent when used against true dragons, they do not severely alter a dragon's physical and mental prowess. Make the following adjustments to a dragon when its age is adjusted by a spell or effect.

Progression: A dragon gains a +2 bonus to its Strength and Constitution for each age category it gains from an aging effect. If the effect alters the dragon's mind, the dragon gains a +1 bonus to its Intelligence and Charisma. Adjust the dragon's size (as well as all effects derived from its size) as appropriate for its new age category. Additionally, a dragon gains a +1 natural armor bonus and takes a -1 penalty to its Dexterity for each size category that it gains in this manner. A dragon gains no other benefits for increasing its age category using an aging spell or effect.

Regression: A dragon takes a -2 penalty to Strength and Constitution for each age category it loses from an aging effect. If the effect alters the dragon's mind, the dragon takes a -1 penalty to its Intelligence and Charisma. Adjust the dragon's size (as well as all effects derived from its size) as appropriate for its new age category. Additionally, a dragon gains a +1 bonus to its Dexterity and reduces its natural armor bonus to AC by 1 (minimum 0) for each size category that it loses in this manner. A dragon takes no other penalties for reducing its age category using an aging spell or effect.

Sky Dragon

Prerequisites: Alignment within one step of LG.

Starting Statistics: **Type** dragon (air); **Size** Small; **Speed** 30 ft., fly 60 ft. (average; unable to carry a rider while flying); **AC** +3; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 electricity per Hit Die); **Ability Scores** Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14; **Special Qualities** borne aloft, cloud vision, dragon traits.

4th-Level Advancement: **Size** Medium; **Speed** 40 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: **Size** Large; **Speed** 40 ft., fly 120 ft. (average); **Attack** bite (2d6), 2 claws (1d8), 1 gore (1d8); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Solar Dragon

Prerequisites: Alignment within one step of LN.

Starting Statistics: **Type** dragon (fire); **Size** Small; **Speed** 30 ft., fly 60 ft. (average; unable to carry a rider while flying); **AC** +2; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (60-ft. line, 1d6 fire per Hit Die); **Ability Scores** Str 14, Dex 17, Con 12, Int 13, Wis 12, Cha 15; **Special Qualities** dragon traits, no breath, see in darkness.

4th-Level Advancement: **Size** Medium; **Speed** 50 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: Size Large; Speed 60 ft., fly 120 ft. (poor); Attack bite (2d6), 2 claws (1d8), 2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** alien presence (1/day; 90 feet; targets are blinded for 1 round per Hit Die).

Sovereign Dragon

Prerequisites: Alignment within one step of N.

Starting Statistics: Type dragon; Size Small; Speed 50 ft., fly 60 ft. (average; unable to carry a rider while flying); AC +4; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 sonic per Hit Die); **Ability Scores** Str 17, Dex 14, Con 15, Int 14, Wis 15, Cha 14; **Special Qualities** dogmatic discordance, dragon traits.

4th-Level Advancement: Size Medium; Speed 50 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: Size Large; Speed 50 ft., fly 120 ft. (poor); **Attack** bite (2d6), 2 claws (1d8), 1 gore (1d8); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Time Dragon

Prerequisites: Alignment within one step of N.

Starting Statistics: Type dragon; Size Small; Speed 30 ft., fly 60 ft. (average; unable to carry a rider while flying); AC +2; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 electricity per Hit Die); **Ability Scores** Str 16, Dex 17, Con 16, Int 13, Wis 12, Cha 13; **Special Qualities** dragon traits, immortal, no breath, see in darkness.

4th-Level Advancement: Size Medium; Speed 50 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: Size Large; Speed 60 ft., fly 120 ft. (poor); **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** alien presence (1/day; 90 feet; targets are staggered for 1 round per Hit Die).

Umbral Dragon

Prerequisites: Alignment within one step of CE.

Starting Statistics: Type dragon (extraplanar); Size Small; Speed 30 ft., fly 60 ft. (average; unable to carry a rider while flying); AC +3; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 negative energy per Hit Die); **Ability Scores** Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14; **Special Qualities** dragon traits, negative energy affinity, umbral scion.

