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# RACES OF NEOEXODUS: DRACO



WRITTEN BY NEAL BAILEY

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**OGL**  
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## OVERVIEW

The Draco are children of the ancient Elder Dragons, born with a mission. They believe themselves to be civilizers and saviors of the world yet their true history and true motives are somewhat more complex. As a people, the Draco have touched the fates of the younger races in the past, but it may be that their greatest achievements are yet to come.

## PHYSICAL ATTRIBUTES

Draco are a strange blend of mammalian and reptilian features. A Draco has a draconic face, and a pair of thick horns arc back from the top of his head. The front of the face is smooth and plated with draconic scales, but the sides give way to dense white fur like that of a mountain goat. This pelt is present only around the edges of the face, down the back of the neck, on the back, shoulders, and finally on the upper legs where it gradually gives way to scaled talons. A Draco has almond-shaped eyes in a single color; they have an appearance similar to a smooth polished gemstone.

Draco tend to be physically powerful, with broad arms, curving claws on the hands, and talons similar to those of a raptor. Draco also have a tail like a lizard's save for a fringe of fur running down the center. An average Draco male stands around 6 feet tall, with females taller, around 6.5 to 7 feet. Aside from a difference in size, there is no marked difference in physical appearance; Draco are not true mammals and don't nurse their young. Females are larger because a larger energy reserve is needed to lay the large Draco eggs.

Draco skin coloration is usually mottled white to grey with highlights in a different color; individual families have specific hues that identify their shared heritage.

A Draco's voice sounds much like a human's, although they have a little trouble pronouncing "B"s, "M"s and "P"s because of their lack of real lips. Conversely, they can produce a variety of trills, whistles and clicks that humans would have a hard time with, and often whistle and click to denote certain emotions.

## RACIAL ADJUSTMENTS

The actual racial adjustments vary by clan. There are four major clans, each of which has a slightly different physiology.

## UNIVERSAL RACIAL ADJUSTMENTS

- 60 foot darkvision
- Monstrous Humanoid, with the Draconic Subtype
- +2 natural armor adjustment
- Medium Size (*no special adjustments*)
- Speed of 30 ft
- Resistant to cold weather (*halved rate of survival and/or constitution checks to prevent harm from cold environments*)
- Draco have large talons, and can't wear boots or other similar footwear. But, they're treated as if they're wearing hard leather boots for purposes of preventing foot damage, and they gain a +8 racial bonus on balance checks. Additionally, they don't suffer armor check penalties when making balance checks.
- Draco have a -8 penalty to diplomacy checks when dealing with First Ones and members of the Brotherhood of Khayne. They have a -4 diplomacy penalty when dealing with Euka, and a -2 penalty when dealing with the Sanguine Covenant.

## CLAN-SPECIFIC ADJUSTMENTS

- +2 strength (*Vasha*)
- +1 racial bonus to attack and damage rolls with Spears (*Vasha*)
- +2 constitution (*Amix*)
- +1 racial bonus to all saving throws (*Amix*)
- +2 dexterity (*Frav*)
- +1 racial bonus to attack and damage rolls with Bows (*Frav*)
- +2 wisdom (*Daxona*)
- +1 racial bonus to divine caster level (*Daxona*)

**Starting Languages:** Common, Draconic (*Draco dialect*), Draconic (*general*) and Reis. The Draco variant of Draconic is different enough to be considered its own language.

**Bonus Languages:** Auran, Aquan, Ignan, and Terran. Draco have connections to all of the elemental planes.

**Alignment:** NPC Draco tend towards Good. Most are lawful good (70%), with around 20% being neutral good and 7% chaotic good. The remainder are various neutral alignments with the very rare (*aberrant, in fact*) evil individual. PC Draco should be good or neutral.

**Favored Class:** Paladin (*Vasha*), Monk (*Amix*), Ranger (*Frav*), Cleric (*Daxona*).

## DRACO PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+0	Draco Feat	-
2	+1	+3	+0	+0	Breath Weapon	+1 of existing spellcasting class
3	+2	+3	+1	+1	Wings	+1 of existing spellcasting class

## BREATH WEAPON

Clan	Damage per hit die	Added Effect
Vasha	1d6, fire damage. Reflex save for half.	None
Amix	1d4, acid damage. Reflex save for half.	Anyone who is struck by the acid breath takes an additional 1d4 acid damage per round for 1 round per every 2 character levels.
Frav	1d4 cold damage, reflex save for half.	A target who fails his reflex save against the blast of cold air is paralyzed for 1 round.
Daxona	1d4 sonic damage, fortitude save for half	Affects a 30 foot cone. All within the area of effect must make an additional fortitude save or be deafened for 5 minutes.

**Class Notes:** Only Draco outcasts may become barbarians or druids. Bards, sorcerers and wizards fill the niche of the mystic and storyteller. They are considered less important than the priesthood but are important in smaller, rural communities, often serving as the ruling echelons of the clans. All Draco can freely class in and out of monk or paladin with no ‘ex-class’ restrictions.

