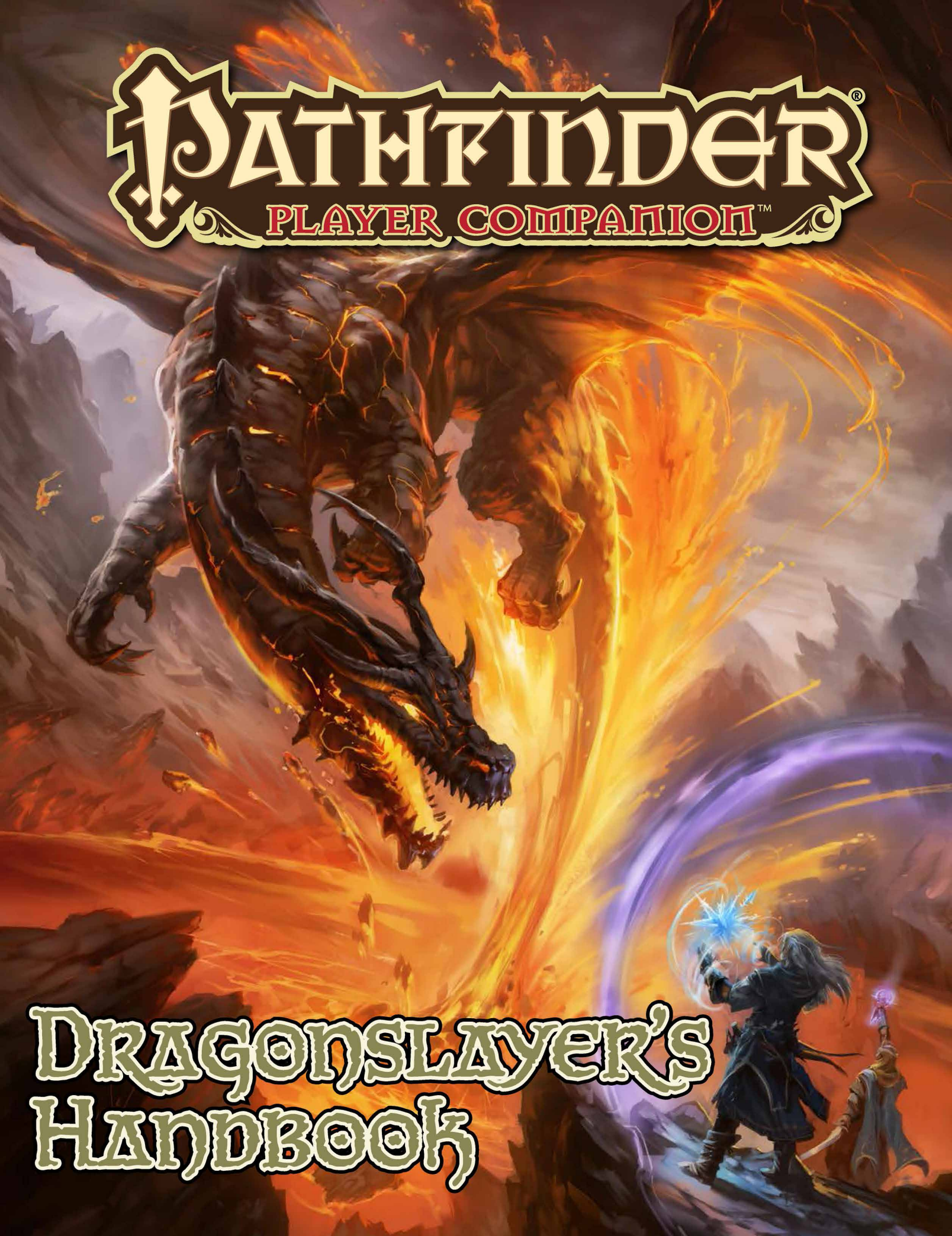


PATHFINDER[®]

PLAYER COMPANION™

DRAGONSLAYER'S HANDBOOK



KNOW YOUR TRUE DRAGONS

The dragons of legend are most often true dragons, creatures of incredible power with lifespans stretching beyond the bounds of a millennium. Such dragons are divided into four categories based on their shared abilities, appearances, and tendencies: chromatic, metallic, primal, and imperial. Within each category are a number of specific draconic breeds that differ greatly from one another. Below is a breakdown of the most common true dragons and some of their defining features.

CHROMATIC DRAGONS

Color	Alignment	Breath		
		Weapon	Environment	Weaknesses
Black	CE	Line of acid	Warm marshes	—
Blue	LE	Line of electricity	Warm deserts	—
Green	LE	Cone of acid	Temperate forests	—
Red	CE	Cone of fire	Warm mountains	Cold
White	CE	Cone of cold	Cold mountains	Fire

METALLIC DRAGONS

Color	Alignment	Breath		
		Weapon	Environment	Weaknesses
Brass	CG	Line of fire	Warm deserts	Cold
Bronze	LG	Line of electricity	Temperate coastlines	—
Copper	CG	Line of acid	Warm hills	—
Gold	LG	Cone of fire	Warm plains	Cold
Silver	LG	Cone of cold	Temperate mountains	Fire

PRIMAL DRAGONS

Color	Alignment	Breath		
		Weapon	Environment	Weaknesses
Brine	LN	Line of acid	Any aquatic	—
Cloud	CN	Cone of electricity	Any sky	—
Crystal	CG	Cone of sonic	Any underground	—
Magma	CN	Cone of fire	Any mountains or underground	Cold
Umbral	CE	Cone of negative energy	Any	—

IMPERIAL DRAGONS

Color	Alignment	Breath		
		Weapon	Environment	Weaknesses
Forest	CE	Cone of piercing rocks	Any forest	—
Sea	CG	Cone of fire	Any aquatic	—
Sky	LG	Cone of electricity	Temperate or warm mountains	—
Sovereign	N	Cone of sonic	Any mountains	—
Underworld	LE	Line of fire	Any underground	Cold



THE ORBS OF DRAGONKIND

Legend tells of mysterious magical artifacts known as the *orbs of dragonkind*, which grant their wielders power over dragons—especially those of one particular type unique to each orb. Each of these fabled orbs is said to contain the essence and personality of an ancient dragon of a different variety. The bearer of an orb can employ the artifact to dominate dragons of its particular variety, bringing the powerful and often willful creatures under the wielder's complete control.

Beyond granting control over dragons, each orb is believed to grant the wielder a portion of the draconic defenses possessed by the draconic paragon held within the glistening sphere. Many believe that the wielder of an *orb of dragonkind* becomes immune to the breath weapon of the dragon type to which it is attuned, and even gains the ability to use such a breath weapon as if he were a dragon!

Dragonslayers all the world over seek out these powerful artifacts because their powers would make the act of hunting and slaying dragons an almost simple task. Experienced dragonslayers claim that wielding an *orb of dragonkind* allows one to communicate across any distance with the possessors of the other orbs, allowing like-minded dragonslayers to combine their efforts to dominate or destroy the dragons of the world.

Furthermore, many accounts of the rare artifacts make note of their wielders' abilities to sense the presence of dragons over immense distances, especially dragons of the type specific to the orb. A dragonslayer equipped with such a relic could simply travel the world, and suddenly know all he needed to know about a nearby dragon in order to hunt it down and eliminate it.

Each orb is also said to imbue its wielder with a specific ability unique to that orb, though what these benefits are is as much a legend as the orbs themselves. Alas, the location of the orbs is a mystery—this elusive nature is yet another part of what makes them so alluring to dragonslayers across Golarion.

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ON THE COVER



Dragonslayers Ezren and Kyra defend themselves against their menacing foe, a mighty magma dragon, in this action-packed scene by Sam Burley.



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REFERENCE

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

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>The Inner Sea World Guide</i>	ISWG	<i>Ultimate Equipment</i>	UE
<i>Ultimate Campaign</i>	UCA	<i>Ultimate Magic</i>	UM



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FOR YOUR CHARACTER

In every Pathfinder Player Companion, you'll find something for your character. This companion includes the following.

FOCUS CHARACTERS

This player companion highlights options specific to characters of the following classes, in addition to elements that can apply to other characters as well.

BARDS

Masters of diplomacy, tellers of epic tales, political schemers, and fonts of ancient legends and arcane lore, bards make excellent additions to parties of dragonslayers. New masterpieces (page 11) and spells (page 28) add options for bards who plan to interact with dragons—whether they aim to negotiate with them or slay them.

FIGHTERS

The iconic dragonslayer is a heavily armored combatant facing off in a one-on-one battle with a dragon, with only his sword and shield to protect him. Fighters can find a series of new combat feats (pages 21 and 24) to help them specialize in battling against draconic enemies.

RANGERS

Few classes lend themselves to a focus on slaying a specific creature type like the ranger does. This book provides a number of new options for rangers, including a new archetype (page 22), new combat feats (page 24), and magic items (page 30), all designed to help rangers specialize in fighting dragons.

SORCERERS

Many sorcerers possess draconic blood from which they draw their arcane powers. These spellcasters often find themselves naturally drawn to hunting dragons. Within this book, sorcerers will find a new archetype (page 22) and several new spells (page 28) to help them in their dragonslaying efforts.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any character you can play in the Pathfinder Roleplaying Game, regardless of focus, type, motivation, or background.

HINTS AND TIPS

Several sections of this book present strategies for combating dragons. Whether it's information on the varieties of true dragons (page 5), details on types of draconic lairs (pages 8–9), or an overview of lesser dragons (pages 14–15), this book goes into detail on a number of topics helpful to all characters with dragonslaying ambitions.

BACKGROUNDS

Dragons are iconic foes for good reason, and it's not out of the realm of possibility that one or more of their kind has directly influenced your character's life in some way. Characters looking for a draconic background will find within a number of traits to help anchor their motivation for hunting and slaying dragons (pages 12–13), as well as details on several dragonslaying organizations they might belong to or wish to join in the future (pages 20–21).

EQUIPMENT

Characters of all classes can make use of equipment designed to aid in the slaying of dragons, and this book provides plenty of new gear for adventurers planning to battle

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Dragonslayer's Handbook*.

- 1 Will this campaign feature many dragons? Will they be major villains or minor enemies?
- 2 Is there a particular dragon that has a large influence in the area where this campaign will be starting? What is known about this dragon?
- 3 Will this campaign be using any special rules subsets, such as story feats, extended downtime, or special weapons like siege weapons?

draconic foes. This includes quick equipment kits for many types of characters (page 7), a system for creating powerful alchemical and mundane equipment from the bodies of slain dragons (pages 18–19), and some new adventuring gear—including new siege engine ammunition designed with dragons in mind (pages 26–27).

MAGIC ITEMS

True dragons possess a tremendous number of powerful spellcasting abilities, energy-based attacks, and magical defenses. It's only fitting that the adventurers who dedicate their careers to hunting and slaying these creatures have equally potent magical abilities. New magic items (pages 30–31) provide new options for such characters.

DID YOU KNOW?

In James Jacobs's *Sands of the Scorpion God* campaign, the umbral dragon Inkmaw has become a recurring villain after capturing the party and turning them over to an evil subterranean cult.

RULES INDEX

In addition to the archetypes on pages 22–23, the dragoncraft items on pages 18–19, and the magic items on pages 30–31, the following equipment, feats, traits, and spells are presented on the pages of this Player Companion listed below.

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WAY OF THE SLAYER



More than any other monsters, the dragons of Golarion are borrowed from the real world. Just as they've occupied the imaginations of Earth's storytellers, so have they manipulated and terrorized the people of Golarion, standing among the most dreaded and respected of all monsters. While the "true dragons" of Golarion are most closely aligned with the flying, fire-breathing beasts of Russian tales, there's another, often marginalized element in those stories: the hero who defeats a dragon in single combat. Examples include Saint George, who famously killed a plague-bearing dragon in Libya; Heracles, who defeated the Lernaean Hydra by decapitating the beast and cauterizing its severed necks; Li Chi, who slew a mighty serpent in Chinese legend; and, in the tradition of these world myths, Bard of Esgaroth, who killed the dragon Smaug in J. R. R. Tolkien's *The Hobbit*. In each case, the protagonist undertook the feat at great personal risk, putting his or her life on the line to protect the world from a dragon's rampage. These brave men and women are dragonslayers—the world's quintessential heroes.

This guide provides you with everything you need to elevate your character to the ranks of such legendary figures by helping them perform a single, undeniably heroic deed: slaying a dragon. But even if your character doesn't have a grudge against a particular dragon, the tools, options, and strategies herein should provide indispensable aid in taking on powerful beasts, whether draconic or otherwise!

SLAYERS' CAUSES

Despite the danger, adventurers across Golarion risk their lives while attempting to slay wyrms. Each dragonslayer has her own unique motives, but one of the following might make a great motivation for your dragonslaying character.

Glory: For those adventurers who yearn to hear accounts of their deeds, slaying a dragon is among the quickest routes to such glory. The prospect of living a life enhanced by the ease and luxury of fame leads many glory-hounds on ill-advised ventures into dragon lairs.

Power: Wyrms are both wise and deadly—a combination of traits many ambitious humanoids would kill to possess. From dragoncrafters who wish to harvest wyrm corpses for alchemical ingredients (see page 18) to wizards who hope to learn a dragon's arcane secrets, many adventurers hunt dragons to gain a measure of their power.

Treasure: Dragons' avaricious natures make slaying them one of Golarion's quickest paths to great wealth. Because more powerful dragons have more impressive hoards, treasure seekers must weigh their acquisitiveness against their chances for survival—a balance too few adventurers navigate successfully.

Vengeance: Many dragons regard other species as humanoids view cattle: useful, but ultimately expendable. This attitude earns dragons no shortage of enemies. For every burned village, slaughtered family, or ruined temple a dragon leaves in its wake, a vengeful dragonslayer is born.

DRAGON COLORS

Among the most common and deadliest true dragons are those of the chromatic and metallic breeds. Easily identifiable by the color of their scales, these dragons and specifics about their powers are widely known—especially in areas where they prefer to make their lairs. While the color and sheen of a dragon's scales can be an excellent indicator of that dragon's combat capabilities, its breath weapon, and its general disposition, wise dragonslayers base their tactics on more than reports of a single color.

The following section presents what can be considered common knowledge about the most pervasive breeds of dragonkind. Characters can discover even more about dragons by making use of Knowledge (arcana) checks, which might reveal specifics of their abilities and defenses (consult this book's inside covers and your GM), offer information on their physiology (see page 16 and 17 for details on draconic anatomy), allow them to identify other draconic races (see page 14), and more.

CHROMATIC DRAGONS

Chromatic dragons are almost unequivocally evil. They revel in bloodshed, destruction, and the enlargement of their hoards. These are the most commonly targeted dragons by most good- or neutral-aligned dragonslayers.

Black: Specializing in tyranny and intimidation, black dragons prefer to dwell in marshes, bogs, and swamps. They have a corrosive bite, and their breath weapon is acidic. Their spellcraft deals in darkness, blight, and plague.

Blue: Known as schemers and manipulators, blue dragons prefer to outwit their opponents. Their spellcraft uses illusion, compulsion, and abjuration. Their natural breath weapon is electrified with the power of a lightning storm.

Green: Dwelling in the deepest forests of Golarion, green dragons are ferocious hunters, but are not unreasonable. They breathe acid, are experts at camouflage, and may summon poisonous clouds. Their magic is nature-based, with a touch of divination.

Red: The most iconic of the true dragon breeds, red dragons relish cruelty. They tend to inhabit isolated mountain passes and volcanic ranges. Red dragons are masters of fire, and can incinerate creatures with their flaming breath. Their spellcraft tends toward heat and destructive evocation.

White: Though they are the smallest and weakest of the true dragons, white dragons live in harsh arctic climates which give them an environmental advantage. These dragons breathe particles of ice and snow, and can summon blizzards to freeze their enemies.

METALLIC DRAGONS

Unlike chromatic dragons, metallic dragons are almost always good, and often act as guardians and protectors. Though few adventurers hunt metallic dragons, they are nevertheless often sought out for their guidance and wisdom.

Brass: Highly sociable, brass dragons are cosmopolitan, and enjoy good conversation. They are commonly found

COMMON KNOWLEDGE ABOUT DRAGONS

While intimate knowledge of dragon behavior and biology is limited to arcane specialists, adventurers with even a modicum of experience know a few basic facts about the great race of wyrms.

Dragons Love Treasure: Good or evil, dragons of all colors are collectors. Some prefer powerful magic items, some love gem-encrusted baubles, and others prefer cultural artifacts. Whatever its taste, every dragon hoards something.

Dragons Are Geniuses: By the standards of most humanoids, dragons have genius-level intellects. Quite often it's not a dragon's fangs or claws that spell doom for potential dragonslayers, but the mental and magical aptitude of the slayer's prey.

Dragons Are Long-Lived: The lifespan of the average dragon is more than 1,200 years. This longevity allows them to accrue considerable experience, as well as the answers to arcane mysteries that are normally beyond the reckoning of relatively short-lived humanoids.

Dragons Get Better with Age: Unlike most creatures, which become wiser but less physically capable over time, dragons continue to accrue power well into their twilight years. Great wyrms are over 1,200 years old, and are much more formidable than a younger dragon of the same species and color.