4th-Level Advancement: Size Medium; Speed 40 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: Size Large; Speed 40 ft., fly 120 ft. (poor); **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6);

Ability Scores +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Underworld Dragon

Prerequisites: Alignment within one step of LE.

Starting Statistics: Type dragon (fire); Size Small; Speed 30 ft., burrow 20 ft., fly 60 ft. (average; unable to carry a rider while flying); AC +2; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (60-ft. line, 1d6 fire per Hit Die); **Ability Scores** Str 13, Dex 14, Con 13, Int 10, Wis 11, Cha 10; **Special Qualities** dragon traits.

4th-Level Advancement: Size Medium; Speed 40 ft., burrow 30 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: Size Large; Speed 40 ft., fly 120 ft. (poor); **Attack** bite (2d6), 2 claws (1d8), 1 gore (1d8); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

Void Dragon

Prerequisites: Alignment within one step of NE.

Starting Statistics: Type dragon; Size Small; Speed 30 ft., fly 60 ft. (average; unable to carry a rider while flying); AC +2; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 cold per Hit Die); **Ability Scores** Str 13, Dex 16, Con 13, Int 14, Wis 11, Cha 14; **Special Qualities** agile, dragon traits, no breath, see in darkness.

4th-Level Advancement: Size Medium; Speed 40 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: Size Large; Speed 60 ft., fly 120 ft. (poor); **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** alien presence (1/day; 90 feet; targets are sickened for 1 round per Hit Die).

Vortex Dragon

Prerequisites: Alignment within one step of LN.

Starting Statistics: Type dragon (fire); Size Small; Speed 30 ft., fly 60 ft. (average; unable to carry a rider while flying); AC +3; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 fire per Hit Die); **Ability Scores** Str 13, Dex 16, Con 13, Int 14, Wis 13, Cha 14; **Special Qualities** dragon traits, no breath, see in darkness.

4th-Level Advancement: Size Medium; Speed 50 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: Size Large; Speed 60 ft., fly 120 ft. (poor); **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** alien presence (1/day; 90 feet; targets treats all other creatures

as though they were under the effects of *blur* for 1 round per Hit Die).

White Dragon

Prerequisites: Alignment within one step of CE.

Starting Statistics: **Type** dragon (cold); **Size** Small; **Speed** 30 ft., fly 60 ft. (average; unable to carry a rider while flying), swim 40 ft.; **AC** +3; **Attack** bite (1d6), 2 claws (1d4), breath weapon 1/day (30-ft. cone, 1d6 cold per Hit Die); **Ability Scores** Str 13, Dex 16, Con 13, Int 6, Wis 9, Cha 6; **Special Qualities** dragon traits, snow vision.

4th-Level Advancement: **Size** Medium; **Speed** 40 ft., fly 90 ft. (average; unable to carry a rider while flying); **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** +2 Str.

Mastery Advancement: **Size** Large; **Speed** 40 ft., fly 120 ft. (poor); **Attack** bite (2d6), 2 claws (1d8), 2 wing (1d6); **Ability Scores** +4 Str, +2 Con, -2 Dex; **Special Qualities** frightful presence (1/day; 90 feet; targets are shaken for 1 round per Hit Die).