**Level Adjustment:** +0, but requires at least 1 level in the racial paragon class.

## DRACO PARAGON

**HD:** d8

**Draco Feat:** At first level of the Draco paragon class, a Draco may select one of the special, racial feats in this book. A Draco at this level of experience has no special title.

**Breath Weapon:** Once he earns his breath weapon, a Draco gains a title – they’re known as Xari (“*Gatemen*”). The nature of the Breath Weapon a Draco gains at his second level varies by which clan he belongs to. The saving throw for any of them is equal to 10 + ½ character level + constitution modifier. All affect a 60 foot line unless otherwise noted.

The Draco breath weapon may be used once per day. This increases to twice per day at 7th character level, three times per day at 12th, and four times at 17th.

**Wings (Ex):** The final level of the Draco Paragon class is also the most important and prestigious. When he reaches this level, a Draco is called Aeveri (“*Sun-touched*”), a term which is both an expression of reverence and an allusion to the Draco’s new-found flight. The wings a Draco gains allow him to fly at a rate of 60, with good maneuverability.

## DRACO BODY FEATS

These feats revolve around Draco physiology, and require various levels in their Paragon class.

## BRIGHTBLOOD-DRACO

*Your blood transfers oxygen very efficiently, a necessity at very high altitudes.*

**Prerequisites:** Draco Race

**Benefits:** You do not suffer the effects of altitude sickness, and may hold your breath for eight times your constitution score in rounds before being forced to make checks to prevent drowning and/or suffocation. You gain +3 hit points.

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### DENSE FUR - DRACO

*Your fur is much denser and more protective than most other Draco.*

**Prerequisites:** Draco Race

**Benefits:** You are unaffected by cold weather temperatures, and any harm from extreme cold in the environment is negated. Additionally, non-damaging effects from spells or abilities with the Cold descriptor or that deal cold damage are negated. You gain +3 hit points.

### KEEN VISION - DRACO

*While all Draco have excellent night vision, your clear eyes allow for amazing attention to color and detail.*

**Prerequisite:** Draco Race

**Benefits:** You gain a +1 bonus to spot and search checks. Additionally, the range of your darkvision increases by 30 feet.

### MIGHTY BREATH - DRACO

*Your breath weapon is more deadly than that of your kin, inflicting more damage and proving more difficult to avoid.*

**Prerequisites:** Breath Weapon, 2nd level in the Draco Paragon class

**Benefits:** Your breath weapon's damage increases by 1 point of damage per die. Additionally, the save DC increases by 2.

### QUICK ON THE WING - DRACO

*You're much faster than most other Draco when you're in the air, able to wheel, swoop and dive with ease.*

**Prerequisites:** Wings, 3rd level in the Draco Paragon class

**Benefits:** Your flight movement speed increases to 80, and your maneuverability improves to excellent.

### RESISTANT SCALES - DRACO

*Draco skin is regularly quite tough, but yours especially so. You even have some slight resistance to energy damage.*

**Prerequisites:** Draco race

**Benefits:** You gain a damage reduction of 1/- . Additionally, you gain an energy resistance of 3 versus your choice of fire, cold, acid, or electric damage. This feat may be taken up to 3 times. The

second time, the damage reduction increases to 3/- . The third time, it becomes 6/- . The energy resistance stacks linearly.

### SCENT OF THE PORTALS - DRACO

*You are one of those rare Draco who can sense the presence of portals to other realms; this ability grants you a unique purpose.*

**Prerequisite:** Draco Race

**Benefits:** You can literally smell the presence of inter-dimensional portals. When within 120 feet of any portal, you can spend a round to pinpoint its location. If an individual has used teleportation magic such as dimension door, teleport, or treestride in an area, you can sense that as well with a DC 5 wisdom check. The DC increases for every 10 minutes after the spell was used. You can vaguely sense where a portal leads (*one word description only*), but it's impossible to determine the destination of a spell.

## DRACO OUTLOOK

The Draco aren't a young race; their lore stretches back for millennia. Yet their footprint on the history of the world of Exodus is limited – the ways of the Draco have always been somewhat separate from those of the other peoples of Exodus. It's only recently that they've emerged from their distant and inhospitable lands to truly interact with the great nations and political powers.

In order to understand the psychology of the Draco, one has to understand the creation of their race, and how they see themselves in the world.

## ANCIENT HISTORY

The first appearance of the Draco coincides with the end of a tumultuous and devastating age of the world. Pure elemental forces ravaged the surface of the plane, pouring forth from a series of portals and continually destroying any chance for life to develop even with divine intervention. Exodus was a wasteland. Until, that is, the elder dragons arrived. Each appeared from one of the greatest portals in the highest mountains of the world, laid down at the feet of their 'gate', and sealed it through sheer force of will.

Even the Gods are silent on the Elder Dragons' purposes in sealing the portals - but whatever their reasons, their act allowed the birth of life on Exodus.



## THE CREATION OF THE DRACO

The Elder Dragons didn't seal all of the destructive portals and knew that the remaining gates, if left open, could cause cataclysm for the inhabitants of the world. At the same time, the dragons couldn't leave the locations of their own gates; it was a constant act of will to keep them sealed and under control. They chose to craft a race of lesser beings who could seek out portals as they developed and seal them – these children, born of earth and clay, were the first Draco.