Dragons Are Resilient: Dragons are bound together by a common set of biological traits that makes them formidable adversaries. Every dragon has darkvision as well as low-light vision. This makes it very difficult for slayers to use illumination to their advantage, though not impossible. Dragons also have immunity to magical sleep, as well as to paralysis effects. This natural resiliency infuriates many casters who are used to immobilizing their foes for easy victories.

in desert environments, where they manipulate the sand to their advantages. Their breath weapons are heat-based, and their spellcraft concentrates on wind control.

Bronze: Mostly aquatic, bronze dragons are motivated by justice and fairness. Their breath weapon is electrical in nature, and they have several abilities that allow them to move water. Their magic is often centered on misdirection and weather manipulation.

Copper: Whimsical and facetious, copper dragons are atypically fun-loving among dragonkind. Fittingly, copper dragons' magic has to do with distorting physics, as well as mood-altering effects. Their breath weapon is acidic, and may also induce a lethargic state.

Gold: Gold dragons are kind and virtuous, and are often sought-after counselors. They have heat-based breath weapons, though they seldom resort to violence. Gold dragons often specialize in abjuration and healing magic.

Silver: Motivated by honor and mercy, silver dragons have much in common with chivalric knights. They often concentrate on curative and holy magic. Their breath weapon is cold-based, and often used against tyrants or the undead.

PREPARING TO SLAY A DRAGON

The greatest mistake a dragonslayer can make is failing to adequately prepare for the task at hand prior to venturing into her quarry's lair. Ultimately, the more thorough an adventurer's preparation for a dragon encounter, the greater her chance of emerging victorious with all the riches and glory that come with such a feat—not to mention, with her life and body intact.

RESEARCH

The first step in taking on a dragon is to learn as much as possible about the creature, its abilities, its lair, its allies, and its tactics. One can hardly ensure one has the proper equipment to survive the encounter if one doesn't know what to expect. Inefficiently wandering the wilderness hoping to stumble across the dragon's lair is almost always a less effective tactic than taking a strategic approach to the location based on previous planning. The most valuable thing a dragonslayer can take into a dragon's lair is not a magic sword or holy shield, but knowledge of her enemy.

It is rare for a dragon to catch the attention of a dragonslayer without first making itself known to the inhabitants of its lair's outlying region. After all, if a dragon hasn't wreaked havoc on local farmers' crops and livestock, razed a wilderness outpost, or otherwise made a name for itself, few adventurers will ever hear of it to begin with. Listening to local or regional legends and gossip or—in instances of particularly aged dragons—researching historical records of nearby cities and national capitals can often provide an aspiring dragonslayer with the first hints that a dragon lairs in a particular region. Characters with ranks in

Diplomacy, Knowledge (history), or Knowledge (local) are particularly apt to uncover a dragon's presence and kick off the research process.

Once a particular dragon has been identified, the next step is to dig into eyewitness accounts of the dragon. Take note of physical descriptions of the dragon, especially those relating to color and size (knowing that fear and bravado often cause witnesses to exaggerate the latter). Examine sites of recent dragon attacks; they can also provide invaluable insight into the beast's combat abilities. With adept use of the Survival skill, most dragonslayers can gather clues about the shape, intensity, and energy type of a dragon's breath weapon, as well as its relative size, through a combination of assessing damage and analyzing prints left in the creature's wake. Some dragons are known for long periods of absence between attacks, especially those of advanced age. In such cases, many of the details of the dragon's age, color, and tactics should be well known, but more specific elements of research may require the use of divinations such as *contact other plane* or *legend lore*, as eyewitnesses and physical evidence of recent attacks may be impossible to obtain.

A wise dragonslayer not only investigates her quarry, but also explores the potential consequences of success. What actions has the dragon taken to justify its slaying? What are the dragonslayer's ultimate goals in destroying the creature, and what are her plans after the dragon is dead? What repercussions might the adventurers expect from the dragon's potential allies or even its enemies once it is dead?

The final stage of research is putting all the pieces together, typically using Knowledge (arcana) to identify the specific defensive and offensive abilities the dragon is likely to employ when encountered, as well as the nature of its magical abilities. Access to a library, the stories of retired former dragonslayers, or the wisdom of local sages can be key in such research, especially to identify particularly esoteric properties of especially aged dragons.

PREPARATION

Thorough research allows one to apply the knowledge gained before setting out to find a dragon. Such preparation can take the form of mapping a route to the dragon's lair, ensuring the party is properly equipped both to withstand



the dragon's attacks and to capitalize on any weaknesses in its defense, and knowing who in town should be told of the adventure in case local law enforcement has something to say about the dragon hunt. Just as knowing one's enemy is the best means of surviving an encounter with a dragon, every potential dragonslayer should be ready to use that knowledge to grant herself an advantage in such an encounter.

No dragonslayer is fully prepared until she has an assortment of potions, wands, and scrolls of *resistance to energy* or *protection from energy* attuned to the breath weapon of her quarry. But even those immune to a dragon's iconic attack must have some way to bring down the foe. Consider any elemental weaknesses the creature may possess, as well as the possibility of the dragon having damage reduction and spell resistance.

Additional equipment to consider includes items that grant new modes of movement or augment existing methods to easily the combat environmental advantages from which most dragons benefit when fighting in their lairs. Mundane tools such as grappling hooks, pitons, ropes, and ladders can make even the most remote lair easier to reach; magic items like an *elixir of swimming* when facing a black dragon in its watery home or a *potion of fly* to eliminate all flying dragons' aerial advantages can even the odds of success once combat begins.

If a particular dragon has been a threat to the local people, there's no harm in asking them for help. Whether it's the local clergy offering to provide free healing upon a dragonslayer's return, or a farmer willing to use his cattle as bait to draw the creature out, most adventurers can't afford to turn down any advantage against a dragon. Furthermore, dragons are proud and greedy creatures, and sometimes the investment in a single item valued by a dragon can ingratiate an adventurer with the beast enough to convince it to lower its guard.

Providing the hunt is successful, a dragonslayer needs some way to carry the dragon's hoard out of its lair. Sacks, saddlebags, mules, hirelings, *bags of holding*, or *handy haversacks* are all good ways to ensure the material rewards of killing a dragon don't remain buried under its slain corpse.

EQUIPMENT KITS

The following equipment kits are useful to a variety of different types of dragonslayer. These kits supplement those found in *Pathfinder RPG Ultimate Equipment* (particularly the dragonslayer's kit on page 63). Items from this kit can be found in the *Pathfinder RPG Core Rulebook* or (where indicated) in *Ultimate Equipment*.

KNIGHT'S KIT

Price 751 gp; **Weight** 17 lbs.

This kit is designed for melee-focused warriors who hope to kill or capture a dragon. It includes 50 feet of chain, a crowbar, an everburning torch, an application of fire (or frost) ward gel^{UE}, fire-resistant boots^{UE}, a *potion of resist energy*, three sacks, a shield scone^{UE}, a simple lock, and a weapon cord^{UE}.

EVALUATING YOUR DRACONIC FOE

Sometimes you may have no substantial evidence to help you prepare for an encounter with a dragon. Below are a few simple ways that you can quickly expand on what you know.

Question Witnesses: This should always be your first objective when you have nothing else to go on. Witnesses can tell you the color and the size of the dragon. Make sure to ask not just what the dragon looked like, but also how it behaved. Did it seem to be surveying the area as though looking for something, or did it already know where to find its target? Was it aggressive? Disinterested? Did it say anything? Try to question multiple witnesses; a watchtower guard attempting to sound brave and an aging fisherman used to telling tall tales likely have differing accounts of the same dragon attack.

Examine Damage: Go to the spot where the dragon attacked. Did it hurt anyone? Or kill any livestock? You may be able to get an idea of the dragon's size from the wounds it inflicted or tracks in the ground. Are there any scorch marks? Acid burns? Frost damage? Across how large an area does the damage encompass? This information, combined with any witness testimonies, can help you identify a dragon's approximate age. Remember that a dragon's breath weapon increases in size and intensity as it grows older.

Listen to Local Legends: Even if there are no witnesses, a few minutes questioning residents can help you pin down where to find the dragon. If the creature has long plagued a region, chances are that someone knows where it lairs. Dragons tend to prefer particular terrain, so this may help you identify the type of dragon you will be facing. If there are no marshes within a day's ride, the monster is unlikely to be a black dragon, for example.

TRACKER'S KIT

Price 563 gp; **Weight** 33 lbs.

The exact location of a dragon's lair must sometimes be learned through exploration. This kit provides tools helpful in tracking a dragon back to its lair and includes an area map^{UE}, a climber's kit, an *elixir of swimming*, an everburning torch, a footprint book^{UE}, a grappling hook, a hammer, eight pitons, four sacks, and 100 feet of silk rope.

TRICKSTER'S KIT

Price 474 gp; **Weight** 23 lbs.

For those brave enough to match wits with draconic intellects, this kit can help a dragonslayer sneak into or out of a dragon's lair or trick a dragon should the interloper be discovered. It includes a pot of alchemical grease^{UE}, a board game^{UE}, five candles, a candle lamp^{UE}, a common snorkel^{UE}, fake footprint shoes^{UE}, a grappling hook, a mirror, a periscope^{UE}, a *potion of eagle's splendor*, two sacks, a scent cloak^{UE}, 50 feet of silk rope, a smokestick, a dose of sneezing powder^{UE}, five tindertwigs, and 50 feet of twine.

DRAGON LAIRS

As iconic as any dragon is the lair it creates. Even when a dragon is slain away from its home, knowing about its lair can provide insight into the dragon's allies, resources, and the location of its hoard. The following should help prepare dragonslayers venturing into lands inhabited by dragons with advice, tools, and a variety of useful character options.

Some dragon lairs are well known, while others are so well hidden that a dragonslayer must follow his prey back to the site to locate it. Simply finding a dragon's lair is often as much a part of slaying a dragon as the battle itself. The harsher the environment surrounding the lair, the more difficult such a task can become.

Dragons' racial abilities allow them to take advantage of a number of different terrains, each requiring a diverse set of skills a dragonslayer must possess to successfully find the dragon's lair. Several of the most common types are examined below, along with suggestions of character options to consider when hunting a dragon in such environs.

FOREST

Dragons living in forests often incorporate the natural foliage of the region into their lairs, such as vine-choked caverns, vast hollows beneath the roots of the forests' eldest trees, or soaring cathedrals of dense growth accessible only through walls of nettles and thorns. In addition to providing cover and concealment for

a dragon, its lair, or its allies, undergrowth may make travel slow and noisy, giving ample notice to the dragon that a threat approaches.

When making a foray into the realm of a forest-dwelling dragon consider the following options.

Character Options: Jungle druid domain^{UM}, Nimble Natural Summons (*Pathfinder Player Companion: Faiths of Purity*), wood elemental school^{UM}

Gear and Magic Items: defoliant^{UE}, defoliant polish^{APG}, diminish plants, dryad sandals^{UE}, machete of clearing (*Pathfinder Player Companion: Sargava, The Lost Colony*)

MARSH

Marsh-dwelling dragons often make their lairs in dense copses of trees growing out of the murk, on or within natural rock formations in the heart of a swamp, or in grottoes and caverns accessible only by swimming in the deepest parts of the fens. Such dragons have the advantage of lairing in a particularly hostile environment, as many would-be dragonslayers succumb to the dangers of bogs, quicksand, disease, rot, and other environmental hazards before they ever set eyes on their true target. Since most dragons that choose to dwell here can breathe underwater, every patch of water could conceal the dragon or the entrance to its lair.

Travel through a swamp is generally slow and requires one to change course often; careful mapping can prevent a dragonslayer from becoming lost. Pedestrian creatures should certainly never travel blindly here, and are encouraged to seek out reputable guides. While boggards, goblins, and lizardfolk may offer assistance—or be coerced to do so—most civilized creatures living in a dragon's swamp do so because the dragon allows it, and their allegiances should always be suspect.

Those trudging into the marsh to hunt dragons should be aware of these options.

Character Options: swamp druid archetype^{APG}, Swamp druid domain^{UM}, swamp hag hex^{UM}

Gear and Magic Items: boots of the mire^{UE}, goz mask^{ISWG}

Spells: lily pad stride^{APG}, slipstream^{APG}, water walk

MOUNTAIN

Mountains are a favored retreat for many kinds of dragon; reds, whites, and silvers regularly lair here, as does the occasional blue, brass, and copper. Tall ranges and ragged



peaks prove so popular because they are hard to reach and afford the dragon a fine aerie from which to survey its domain.

The biggest problem for a dragonslayer is reaching these mountaintop lairs—refuges specifically chosen for their inaccessibility. Without magical aid, a potential dragonslayer will need to do a lot of very difficult climbing (50 feet of rope and a grappling hook probably won't suffice here). In addition to scaling sheer cliff faces, there will be chasms to cross, avalanches to avoid, and even the dangers of high altitudes and freezing temperatures to endure. Since dragons' ability to fly means they can bypass such hazards, they may make their lairs in cliffside caverns, in the calderas of dormant volcanoes (and active ones in the case of red dragons), and glacial ice caves. Adventurers should be on the lookout for bugbears, giants, orcs, and wyverns—all of which may serve or be allied with a chromatic dragon—as well as giant eagles and griffons which may serve as potential dragonslaying allies or servants of good-aligned dragons.

The terrain around a dragon's mountainside aerie rarely provides a quick retreat for a dragonslayer facing a losing battle. Without magical aid, there is only one quick (and lethal) way down from the top of a mountain. Even victorious, a dragonslayer is wise to have an exit strategy that includes methods of transporting the slain beast's hoard past the perils of the mountain on the return trip.

The following options can aid in the daunting trial of facing dragons at the top of the world. *Pathfinder Player Companion: People of the North* also provides valuable tools for overcoming challenges in ice and snow.

Character Options: Altitude Affinity^{ISWG}, Sure Grasp^{UC}, wall scramble rogue talent^{UC}

Gear and Magic Items: *claws of the ice bear*^{UE}, *ring of climbing*, *ring of feather fall*

UNDERGROUND

Underground lairs may have large areas in which the dragon can spread its wings and fly, but most of the terrain likely consists of narrow passages or low-ceilinged chambers. Restricting a dragon's flight by forcing or luring it into a tighter space is one common tactic used by dragonslayers venturing belowground, but such an approach allows—even forces—a dragon to bring all of its formidable physical attacks to bear upon its foes in close quarters.

The confined tunnels and interlinked chambers of underground lairs lend themselves to traps, which have a greater likelihood of ensnaring a dragonslayer there than they do in more open, surface lairs. A dragon's minions often live in the dragon's own lair in such instances, calling entire cave networks their own and providing an on-site army of guards and soldiers to help defend the creature. Natural hazards such as cave-ins, fungus, and mold provide yet another level of defense for an underground lair.

Dragonslayers descending into the depths should be aware of these useful tools and character options.

Character Options: cave druid archetype^{APG}, deep walker ranger archetype^{UC}

DRAGON HOARDS

A dragon's hoard might be a pile of golden coins collected through its long life, peppered with trinkets and gemstones, but quite often it takes other forms. Dragons are individuals with varied tastes and desires, and their hoards reflect such diversity.

While coins, precious items, gemstones, and art objects might make up a large portion of a hoard, some dragons may instead value libraries filled with crumbling, moth-eaten books valuable only to scholars.

Dragons dwelling in frigid climates may have hoards frozen inside the ice walls of their lairs. Conversely, fire-breathing dragons may choose to melt all their precious metals together into one lump that is quite impossible to remove from their lair. Some sadistic (or wary) dragons purposefully trap their hoards as a way to strike back against thieves or their slayers.

Removing a dragon's hoard might be an adventure in itself. Even if a dragonslayer manages to return to civilization with such vast wealth, he may find the locals expect the hero to return it to its rightful owners—the dragon's hoard has to have come from somewhere, after all. Similarly, the knowledge that a dragonslayer has such vast stores of wealth may tempt particularly greedy villains to target the slayer for a quick bid at the dragon's riches.

Gear and Magic Items: alkali flask^{UE}, *delving* armor ability^{UE}, *goggles of night*

UNDERWATER

Quite obviously, surface-dwelling dragonslayers will need magical aid to get very far in an expedition into such a lair. Movement underwater can be difficult when wearing heavy armor or carrying heavy loads, and the limited options for both spellcasters and weapon-based combatants leave humanoids at a significant disadvantage to combat an aquatic dragon underwater. As a result, successful dragonslayers often attempt to draw the beasts out if at all possible, or at least invest in means of moving and breathing underwater.

An underwater dragon is as likely to have allies and minions as their surface-dwelling kin, and sahuagin, skum, merfolk, locathah, and grindylows may all serve as sentries and servants of the dragonslayer's prey. Conversely, independent societies of intelligent aquatic creatures may serve to aid adventurers who promise to rid them of a draconic threat, and water-dwelling animals such as eels, whales, and giant squids can be magically persuaded to serve a dragonslayer in battle.

Those who would consider challenging a dragon amid the dangers of the sea should either reconsider, or at least be aware of the following options.