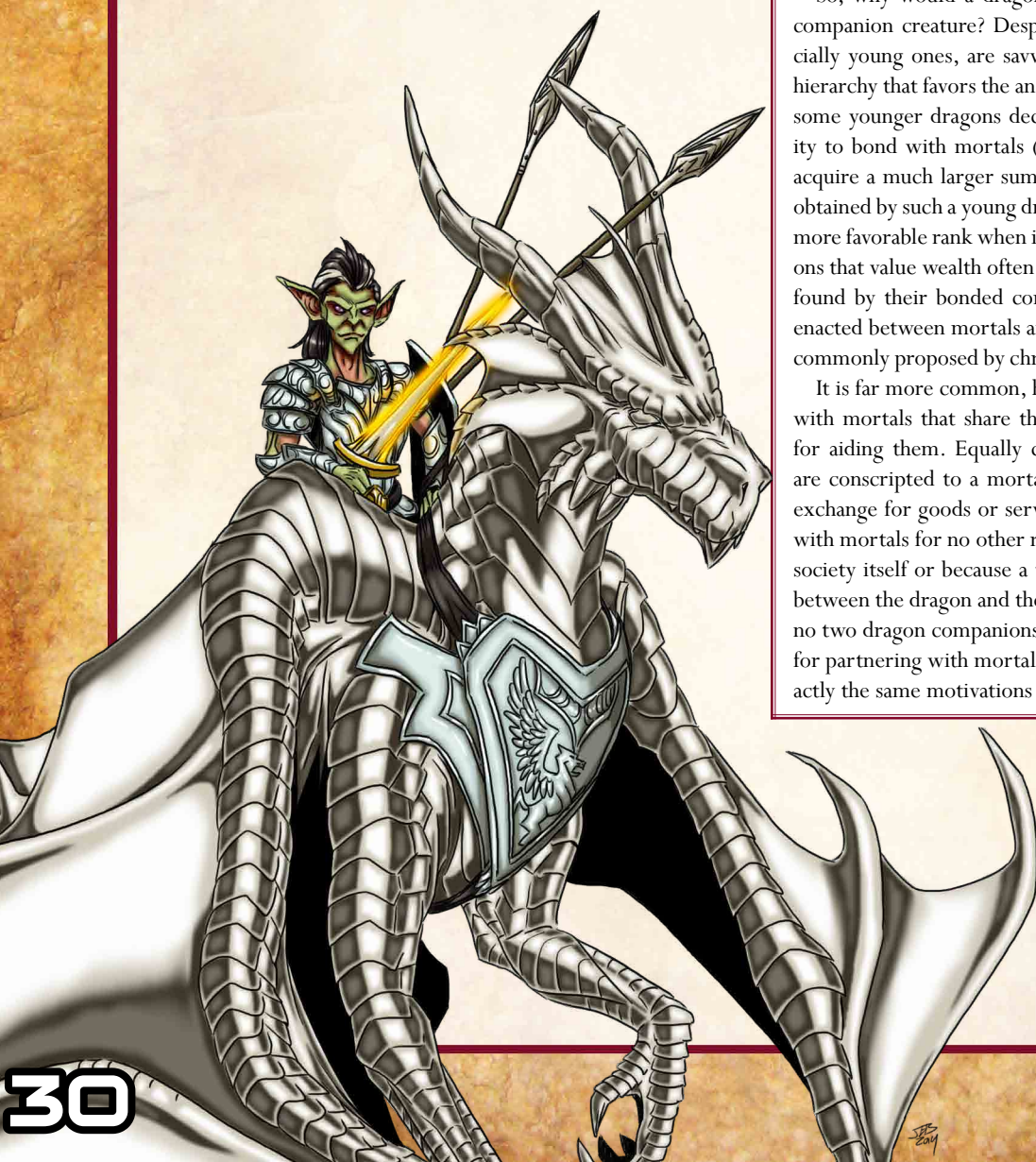
Bonding with Dragon Companions

Although it takes little skill to forge a bond between a character and an animal, it is extremely difficult for most characters to forge a bond with a dragon. Dragons claim that this bond is difficult to create because of their inherent supremacy, and in some ways they are correct. Dragons are inherently magical creatures and an Adult or older dragon's soul is so powerful that it often crushes a mortal's soul during the bonding process. As a result, bonds between a mortal and a dragon companion only occur with Young Adult or younger dragons.

Further complicating the nature of the bond between mortal and dragon is the fact that dragons are sentient beings themselves. Their intelligence and arrogance makes dragons significantly more difficult to befriend than an animal companion and that friendship is likewise more difficult to maintain. Whereas many animal companions are extremely devoted to their masters through good times and bad times, a dragon companion is free to dissolve its bond with a mortal just as the mortal is free to replace his dragon companion. With so many reasons not to bond with mortals coupled with a dragon's ability to end the bond at will, it is a wonder that such bonds happen at all.