The earliest generation of the Draco were near immortal themselves – powerful beings infused with pure elemental energy. Each individual Draco was a unique creation devoted to their gods in mind and body. In fact, the first Draco were dependent upon the Elder Dragons for simple survival. The elders would siphon energy from the gates and provide that as sustenance for the Draco. Because of their unique nature, the earliest Draco didn't age or die under normal circumstances, but they needed to travel back to the shrines before their energy fled from them and they reverted into the hard clay that their bodies were composed of. Many were lost over time and probably still exist in hidden places, awaiting an infusion of energy to revive them.

## THE HOMELAND WARS

There came a time when the first generations of Draco interacted with the First Ones, the various other races of the world. The results were mixed. The Draco were essentially peaceful, and many of the First Ones were evil creatures bent on domination. It wasn't long before the First Ones sought out the power that the Draco commanded, and War blossomed.

The Draco, while immensely powerful on a one to one basis, were no real match for the First ones. The far more numerous First Ones could field entire armies while the Draco could only attempt to hold them off. Eventually, the First ones discovered the true nature of the Draco, and began to capture warriors and starve them until they reverted back into their primal form. This development was the beginning of the end of the first Homeland War.

Over the course of perhaps a decade, the Draco were gradually forced back into their homelands. Yet the First Ones were unable to capture these realms due to the presence of the Elder Dragons themselves. Only a handful of Draco remained, valiantly defending the lands of their birth. In desperation, the Elder Dragons unleashed their full fury, defeated the First One armies in a fiery cataclysm, and cast the surviving interlopers

## THE ELDER DRAGONS: BASICS

*There are a total of 8 elder dragons in the world, 4 pairs of males and females. Each pair is considered to be the parents of one of the four clans of Draco. The elder dragons are difficult for mortals to comprehend, and the Draco worship the male and female pairs both as separate entities composed of opposing forces, and as a single, tangible divinity with a hyphenated name. The four 'pairs' are actual physical beings that dwell within enormous shrines, guarding the sealed gates. While the portals are destructive, the Elder Dragons are not entirely selfless – they derive sustenance and power from the gateways, essentially eating the outflow of elemental energy to maintain their divine status.*

**Ashas-Numasi:** *The Elder Dragon of Creation and Destruction. Ashas-Numasi is a great black serpent surrounded by a shimmering white haze. Its domains are Elder Dragon, Destruction, and Law.*

**Evret-Mako:** *Evret-Mako governs the realm of the dead and the sun. It appears as a bone white serpent with a solar disk suspended above its brow. Its domains are Elder Dragon, Death, and Sun.*

**Voroxi-Tmena:** *This Elder dragon is the ruler of the sky and the earth. It appears as a giant winged serpent with brilliant scales that scintillate like precious gems. Its domains are Elder Dragon, Air, and Earth.*

**Corod-Ai:** *The Elder dragon who is associated with Fire and Water. It looks like an enormous snake with fine blue scales and a tail that's a fan of blue flames. Its domains are Elder Dragon, Fire, and Water.*

away - but were quite aware that the evil races would return in greater numbers. A plan was hatched.

They needed a method to quickly create more Draco to defend their lands. The Elders looked to the other creatures of the world and made the new Draco in that image – living beings who could bear young, who were connected with the rhythms of the world, and who lived off its bounty. The tradeoff – the new Draco were tied into the dance of life, and were mortal creatures. Like other beings, they would age and die. It was a steep but necessary sacrifice.

When the First Ones returned ten years later with their mighty armies, they discovered thousands of Draco, martially trained, awaiting them. Though the battle was fierce, the Draco successfully defended their homelands and even expanded slightly southwards into what would eventually become the Reis Confederacy. The First Ones were forced to

completely withdraw when their own slaves rebelled against them in a plot orchestrated by the Kaga.

The First Ones collapsed under their own weight shortly after. As most of humanity descended into the chaos of warring tribes, the Draco civilization maintained its distance. It was far from the intense power struggles of the sorcerer kings in Abbadon, far from the civilized tribes of the south. Amyr, the Draco nation, was a near-mythical place of peace, isolated and far to the north. They dealt only with the scattered tribes that clustered around the Wyldlands, ignoring the battle that soon raged between the Cavians of Nas and the Sorcerer Kings. The Draco had their own issues with the local Enuka, and were concerned with protecting both themselves and the more civilized human tribes who had survived.

### EARLY DAYS IN THE WYLDLANDS

Life in the Wyldlands of Bal was harsh. This dense jungle, extending for hundreds of miles south of the precariously mountainous region of Amyr, proved difficult for the Draco to administer. But it was not for want of trying. The Draco spread the worship of the Elder Dragons to those human tribes at the feet of the mountains who would listen, and protected them from the depredations of savage Enuka and cannibal clans. The seat of Draco administration was at Xehitoch, a walled temple city built by human and Draco hand alike. Between 1150 and around 800 BCU, the Empire of Amyr ruled benevolently over a series of protectorate city states.