Character Options: aquatic sorcerer bloodline^{APG}, sea witch archetype^{UM}, waves oracle mystery^{APG}

Gear and Magic Items: *apparatus of the crab*, *cloak of the manta ray*, *life bubble*^{APG}, *merform belt*^{UE}, *plate armor of the deep*, *ring of freedom of movement*, *ring of swimming*

Spells: *touch of the sea*^{APG}, *water breathing*

DEALING WITH DRAGONS

Dragons are incredibly powerful and exceptionally intelligent creatures, and therefore present a range of options for interaction not limited to combat. In many cases, those opposed to a dragon can reach a peaceful resolution to their conflict. Manipulative or scheming dragons often prefer parley to combat, as it presents them the opportunity to work their treacherous master plans.

BARGAINING WITH DRAGONS

The first thing to consider when making deals with dragons is that they, like adventurers, want something. Finding out what motivates a dragon is key to any social interaction with one of the creatures. By examining what is already known about a particular dragon, looking for patterns of behavior and motivation, an adventurer can often find enough information to make an educated guess before approaching the dragon to speak in person.

Not all dragons rampage for the sake of wrath and destruction, but those that do are often difficult to bargain with. However, even the most ruthless dragons likely have motivations that could sway them from razing villages to the ground or kidnapping unsuspecting nobles for ransom. For example, does the dragon want to eat all of the villagers? Since dragons' magical nature allows

them to survive on far less food than other creatures of their size, there's likely an underlying motivation for such a desire or threat. Perhaps the villagers have made the dragon's life difficult, injured it in some way, or even killed its mate, children, or an important ally. Perhaps the villagers are the only source of food nearby and everyone involved would benefit from the discovery of another option.

Is the dragon attempting to reclaim something of value that other adventurers stole from its hoard? Getting the stolen item or items back may be a task better suited to other adventurers than the dragon itself. After all, not all dragons can disguise themselves and pass unseen in communities of humanoids, and most would rather risk the lives and safety of someone else than put themselves in harm's way if an alternative presents itself.

The covetous nature of dragonkind leads many dragons to respond favorably to the gift of treasure. Perhaps a monthly tithe from the village would placate its wrath, or maybe an old mine nearby can be reopened to satisfy its avarice. Dragons rarely benefit economically from their wealth and simply like to own and surround themselves with beautiful and valuable objects. This inherent greed afflicts even good-aligned metallic dragons, though their methods of acquiring such wealth likely vary wildly from those of their chromatic cousins. Due to their lengthy lifespans, dragons tend to prefer durable treasures whose luster will not fade over time—precious metals, art objects, gemstones, and the like. Alternatively, some dragons (particularly green and gold dragons) value wisdom and collected knowledge over physical wealth.

Exceptional intelligence, power, and longevity lead most dragons to suffer from an overwhelming racial arrogance. When speaking to a dragon, an adventurer is wise to remember to heap superlative praise on the dragon and dragonkind in general while playing down her own achievements and those of her race (or any other). It is also worth considering that though a dragon may have seemingly recognizable personality traits and motivations, it is one of an ancient species that has trod Golarion since before the first humanoid empires were born. Dragons have an outlook on life that is difficult for many of younger races to appreciate and understand.



NEW MASTERPIECES

Few classes are as skilled in social encounters than bards, and their mastery of diplomacy, performance, and lore make them excellent negotiators when approaching dragons to talk rather than fight. The following masterpieces—unusual applications of the bardic performance ability requiring special training—work particularly well against draconic targets. See page 21 of *Pathfinder RPG Ultimate Magic* for more information on masterpieces.

ANCIENTS' FLIGHT

You compel dragons to recite an epic poem telling the story of their race's creation.

Prerequisites: Perform (oratory) 13 ranks, ability to speak Draconic.

Cost: Feat or 5th-level bard spell known.

Effect: This urgent verse tugs at the racial arrogance of dragonkind, compelling dragons, both true and lesser, to perform the epic alongside you. Any creatures of the dragon type that can hear this masterpiece must succeed at a Will save or be compelled to join in the performance. Affected dragons cannot use their mouths to attack or even speak except to recite *Ancients' Flight*, preventing them from using their bite attacks and breath weapons, casting spells with vocal components, or otherwise communicating vocally for the duration of the performance. The effect ceases as soon as you end your bardic performance.

Use: 2 bardic performance rounds per round.

Activation: 1 full round.

FAFNHEIR AND THE FIRST KING

You affect the mood of listeners by celebrating the defeat of the First Linnorm King at the claws of Fafnheir, the Father of All Linnorms.

Prerequisites: Perform (string) or Perform (wind) 6 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: This stirring pibroch reminds dragons of a significant victory by one of the legendary heroes of their kind and fills lesser races with a feeling of frustration and rage. Any creature of the dragon type that hears the entire performance must succeed at a Will save to avoid having her attitude toward the performer and his allies improved by two steps (from Hostile to Indifferent, for example).

A creature of any other type (apart from the bard and his allies) must succeed at a Will save to avoid having her attitude toward the performer and his allies worsened by two steps (from Indifferent to Hostile, for example).

These effects last for 1 minute per bard level, or until he or his comrades do anything to worsen the mood of the dragon, or improve the mood of those affected otherwise. Multiple uses of this masterpiece cannot improve or worsen attitudes more than two steps.

Use: 2 bardic performance rounds.

Activation: 2 full rounds.

MANNERS MATTER

Learning the etiquette of draconic diplomacy might well save your life. Here are a few things you can do to make a dragon more likely to listen to what you have to say.

Bring Food: Always bring along extra food when dealing with dragons, particularly of a kind favored by the dragon (black dragons prefer their food a little rotten, while white dragons favor completely frozen morsels). If a dragon gets a little hungry while you're questioning it, having its favorite food on hand could save you from being nothing more than a talkative snack.

Dress Down: If you arrive in a dragon's lair draped in magical jewelry and weapons, wearing expertly crafted, gold-plated armor glittering with studded gemstones, why should the dragon accept the paltry trinket you actually intend to offer it? It may even be worth magically concealing any powerful items on your person, lest you insult the dragon's intelligence.

Feed the Ego: Dragons like compliments. Praise their power and wisdom. Praise the size and ingenuity of their lairs. Make sure a dragon knows that you consider yourself unworthy to speak to it (whether you genuinely think that or not). Dragons believe that they invented everything worth inventing and mastered all skills and activities before the lesser races had even begun learning them. Play to that arrogance.

Offer Gifts, Valuable Gifts, Lots of Gifts: You may be after the dragon's hoard, but no dragon can overlook or fail to be distracted by the offer of beautiful and exceptionally valuable items to add to its collection. You may intend to take the gift back upon the dragon's death, but it doesn't need to know that.

Speak Draconic: Even the least intelligent dragons are smart enough to speak several languages, but they still prefer their own tongue. If you were a king, giving an audience to the ambassador from an inferior realm, wouldn't you be annoyed when forced to converse in their ugly, clumsy language?

PAGEANT OF THE PEACOCK

Your elegant movements cause you to seem to be more than you are.

Prerequisites: Perform (act) or Perform (dance) 4 ranks.

Cost: Feat or 2nd-level spell known.

Effect: By gracefully weaving your body through subtle forms and postures you can convince others of your breeding, eloquence, and refinement. For the duration of the effect, you gain a +4 circumstance bonus on Bluff checks, and may attempt a Bluff check in place of an Intelligence check or Intelligence-based skill check. The subtle changes in your movements also confer a +4 circumstance bonus on Disguise checks to appear to be someone of a higher station (an aristocrat, merchant prince, or even a queen).

Use: 1 bardic performance round per 10 minutes of the effect's duration.

Activation: 1 standard action.

MARKED BY DRAGONS

A dragon's power and arrogance often inspire it to commit both great acts of altruism and grievous atrocities. The following dragons are among Golarion's most notorious. Each entry also includes a regional trait, which demonstrates how these wyrms have indelibly marked the inhabitants of their respective regions.

AASHAQ (RED)

Known to many as Aashaq the Annihilator, this ancient red dragon prowls the pirate-ridden expanses of the Shackles. A priestess of the dragon god Dahak, Aashaq is the despotic ruler of several tiny islands called Dahak's Fang, Dahak's Tooth, and Dahak's Horn. From her subterranean stronghold, she commands a cult of dragon-worshiping pirates who populate a ramshackle port called Dragonsthral.

Aashaq's trio of islands is strategically placed, and is rife with safe harbors and fresh water. Over the years, many ambitious buccaneers have attempted to wrest the islands away from the red dragon. Some have even held Dragonsthral for a short amount of time, only to meet with a fiery doom as Aashaq incinerated the whole town in retribution. GMs including Aashaq in their campaign are encouraged to check

out the Pathfinder Campaign Setting books *Dragons Unleashed* and *Isles of the Shackles* for more information on the red dragon.



Flotsam (The Shackles) You were one of only a few that survived the destruction of the merchant vessel *Vantage*. Your crew was more than able to hold off the blundering pirate attackers, but their red dragon ally proved too much for your defenses. As you watched the sharks and eels feast on the bodies of your fallen comrades, you vowed to see Aashaq slain. You gain a +2 bonus on Reflex saves against spells and effects with the fire descriptor.

DEYRUBRUJAN (BLUE)

Secluded deep in the badlands of Thuvia, Deyrubrujan plots to control the course of history. An inveterate schemer, Deyrubrujan works hard to ensure that the overarching goals of her many machinations are a mystery to all but the dragon herself. However, many suspect it has something to do with the production and distribution of the *sun orchid elixir*. Deyrubrujan employs a cabal of alchemists who use her lair—called Hidden Nest—to create a variety of alchemical products. This constant meddling brings trouble to Thuvian officials and woe to unfortunate bystanders who unwittingly get in her way. GMs using Deyrubrujan in their games are encouraged to check out *Pathfinder Campaign Setting: Dragons Unleashed*.

Sun Orchid Harvester (Thuvia) You were employed briefly by Deyrubrujan's alchemist cabal to harvest sun orchids deep in the Thuvian desert. Though you never worked your way deeper into the cabal, you retain the knowledge gained during your employment. You gain a +1 bonus on Knowledge (nature) and Survival checks made in desert environments.

MENKARE (GOLD)

The ancient gold dragon Mengkare is an altruist who governs the small island nation of Hermea. The center of a social experiment the dragon calls "the Glorious Endeavor," Hermea was conceived as a utopian society which is designed to improve from generation to generation. Each would-be citizen of Hermea must sign a contract upon entering the colony that grants absolute authority to the dragon. Any lesser creature would quickly become corrupted by this power, though on the surface, it appears that Mengkare is immune to such temptation.

While many praise Hermea as the pinnacle of civilization, there are some who wonder whether life inside the utopian society is as wonderful as it appears. Rumors of discontent—and even a nascent rebellion—circulate

throughout the Steaming Sea. GMs using Mengkare in their games should refer to *Pathfinder Campaign Setting: The Inner Sea World Guide* for more information on the dragon and his utopian nation.

Well Bred (Hermea) You are the product of generations of selective breeding, organized by the gold dragon Mengkare. Your education is top-notch, and you have a broad base of knowledge. Unfortunately, the isolation of Hermea has also made you slightly naive. You gain a +1 trait bonus on Knowledge (history) and Knowledge (religion) checks but take a -1 penalty on all Sense Motive checks.

SERYZILIAN (BLACK)

A holdover from the Whispering Tyrant's unholy bid for supremacy on Golarion, Seryzilian is the ruler of a small society of Kellids who inhabit the repugnant mire of Graidmere Swamp in Ustalav. Worshiped as a divine being called the Mother of Fangs, Seryzilian uses her influence over the subjugated Kellids to keep them isolated from the wider world and to maintain an iron-clawed grip over the swamp.

Though many believe that the threat from Ustalav has passed, some know that Tar-Baphon was not the only tyrant with designs for Golarion. His former draconic ally is still biding her time, consolidating her power, and waiting in slumber for the right time to strike. For more information on Seryzilian, see the Pathfinder Campaign Setting books *Dragons Unleashed* and *Rule of Fear*.

Swamp Survivor (Ustalav) Leaving Graidmere Swamp is forbidden, and to flee the mire is to court Seryzilian's wrath. However, you are one of the few to successfully make it out of the swamp alive. Now, you're resolved to liberate your kinfolk. You gain a +2 bonus on Survival checks to find fresh water, and magical liquids in your possession gain a +2 bonus on Will saves to avoid being corrupted or otherwise spoiled.

SJOHVORNOR (WHITE)

The last draconic survivor of Iobaria's famed Drakeplague of 4519 AR, Sjhovornor is the beast that all Iobarian children grow up fearing. Sjhovornor claims parts of the Ice Steppes and the Deeprun Crevasse as his domain. Few travelers venture through this inhospitable part of the world, though several centaur tribes roam the blasted winter desert. GMs using Sjhovornor in their campaign should see *Pathfinder Adventure Path #33* for more information on Iobaria and *Pathfinder Campaign Setting: Dragons Unleashed* for more on the dragon himself.

Centaur Vengeance (Iobaria) Your nomadic tribe wanders the Ice Steppes of Iobaria. They live in constant fear of the great white wyrm Sjhovornor and feel helpless to stop the dragon's aggression. Your tribe is filled with wise sages and great warriors, and they resent being cowed by any foe. You vowed that one day you would not have to be afraid of Sjhovornor or any other wyrm. You gain a +2 bonus on saving throws against any dragon's frightful presence.

DRAGON-TOUCHED STORY FEAT

Players who want to base their characters around the concept of hunting a specific dragon should consider taking the following story feat. A story feat reflects a goal that shapes a character's life. Each story feat incorporates a trigger event (which comes from either a campaign occurrence or a character's background), an immediate benefit, a goal, and a further benefit for achieving that goal. For more information on story feats, see *Pathfinder RPG Ultimate Campaign*.

DRAGON-TOUCHED (STORY)

Your life has been shaped by an encounter with a powerful dragon, and you have dedicated your life to seeing that dragon dead.

Prerequisites: You must have been knocked unconscious in an encounter with a challenging draconic foe or have a regional background tied to a specific dragon (such as those presented in this section or a similar trait).

Benefit: Choose one kind of dragon (such as blue, green, or silver). You gain a +2 bonus on Reflex saves against the breath weapons of dragons of the chosen kind, as well as a +1 bonus on attack rolls and a +1 dodge bonus to AC against members of the same dragon kind.

Goal: Defeat the specific dragon linked to your prerequisite.

Completion Benefit: You gain the ability to select a new dragon kind whenever you wish. You must first defeat a member of the selected kind with a CR equal to or greater than your character level. In addition, you gain a +2 bonus on initiative checks when facing a dragon of your selected kind.

ZEDORAN (GREEN)

Deep in the murky expanse of the Northern Fangwood lies the lair of the green dragon Zedoran. While no living person has seen his lair, rumors abound that the terror nests in a swampy sinkhole, surrounded by tribes of savage orcs.

Though the Northern Fangwood is within the sovereign jurisdiction of Lastwall, the dragon's range transcends national boundaries. Every few decades, the dragon emerges from his restless slumber to ravage the towns throughout the Lake Encarthan region. Alarmingly, these attacks seem to coincide with major orc offensives, leading to speculation that perhaps the orcs are allied with the ferocious wyrm. With the warriors of Lastwall already stretched thin between Gallowspire and the Hold of Belkzen, many worry that a sustained campaign by Zedoran would be too much for the noble soldiers. GMs wishing to include Zedoran in their campaigns are encouraged to read the Pathfinder Campaign Setting books *Dragons Unleashed* and *The Inner Sea World Guide* for more information on Zedoran and Lastwall, respectively.

Draconic Vigil (Lastwall) As a defender of Lastwall, you have seen the damage the dragon Zedoran has wrought upon the land. You gain a +1 bonus on initiative rolls when entering combat against creatures of the dragon type or humanoids of the orc subtype.

LESSER DRAGONKIND

While the term “dragon” refers most accurately to chromatic, imperial, metallic, and primal dragons, there are many species across Golarion that share similar taxonomies with these noble beasts. The term “dragonkind” thus refers to a spectrum of reptilian creatures that share at least superficial similarities to the better-known true dragons.

DRAGONKIN

These creatures—native to the planet of Triaxus—are unique among dragonkind due to their interdependence with humanoid races. While dragonkin look much like smaller, more humanoid dragons, they share less of true dragons’ arrogance, and often work in close contact with humanoids. In fact, some dragonkin go so far as to adopt humanoid cultural habits like wearing armor, using manufactured weapons, and speaking humanoid languages. This sociability makes them ideal companions for experienced adventurers.

Dragonkin have among the fewest natural weapons of all dragonkind. While they have incredible dexterity and ferocious bites, they lack the magical aptitude of true dragons, the breath weapons of drakes, or the toxic sting of wyverns. Instead, dragonkin develop deep bonds with humanoid riders, forming highly coordinated teams.

Additionally, dragonkin have adapted their dexterous forearms to hold large humanoid-style weapons, such as glaives and lances, which they wield with devastating efficacy in battle. (See page 81 of *Pathfinder Campaign Setting: Distant Worlds* for more on dragonkin.)