So, why would a dragon subjugate itself to a bond with a companion creature? Despite their arrogance, dragons, especially young ones, are savvy. Draconic society is built upon a hierarchy that favors the ancient and the wealthy, and as a result some younger dragons decide to take advantage of their ability to bond with mortals (especially adventurers) in order to acquire a much larger sum of wealth than could otherwise be obtained by such a young dragon, ensuring that the dragon has a more favorable rank when its bonded mortal passes away. Dragons that value wealth often negotiate for a share of any treasure found by their bonded companions. This type of deal can be enacted between mortals and dragons of any type, but they are commonly proposed by chromatic dragons and primal dragons.

It is far more common, however, for young dragons to bond with mortals that share their goals or as a reward of service for aiding them. Equally common are young dragons whose are conscripted to a mortal by their elders as a reward or in exchange for goods or services rendered. Some dragons bond with mortals for no other reason than to rebel against draconic society itself or because a true bond of friendship has formed between the dragon and the mortal. Whatever the case may be, no two dragon companions share exactly the same motivations for partnering with mortals just as no two characters share exactly the same motivations for their danger-seeking ways.



Draconic Feats

Dragons are known for their powerful magic and ruthless fighting styles. In combat, dragons utilize their magical abilities to their greatest effect, striking as many foes as possible and either impairing or outright slaying their foes whenever possible. Despite their arrogance (or perhaps because of it), dragons tolerate few threats from others and seldom hold back their abilities while fighting.

The following feats are common among dragon characters and companions, though any character may select one of these feats if he meets the feat's prerequisites. The following types of feats are presented in this section.

Combat Feats: Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take combat feats provided they meet the prerequisites.

Dragon Feats: Dragon paragons can select dragon feats as bonus feats. Members of other classes can take dragon feats provided they meet the prerequisites.

Breath Weapon Exemplar (Dragon)

Your breath weapon's damage continues to improve despite your dabbling in paragonhood.

Prerequisites: Breath weapon racial trait; Draconic Exemplar or dragon exemplar class feature, dragon character.

Benefit: Increase the damage dealt by your breath weapon by 1d6. In addition, you further increase the damage dealt by your breath weapon by 2d6 for every other dragon feat you possess, up to a maximum of 1d6 points of damage per character level, or 20d6 at 20th level.

Normal: Your breath weapon deals 1d6 points of damage.

Cloud Walk (Dragon)

You are able to tread across clouds as easily as stone.

Prerequisites: Dragon character (silver sept) or dragon companion (silver sept).

Benefit: You can *air walk* (as the spell) on clouds, fog, and mist. This ability is a constant supernatural effect.

Corrupt Water (Dragon)

You can stagnate water into a foul, unusable liquid.

Prerequisites: Heritage (black sept) class feature or Draconic Heritage (black sept), 3 HD.

Benefit: You can cast *putrefy food and drink*^{APG} as a spell-like ability at will. In addition, you can spoil up to 10 cubic feet of still water within a 10-foot burst as a standard action. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 10 + 1/2 your dragon paragon level + your Charisma modifier) or be ruined. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Crush (Dragon)

You can crush foes with your body mass.

Prerequisites: Dragon exemplar (large) class feature or

Greater Draconic Exemplar.

Benefit: While flying or jumping, you can crush foes by landing on them as a standard action, affecting as many creatures as fit in your space. Creatures in this area are pinned unless they succeed on a Reflex saving throw (DC equals 10 + 1/2 your Hit Dice + your Constitution modifier). Pinned creatures take 2d6 points + 1-1/2 times your Strength bonus during your next round unless you move off of them. If you choose to maintain the pin, you must succeed on a combat maneuver check to do so as normal. Pinned creatures take damage from the crush each round if they don't escape. This attack is only effective against creatures three or more size categories smaller than you.

Deific Spellcasting (Dragon)

You are able to use your arcane talents to channel divine gifts.

Prerequisites: Dragon exemplar class feature, ability to cast arcane spells, dragon companion (gold, silver, or umbral sept).