Yet Draco rule was far from light-handed. They considered themselves to be civilizers and while they allowed the traditional hereditary rulers to govern the human cities, the Draco were insistent on a few details: they would select an heir from the ruler's children and train him in the ways of the Elder Dragons at the temples in Amyr. This practice was unchallenged for centuries, but inevitably a young prince was denied the rulership he thought was his by birthright.

### OCRAXI'S REBELLION

Ocraxi, the firstborn son of the king of Xehitoch, was a wild, valiant man of deep passions. A skilled hunter and warrior, he believed himself assured of the Draco's favor and planned for the day when he would one day be king. But that day was not to come. The Draco favored his younger sister Marixa, a solemn

student of magic and contemplation. Ocraxi was infuriated. He petitioned the Draco to reconsider their decision, but they refused out of hand and his father reluctantly conceded. When he picked a drunken fight with a Draco priest at a dinner festival, Ocraxi was jailed and eventually stripped of his title and exiled at the hands of infuriated Draco statesmen. A segment of the military went with the exiled former prince, taking shelter in a number of smaller border towns. It was here that Ocraxi would fan populist hatred of the Draco, and learn of the cult of Khayne. Unrest grew amongst the commoners, as the diminished military presence was unable to effectively police and protect the people.

Ocraxi came to denounce the Elder Dragons and embrace the rural cult of Khayne. He was an able politician, and used his religion to forge an alliance of several small city states and wild tribes of Enuka who shared his newfound faith. He delivered an ultimatum to the Draco – instate me as king, and my god, the god of mortal blood, and yours, the gods of celestial virtues, will rule the city states together. The Draco viewed this as the uprising of a savage, self-indulgent cult and refused emphatically. They quickly outlawed the worship of Khayne in any form.

And with that, the common people revolted.

Within six months, the Draco were driven from all the city states in Bal and Ocraxi was crowned king – the region was now the homeland of the cult of Khayne. Icons and symbols of the Elder Dragons were defaced and destroyed, temples were converted. Although he was at first a noble man, Ocraxi's mind was slowly darkened by Khayne's influence and the old ways were abolished.

The Draco retreated to their homelands, angry and disgusted at the corruption of the human heart. They sealed their nation behind great walls and existed in an isolated state, believing humans unable to appreciate the noble ways. For several centuries, the low valleys between Amyr and Bal were inhabited only by tribes of Enuka who sometimes attempted to raid Amyr (*and failed*) and rare human tribes. Both groups were subject to occasional raids from organized Draco war parties. As time went on, the Draco gained a reputation as near mythological demons that lived beyond a wall of fire in the mountains, and the area was shunned out of fear.



## INVOLVEMENT IN THE ASCENT OF REIS

As the Reis confederacy grew in an attempt to stop the advance of the Brotherhood, emissaries were sent to now near-legendary Amyr to secure an alliance. The Draco, persuaded by their own inherent hospitality, granted an audience with the humans for the first time in over four centuries. But Draco have long memories, and many of those who were forced from the city states of Bal were still alive and present. They considered the current situation to be a human problem. After some deliberation, the Draco contributed a fair-sized force in exchange for a seat on the new government once the war ended. When Ataulpa become the first Emperor of the Reis Confederacy in 356 BU, the Draco were present as a small number of advisors who attempted to stress prudence and caution. Since then, their influence in Reis has remained small but notable.

## IMPERIAL WARS, THE ALLIANCE AND THE MODERN AGE

Draco live in small numbers throughout the Reis confederacy and in large numbers in their own nation. They tend to act as a stabilizing influence on communities they dwell in. Other peoples view them as anything from wise, ancient seers and holy men right through to arrogant and frightening outsiders. In government affairs, the Draco use what influence they can to halt open warfare, although the constant battles conducted both from and against the Confederacy bear witness to exactly how successful they've been.

Many Draco embraced the principle of the Imperial alliance, although the apparent dominance of the Sanguine covenant put them off and made for some strange bedfellows. Draco worship of the Elder Dragons and the worship of the Covenant aren't much in sync, yet both groups have tolerated one another so far. Draco are known for their skill as emissaries and are sought out by the Alliance as neutral negotiators. Currently, they are relatively rare outside of Reis but have an active life in the world.

Draco continue to fulfill their original function – the control of rogue elemental portals. This task is achieved by small groups of Draco selected for their competence and power (*known as Alya – meaning “vigilant”*). This duty is largely unheard of by regular Draco citizens.

## LIFE AS A DRACO

### PERSONALITY

Draco have personalities as varied as any human, but their cultural norms are quite different from those of other peoples. Created as a servant race, it immediately becomes apparent to anyone who meets a Draco that they view helpfulness and duty as core virtues; this basic predilection colors both the Draco worldview and their social interactions.

Draco exist as a tightly knit society and have little patience for people who would go their own way and ignore the wishes of the community. This sometimes manifests as a near reverence for authority, especially religious authority, and a staunch utilitarianism that ranges from helpful in certain individuals (*often presenting as an over-charitable nature*) through to downright draconic in others (*often presenting as cold calculation concerning an individual's usefulness to the group*). A telling indication of this duality is the presence of battle clerics who pack not only powerful medications and healing magic, but also deadly poisons to quickly end the suffering and burden of those who cannot be helped.