DRAKES

The degenerate, two-legged cousins of true dragons, drakes share many physical similarities with their more intelligent counterparts. Like dragons, drakes have reptilian forms, leathery wings, and innate breath weapons. However, most drakes lack the patience and genius-level intellects of true dragons. Though they have the capacity for language and basic reasoning, drakes are incapable of long-term planning, diplomacy, or magical pursuits. Unfortunately, this lack of intelligence actually makes drakes more dangerous than many dragons. While true dragons can often be appeased or reasoned with, drakes are quarrelsome creatures that prefer to fight.

Drake rampages are common throughout Golarion, and each landscape features drakes specifically adapted to life in that environment. Occupying terrain that ranges from arctic wastes to desert expanses, drakes present serious threats to humanoids in all climates and landscapes. Though many cultures have attempted to domesticate drakes with only occasional successes, most attempts to train drakes as mounts or familiars result in violent tragedy.

HALF-DRAGONS

Half-dragons are rare, and are most commonly the result of breeding between dragons and other draconic or reptilian creatures. One such example is the notorious dracolisk, a dangerous creature created by the mating of a dragon and a basilisk.

While half-dragon humanoids are possible outcomes of magical experiments or humanoid dalliances with dragons capable of magically assuming humanoid form, these combinations are even rarer, as most dragons consider sexual liaisons with mammals to be beneath them or particularly distasteful. That said, some particularly manipulative dragons throughout history have made such unions purposefully as part of larger plots. As draconic blood is potent, it tends to express itself down through subsequent generations, explaining why there are far more sorcerers who draw their power from a draconic bloodline than there are actual half-dragons.



LINNORMS

Ranging from 60 to 120 feet in length, linnorms have a wide array of offensive capabilities: breath weapons, a crushing tail sweep, overwhelming strength, venomous fangs, and the supernatural ability to fly. In addition to these features, linnorms also have several defensive capabilities: *freedom of movement*, *true seeing*, natural regeneration, and a death curse. The sheer size, ferocity, and damage that linnorms bring to bear make them dangerous to hunt and nearly impossible to domesticate—though the Linnorm King White Estrid has reportedly done so, or at least formed an alliance with one.

Luckily, there are a few saving graces that keep Golarion from destruction by linnorms. First, these antisocial beasts inhabit remote and inhospitable locations, far from most humanoid settlements. Second, linnorm young are cannibalistic, which keeps their numbers down. Finally, linnorms hibernate for hundreds of years at a time, keeping their rampages infrequent. Once a linnorm awakes, though, there is little that can prevent it from leaving a massive trail of destruction in its wake.

WYVERNS

Another form of two-legged reptilian flier, wyverns share more similarities with drakes than dragons. Like drakes, wyverns have just enough intelligence to be quarrelsome and cruel without the intellectual subtlety to perform magic or complex deduction. Unlike drakes and dragons, however, wyverns don't have breath weapons. They are also dissimilar from drakes in that they can be domesticated.

Wyverns are gifted with dexterous, poison-barbed tails. At 3,000 gp per dose, wyvern poison is one of the most expensive and effective poisons on Golarion, making it a favorite for high-level assassins. The rarity of wyvern poison makes the ferocious creatures a common target for poachers and big-game hunters.

Some races, such as lizardfolk, use wyverns as mounts. Other giant races also domesticate them as guard animals. However, the cost and danger associated with training a wyvern often ensure that only high-ranking individuals are seen with domesticated wyverns.

OTHER DRAGONKIND

While the races mentioned above are the most like true dragons in taxonomy, there are other races that exhibit enough draconic features to qualify as dragonkind.

Dragon Turtles: Though they look more like turtles than dragons, these water-breathing sea monsters share the true dragons' love for treasure. Upwards of 25 feet in length, these known ship-wreckers sport a hardened shell on their backs and shoot jets of scalding steam from their razor beaks.

Faerie Dragons: Faerie dragons are tricky fey-like creatures, which make excellent familiars for chaotic good illusionists and enchanters. While they can sometimes make enemies with their constant pranks, faerie dragons are generally well-meaning, though often misunderstood.

TAMING LESSER DRAGONS

Those wishing to adopt some form of dragon as a mount or companion have several options, which include Leadership training, taking a lesser dragon as a familiar, mundane Diplomacy, or using magical compulsions.

Lesser dragons such as pseudodragons, faerie dragons, and tidepool dragons can be taken as familiars with the Improved Familiar feat. Characters without an arcane bond or other class-granted familiar may still befriend and ally with these creatures, as each is intelligent enough to make such alliances of its own accord, but such partnerships may be situational and temporary.

A dragon with an Intelligence of 3 or higher needn't be trained to work or fight in tandem with a character. Rather, the character must convince or otherwise force the beast to serve as a mount or warrior in the character's control. Spells like *charm monster* or *tongues* can be useful in such endeavors, but in many cases mundane solutions such as saving a dragon's life and putting it in an adventurer's debt; tricking, intimidating, or convincing it to follow orders; or the payment of large sums of treasure work just as well.

Another method for gaining a true dragon as a mount is to concentrate on the Leadership feat, which can be taken beginning at 7th level. Once an adventurer takes Leadership, she still has to build a substantial reputation, as a young dragon's cohort level is equal to its CR + 8. Additionally, the leader must locate a dragon whose alignment is identical to her own, which is no easy task.

Kongamatos: Though these forest-dwelling creatures have the reptilian bodies of dragons, they also have a distinctly avian aspect. Instead of teeth, the 7-ton kongamatos have powerful beaks which are sharp enough to pierce through shields and armor. Kongamatos are particularly common in the Valashmai Jungle of southern Tian Xia.

Pseudodragons: Often called "house drakes" for their catlike size and general good nature, these small dragons possess a stinging tail that can put their foes to sleep. Staunchly good, pseudodragons make excellent familiars for good-aligned wizards and sorcerers. Korvosa hosts a thriving community which attempts to keep the imp population from growing due to the infernal influences of the Academiae.

Tatzlwyrms: Distant relatives of true dragons, tatzlwyrms are human-sized ambush predators that have weak breath weapons and slightly higher intelligences than most reptiles. Their two stunted forearms and winding tails make them excellent grapplers, while their dappled scales provide camouflage.

Tidepool Dragons: These tiny aquatic dragons are relatively powerful for their size, though they do not have the amphibious subtype, and thus cannot survive on dry land. They make excellent familiars for chaotic adventurers who spend their time entirely beneath the surface of the waves.

DRACONIC ANATOMY

Dragons possess several organs and biological features wholly unique to their kind. Characters using Knowledge (arcana) can use the following details to accentuate their insights into the particulars of dragon physiology. Additionally, those making use of the dragoncrafting rules presented on page 18 can work with their GMs to create new uses of some of the physiological features presented in this diagram.

Arcanicus Glands

At the back of the throat, protected by the arcanic process (a spur of bone connected to the third vertebra), is a lump of porous flesh about the size of the dragon's eye. This gland, called the superior arcanicus, secretes a protomagical ichor called drathyrum, which is vital to a dragon's breath weapon. In dragons with multiple breath weapons (such as most metallics), a second, smaller gland called the inferior arcanicus lies opposite the superior arcanicus, and performs largely the same function as its larger counterpart.

Luminoscial Eye

Beneath the thin hide covering a dragon's head is a sensory organ called the luminoscus, or luminoscial eye. This sensitive membrane allows the dragon to sense movement and shapes around it, even in complete darkness. In practice, this ensures sleeping dragons are somewhat aware of what's going on around them, and makes it hard to hide from a dragon, even using *invisibility*.

Mouth

A dragon's mouth is its most deadly physical weapon, containing scores of menacing teeth, all razor-sharp and preternaturally strong. Draconic jaws are notable for their immense strength, made all the more formidable by a balanced muscular structure that makes forcing a dragon's mouth closed just as difficult as prying it open.

Heart

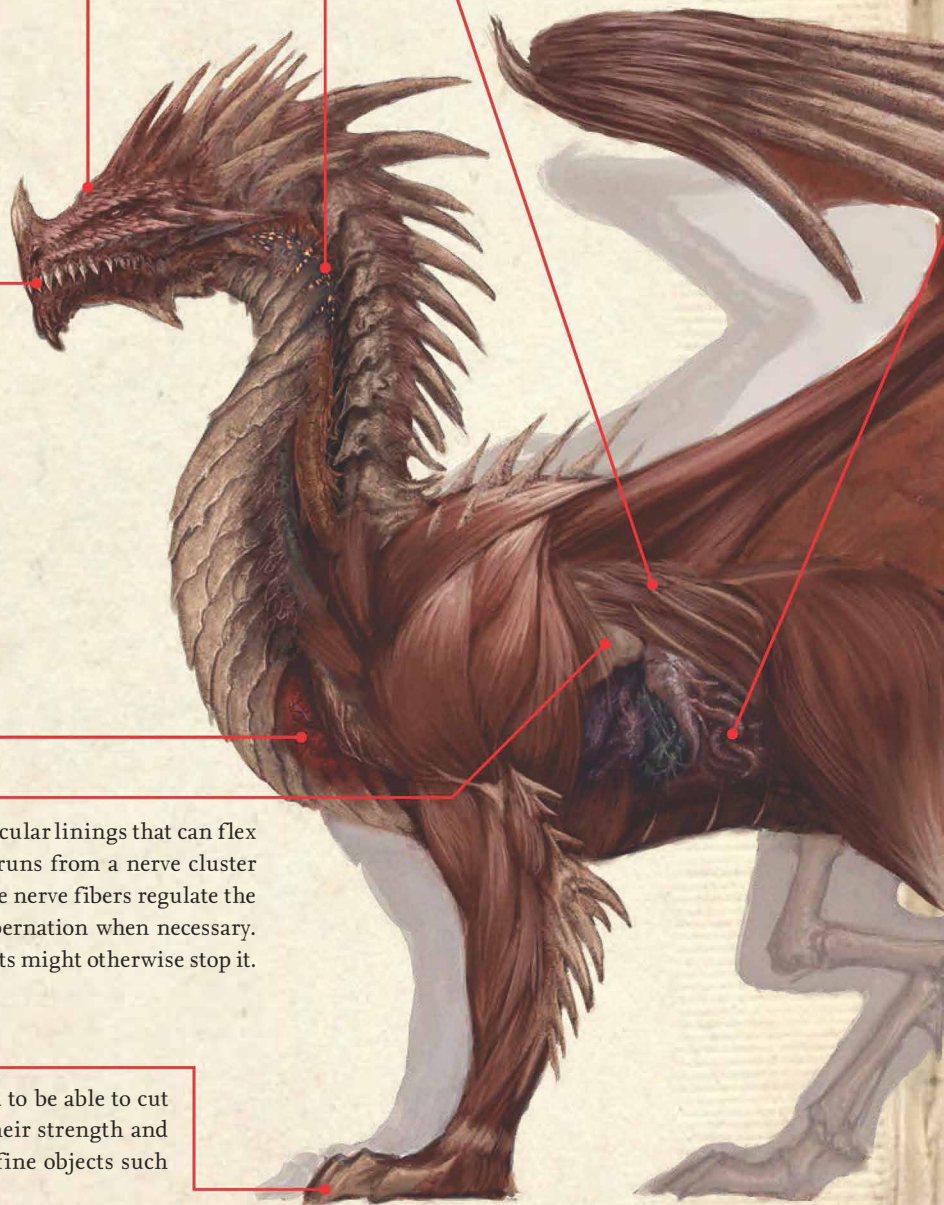
Circulating blood quickly enough to power a body the size of a dragon's requires a heart that's incredibly strong and efficient. With 12 valves working in groups of four, a dragon's heart can pump blood to its head, extremities, and core independently of one another, giving it what are essentially three distinct circulatory systems. If the heart is damaged, valves can be repurposed to provide blood to other systems via a complex system of built-in redundancy.

Pericardial Arcaduct

Ten strands of nerve fiber, insulated from one another by muscular linings that can flex to allow them to touch, enwrap this minuscule duct, which runs from a nerve cluster above the dragon's small intestine to its pericardial wall. These nerve fibers regulate the dragon's heart rate, and can put the dragon into magical hibernation when necessary. They also keep its heart pumping when paralytic magical effects might otherwise stop it.

Claws

A dragon's claws are so sharp and strong that they're reputed to be able to cut through even supposedly impenetrable substances. Despite their strength and size, draconic claws are capable of delicate manipulation of fine objects such as magical components and alchemical reagents.



Buoyancy Bladder

As a byproduct of their digestive process, dragons produce a magically infused gas called arcanic draxilite. This mysterious substance has a variable density, even though it's maintained at the dragon's core body temperature. It vents into the buoyancy bladder via semipermeable membranes in the dragon's stomach. On command, a dragon can alter the stored gas's buoyancy, allowing it to more easily lift its large body in flight or stay afloat in water.

Gastroarcanicus Gland

Located within the dragon's stomach just ahead of the duodenum, this gland secretes a magical slurry that combines with natural intestinal fluids to break down substances indigestible by or toxic to the bodies of lesser creatures. This process allows a dragon to maximize its absorption of nutrients and minimizes the amount of waste it produces.

Wings

A dragon's wings appear comparatively fragile and vulnerable, but are just as hardy and menacing as the rest of its body. Though the bones in the wings are hollow like those of a bird, they're not brittle or easily broken. Similarly, the thin skin membranes that connect the bones are surprisingly resistant to physical damage. The great strength required to keep the bulky beasts aloft also translates into powerful blows in combat, and dragons fighting among themselves sometimes attempt to break each other's wings in this manner. Dragons with swim speeds or that typically live in or near water often use their wings as large fins, making them as adept under the waves as they are in the air and on the ground.

Tail

Comprising 24 vertebrae and ending in a spiny or finned point, a dragon's tail performs a number of functions. Capable of delivering forceful, sweeping blows, it's a formidable weapon in battle. Its length also gives the dragon a counterbalance when flying, and the sometimes finned or winglike nature of its tip aids in both aerial and aquatic acrobatics. Dragons are incredibly proud of their tails, and consider them to be a seventh limb—making both 7 and 24 important numbers in draconic numerology.



DRAGONCRAFTING

Among the many reasons adventurers seek out dragons to slay are the trophies that can be made of their toughened, magic-infused bodies. Whether it takes the form of a suit of armor crafted from a dragon's scales, or a vial of the powerful blood that flowed through a great wyrm's veins, a dragoncrafted item serves as a constant reminder of the slayer's victory.

For millennia, races from across Golarion have turned their fallen foes into valuable items. Many adventurers sport basic leather armor made of animal skin, klar shields made from the skulls of horned lizards, or poisons harvested from the bodies of venomous creatures. Fewer adventurers, however, possess gear made from the body of a fallen dragon. Such equipment is a rarity, owing to the danger of obtaining the materials as well as the difficulty of crafting the items. The ability to turn a dragon's body into usable gear is not something any smith or alchemist can accomplish. Only a select few dedicate their lives to the ancient art known as dragoncrafting.



NEW FEAT: DRAGONCRAFTING

You have the ability to create rare and valuable items from the bodies of fallen true dragons.

Prerequisites: Craft (any) 5 ranks, Knowledge (arcana) 3 ranks

Benefit: You gain the ability to create a variety of dragoncraft items from materials gathered from the bodies of true dragons (not lesser dragons, such as linnorms or wyverns). Crafting dragoncraft items takes 1 hour per 100 gp of items being produced. In order to gather specimens from a dragon's corpse, you must succeed at a Heal check equal to 10 + the dragon's CR within 48 hours of the dragon's death (unless the body is preserved in some way). Refer to the table below to determine how much of a given material can be harvested from a dragon based on its size.

DRAGONCRAFT MATERIALS BY DRAGON SIZE

Dragon	Stomach				
	Blood	Acid	Gall	Musk	Skin
Tiny	2 vials	1 vial	1 vial	—	1 grip
Small	3 vials	1 vial	1 vial	1 vial	2 grips
Medium	4 vials	2 vials	2 vials	1 vial	2 grips
Large	5 vials	2 vials	2 vials	2 vials	2 grips
Huge	6 vials	3 vials	2 vials	2 vials	3 grips
Gargantuan	7 vials	3 vials	3 vials	3 vials	3 grips
Colossal	8 vials	4 vials	3 vials	3 vials	3 grips

DRAGONCRAFT ITEMS

Only those who have both the Dragoncrafting feat and the proper materials from a newly slain dragon may craft the following items.

DAHAK'S FIRE

PRICE 50 GP

WEIGHT 1/2 lb.

Made with dragon's gall, which is harvested from a recently deceased dragon's liver, Dahak's fire is a volatile alchemical reagent. Though inherently inert, the substance ignites when it comes into contact with fast-moving air, which makes it ideal for application to blades or arrows. When applied to a weapon or piece of ammunition as a standard action, the weapon deals an extra 2d6 points of fire damage on the next successful hit.

The Dragoncrafting feat and a successful DC 20 Craft (alchemy) check are required to convert 1 vial of dragon's gall into 1 application of Dahak's fire.

DRACONIC PERFUME

PRICE 75 GP

WEIGHT 1/2 lb.