Benefit: You can utilize divine magic using your arcane spellcasting. Add all spells on the cleric spell list of 4th level and lower to the dragon paragon spell list as arcane spells of the same level.

Draconic Companion

You have forged a powerful bond with a true dragon that now serves as your companion.

Prerequisites: Knowledge (arcana) 4 ranks; animal companion, divine bond (mount), mount, or nature bond (animal companion) class feature with an effective druid level of 4th; ability to speak Draconic.

Benefit: You can select a draconic companion from the list of draconic companions to serve as your animal companion or special mount. You acquire and advance this creature in the same way as the mount or animal companion detailed in the class feature used as a prerequisite for this feat. You can also dismiss the creature as dictated by your class feature.

You must meet additional prerequisites to choose a draconic companion, as noted in the companion's description.

Special: At the GM's decision, other abilities that grant an animal companion or special mount can meet the prerequisites of this feat, but only if the character's effective druid level is 4th or higher.

Draconic Companion Mastery

Your draconic companion's abilities improve to that of a much older dragon.

Prerequisites: Draconic Companion, Knowledge (arcana) 7 ranks; animal companion, divine bond (mount), mount, or nature bond (animal companion) class feature with an effective druid level of 4th; ability to speak Draconic.

Benefit: Your draconic companion gains the mastery advancement detailed in its stat block.

Normal: A draconic companion cannot obtain its mastery advancement regardless of your effective druid level.

Draconic Exemplar (Dragon)

You grow much larger than your age would normally allow.

Prerequisites: Dragon character, base attack bonus +5.

Benefit: Your size permanently increases to Medium, granting you a +2 size bonus to Strength as well as the usual size qualities for Medium creatures.

Normal: Dragon characters are Small creatures.

Draconic Heritage (Dragon)

You manifest your draconic heritage in the form of fantastic powers that correlate to your sept.

Prerequisites: No levels in a class that has the heritage class feature; Cha 13; Eldritch Heritage (draconic), dragon character, dragon companion, or kobold; 3 Hit Dice.

Benefit: Select one dragon paragon heritage. If you have the dragon type, your heritage must match your sept. You gain the first-level heritage power for the selected heritage. For purposes of using that power, treat your dragon paragon level as equal to your character level -2. You do not gain any of the other heritage abilities.

Special: If you gain levels in a class that grants the heritage class feature, you can immediately trade this feat for Heritage Focus or a dragon feat of your choice. You must meet the chosen feat's prerequisites, if any.

Draconic Spell Resistance (Dragon)

You are able to shrug off spells due to your magical nature.

Prerequisites: Dragon character or dragon companion.

Benefit: You gain spell resistance equal to 6 + your character levels.

Expanded Camouflage (Dragon)

You can hide easily in a wider variety of terrains.

Prerequisites: Dragon character (green sept) or dragon companion (green sept), camouflage racial trait.

Benefit: Select two terrains from the ranger's list of favored terrains from the following list: cold, desert, mountain, plains, planes (any except Material Plane), swamp, underground, urban, or water. You gain a +4 racial bonus on Stealth checks made to hide in the selected terrain.

Extra Breath Attack

You can use your breath weapon more often than others.

Prerequisites: Breath weapon racial trait.

Benefit: You can use your breath weapon two additional

times each day. After using your breath weapon, you must wait 1d4 rounds before using it again.

Special: You can select this feat multiple times.

Normal: You can use your breath weapon once per day.

Extended Heritage Power (Dragon)

You can call upon your heritage for longer periods of time.

Prerequisites: Cha 13, heritage class feature.

Benefit: Select one heritage power that measures its uses per day in feet, rounds, minutes, or hours. Add your Charisma bonus to the number of feet, rounds, minutes, or hours per day that you can use the selected ability.

Extra Heritage Power (Dragon)

You can use your heritage powers more often than most.

Prerequisites: Cha 13, heritage class feature.

Benefit: Select one heritage power that you possess with a number of limited uses per day. You can use the selected heritage power two additional times per day. If the selected ability measures its uses per day in feet, rounds, minutes, or hours, add 2 to the number of feet, rounds, minutes, or hours per day that you can use the selected ability.