Draco have a mixed record in dealing with other races. On the one hand, they are extremely hospitable when welcoming outsiders. As a servant people, the sudden appearance of a stranger to serve is a huge windfall, and there are lengthy discussions in their religious texts concerning the treatment of guests. Proper treatment of visitors and foreign people is a major source of pride for the Draco; they will jockey for a visitor's favor and literally show their guests off to everyone they know. Sometimes verbal fights can even erupt over who gets to do what for their guests.

On the other hand, Draco (*rightly or wrongly*) consider themselves the heirs to divine law and view other races as anything from potential converts to idiotic barbarians. This actually ties into their treatment of outsiders – it's considered a mark of true virtue and humility to serve outsiders in part because of the very low status strangers have. Many Draco, for this reason, find positions in the civil service of foreign nations. The tension between the desire to help and the desire to shepherd (and even control) is fundamental to the Draco psyche.

### DRACO PERSONALITY TRAITS

At creation, a Draco can opt to select a personality trait that grants them both a bonus and a penalty. These traits are unique to the Draco, and serve as role-

playing and background aids. All are geared with the flavor of Draco culture in mind.

### DISTRUSTFUL

Many other peoples don't have good in their hearts like the Draco do. You are naturally suspicious of them, perhaps even somewhat paranoid.

**Advantage:** Due to your suspicious nature, you gain a +2 circumstance bonus to all sense motive checks when dealing with non-Draco. Sense motive becomes a class skill.

**Disadvantage:** You never take what non-Draco say to be the perfect truth, and so have a hard time trusting their word. You suffer a -2 circumstance penalty to all gather information checks when dealing with non-Draco.

### ETHNOCENTRIST

You perceive your people as having a divine birth-right, and well, none of those other peoples really do. It isn't their fault, really... But...

**Advantage:** You gain a +2 bonus to all will saves from effects caused by non-Draco. You're simply too confident in your own superiority to be shaken or confused by their ploys.

**Disadvantage:** Your arrogance comes out clearly, even in casual conversations. You have a -2 penalty to diplomacy checks vis a vis all non-Draco.

### GENEROUS

Many Draco are generous, but you are a bit beyond the pale. You always chip in a little extra for tips and gifts, which means you have a lot of friends and contacts.

**Advantage:** You gain a +4 circumstance bonus to all gather information, diplomacy, and bluff checks when dealing with individuals who you're involved in financial transactions with. Gather information becomes a class skill.

**Disadvantage:** You tip generously and you're loose with your money. All goods and services cost an extra 5% (1 copper piece minimum).

### PIOUS

You have a deeply held, personal faith that grants you some divine power.

**Advantage:** You can utilize a limited form of faith healing that grants a +2 divine bonus on all Heal checks. Heal becomes a class skill.

**Disadvantage:** Your healing touch is quite obvious as a divine gift of goodness; you cannot use magic or other effects to obscure your alignment in any way.

### POLITE

Most Draco are polite, but you're so conscientious and socially graceful that you can smooth over most situations with ease.

**Advantage:** You're very skilled at covering up faux pas and concealing your impulses, and gain a +2 bonus to bluff checks. Bluff becomes a class skill.

**Disadvantage:** People sometimes see you as superficial. Any time you fail a bluff check against an individual, you suffer a -4 situational penalty on the next diplomacy check made against them.

## RELIGION

Most Draco are at least outwardly religious. Their gods are the very definition of imminent, physical, tangible beings that serve as the center for rituals.

Draco social and religious life is blended into a seamless whole, with most functions and gatherings centering around a shrine or temple. Draco throw scriptural allusions in their speech as a matter of habit, and religious debate is a major source of entertainment for them. A Draco, when faced with the prospect of a night on the town, would much rather go attend a church service than go to a pub with his buddies. However, this doesn't mean he's some easy-going church mouse. The Draco blend of the pious and entertainment may have him drinking in church and arguing philosophy with the priest. While this is acceptable and expected in Draco society, it's a great way to make enemies in a lot of other places, especially those under the Sanguine Covenant.

Draco views on other religions vary from openly accepting, through to amused disdain, right through to distrust. The more suspicious Draco tend to view any religion without very obviously present, physical Gods as a baseless political tool. This is one area where Draco manners tend to break down a little bit. A major source of tension for the pious Draco comes when they witness miracles or magic wielded by clerics not associated with the Draco pantheon.