This exclusive perfume is produced using dragon musk, which is integral to draconic mating rituals. Dragon musk is secreted

in dragons' oil glands, and harvesting it is a very delicate procedure. Though only mildly fragrant, dragon musk can elicit a variety of effects when added to perfume. The effect depends largely on the other ingredients in the perfume, but a single application of draconic perfume lasts only 1 hour, regardless of its specific properties. Some of the more common additives are listed below.

Rosewood and myrrh: This concoction is an aphrodisiac, and any creature wearing this perfume gains a +2 circumstance bonus on Diplomacy checks and increases the DCs of any charm subschool spells cast during this time by 2.

Sage, bergamot, and cedar ash: This pungent aroma has an imposing effect. Any creature wearing this perfume gains a +2 circumstance bonus on Intimidate checks and does not take any penalties for attempting to Intimidate a larger opponent.

Sulfur and honeycomb: This aroma is sometimes called "Hell's Smell." Any creature wearing this scent gains a +2 circumstance bonus on Bluff checks and increases the DC of any compulsion subschool spells cast during this time by 2.

Each vial of draconic perfume contains 1 application of the scent. Producing draconic perfume requires 1 vial of musk, the Dragoncrafting feat, and a successful DC 20 Craft (alchemy) check.

DRAGON'S BLOOD

PRICE 60 GP

WEIGHT 1 lb.

Renowned for its energizing and defensive properties, dragon's blood has a variety of effects, depending on how it's used. In addition to use in its raw form, it's also valuable as an alchemical ingredient. Below are two common uses for dragon's blood, but clever dragoncrafters may invent new uses as well.

Drinking: When imbibed, a vial of dragon's blood heals 1d4 points of damage. It also grants a +1 alchemical bonus on Will and Fortitude saving throws for 1 minute.

Bathing: Covering oneself in dragon's blood removes 1 permanent negative level. No more than 1 permanent negative level can be removed from a single creature per week using this method. Bathing in dragon's blood requires 3 vials of dragon's blood. Blood used in such a manner is expended, and may not be reused.

DRAGON'S GUT

PRICE 50 GP

WEIGHT 1 lb.

A dragon's stomach contains highly corrosive acid that can be crafted into an alchemical item called dragon's gut. When used as a thrown splash weapon, dragon's gut deals 2d4 points of acid damage plus, on a direct hit, an additional 1d4 points of acid damage the following round, and it deals 1 point of acid damage to all creatures within 5 feet of the impact point as normal splash damage. Additionally, dragon's gut has alternate effects when used in place of acid as an alchemical power component (see *Pathfinder Player Companion: Adventurer's Armory*).

Acid arrow: The spell lasts 1d3 rounds longer than usual.

Acid fog: The fog takes on a sticky quality and clings to creatures within it. Any creature damaged by the *acid fog* takes an additional 2d6 points of acid damage on the round after leaving the fog's area of effect. The creature can negate this additional damage by spending a standard action to wipe the clinging acid from its body.

DRAGONHIDE ARMOR

A classic status symbol for adventurers across Golarion, dragonhide armor is coveted for its toughness. Though smiths have been making dragonhide armor for centuries without the benefit of dragoncrafting, those with the Dragoncrafting feat are able to improve upon an already excellent product.

Normally, if a suit of dragonhide armor has energy immunity, one may enhance such a suit with additional energy protection for the wearer at a 25% reduced cost. However, only effects with the same elemental type as the armor's immunity are eligible for this discount. An artisan with the Dragoncrafting feat may add 1 additional elemental protection to a suit of dragonhide armor at the same 25% discount, even if this energy resistance is not normally associated with the type of dragonhide being used. For more information on dragonhide armor, see page 49 of *Pathfinder RPG Ultimate Combat*.

Acidic spray^{UM}: The spell deals 1d8 points of acid damage per caster level (maximum 15d8) instead of the normal 1d6 per caster level on the round of its casting (Reflex half). It still deals 1d6 points of damage per two caster levels on the following round as normal.

The Dragoncrafting feat and a successful DC 20 Craft (alchemy) check are required to convert 1 vial of stomach acid into 1 vial of dragon's gut.

DRAGONSKIN GRIP

PRICE 250 GP

WEIGHT —

Made using the choicest, most malleable skin from a dragon's underbelly, this specialized weapon grip can be added to any weapon with a hilt or handle. Dragonskin grips may be added to an existing weapon, or incorporated into a new weapon during crafting. The skin provides extra grip, granting the wielder a +2 bonus to CMD against disarm attempts.

Producing a dragonskin grip requires the Dragoncrafting feat and a successful DC 15 Craft (bows or weapons) check.

WYRM PESH

PRICE 500 GP

WEIGHT —

This rare and expensive variant of standard Garundi pesh is produced by introducing a vial of dragon's blood into a dose of pesh during the refining process, and has a noticeable reddish tint. While the drug provides a more potent high and fewer immediate penalties, it is highly addictive, and unless a user has a steady supply of dragon's blood, the cost to her wellbeing can be severe. For more information on drugs and addictions, see page 236 of the *Pathfinder RPG GameMastery Guide*.

WYRM PESH

Type ingested or inhaled; **Addiction** severe, Fortitude DC 24

Price 500 gp

Effect 1 hour; 25 temporary hit points

Effect 1 day; +2 alchemical bonus on saves against sleep and paralysis effects

Damage 1d2 Wis

DRAGONSLAYING ORGANIZATIONS

At the most basic level, an adventuring party is a dragonslaying organization, but when adventurers band together in greater numbers, more permanent organizations may form. Several such dragonslaying organizations are listed below, as are some considerations and new teamwork feats to keep in mind when forming a new organization to hunt draconic foes.

DRAGONSLAYERS OF THE INNER SEA

Golarion's Inner Sea region is home to a number of organizations whose activities are directed toward (or at least include) dragon slaying. A few such groups are presented here.

Ice Chasm Following: This organization is a collection of powerful warriors pulled together from numerous Kellid tribes in the Realm of the Mammoth Lords. Their revered totem is the enormous, glacier-white mammoth Jaikzam. When he eventually fell in battle to a powerful white dragon, Jaikzam's legend was not allowed to die. The Ice Chasm's shamans transformed his corpse into a gigantic *zoic fetish* to ward off dragons. The Ice Chasm Following travels the deadly passes of the Tusk Mountains, keeping the region safe from the depredations of draconic menaces.



Linnorm Kings: In the Lands of the Linnorm Kings, hunting dragons (specifically linnorms) is the traditional way for someone to rise to a position of rulership and take one of the seven thrones of the region. This practice dates back thousands of years, and over that time the folk of these lands have truly mastered the dragonslayer's skills. Their legends hold that one day a high king will unite the lands, but first he or she must slay Fafnheir, the Father of All Linnorms.

Order of the Pike: This small Hellknight order seeks out dangerous beasts and monsters from their bastion, the tower of Ordeial in northeastern Cheliax. Although a relatively minor order, they have been expanding their operations into Isgar and the Chelish heartland and, in time, they may regain some of the renown and prestige they lost following the Chelish Civil War. They train extensively with the longspear to keep their monstrous foes at bay.

Rostlandic Loyalists: Many in southern Brevoiy have never forgotten the role that red dragons played in the devastating defeat they suffered when Choral the Conqueror invaded. Not only were the best and brightest of the Aldori Swordlords wiped out in the attack, but their Issian rivals were elevated to positions of authority and rulership. Rostlanders, ever concerned with personal honor, cannot let go of this ancestral grudge. Though they lack a central organization, southern Brevoiy is a hotbed of rebels and firebrands, many of whom would happily contribute their swords, their gold, or their cunning if it meant there were one fewer dragon in the world.

Smiad: The followers of the Emyreal Lord Smiad are devoted to eradicating the menace of evil dragonkind and assisting in the benevolent works of good dragons. Smiad's faithful emulate their lord's honorable, straightforward tactics and rarely resort to trickery to defeat their foes. Many legendary paladins have been guided by the hand of the Pitiless Dragonslayer.

Lesser Dragonslaying Organizations: Of course, other organizations exist that share the goal of hunting and slaying dragons. Some of these are mere branches of larger organizations, such as a contingent of Pathfinders who specialize in dragonslaying to attain their miraculous hoards for research and preservation. Other organizations are more akin to like-minded individuals operating independently of one another, such as the countless pirates of the Shackles who would like to overthrow the red dragon Ashaq and her minions, if only to claim her hoard as booty. Still other organizations are more cultural, such as the dwarves of

the Five Kings Mountains, whose longstanding hatred for the great red wyrm Daralathyl is more heritage than active organizing. Similarly, the descendants of the great blue dragon warlord Kazavon's slayers are scattered across Golarion, and many strive to continue the legacy of their forebears as potential members or even leaders of dragonslaying organizations.

FORMING A DRAGONSLAYING GROUP

Instead of joining an already-established organization, some dragonslayers may opt to found one themselves, based on their own goals, methods, and resources. Anyone planning to start such an organization should keep in mind the following considerations during the process to ensure success.

Forming a dragonslaying organization somewhere without a dragon problem may be difficult. If there aren't any rampaging dragons terrorizing a nation or region, finding others locally who share the urge to hunt and slay the beasts may be beyond many adventurers' capabilities. Sometimes traveling to an area in need of dragonslayers is the easiest way to get a new organization off the ground.

A dragonslayer should also consider the ideal scope of her organization in the early stages of planning. Will the group have a consistent base of operations, or travel from place to place as needed? How far are the group's members willing to travel for the sake of dragon's blood? How large is the group expected to become, and what logistics of feeding and housing its members need to be considered?

Mercenary dragonslaying companies have other factors to keep in mind. How much does one charge for slaying a dragon? Are there situations in which such a group shouldn't demand a fee for its services? What can cash-poor clients offer mercenaries in place of gold?

See *Pathfinder Roleplaying Game Ultimate Campaign* for more tools to aid in founding an organization, including subsystems covering acquiring followers, running businesses, and erecting buildings. Ask your GM if one of these systems is a good fit for your campaign, and work with her to integrate your dragonslaying organization into the campaign.

TEAMWORK FEATS

Allied dragonslayers often find new ways to cooperate to defeat their foes. Below are three teamwork feats developed by dragonslayers over years of training side-by-side.

COURAGE IN NUMBERS (TEAMWORK)

Your allies give you courage when you face an enemy as one.

Prerequisite: Iron Will.

Benefit: You gain a +2 morale bonus on saves against fear for every ally within 10 feet who possesses this feat (maximum +8).

WHY SLAY GOOD DRAGONS?

The iconic dragonslayer is a valiant hero, known for stamping out the menace of evil chromatic dragons wherever they may be found. Why would a dragonslayer even consider fighting a metallic dragon instead? Below are but a few of the many reasons why a dragonslayer may need to bring his skills to bear against a good dragon.

Meddling Do-Gooders: Metallic dragons sometimes involve themselves in the affairs of younger races, with many adopting humanoid form to live among them undetected. Metallic dragons are not free of the racial arrogance that afflicts all dragonkind, and they often think that they know what is best for the humans or elves around them. This opinion may lead to tricky political situations in which the well-meaning good dragon finds itself on one side of an argument against a dragonslayer or her allies.

Not Good Enough: Most metallic dragons are good-aligned, but a small percentage stray from the calling of their virtuous bloodlines. Whether such alignment shifts come as a result of madness, corruption from outsiders, or other manipulative forces, or are simply the nature of a "bad egg," such dragons have just as much potential for villainy as evil chromatic dragons. Conversely, and even more rarely, it's not unheard of for a chromatic dragon to shift its alignment toward good.

Quests: All dragons hoard treasure, and a good-aligned metallic dragon may possess an important quest item as part of its collection. Perhaps the dragon itself (or a part thereof) is the quest item. Whatever the quarry and whatever the reason, even the most righteous of dragons may not take kindly to the idea of parting ways with a valuable piece of treasure, or in the latter case, its own life.

The Root of All Evil: Gold lures many adventurers to match their skills against those of metallic dragons. Everyone loves treasure, and metallic dragons have hoards as large as their chromatic kin. Some dragonslayers set aside the alignment of their quarry and simply treat all dragons as obstacles between themselves and vast amounts of wealth.

OVERWHELM (COMBAT, TEAMWORK)

You can overwhelm large foes with sheer numbers.

Benefit: You are considered to be flanking an opponent if at least one ally who also has this feat is threatening that opponent and the opponent is at least two size categories larger than the larger of you or your ally, regardless of your actual positioning.

Normal: You must be positioned opposite an ally to flank an opponent.

TANDEM EVASION (COMBAT, TEAMWORK)

You and your allies help each other evade deadly attacks.

Prerequisites: Dex 13, Dodge.

Benefit: When adjacent to an ally who also has this feat, you gain evasion against a dragon's breath weapon and tail sweep special attacks. If you already have evasion, you gain improved evasion instead.

DRAGONSLAYER ARCHETYPES

Aspiring dragonslayers attempt a wide variety of strategies aimed at gaining the upper hand against opponents who are smarter, faster, and stronger than they are. In most cases, their novel strategies result in lethal failure. However, a few archetypal strategies have withstood the test of time, including the dragon drinker, the dragon hunter, and the wyrm sniper.

DRAGON DRINKER (SORCERER)

The blood of dragons not only flows through a dragon drinker's veins, but also empowers her spells and magical abilities when consumed. Dragon drinkers have the following class features.

Bloodline: A dragon drinker must belong to the draconic bloodline.

Bleeding Spells (Su): Whenever a dragon drinker casts a spell that deals damage, the spell deals 1 point of bleed damage per spell level to any creatures of the dragon type damaged. This ability replaces the bloodline arcana ability.

Blood Drinking (Su): Starting at first level, a dragon drinker gains the ability to drink dragon blood to alter or augment her spellcasting abilities. See page 18 for information on dragon's blood. For the purposes of harvesting dragon's blood, treat the dragon drinker as though she has Dragoncrafting feat. At 5th level, drinking a vial of dragon's blood is a standard action that provides the dragon drinker with the normal benefits of the item, as well as a +1 bonus to her caster level for purposes of level-dependent spell effects on a single spell cast within 1 minute. At 7th level, a consumed vial of dragon blood also heals 1d8 points of damage instead of the standard 1d4. At 11th level, the alchemical bonus on Fortitude and Reflex saves granted by the blood increases to +2.

In the absence of true dragon's blood, the dragon drinker may tap into the draconic blood flowing through her veins to gain the temporary effects of having consumed dragon's blood. As a free action, she can activate this ability, healing 1d4 points of damage and gaining a +1 resistance bonus on Will and Fortitude saves for 1 round. This action may only be performed once per round, and can be performed a number of times per day equal to 3 + her Charisma modifier. This ability replaces the claws bloodline power.

Energy Assimilation (Su): At 7th level, when the dragon drinker drinks true dragon's blood from a dragon with a breath weapon that deals a different type of energy damage than her chosen energy type, she may adopt the energy resistance of the blood's source dragon as if it were her selected bloodline. This effect lasts for 1 minute per dose of dragon's blood, after which the dragon drinker's energy resistance reverts back to her normal energy type. This ability replaces the 7th-level bloodline feat.

Breath Mimicry (Su): At 13th level, when the dragon drinker drinks true dragon's blood from a dragon with a breath weapon of a shape or energy type different from

her own, she may use the shape and energy type of the blood's source dragon when she next uses her breath weapon. This ability replaces the 13th-level bloodline feat.

Blood Siphon (Su): At 19th level, when the dragon drinker is within 60 feet of a creature of the dragon type that is suffering bleed damage, she can, as a swift action, draw a dose of its blood into herself as though she had consumed it from a vial. Additionally, when she consumes dragon's blood, it heals 3d8 points of damage and provides a +3 resistance bonus on Fortitude and Will saves for 1 minute in place of its normal effects. This ability replaces the 19th-level bloodline feat.

DRAGON HUNTER (RANGER)

The quintessential dragonslayers, dragon hunters are experts at forging through the wilds in search of great wyrms. Dragon hunters have the following class features.

Class Skills: A dragon hunter adds Knowledge (arcana) to his list of class skills, in addition to the normal ranger class skills.

Predatory Deduction (Ex): Beginning at 1st level, when a dragon hunter successfully uses Survival to spot the trail of a creature of the dragon type, the hunter may attempt an immediate DC 15 Knowledge (arcana) check. On a success, the dragon hunter is able to deduce the species, age category, size, and color of the dragon. If the trail is less than 48 hours old, the dragon hunter gains a +2 circumstance bonus on the Knowledge check. This ability replaces Track.

Wyrms Hatred (Ex): Beginning at 1st level, a dragon hunter must select dragons as his favored enemy, granting him a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the dragon type. He also gains +2 bonuses on weapon attack and damage rolls against them. These bonuses increase by +2 at 5th level and every five levels thereafter (10th, 15th, and 20th level).

Dragoncrafting (Ex): Dragon hunters are experts not only at tracking and killing dragons, but also at using dragon bodies to craft unique equipment. A dragon hunter gains Dragoncrafting as a bonus feat at 5th level, even if she does not meet the prerequisites. See page 18 of this book for more information. This ability replaces the additional favored enemy and any bonuses to existing favored enemies gained at 5th level.