Special: You can select this feat multiple times. Its effects don't stack. Each time you select this feat, apply its benefits to a different heritage power that you possess.

Fast Burrow (Dragon)

You can dig through the earth with tremendous speed.

Prerequisites: Dragon character or dragon companion, 20-ft. burrow speed.

Benefit: Your burrow speed increases by 10 feet.

Fast Flyer (Dragon)

Your flying speed drastically improves.

Prerequisites: Dragon companion, Fly 8 ranks.

Benefit: Your fly speed increases by 20 feet.

Special: You can select this feat up to three times.

Fast Swimmer (Dragon)

You are able to swim impossibly fast.

Prerequisites: Heritage (sea sept) class feature or Draconic Heritage (sea sept), sea strider heritage power.

Benefit: Your swim speed increases by 10 feet.

Special: You can select this feat up to five times.

Freezing Fog (Dragon)

You can manifest your breath weapon in the form of a biting, frozen fog.

Prerequisites: Heritage (white sept) class feature or Draconic Heritage (white sept), breath weapon racial trait, 13 HD.

Benefit: When you use your breath weapon, you can choose to breath an icy cloud of fog instead of dealing damage. This fog functions as solid fog. Each round on your turn, starting when you breathe the cloud, the fog deals 2d6 points of cold damage

to each creature and object within it. Additionally, any surface that the cloud touches becomes coated in icy rime, creating the effects of a grease spell. A creature with the icewalking racial trait or the snow acclimation heritage power is not affected by this grease effect.

Extra Natural Weapons (Dragon)

You possess the ability to strike foes with additional weapons located upon your body.

Prerequisites: Base attack bonus +11, dragon character.

Benefit: You gain one additional natural weapon. If you belong to an imperial dragon sept, you gain a gore attack. This attack is a secondary natural weapon that deals 1d8 points of damage (or 1d6 points if Medium).

If you belong to any non-imperial dragon sept, you gain two wing attacks. This attack is a secondary natural weapon that deals 1d6 points of damage (or 1d4 points if Medium).

Greater Draconic Exemplar (Dragon)

Your body grows to a tremendous size.

Prerequisites: Draconic Exemplar, Dragon character, base attack bonus +13.

Benefit: Your size permanently increases to Large, granting you a +4 size bonus to Strength, a +2 size bonus to Constitution, and a -2 penalty to Dexterity as well as the usual size qualities for Medium creatures.

Greater Draconic Heritage (Dragon)

The power of your draconic heritage continues to grow.

Prerequisites: No levels in a class that has the heritage class feature; Cha 17; Draconic Heritage; Improved Draconic Heritage; Eldritch Heritage (draconic), dragon character, dragon companion, or kobold; 17 HD.

Benefit: You gain a 15th-level power (or lower) dragon paragon heritage power from the heritage that you selected with the Draconic Heritage feat. For purposes of using that power, treat your dragon paragon level as your dragon paragon level for all your dragon paragon heritage powers granted by this feat, Draconic Heritage, and Improved Draconic Heritage.

Special: If you gain levels in a class that grants the heritage class feature, you can immediately trade this feat for a dragon feat of your choice. You must meet the chosen feat's prerequisites, if any.

Greater Ice Walking (Dragon)

You are able to scale icy surfaces with ease.

Prerequisites: Ice walking heritage power.

Benefit: You can climb icy surfaces with ease. In effect, you are treated as constantly being under a nonmagical version of the spider climb spell, save you cannot cling to surfaces that are not covered with ice or snow. If you possess a climb speed, this feat doubles the normal +8 racial bonus to Climb checks normally afforded to creatures with a climb speed while climbing across icy surfaces.

Groundling (Dragon)

You are able to sense subtle vibrations in the earth, alerting you to nearby movement.

Prerequisites: Dragon character (crystal or forest sept) or dragon companion (crystal or forest sept), blindsense 20 ft..

Benefit: You gain tremorsense to a distance equal to half your blindsense.

Heritage Focus

Your heritage powers outstrip your dabbling in paragonhood.