## BASIC DRACO RITUALS

*Draco are also great lovers of ritual. This is both a product of their lawful nature, and the fact that their earliest ancestors were reliant on specific ceremonies for their survival.*

- *Draco often rise with a morning prayer and a brief period of reflection facing the sun.*
- *Meals are preceded by toasts and ended with the pouring of the remainder of their drink to the hearth.*
- *Draco have a reverence for the sun as a symbol of the source of life. At noon on warm, sunny days, Draco are given to basking outside and reading scripture during the midday meal.*
- *The dead receive some very special treatment. Draco conception of the afterlife surrounds the idea that a dead Draco's energy is used to grant strength to the elder dragons themselves, but that the energy is trapped within the body after death. As such, the body of a recently deceased Draco is anointed in special preservative oils and presented to the Elder Dragons (often after a long period in transit!) who then destroy the remains in a blast of holy breath and take in the remaining, ephemeral vapors. This is part of a large, daily ceremony in which many corpses are destroyed simultaneously.*

## ELDER DRAGON DOMAIN SPELLS

These spells are offered as part of the Elder Dragon domain. They are only available to the followers of the Elder dragons themselves, although Draco Paladins also gain access to some.

### ELDER DRAGON DOMAIN LIST

Level	Spell
1	Solemn Meditation
2	Elder's Light
3	Magic Circle against Evil
4	Polymorph ( <i>draconic forms only</i> )
5	Great Prayer
6	Return to the Earth
7	Holy Word
8	Greater Planar Ally
9	Breath of the Elders

## SOLENN MEDITATION

**Abjuration**

**Level:** Elder Dragon 1, Paladin 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round per caster level

**Saving Throw:** None

**Spell Resistance:** No

This spell is merely a brief prayer to the Elder Dragons for them to lend their aid in clearing the subject's mind. For the duration of the spell, the caster cannot be dazed or fascinated, and cannot lose a spell from damage taken.

## ELDER'S LIGHT

**Conjuration**

**Level:** Elder Dragon 2, Paladin 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** 5 foot diameter burst of light

**Duration:** 1 round per caster level

**Saving Throw:** None

**Spell Resistance:** No

The caster calls a glowing orb of light into existence. As a free action on his turn, he may direct the ball of light to any point within the range limit, moving the light up to 80 feet per round. When an individual is within the Elder's Light, they regain 1 hit point for each round they begin their turn inside the 5 foot diameter burst. The light radius extends as a regular torch.

## GREAT PRAYER

**Abjuration**

**Level:** Elder Dragon 5, Paladin 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 30 feet

**Area:** All allies within a 30 foot radius burst centered on you

**Duration:** Special, up to 1 hour (D)

**Saving Throw:** None

**Spell Resistance:** No

A much more powerful prayer in the name of the elder dragons. Each individual affected by the Great Prayer is covered by a powerful protective enchantment, which triggers 1 time for each of the following 3 effects.

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- The next saving throw that a target is forced to make automatically succeeds.
- The next time slashing, bludgeoning or piercing damage is dealt to a target, reduce that damage by 10.
- The next time a target attempts a skill check, they gain a +4 morale bonus to their roll.

Once all three effects are used or once an hour has elapsed, the spell is exhausted. Only 1 Great Prayer spell may be in effect on a target at any time.

### RETURN TO THE EARTH

#### Transmutation

**Level:** Elder Dragon 6, Paladin 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute per level (D)

**Saving Throw:** None

**Spell Resistance:** No

A caster may only cast Return to the Earth if they are a Draco, as it relies upon elements of their physiology to function properly. This spell causes a Draco caster to temporarily take on the biology of their ancient ancestors. For the duration of the spell, the caster's body is sustained not through natural processes, but through divine energy and faith alone. As opposed to taking hit point or ability damage/drain, they lose levels of prepared spells: for every 5 total hit points of damage taken, they lose 1 spell level. The spell levels are exhausted on demand from whatever spell the Draco chooses – for example, if he takes 1 point of damage, he may opt to sacrifice a 3rd level spell, and he won't have to sacrifice another spell until he takes an additional 14 points of damage. If at any point the Draco opts not to sacrifice spell levels to prevent damage or he has no spells remaining to sacrifice, Return to the Earth ends. 0 level spells prevent 1 damage.

### BREATH OF THE ELDERS

#### Evocation

**Level:** Elder Dragon 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 70 feet

**Area:** Cone-shaped burst

**Duration:** instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

The caster breathes out a mighty blast of holy energy. This deals 1d8 damage per caster level (*maximum 25d8*); this is direct divine power and is not subject to energy resistance of any type.

## MANNERS

When meeting a Draco for the first time, you can expect them to be fairly courteous. The degree of courtesy varies by the individual; rude Draco exist, but rudeness by their standards is pretty tame and sedate by anyone else's. So what do we mean by courtesy? Well, Draco have their own standards for behavior in their own lands, but when traveling to other places they tend to make a habit of learning fragments of local languages and customs in order to 'meet people halfway'. Their antics in this vein vary from graceful through to downright patronizing.

Traditional Draco greetings and manners are a different thing entirely. Oftentimes a Draco will slip back into their own ways, especially when under stress or surprised. Following are a brief list of sayings and expressions that you may hear from a Draco.