Undaunted (Ex): Beginning at 10th level, a dragon hunter gains a +4 bonus on Will saves made to resist mind-affecting fear effects, Reflex saves made to avoid damage from breath weapons, Reflex saves made to

avoid crush attacks, and Reflex saves made to avoid damage from tail sweep attacks. This ability replaces the additional favored enemy and any bonuses to existing favored enemies gained at 10th level.

Expert Dragoncrafter (Ex): At 15th level, a dragon hunter may take 10 on Heal and Craft skill checks to harvest dragoncraft materials and to create dragoncraft items. Additionally, the amount of time required to create a dragoncraft item is reduced by half. This ability replaces the additional favored enemy and any bonuses to existing favored enemies gained at 15th level.

Elemental Resilience (Su): At 20th level, a dragon hunter gains energy resistance 30 against a single energy type for 1 hour. The energy types he may choose are acid, cold, electricity, and fire. He may use this ability once per day. This ability replaces the additional favored enemy and any bonuses to existing favored enemies gained at 20th level.

WYRM SNIPER (GUNSLINGER)

These long-shot artists are masters at taking down dragons with sharp shooting and light siege weaponry. The following are class features for wurm snipers.

Class Skills: A wurm sniper adds Knowledge (arcana) to her list of class skills, in addition to the normal gunslinger class skills.

Artillery Proficiency: Wurm snipers are proficient with light siege engines, in addition to the normal gunslinger weapon proficiencies. See page 26 of this book for new anti-dragon siege weaponry.

Deeds: A wurm sniper swaps a trio of deeds for the following deeds.

Munitions Master: At 7th level, a wurm sniper can spend 1 grit point to reduce the number of full-round actions (or move actions, if the sniper has the Master Siege Engineer feat) required to load a light siege engine by 1. This deed replaces the gunslinger's startling shot deed.

Skeleton Crew: At 11th level, as long as a wurm sniper has at least 1 grit point, she treats all light siege engines as requiring a crew of one fewer than normal to operate (minimum 1). This deed replaces the gunslinger's lightning reload deed.

Anti-Air Targeting: At 15th level, whenever a wurm sniper targets a creature's wings with the targeting deed, the wurm sniper completely disables one of the creature's wings on a successful hit. If the wurm sniper hits her target, the creature falls to the ground, regardless of its altitude, taking the appropriate amount of falling damage as a result. As long as the target has at least one functioning wing, it may attempt a DC 20 Fly check to gain the benefits of *feather fall* instead of plummeting to the ground. In either case, it must succeed at a Reflex save (DC 10 + 1/2 the wurm sniper's level + the wurm sniper's Wisdom modifier) or fall prone when reaching the ground. This ability replaces the gunslinger's menacing shot deed.

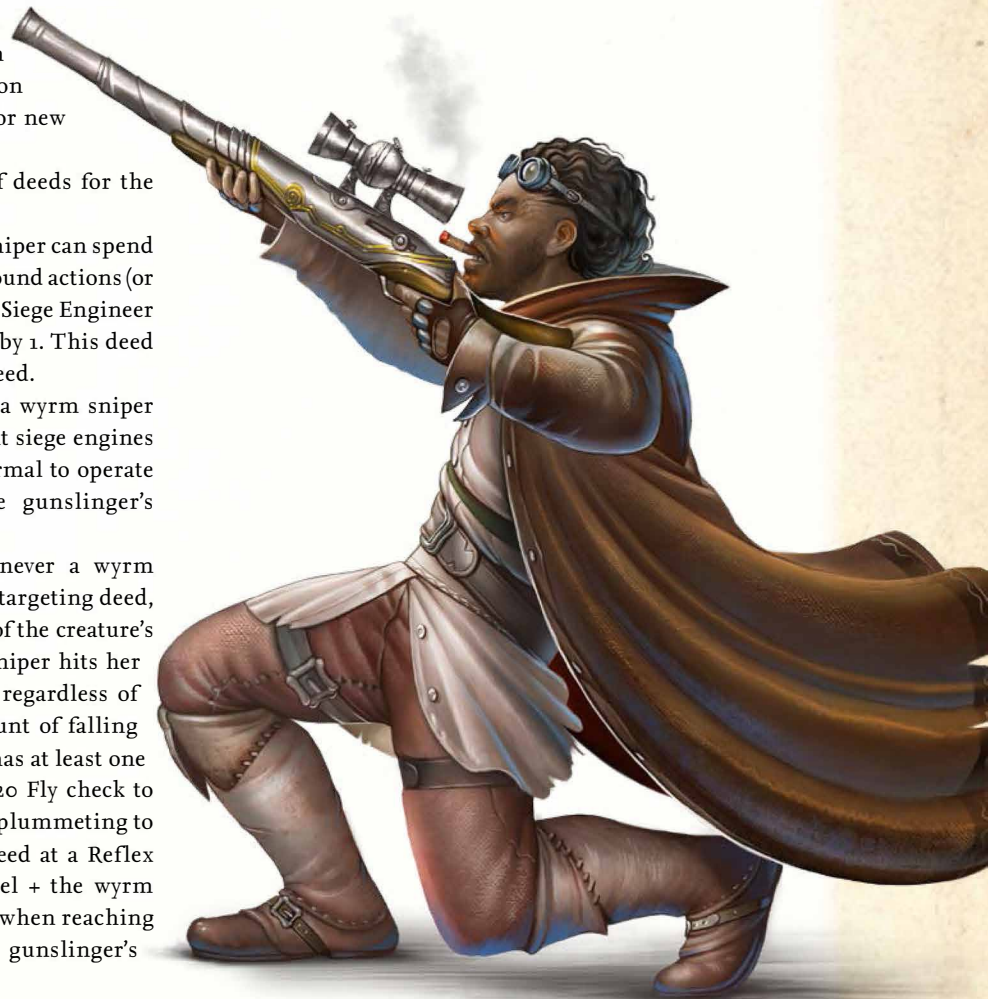
OTHER DRAGONSLAYER CLASS OPTIONS

In addition to the character options presented in this book, potential dragonslayers may consider some of the following archetypes and class options from other sources: Dragon subdomain (*Pathfinder Player Companion: Champions of Purity*); dragon shaman (druid)^{UM}; oathbound paladin (oath against the wurm)^{UM}; titan mauler (barbarian)^{UC}; trophy hunter (ranger)^{UC}; wizard elemental arcane schools^{APG}.

Siege Commander (Ex): At 4th level, a wurm sniper may select the Siege Commander combat feat as her bonus feat, even if she does not meet the prerequisites.

Heavy Gunner (Ex): Starting at 5th level, a wurm sniper may select one specific type of light siege weapon (such as a ballista or light bombard) in place of a specific type of firearm as part of her gun training class ability. Every 4 levels thereafter (9th, 13th, and 17th), when she can pick a new type of firearm for the gun training class ability, the gunslinger may again select another type of light siege engine.

Master Siege Engineer (Ex): At 12th level, a wurm sniper may select the Master Siege Engineer combat feat as her bonus feat, even if she does not meet the feat's prerequisites.



BATTLING DRAGONS

Legends are filled with the names of courageous warriors who braved a dragon's lair and survived. Even more iconic are those near-mythical heroes who stood toe-to-toe with a wyrm and slew it with only their strength and skill at arms. There are few things that gain more respect than being able to say, "I killed a dragon."

CONSIDERATIONS WHILE FIGHTING DRAGONS

The vast range of abilities a dragon possesses comprises the greatest challenge a dragonslayer must overcome when fighting one. Dragons are physically powerful, have a slew of attacks, possess a devastating breath weapon, know a cunning array of spells, can utilize a variety of modes of movement, and are heavily protected from a range of attacks. Dragons deserve their legendary status, as do the heroes that slay them.

A dragon has all the advantages in most battles with humanoid dragonslayers, and at best, a hopeful adventurer can pray that he doesn't bring any disadvantages to the battle. Choosing not to bring a ranged weapon allows the dragon to attack from the air with impunity, for example. When fighting a dragon, a character must do everything possible to maximize the chances of success.

A tactical dragonslayer should weigh the number of his attacks against those possessed by the dragon. An adventurer bringing all his attacks to bear often means the dragon will similarly be able to use all of its attacks against the potential dragonslayer. Surrounding a dragon so it must divide its attacks between numerous targets, attacking and moving out of reach of most of its attacks, or attacking from a distance might help a party of dragonslayers avoid a lot of blood and pain.

If a dragonslayer ever finds himself battling multiple dragons, his best hope might well be to flee, or at least find a position where only one dragon can attack him at a time, and certainly never let them surround or flank him. Against a lone dragon, an open space gives a dragonslayer more options and is therefore a better battlefield than tight quarters. In an open space, however, a dragon has more opportunities to use other kinds of attacks, including flight and its breath weapon.

A dragon that cannot reach its enemy can simply charge, or use its spells or breath weapon. Thus, giving room to a dragon is not always advisable. To protect against breath weapons or spells, a dragonslayer should find ways to make himself a more difficult target. Staying out of sight by using the terrain, fog, or smoke to hide his exact location can buy him time to get back into a favorable position while the dragon attacks wherever he used to be. However, this tactic won't work for long; a dragon has incredible senses and will quickly be able to find a hiding adventurer regardless of how well he thinks he's hidden.

It is not an uncommon scenario to encounter a dragon rampaging through a village. In this situation, true heroes should consider making themselves an obvious target to lure the dragon out to face fire from the citizenry, while an unscrupulous dragonslayer might very well do the opposite and use the villagers as bait.

NEW FEATS

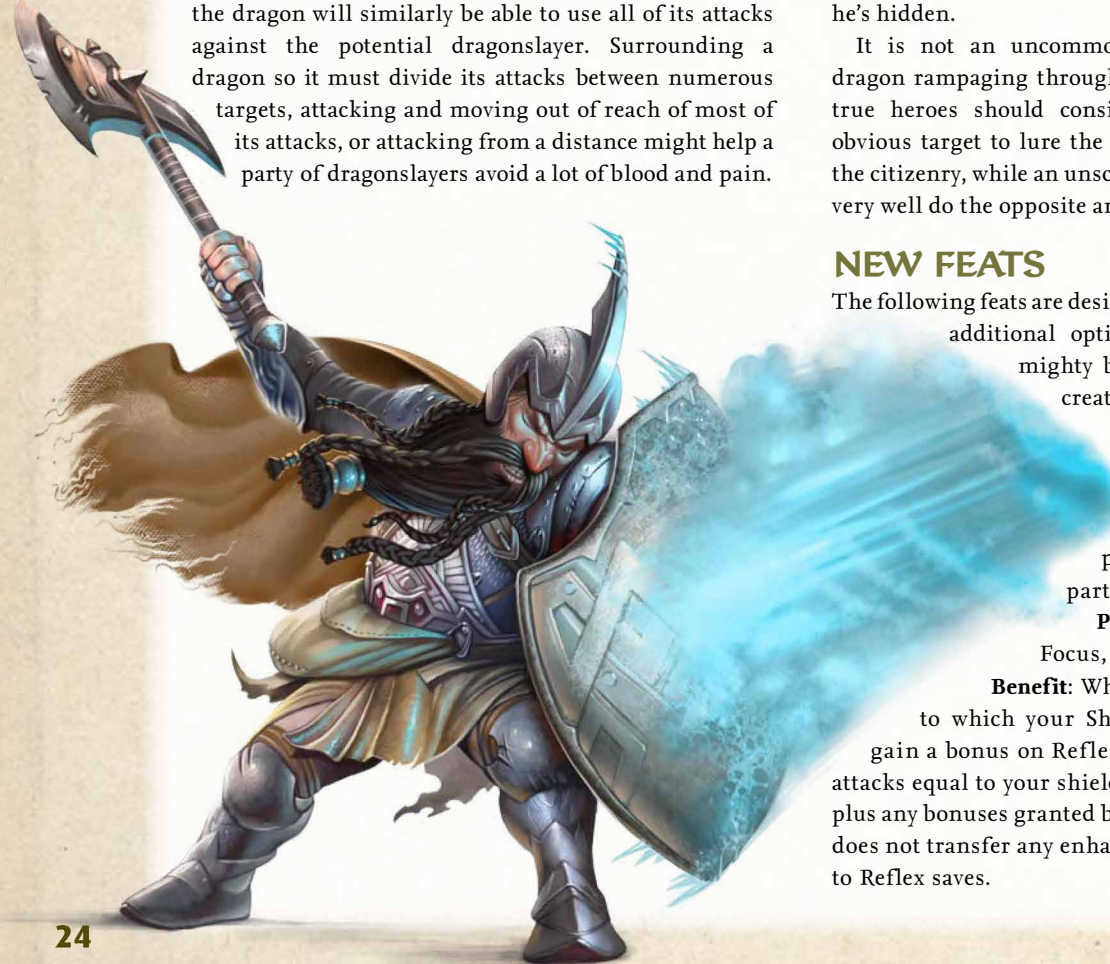
The following feats are designed to present dragonslayers additional options in combat against the mighty beasts, as well as foes of any creature type.

COVERING SHIELD (COMBAT)

You can use your shield to protect your most vulnerable parts from area effects.

Prerequisites: Dex 13, Shield Focus, Shield Proficiency.

Benefit: While using a shield of the type to which your Shield Focus feat applies, you gain a bonus on Reflex saves against area of effect attacks equal to your shield's base bonus to armor class plus any bonuses granted by feats or class abilities. This does not transfer any enhancement bonuses on a shield to Reflex saves.



DEATH FROM BELOW (COMBAT)

You have been trained to fight flying creatures.

Prerequisite: Base attack bonus +1.

Benefit: You gain a +2 circumstance bonus against flying opponents when you have set a weapon against a charge, or when you are allowed an attack of opportunity against the flying opponent.

DRAGONHEART

Your familiarity with dragonkind makes you less susceptible to their abilities.

Prerequisite: Knowledge (arcana) 1 rank.

Benefit: You gain a +1 bonus on all saving throws against auras, breath weapons, spell-like abilities, spells, supernatural abilities, and other special attacks of creatures with the dragon type.

DRAGONSLAYER (COMBAT)

You have been trained to fight dragons.

Prerequisites: Knowledge (arcana) 4 ranks, base attack bonus +4.

Benefit: Whenever you confirm a critical hit against an opponent that has a breath weapon, you can forgo the extra critical damage to instead prevent your foe from using its breath weapon for a number of rounds equal to twice the critical multiplier of your attack, in addition to any normal delay mentioned in the breath weapon effect's description.

FLAYING CRITICAL (COMBAT, CRITICAL)

Your critical hits weaken your opponents' defenses.

Prerequisites: Critical Focus, base attack bonus +11.

Benefit: Whenever you score a critical hit, your opponent takes a -1 penalty to its natural armor bonus for the duration of the encounter. This penalty is cumulative, but cannot reduce an opponent's natural armor bonus below 0.

PORCUPINE DEFENSE (COMBAT)

You are a threat to opponents that try to overwhelm you.

Prerequisites: Combat Expertise, Combat Reflexes, base attack bonus +6.

Benefit: Whenever an opponent of at least one size category larger than yourself attempts a combat maneuver attack against you, you gain a +2 bonus on any allowed attacks of opportunity. If your opponent may make such attacks without provoking attacks of opportunity, you instead gain a +2 bonus to CMD against such maneuvers.

REACH DEFENSE (COMBAT)

You are proficient at avoiding polearms and long-limbed creatures.

Prerequisite: Dex 15

Benefit: You gain a +2 dodge bonus to Armor Class against attacks of opportunity from opponents that are not adjacent to you.

OPTIONAL RULES

Fighting a dragon is always an epic battle, but there are several ways that players and GMs can make it even more exciting and memorable. A few of the optional rules from this and other Pathfinder Roleplaying Game books can make such a battle truly legendary.

A character who slays a dragon should earn fame and a hero's reputation. Ask your GM if he uses the optional reputation rules presented in *Pathfinder RPG Ultimate Campaign* to track your character's popularity in the local community.

Consider bringing siege engines onto the battlefield, especially when defending a settlement from a rampaging dragon (see *Pathfinder RPG Ultimate Combat* and pages 26–27 of this book for more details). Some GMs may want to allow the optional called shot rules presented in *Ultimate Combat* to allow their players to even the odds when fighting dragons. Combining siege engines and called shots might enable you to bring a dragon to the ground, where your warriors can fight it on more even terms.

As dragons age they become powerful spellcasters. Some dragons could be convinced to resolve encounters with a spell duel (see *Pathfinder RPG Ultimate Magic*) instead of a traditional battle. Some dragons may even wield an ancient, lost form of magic, perhaps using the words of power rules presented in *Ultimate Magic*. Check with your GM to see if you can use them too.

Special: This feat counts as Dodge for the purposes of qualifying for the Mobility and Spring Attack feats.

SNOUTGRIP (COMBAT)

You can hold an opponent's mouth shut.

Prerequisites: Combat Expertise, Combat Reflexes, Improved Grapple, Improved Unarmed Strike, base attack bonus +12 or 10th-level monk.