Prerequisites: Heritage class feature, base attack bonus +5.

Benefit: If you are a multiclass paragon, any heritage powers you possess are calculated as though your dragon paragon level were four higher, to a maximum level equal to your character level. If this feat brings your effective dragon paragon level high enough for you to obtain a new heritage power, you gain that power.

Special: This feat has no effect if you are not a multiclass dragon paragon.

Ice Glide (Dragon)

You can burrow through ice and snow at tremendous speeds.

Prerequisites: Dragon character (white sept) or dragon companion (white sept), 3 HD.

Benefit: You gain a burrow speed of 20 feet.

Improved Camouflage (Dragon)

You are able to disappear from sight while in certain terrains.

Prerequisites: Stealth 13 ranks, dragon character (green sept) or dragon companion (green sept), camouflage racial trait.

Benefit: Select forest, jungle, or one terrain that you have selected with the Expanded Camouflage feat. You are a master at hiding in that terrain, and while within the chosen terrain, you can use the Stealth skill to hide, even while being observed.

Special: You can select this feat multiple times. Its effects don't stack. Each time you select this feat, choose a different terrain to apply its benefits to.

Improved Draconic Spell Resistance (Dragon)

Your resistance to spells strengthens.

Prerequisites: Draconic Spell Resistance, dragon character or dragon companion, character level 11th.

Benefit: Your spell resistance improves to 11 + your character level.

Improved Draconic Heritage (Dragon)

The power of your draconic heritage continues to grow.

Prerequisites: No levels in a class that has the heritage class feature; Cha 15; Draconic Heritage; Eldritch Heritage (draconic), dragon character, dragon companion, or kobold; 11 HD.

Benefit: You gain either the 3rd-level or the 9th-level power (your choice) of the heritage you selected with the Draconic



ic Heritage feat. For purposes of using that power, treat your dragon paragon level as equal to your character level -2. You do not gain any of the other heritage abilities.

Special: You may select this feat multiple times. Each time you select the feat, it applies to a different bloodline power for that bloodline available at dragon paragon level 3 or 9. If you gain levels in a class that grants the heritage class feature, you can immediately trade this feat for a dragon feat of your choice. You must meet the chosen feat's prerequisites, if any.

Improved Manipulate Flames (Dragon)

You can command fire magic even after using your manipulate flames ability.

Prerequisites: Draconic Spell Resistance, manipulate flames heritage power, arcane caster level 13th.

Benefit: After using your manipulate flames heritage power, for 1 round you can control the next fire spell to be cast within 20 feet of you, allowing you to make all decisions normally allowed to the caster. This includes the spell's targets, affected area, and so on. You may even cancel the spell if desired.

Incinerating Breath (Dragon)

You can reduce enemies to ashen slag with your blazing breath.

Prerequisites: Dragon character (red sept) or dragon companion (red sept), breath weapon racial trait, character level 15th.

Benefit: Whenever you reduce a creature to 0 or fewer hit points with your breath weapon, the creature is immediately slain and reduced to ash unless it succeeds on a Fortitude save (DC 10 + 1/2 your dragon paragon level + your Charisma modifier). Creatures destroyed in this way can only be restored

to life through true resurrection or similar magic.

Lunging Bite (Dragon)

You can strike foes at a great distance with your bite attack.

Prerequisites: Weapon Focus (bite), base attack bonus +6.

Benefit: Increase the reach of your bite attack by 5 feet. This feat stacks with other effects that improve reach, such as the Lunge feat.

Mirage (Dragon)

You can make yourself appear to be in two places at once.

Prerequisites: Electricity aura heritage power, heritage (blue sept) class feature or Draconic Heritage (blue sept), 11 HD.

Benefit: You can spend 1 round of your electricity aura as a swift action in order to appear to be in two places at once, as project image. Additionally, you can use the illusion as the point of origin for attacks made with your breath weapon.

Obliterating Bite (Dragon)

Your bite attack channels negative energy with such destructive force that it disintegrates foes.

Prerequisites: Obliterate heritage power, dragon character (void sept) or dragon companion (void sept); character level 9th.