- **Sun-Touched:** A saying meaning 'good' or of noble character. This is also the term they use to describe those Draco who've attained the gift of flight.
- **Clay-Handed:** Antiquated or very old and set in ways. This is a historical reference to the composition of the earliest Draco. This is never used as a pejorative.
- **Till the Keening:** Until next morning, a form of farewell. Morning is generally referred to as the 'keening', because each morning the elder dragons cry out as the sun rises.
- **Karrax:** This is how a Draco says 'bastard'. It literally means 'faithless slave'. Calling someone a Karrax is usually only reserved for mortal enemies; use it to refer to a Draco and it'll be a fight.
- **Titles and Names:** Draco tend to refer to anyone they are not familiar with as Lord or Lady, followed by their full name. Draco will generally use any honorifics and titles a person may have and expect that others do the same for them. How a Draco addresses someone is a good barometer to determine what a Draco actually thinks of a person; to address someone with only their first name is considered somewhat insulting, and using the last name only is a sign of affection.



- **Stay with Us:** This is a general blessing that roughly means ‘good luck’. Draco close most toasts and informal prayers with “Stay With Us” followed by two fingers placed on their brow between their eyes. Draco anoint their brows with aromatic oils before praying, and this is a reflection of that custom.

## THE DRACO HOMELAND

The extreme isolation of the Draco country has been a major factor in the formation of Draco culture and custom. Located north of the Reis confederacy, the Draco lands are heavily mountainous and inhospitable. Known traditionally as Amyr, (a word that means ‘Forge’) no other peoples have ever held a claim to these lands. Few have actually dared to travel there, due to the stunning cold and difficult terrain.

As an extremely mountainous area, there’s little room for agriculture in Amyr. There are a few months of summer every year, but only the deeper valleys show any significant greenery during that time and are heavily terraced (although what greenery that does emerge is incredibly lush). Draco grow a large amount of barley and rice for bread-making and livestock feed.

The valleys of Amyr are quite lovely, but the Draco prefer to make their homes at higher altitudes. Here, they’ve carved elaborate, open-air temple complexes from the bare rock of the mountain. Wide, pillared halls; arching ceilings; open courtyards and intricate serpent and sun carvings are the hallmarks of Draco architecture, which can be described as ‘grand’. Their buildings are constructed with ritual, not practical, purposes in mind. Two of the consequences of this philosophy are that no buildings are ever closed off from the outside, and living space and ritual space are often one and the same. The ‘rooms’ are huge, open courtyards held up by brightly colored pillars. Banners flutter in the crisp, mountain winds. Furniture is simple, with flat mats used for sleeping and low tables for eating while kneeling. This is not uncomfortable for the Draco, but visiting people will not find the environment pleasant.

The wind is considered sacred by the Draco, and they construct many ritual objects to capture it. Wind chimes, pinwheels, strings of prayer bells and special ‘wind scrolls’ are everywhere to be seen; Draco who pass these objects often rattle them and say a little prayer for luck.

## MAGICAL EQUIPMENT

### PRAYER BELLS

*Prayer bells are worn at the waist. They’re tiny, iron bells with an almost ethereal sound to them, rumored to ward off evil and boost the courage of a person who wears them. When worn, Prayer Bells grant a +4 morale bonus to saving throws against necromancy magic and fear effects. However, their tinkling imposes a -2 penalty on all move silently checks made by the wearer.*

**Cost:** 52 gp

**Construction:** Caster level 1st, Protection from Evil, DC 18 craft: metalwork. Raw materials cost 2 gp.

### WIND SCROLL

*This is a small, cloth banner, usually dyed a bright color. A collection of prayers are painted onto the cloth. Wind scrolls are carried as tightly wound spools, and unfurled during morning and evening prayers. If a Draco uses a Wind Scroll during his prayer session, he requires an additional 1 hour for any spell preparation time, but the DCs of all of his divine spells increase by 1. Only 1 wind scroll can be read during any spell prep time.*

**Cost:** 350 gp

**Construction:** Caster level 5th, Prayer, DC 24 Craft: Calligraphy, 7 day-long ritual to create. Raw materials cost 10 sp.

## CITIES AND WORKS

Draco cities are built on terraces hewn from the mountainsides, and usually harbor at least one spring for water. The lower quarter, extending down into the valley below, is used for agricultural workers and other lower status individuals. The upper quarter is composed of many stunning, frost-capped temples and boreal gardens. None come away from a Draco city without being affected in some way.

Draco do have stout walls and towers to protect their lands. The famous ‘Red Dragon Wall’ is well-known for it’s impressive height (over 20 stories) and elaborate ornamentation; spiraling dragon-serpent murals tower over the visitor in mute ferocity.

Draco undertake large-scale agriculture; their fertile valleys, while few, are extensively terraced and irrigated. Each terrace is surrounded by a low stone wall, often periodically topped with a small, serpent statue which serves as a guardian, good luck charm,

and a spout for water runoff. Torrential rains during the beginning of spring require a complicated system of drainage into lowland lakes; these lakes swell with tranquil waters during early summer. The Draco pilot elongated wooden boats with long poles to get from place to place during this season, and harvest rice and fragrant lilies.

### SOCIETY

Draco live in a semi-fluid caste society - much of a Draco's status is determined by their birth, but there is room for 'promotion' through two different methods. The first is military service, the second is spiritual service.