Benefit: As an immediate action, whenever an opponent up to one size category larger than you misses you with its bite attack, you can attempt a grapple with a -5 penalty on the check. If you succeed, you have grappled your opponent and are holding its mouth shut, preventing it from using its bite attack, breath weapon, or spells with a verbal component until it escapes your grapple. You may make this grapple attempt even if the target is out of your reach.

WINGCLIPPER (COMBAT)

Your attacks can prevent winged opponents from flying.

Prerequisite: Base attack bonus +9.

Benefit: Whenever you confirm a critical hit against an opponent that uses wings to fly, you can forgo the extra critical damage to instead prevent it from flying for a number of rounds equal to twice the critical multiplier of your attack. Opponents that are flying at the time of the critical effect must succeed at a DC 20 Fly check to avoid taking falling damage.

EQUIPMENT AND SIEGE WEAPONS

The gear in which a dragonslayer invests prior to facing a dragon can be as important as which classes, feats, and skills he chooses to learn. In particular, siege weapons are one of the most effective ways to combat a dragon—though tricking the beast into range of such a weapon can be a feat in its own right. Several pieces of dragonslaying equipment and new siege engine options follow.

NEW ADVENTURING GEAR

For dragonslayers, whose prey often outmatches them both physically and mentally, having the proper equipment is essential. The following gear is specifically designed to give dragonslayers that all-important combat edge.

BALLOON TRAP

PRICE 150 GP
WEIGHT 4 lbs.

This trap consists of a buoyant balloon tied to an anchor by a very thin strand of metal. The strand acts as a vertical tripwire that triggers the trap, targeting any flying creature that contacts it. The trap's creator may set any number of mechanical or magical effects to be triggered when the trap is activated. Balloon traps are especially useful against creatures with large wingspans, or when the balloon is concealed, as in a tree canopy or smoke cover. Below is a sample balloon trap.

SIROCCO BALLOON TRAP CR 14

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; Reset none

Effect spell effect (*sirocco*^{APG}, 4d6+11 fire damage [DC 19 Fort for half] plus fatigued, knocked prone [DC 19 Fort avoids], flying creatures grounded [DC 15 Fly avoids]); multiple targets (all creatures in a 20-ft.-radius, 60-ft.-high cylinder centered on the balloon trap tripwire)

DRAGON MUZZLE

PRICE 20 GP
WEIGHT 2 lbs.



This large leather muzzle is reinforced with steel chains, and is specifically shaped for a dragon's snout. The muzzle is also treated with one type of elemental proofing (see below)

to prevent it from being destroyed by the dragon's breath weapon. The muzzle has hardness 10, 40 hp, and a break DC of 30. A dragon muzzle can be fitted on a dragon using the rules to tie up a pinned creature. A standard dragon muzzle can be resized to fit dragons from size Tiny to Large. For larger versions, the weight increases by a factor of 4 and the price doubles for each size increase.

DRAGONCRAFTING KIT

PRICE 40 GP
WEIGHT 4 lbs.

This kit contains all the butchers' tools, preservatives, and desiccants necessary to turn a dragon corpse into usable items. It provides the user with a +2 circumstance bonus on all Heal and Craft skill checks made to harvest dragoncraft materials and create dragoncraft items (see page 18).

ELEMENTAL PROOFING

PRICE 100 GP
WEIGHT 1 lb.



This alchemical gel comes in a large vial with a brush built into the stopper. It's used to coat the surface of objects, protecting them from a specific type of energy damage. Though elemental

proofing is not harmful to the objects it coats, it acts as a contact poison to living creatures. Touching elemental proofing directly causes 1d4 points of damage and 1d4 rounds of sickness (a DC 14 Fortitude save negates the latter effect). Creatures immune to poison are likewise immune to the effects of contacting elemental proofing but gain no benefits from its application. When applied to weapons or armor, elemental proofing confers resistances to the coated object, but none to the wearer.

Each vial of elemental proofing contains enough gel to coat one Large object, or two Medium or smaller objects. Once the applied gel dries, it absorbs 10 points of the specified type of elemental damage each round. Elemental proofing wears off after 24 hours, and multiple applications of the gel do not stack. There are four different types of elemental proofing: acid proofing provides acid resistance 10, flame proofing provides fire resistance 10, frost proofing provides cold resistance 10, and lightning proofing provides electricity resistance 10.

SMOKE COVER

PRICE 75 GP
WEIGHT 10 lbs.

This small cauldron of alchemically treated tar gives off thick, acrid smoke when ignited. The smoke rises to an altitude of 25 feet, then spreads horizontally, creating an artificial smoke ceiling 5 feet thick. The smoke spreads to a 100-foot radius at a rate of 20 feet per round. The cauldron smokes for 5 rounds before burning out. After the cauldron finishes burning, the smoke lasts for 3 more rounds before dissipating. A moderate wind (11+ mph) does not affect the heavy smoke, while a strong wind (21+ mph) disperses the smoke in 2 rounds.

The smoke is entirely opaque, which means creatures above the smoke can't see the ground, and those on the ground have a visual ceiling of 25 feet. Creatures on the other side of the smoke have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

Smoke cover is noxious, and any creature that begins its turn inside the smoke must succeed at a DC 18 Fortitude save or become sickened for 1d4 rounds. Previously sickened creatures that fail their saves are instead nauseated for 1d6 rounds. Creatures immune to poison are not affected by smoke cover's sickening effects.

SPOTLIGHT

PRICE 75 GP

WEIGHT 18 lbs.



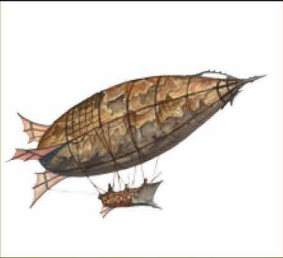
This large contraption functions like a hooded lantern, shedding large amounts of light in a single direction. A spotlight also contains several mirrors which amplify and aim the light. A spotlight creates a 5-foot-wide

beam of normal light, which extends to a distance of 90 feet and continues for another 90 feet as dim light. It does not radiate any light outside the area of the beam. A spotlight does not increase the light level in normal light or bright light. A lantern burns for 1 hour on 1 pint of oil, and requires two hands to move and one hand to aim.

WIND PLATFORM

PRICE 5,000 GP

WEIGHT 1,600 lbs.



A rare and dangerous marvel from the strange nation of Alkenstar, this light, airborne device is held aloft by a huge buoyant balloon which is attached by chains to an open-air wicker basket.

A wind platform is so-called because it remains at the mercy of the winds, as it has no propulsion system of its own and can therefore not be used as much more than an airborne watchtower or platform for the deployment of siege engines.

The basket of a wind platform can hold as many as six Medium creatures and two Large direct-fire siege engines, or any combination of smaller creatures and siege engines occupying the same space. The platform cannot withstand a carried weight of more than 3,000 lbs.

A wind platform has AC 4, harness 5, and 250 hp, and takes double damage from acid and fire attacks. When reduced to half its total hit points (125 hp) the platform begins to descend at a rate of 20 ft. per round. When reduced to one-quarter its total hit points (62 hp), the rate of descent increases to 60 ft. per round. When destroyed, all creatures and items on the wind platform simply fall as normal.

WING HOBBLE

PRICE 75 GP

WEIGHT 1–20 lbs.

This large weight is attached to a sharp steel hook which doubles as a carabiner. Once the steel hook is punched through the skin of a flying creature's wing, the carabiner locks shut. The weight then acts as an anchor, unbalancing the creature's wings, which prevents the creature from flying. The application of wing hobbles causes 1d4 points of piercing damage, and does not permanently disable the creature should the hobble be removed. A wing hobble can be attached to a pinned creature's wing with a successful grapple check. Removing a wing hobble from a creature's wing is a full-round action that provokes attacks of opportunity and requires the use of two hands.

NEW SIEGE ENGINE AMMUNITION

Though dragons' natural weapons are undoubtedly deadly, it's the wyrms' wings that often give them the upper hand in combat. The siege engine ammunition below is aimed at helping slayers bring dragons down to the ground.

BALLISTA NET

PRICE 75 GP

WEIGHT 15 lbs.

This ballista bolt is specially equipped with a net which unfurls as the bolt flies toward its target. Unlike a standard ballista bolt, a ballista net requires only a touch attack to hit. If a ballista net hits, it deals no damage, but causes the target to become entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity, can move at only half speed, and cannot charge or run.

FLAK

PRICE 500 GP

WEIGHT 30 lbs.

Flak ammunition is a type of short-fused bomb, specifically designed to explode in midair. Flak ammunition is packed with steel balls and black powder, and may be fired from a bombard or catapult. When flak explodes, it deals 4d6 points of piercing and bludgeoning damage to all creatures and objects within 40 feet of the target square. A flak bomb must reach an altitude of at least 50 feet to function properly. If flak ammunition impacts anything before it reaches this altitude, the bomb deals 1d6 points of bludgeoning damage and fails to explode.

FLECHETTE BOLT

PRICE 30 GP

WEIGHT 20 lbs.

This ballista bolt consists of dozens of small steel darts, called flechettes, which break away after the bolt is released. If the bolt impacts anything before it reaches a distance of 30 feet, it deals 1d8 points of damage. Between 30 and 60 feet away, the flechettes deploy, dealing piercing damage to every creature and object within a 30-foot-cone burst. After 60 feet, the flechettes lose momentum and fall harmlessly to the ground.

Separate attack rolls must be made against each target hit by the burst. Light ballista flechettes deal 2d8 points of damage, while heavy ballista flechettes deal 3d8 points. Additionally, any winged creature hit by flechettes has several holes punched in its wings, and has its fly speed reduced by 10 feet. The creature takes a –4 penalty on Fly checks until the damage is healed.

WEIGHTED BOLT

PRICE 50 GP

WEIGHT 40 lbs.

This barbed ballista bolt is equipped with a heavy weight at the end of a long chain. The bolt's extra weight makes the bolt harder to fire accurately, and imposes a –2 penalty on attack rolls. In addition to the normal damage dealt by a ballista bolt of its size, on a successful hit the weighted bolt lodges itself into the target's body, leaving the weighted chain hanging loosely, imparting a –5 penalty on all Fly checks made by the target. These penalties stack if a target is hit with multiple weighted bolts. A weighted bolt can be removed with a successful DC 25 Heal check or a DC 20 Strength check.

DRAGONSLAYER SPELLS

Just as dragons augment their physical defenses and attacks with powerful spellcasting abilities, so too do well-prepared dragonslayers employ magic to combat their fearsome foes. The following spells present options for spellcasters with plans for slaying dragons.

DRAGON TURTLE SHELL

School abjuration; **Level** alchemist 3, cleric 3, druid 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a piece of turtle shell)

Range personal

Target you

Duration 1 round/level

When you are struck by an opponent's natural attacks, the damage is resolved as if the attack came from a creature one size smaller per 5 caster levels (maximum of four size categories smaller at CL 20th). Refer to Table 3-1 in the *Pathfinder RPG Bestiary* to determine an attack's altered base damage. If the creature's natural attack deals nonstandard damage, refer instead to the Improved Natural Attack feat on page 315 of the *Bestiary*. It is not possible to reduce the base damage of a creature's natural attack below 1d2 with this spell.

DRACONIC SUPPRESSION

School abjuration; **Level** sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./level)

Target one dragon

Duration 1 round/level (D)

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

A dragon that fails its saving throw cannot use its breath weapon for the duration of the spell and is treated as one age category younger for determining which special abilities it can use. For example, an ancient green dragon would revert to the special abilities of a very old dragon and lose access to its *miasma* ability and its *dominate person* spell-like ability. This spell has no effect on a dragon's armor class, feats, frightful presence, hit points, physical attacks, saving throws, senses, size, skills, spellcasting, or statistics.

DRAGONVOICE

School transmutation; **Level** alchemist 2, bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level

By magically altering the way your vocal cords create sounds, you can emulate the vocal inflections of dragons. This grants a +6 circumstance bonus on Charisma checks and Charisma-related skill checks when dealing with dragons.

In addition, your voice is much louder than normal, halving the penalties to others' Perception checks to hear you due to distance, intervening doors, and so on.

DUNGEONSIGHT

School divination; **Level** bard 4, cleric 5, inquisitor 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, F (a small glass orb worth 150 gp)

Range personal

Area 60-ft.-radius emanation

Duration instantaneous

You receive a clear and memorable view of the layout of chambers, barriers, and connecting passages within the area of effect. This spell does not reveal the contents or inhabitants of any of these locations, only the basic architecture of the space. For example, a staircase leading up to a pair of doors would be apparent, but the iron golems guarding the doors would not. This spell does identify the locations of secret doors and hidden passages but gives no clue as to the means of opening or accessing them.



ERODE DEFENSES

School transmutation; **Level** magus 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./level)

Target one creature

Duration 1 round/level

Saving Throw Fortitude negates (see below); **Spell Resistance** yes
Your spell slowly begins to eat away at the defenses of your target. If the target fails its saving throw, it loses 1 point from any damage reduction and natural armor bonus it may have. If the initial save was not successful, the target may attempt a new saving throw each round for the duration of the spell or continue to suffer cumulative losses. If the first save fails but a subsequent save succeeds, the eroding effects stop at that point, though any of the penalties already accrued remain until the spell expires. At the end of the spell's duration, the target's damage reduction and natural armor bonus immediately return to normal.

Only one *erode defenses* spell can affect a particular target at any one time.

GRAVITY WELL

School transmutation; **Level** druid 6, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a small lead weight)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** no

You bring into being a localized region of increased gravity that crushes a creature to the ground. Affected targets weigh twice as much as normal, can move only at half speed, jump only half as far as normal, and can lift and carry only half as much as normal. Any flying target has its maneuverability worsened by two steps (from good to poor, for example; minimum clumsy) and plummets to the ground unless it succeeds at a DC 25 Fly check to remain in the air.

Freedom of movement negates the effects of this spell. A creature targeted by *gravity well* behaves normally in the area of a *reverse gravity* spell.

HEART OF THE MAMMOTH

School transmutation; **Level** cleric 8, druid 8, sorcerer/wizard 8, witch 8

Casting Time 1 standard action

Components V, S, F (a fetish of mammoth hair soaked in dragon's blood)

Range touch

Target creature touched

Duration 1 round/level

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

The target creature becomes stronger, hardier, and imbued with the courage of the greatest megafauna of the tundra. The spell grants a +8 enhancement bonus to Strength and Constitution, immunity to fear, a +4 morale bonus to Will saves, and doubles the critical threat range of all its attacks against creatures of the dragon type (this does not stack with Improved Critical, *keen edge*, or similar effects).

EYE OF ABENATREX (MINOR ARTIFACT)

The *Eye of Abenatrex* appears as a crystalline eyeball almost too large to be held in one hand. Gouges mar its surface and a golden triangle is embedded deep in the black iris—the symbol of the Saoc Brethren of the lost nation of Lirgen.

The city of Oagon was home to a cadre of wealthy merchants and astrologers who were the unknowing minions of the blue dragon Abenatrex. By sending false prophecies into their dreams, she directed the development of trade between Lirgen and its neighbors. Proud of her achievements, Abenatrex made the fatal error of revealing herself to her underlings, expecting respect. What she actually received was a pretense of fealty from subjects who turned the tables on her and stole what they perceived as their gold from under her nose. Through powerful magic, the Lirgeni took her entire hoard to fill their already overflowing coffers. For a while, Abenatrex remained oblivious to the immense slight, but inevitably, one of the wizards made a mistake and their ruse was revealed. Driven mad with rage and confusion, Abenatrex clawed out her own unbelieving eyes and frenziedly collapsed her lair around her.

From out of the rubble, one of her eyes was recovered, and over the decades since Lirgen's fall, the *Eye of Abenatrex* has been sought by kings and dragons alike.

Effects: The *Eye of Abenatrex* can be held in the hand or mounted atop a staff. The bearer of the eye is immune to the effects of the *illusory hoard* spell and can cast *dispel magic* three times per day using his character level as the effect's caster level. If mounted on a staff, the eye also automatically casts *dispel magic* (CL 13th), targeting any illusions it interacts with. Also, any sorcerer of the draconic bloodline who wields the eye adds all spells on pages 28–29 to her spells known.

ILLUSORY HOARD

School illusion (phantasm) [mind-affecting]; **Level** bard 4, sorcerer/wizard 5

Casting Time 1 standard action

Components S, M (an item from the hoard, see below)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 hour/level (D)

Saving Throw Will negates (and see below); **Spell Resistance** yes
The spell forces the target to believe that nothing in its hoard is missing or has been disturbed. This spell fools all the senses, convincing the target that its hoard feels and behaves as it should. Only if the target tries to use an item from this illusory hoard for some other purpose does it receive another saving throw to disbelieve the effects of the spell (a wizard trying to use an illusory wand or a dragon trying to unlock a door with an illusory key). For the purposes of this spell, a hoard is any amount of treasure that is too big to be carried by the treasure's owner without magical tools such as *bags of holding* or *portable holes*, such as a dragon's hoard, a king's treasury, a merchant's strongbox, or a thief's hidden cache.

The material component is any item worth 10 gp or more taken from the original hoard. This item is consumed by the spell.

Magic Items

Dragons aren't the only creatures known to collect and hoard powerful items. In fact, the very same dragonslayers who would see the dragons dead often share their love of magic items—from weapons to armor to staves of power. These items can, if properly employed, mark the difference between life and death when face-to-face with a dragon.