Benefit: When you reduce a creature to 0 or fewer hit points with your bite attack, the creature must succeed on a Fortitude save or be immediately slain and reduced to ashes, as the disintegrate spell. The save DC is equal to 10 + 1/2 your character level + your Charisma modifier.

Powerful Breath (Dragon)

Your breath weapon is intense enough to damage even the most prepared combatants.

Prerequisites: Dragon companion or dragon character, breath weapon racial trait.

Benefit: A creature that succeeds on its saving throw against your breath weapon takes half damage from the attack.

Normal: Creatures that succeed on their saving throw against your breath weapon take no damage.

Powerful Bite (Dragon)

Your bite attack benefits greatly from your physical strength.

Prerequisites: Weapon Focus (bite), dragon character or dragon companion.

Benefit: Your bite attack always deals its indicated damage plus 1-1/2 times your Strength bonus, even if you have more than one attack per round.

Quick Breath Weapon

You can unleash your breath weapon and deliver an attack before your opponent is the wiser.

Prerequisites: Ability Focus (breath weapon), breath weapon racial trait, base attack bonus +6.

Benefit: On your turn, you can use your breath weapon in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to use your breath weapon.

Normal: Using a breath weapon is a standard action.

Reptile Whisperer (Dragon)

You speak the language of serpents and commune with them at will.

Prerequisites: Draconic Heritage (black), dragon character (black sept), or dragon companion (black sept); ability to cast speak with animals.

Benefit: You gain a constant speak with animals effect as a spell-like ability, but only to speak with reptilian creatures. If you are a dragon paragon, you can use your *speak with animals* heritage spell to speak with any animals, not just reptilian animals.

Surprise Breath

Your breath weapon is especially devastating when you catch your foes off-guard.

Prerequisites: Breath Weapon Focus, breath weapon racial trait, sneak attack +5d6, base attack bonus +10.

Benefit: You can add your sneak attack damage to your breath weapon if the targets are flat-footed. This additional damage only applies to your breath weapon if it is used to deal hit point damage, and the additional damage is of the same type as your breath weapon. If a target succeeds on its saving throw to negate or halve the damage, it also negates or halves the sneak attack damage.

Starflight (Dragon)

You can soar throughout the skies with little difficulty.

Prerequisites: Dragon character (any outer dragon sept) or dragon companion (any outer dragon sept); no breath racial trait.

Benefit: In outer space, you can survive in the void and fly at incredible speeds. Travel times vary, but a trip within a single solar system should take 3d20 hours and a trip beyond should take 3d20 days or more if you know the way to your destination. If you are capable of carrying riders while flying, you can carry one rider of one size category smaller than yourself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.

Steeled Scales (Dragon)

Your scales are tougher than steel and impervious to magic.

Prerequisites: Dragon character or dragon companion, forest sept, DR/magic class feature, dragon paragon level 7th.

Benefit: Your damage reduction changes from DR/magic to DR/adamantine.

Stony Death (Dragon)

Your breath transforms its victims into stone statues.

Prerequisites: Dragon character (forest sept) or dragon companion (forest sept), breath weapon racial trait, character level 17th.

Benefit: Whenever you reduce a creature to 0 or fewer hit points with your breath weapon, the creature is immediately petrified, as *flesh to stone*, unless it succeeds on a Fortitude save (DC 10 + 1/2 your dragon paragon level + your Charisma modifier). This ability is a death effect.

Trackless Presence (Dragon)

If you are impossible to track if you don't wish to be found.

Prerequisites: Woodland stride heritage power.

Benefit: You leave no trail in natural surroundings and cannot be tracked. You may wish to leave a trail if so desired.

True Courage (Dragon)

You continue fighting long after others would have faltered.

Prerequisites: Diehard, Endurance, 17 HD, dragon character (silver sept).

Benefit: While you are at 0 or fewer hit points, you do not lose 1 hit point when you take an action (though you are still staggered). If you take damage or are the target of a spell that causes your death, you remain alive for 1 round and can act normally (you are not staggered for this final round).

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