BOOTS OF THE VENGEFUL BEHIR		PRICE
		5,400
SLOT feet	CL 5th	WEIGHT 1 lb.
AURA moderate transmutation		



These heavy boots are made of blue leather. Three times per day, when the wearer speaks the command word, he can attempt a bull rush the following round as if one size category larger than normal. If the target of the bull rush is a dragon, the wearer is treated as if two size categories larger than normal. This bull rush attempt does not provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 2,700 GP
---------------------------	---------------

Craft Wondrous Item, *enlarge person*

DEATH'S PRESERVATION BANDED MAIL		PRICE
		22,400 GP
SLOT armor	CL 18th	WEIGHT 35 lbs.
AURA strong conjuration and divination		



This +2 *light fortification banded mail* has a small, ovoid stone set in the left shoulder. The armor monitors the wearer's hit point total as the spell *status*. If an attack against the wearer does enough damage to kill him outright, he and his gear are teleported

to a specific location determined at the time of the armor's creation. This effect acts in all other ways as the spell *word of recall*, with the predetermined location considered the place of sanctuary. The wearer's body is protected from decomposition for 18 days as per the *gentle repose* spell. Once this ability has been used, the stone set into the armor crumbles to dust and the armor reverts to being a suit of +2 *light fortification banded mail*.

CONSTRUCTION REQUIREMENTS	COST 11,200 GP
---------------------------	----------------

Craft Magic Arms and Armor, *contingency*, *gentle repose*, *limited wish* or *miracle*, *word of recall*

DRAGONFORM ARMOR		PRICE
		24,120 GP
SLOT armor	CL 11th	WEIGHT 15 lbs.
AURA moderate transmutation		

This +1 *leather armor* is the same color as the dragon type with which it is associated and has been worked to resemble dragon hide. Once per day the wearer can speak the command word and transform into the associated dragon type as the *form of the dragon I* spell. This effect lasts 11 minutes.

CONSTRUCTION REQUIREMENTS	COST 12,060 GP
---------------------------	----------------

Craft Magic Arms and Armor, *form of the dragon I*

DRAGON'S TAIL		PRICE
		32,310 GP
SLOT none	CL 13th	WEIGHT 12 lbs.
AURA strong conjuration and transmutation		

This +2 *dragonbane guisarme* seems to vibrate with a low hum. On a successful hit, the target must succeed at a DC 20 Fortitude save or become staggered for 1 round. If the target is of the dragon type and the dragon fails its save, the creature is stunned for 1 round and staggered for 2 rounds thereafter. It is staggered for 1 round even on a successful save.

CONSTRUCTION REQUIREMENTS	COST 16,155 GP
---------------------------	----------------

Craft Magic Arms and Armor, *resonating word^{DM}*, *summon monster I*

ELIXIR OF ELEMENTAL PROTECTION		PRICE
		1,800 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate abjuration		

Scintillating colors swirl through this liquid. The elixir grants the drinker 100 points of protection from the first type of elemental damage he takes after drinking it. Unused points of protection dissipate 1 hour after the liquid is consumed.

CONSTRUCTION REQUIREMENTS	COST 900 GP
---------------------------	-------------

Craft Wondrous Item, *protection from energy*

HEXING RUNES		PRICE
		10,000 GP
SLOT neck	CL 8th	WEIGHT —
AURA moderate abjuration		

These runes may be carved from wood or cast in silver and are worn on a leather cord. When a witch prepares her spells, she may also choose to use the hexing runes to augment one hex she can use. The save DC of this hex increases by 1 for 24 hours. Additionally, once per day when she speaks the command word, the wearer gains the benefits of the ward hex as if cast by an 8th level witch.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
---------------------------	---------------

Craft Wondrous Item, Spell Focus (abjuration), *resistance*, creator must be able to use the ward hex^{APG}

INCENSE OF DULLED SENSES		PRICE
		1,500 GP
SLOT none	CL 10th	WEIGHT —
AURA moderate abjuration		

This gray incense smells of cold granite. When burned, the smoke from the incense spreads to fill a space equal to ten 10-foot cubes. This smoke remains stationary unless moved by wind. If inhaled by a creature with blindsense, scent, or tremorsense, the creature must attempt a DC 20 Fortitude save. If it fails the save, it does not benefit from its blindsense, tremorsense, or

scent abilities for 10 minutes. After 10 minutes the smoke from the incense dissipates and loses all magical properties.

CONSTRUCTION REQUIREMENTS	COST 750 GP
----------------------------------	--------------------

Craft Wondrous Item, *blindness/deafness*

NET OF SNARING		PRICE 28,940 GP
SLOT none	CL 11th	WEIGHT 6 lbs.
AURA moderate conjuration and transmutation		

This +1 *distance net* seems lighter than expected and is slightly sticky to the touch. Three times per day, the wielder may speak the command word and throw the *net of snaring* at a target. This is a ranged touch attack with a range of 40 feet. The net immediately grows by two size categories. If the attack hits, the target must succeed at a DC 25 Reflex save or become entangled. So long as the wielder retains control of the trailing rope, he may attempt or otherwise act on a grapple as a free action that does not provoke an attack of opportunity. Speaking the command word again shrinks the item to normal size so long as no creature is confined within it.

CONSTRUCTION REQUIREMENTS	COST 14,470 GP
----------------------------------	-----------------------

Craft Magic Arms and Armor, *levitate, permanency, shrink item, web*

PERILOUS GLOVES		PRICE 10,000 GP
SLOT hands	CL 1st	WEIGHT 1 lb.
AURA faint transmutation and necromancy		



These black gloves glow slightly during combat. Once per day, if the wearer's unarmed attack threatens a critical hit, the critical confirmation roll gains a +2 bonus. Regardless of whether the critical is confirmed, the attack does an additional 1d8 points of damage.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
----------------------------------	----------------------

Craft Wondrous Item, *inflict light wounds, unerring weapon^{UC}*

RING OF FEAR REFLECTION		PRICE 48,000 GP
SLOT ring	CL 7th	WEIGHT —
AURA moderate abjuration and necromancy		

This simple silver ring has a fear rune etched into its hammered apex. The ring provides a morale bonus versus fear effects. This bonus starts at +0 and can advance no higher than +5.

Every time the wearer succeeds at a Will save versus a fear affect, the ring's bonus increases by +1. Should the wearer fail a Will save versus fear, the ring's bonus immediately falls to +0.

If the bonus is +5 and the wearer is affected by a fear effect and succeeds at her Will save, the ring automatically reflects the fear effect back to its source. If the source is a creature not immune to fear, it must succeed at a Will save at the DC made by the ring's wearer or be affected by the fear effect. Only the source of an area fear effect is targeted by such a reflected spell.

CONSTRUCTION REQUIREMENTS	COST 24,000 GP
----------------------------------	-----------------------

Forge Ring, *fear, remove fear, resistance*

SCALED SASH		PRICE 73,000 GP
SLOT chest	CL 11th	WEIGHT 1 lb.
AURA moderate transmutation		



Glittering with every movement, this sash is associated with a specific type of chromatic dragon. Three times per day, the wearer may convert all the damage dealt by a single attack with a melee, ranged, or natural weapon into the matching dragon's breath weapon

damage type. The amount of damage dealt remains unaffected. The sash may be used after the attack's results are known, but must be declared before damage has been rolled. Attacks dealing any type of energy damage cannot be converted in this manner unless the energy type of the original damage is the same as that granted by the *scaled sash*. If the original attack would be affected by damage reduction, the converted damage is reduced as if it did not bypass the damage reduction, even if the target has no special defenses against the converted energy type

For example, an archer wearing a black *scaled sash* makes a successful attack against a target with his longbow. Before rolling damage on the hit, he opts to use his sash to convert the damage dealt to acid damage. Damage is rolled normally, but deals acid damage instead of piercing damage. This includes damage dealt from additional effects such as sneak attack, favored enemy, and the *bane* special weapon property.

CONSTRUCTION REQUIREMENTS	COST 36,500 GP
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Craft Wondrous Item, *form of the dragon I*

STAFF OF HUNTING		PRICE 51,000 GP
SLOT none	CL 13th	WEIGHT 5 lbs.
AURA strong varies		

This length of aged ivory is carved with numerous hunting scenes which seem to animate and tell a story when the staff is rotated. It allows the use of the following spells:

- *Acute senses^{UM}* (1 charge)
- *Bard's escape^{APG}* (4 charges)
- *Locate creature* (2 charges)
- *Unwilling shield^{APG}* (3 charges)

CONSTRUCTION REQUIREMENTS	COST 25,500 GP
----------------------------------	-----------------------

Craft Staff, *acute senses^{UM}, bard's escape^{APG}, locate creature, unwilling shield^{APG}*

STAFF OF INTERNAL ASSAULT		PRICE 20,800 GP
SLOT none	CL 8th	WEIGHT 5 lbs.
AURA moderate varies		

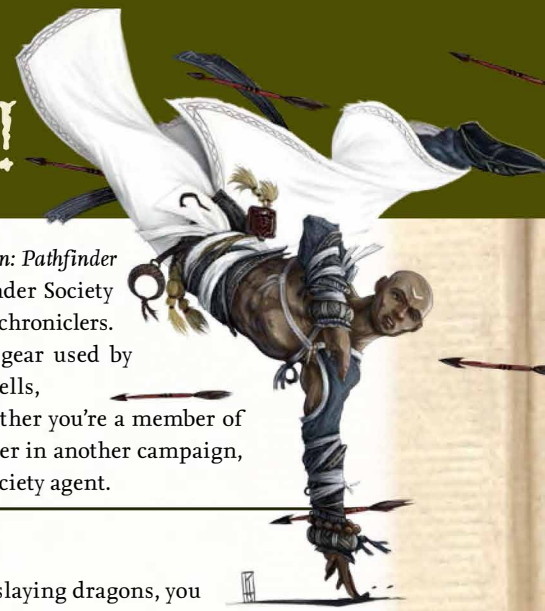
Crumbling bark continuously flakes from this solid, aged oak staff without diminishing its size. It allows the use of the following spells:

- *Calcific touch^{APG}* (2 charges)
- *Corrosive touch^{UM}* (1 charge)
- *Touch injection^{UC}* (2 charges)

CONSTRUCTION REQUIREMENTS	COST 10,400 GP
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Craft Staff, *calcific touch^{APG}, corrosive touch^{UM}, touch injection^{UC}*

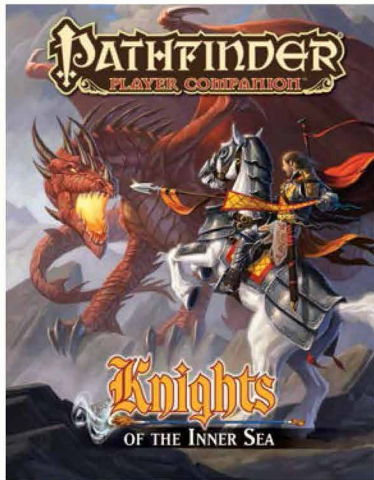
Next Month!



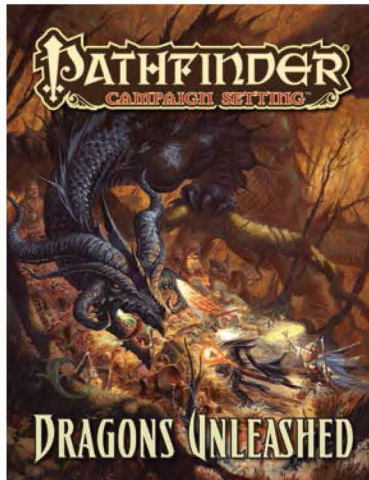
Grab your *wayfinder* and embark on incredible missions with *Pathfinder Player Companion: Pathfinder Society Primer*! This volume contains everything you need to join the illustrious Pathfinder Society and start down the road to becoming one of Golarion's finest adventurers, explorers, and chroniclers. Tips and tricks from hardened Pathfinder veterans accompany the latest tools and gear used by Pathfinders in the field to create a priceless resource for the aspiring field agent. New spells, weapons, and magic items make sure that your next risky mission isn't your last. Whether you're a member of Paizo's worldwide Pathfinder Society Organized Play campaign or a freelance Pathfinder in another campaign, *Pathfinder Player Companion: Pathfinder Society Primer* is a must-have for any Pathfinder Society agent.

WOULD YOU LIKE TO KNOW MORE?

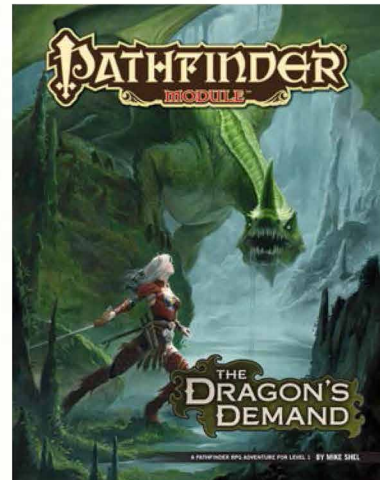
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Who better to challenge marauding dragons than heroic knights? Learn all there is to know about the weapons and ways of such valiant heroes with *Pathfinder Player Companion: Knights of the Inner Sea*!



Looking for a famous dragon to set your dragonslaying sights on? With *Pathfinder Campaign Setting: Dragons Unleashed*, choose one of 15 dragons from across Golarion to build your character and campaign around.



Want to play a full campaign in which your dragonslayer PC can shine? Check out *Pathfinder Module: The Dragon's Demand*, which takes you from humble beginnings at 1st level to the dragon's den at 7th level!

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DRAGONS BY AGE

A wise dragonslayer spends just as much time researching the capabilities of her foe as she does actively hunting and fighting it. Much of the more useful information from such efforts concerns the dragon's defensive capabilities, its surfeit of natural attacks, and its powerful supernatural abilities—most of which can be deduced by referencing the creature's size and specific species.

The chart below compares the sizes of a red dragon throughout its life, from wyrmling to great wyrm—the paragon of its kind. Dragons have even more age categories, but only those stages in which they experience the greatest changes are described here.

WYRMLING

These are the youngest dragons, who range from hatchlings to 5-year-olds. Though typically smaller in size than the average human, they nevertheless still possess a number of abilities that make them formidable foes, including a breath weapon, a set of sharp claws, and a powerful bite—as well as the ability to fly.

YOUNG

By this age (16–25 years), most dragons have grown to a height nearly twice that of the average human, and present a formidable threat to even experienced dragonslayers. Around this age, many dragons add to their arsenals the ability to attack with their strong wings and mighty tails, and generally gain the first of their spell-like abilities, each unique to the dragon's specific breed.

ADULT

By the time they've reached adulthood (101–200 years), most dragons are more than twice as large as they were in their youth, and have developed the ability to cast spells in addition to their growing repertoire of spell-like abilities. Particularly large breeds can crush their foes under their immense bodies at this age, though others still rely on their newly acquired frightful presence to send their enemies running. Adult dragons are generally resistant to nonmagical attacks as well as many spell effects.

OLD

A dragon in its fifth or sixth century of life (401–600 years) is considered old, and has generally grown to double its adult size. These aged dragons add to their physical attacks the ability to sweep their massive tails across the battlefield. Their magical repertoires of both spells and spell-like abilities continue to develop, and their defenses keep growing with them.

GREAT WYRM

The eldest dragons (those that have lived more than 12 centuries) are called great wyrms, and reach the largest size possible for their specific breeds. These pinnacles of dragonkind generally have a combination of spells, spell-like abilities, defenses, physical attacks, and unique abilities capable of challenging even the most experienced dragonslayers.



The Lair Awaits

Prepare yourself to do battle with the ultimate monsters with *Pathfinder Player Companion: Dragonslayer's Handbook*. Discover the secrets of dragonkind, from devastating red dragons to venomous wyverns. Learn how to survive battle with ravenous wyrms, but also how to manipulate such creatures through guile, or even capture them alive. Master the right tactics to employ in battle against dragons of all types, including how to locate and survive their treacherous lairs—the homes of their legendary hoards. Once you know your foe, join the ranks of the Inner Sea's greatest dragon hunters, learn their tested methods, adopt their lethal gear, and employ their massive, dragon-fighting war machines. New archetypes, feats, spells, magic items, and more give you the edge against even the deadliest dragons.

No hero's career has truly begun until she's slain her first dragon—let *Pathfinder Player Companion: Dragonslayer's Handbook* start you on the path to legend. Inside this book, you'll find:

- ▶ Tips to aid even the most inexperienced dragonslayers in dealing with dragons, preparing to hunt them, and forming organizations of like-minded adventurers.
- ▶ Traits and story feats to help you create character backgrounds involving some of the most infamous draconic threats in the Inner Sea region.
- ▶ Dozens of new traits to further ingrain your character in the world of Golarion and make sure that his first adventure isn't his last.
- ▶ An all-new system of crafting alchemical and mundane items out of the bodies of slain dragons.
- ▶ New magic items, spells, and feats for characters planning to do battle with dragons, whether willingly or out of necessity, including new siege weapon ammunition.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy world.



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