### MILITARY SERVICE

Many young Draco men and women choose to serve as temple and border guards, the two main components of the Draco military. The groups are highly competitive between one another, with the temple guards having a slightly higher status. The forces train separately but the highest echelons consult each other on all military matters such that they may coordinate their defenses in the event of an invasion or war. The footsoldiers, on the other hand, sometimes harbor genuine antipathy towards one another - a large percentage of Draco on Draco violence boils down to fights between branches of the military. The Draco attempt to subvert some of this competitive spirit by having elaborate drilling and archery competitions.

The military branches can be told apart easily - temple guards wear the gold and blue robes of a monk, whereas border guards wear light mithril breastplate armor. Both are quite capable as warriors. A Draco from any family can serve in either group, although the Temple guards are frequently hand-picked by the priests.

### DRACO BREASTPLATE

A Draco character who is a member or ex-member of the Borderguard (*Paladins, fighters, rangers and rogues only*) begins play with a Draco Breastplate. These are shining, mithril chest plates, thinner and lighter than medium breastplates, inlaid with turquoise and designed to be light and easy to wear. This counts as a light armor, plus it's impressive appearance grants a +1 bonus to diplomacy and intimidate checks when worn openly. AC bonus +3, Armor check penalty 0, Max dex is +7, weight is 10 pounds. No modifier to speed. Market value is 1,300 gold.

### DRACO MONK'S ROBES

Draco characters who are members of the Temple Guards (*paladins and monks only*) may begin play with Draco Monk's robes. These are lightly enchanted, blue cloth vestments that cover the torso and end in a short sarong. A goldcloth sash is wrapped about the waist. The arms are left unclad. They count as light armor, grant a +2 armor bonus to AC, have an armor check penalty of 0, an unlimited max dex bonus, and weigh 3 pounds. They have no modifier to speed and no arcane spell failure. Market value is 1,300 gold.

### SPIRITUAL SERVICE

Spiritual service is much more difficult to enter into. The composition of the priesthood isn't determined by family at all; only those who are 'called' by the Elder Dragons are permitted to take up the cloth.

### THE CALLING

The Calling isn't easy for outsiders to understand, much like the Elder Dragons themselves. The Elders never speak in an intelligible way as their minds are as far above mortals' as a man's is above a cockroach. When a Draco is 'Called', this means that he can understand snippets of the speech of an Elder Dragon; nobody knows if this understanding comes through providence, faith, or simple luck, but the fact remains that a Draco who can comprehend even a small percentage of what an Elder is saying has access to the god's vast knowledge and wisdom.

Claiming a calling can be both political and dangerous. A Draco who feels he's been Called must stand before the Council of Priests and be judged, and if the court determines that he hasn't actually been called, he is exiled. If he has been called, he begins training for the priesthood, and a position of power, immediately. The process by which it's determined whether or not a Draco has been Called is known as the Avach-Axal; this means 10-trial, as the prospective priest must stand before 11 of his peers-to-be during the judgment. This process itself is both mystical and political in nature, and any of the 3 Veritans have the power to affirm or deny entry (*although they rarely do*).

A Draco can only be called by one Elder Dragon, and this dragon becomes his patron. Elder Dragons could be said to be the true ruling power in Amyr. These god-like beings merely make their wishes known through the priesthood, who serve the Elders and function as vessels of divine power.



## THE VERITANS AND THE PRIESTHOOD

The priesthood itself is split into the four clan groups, which each hold 2 seats on the Council of Priests. The remaining 3 seats are permanently occupied by the Veritans. The Veritans are the last 3 remaining of the First generation Draco – immortal creatures who gather their sustenance directly from the Elder Dragons themselves. They are literally thousands of years old, and hold veto power over essentially all decisions made by the Council. The Veritans can actually directly communicate with all of the Elder Dragons, and even argue with them. The Elder Dragons respect that the Veritans have more knowledge of the ways of the mortals, and if all three Veritans agree on an issue, they can overturn the judgment or order of the Elder Dragons themselves. This is very rarely done, however. Veritans often choose to converse amongst themselves in their own ancient dialect of Draconic.

## THE VERITANS

**Auserei:** Auserei the warrior. Auserei was once a great general, a paladin who personally destroyed entire legions of first ones in battle. He stood before the gates of his homeland and held off armies single-handedly until the Elder Dragons decided to intervene. Auserei radiates an intense aura of power, solemnity, and patience. He is concerned with the defense of his people, the Elder Dragons, and the portals. Of all the Veritans, Auserei is least likely to even speak, instead merely watching the proceedings.

**Cimreun:** Cimreun the poet. This Veritan is a chronicler of the ages, and he eternally writes and records events on his scrolls. Every meeting of the Council of Priests ever convened has been recorded by him, generally in poetic or epic form. Cimreun is extremely well spoken and clever, and moderates the Council of Priests. He also sits over most legal disputes brought before the council. He has filled an entire library with his scrolls.

**Fashia:** Fashia the speaker. Fashia was born to be a diplomat and emissary to far off places. He's most likely the Draco who outsiders would believe is the king but this is not actually the case. Fashia does hold an extravagant court and meet with visiting dignitaries, but his authority is equal to the other Veritans. He's good natured, perceptive, and almost hypnotically charismatic. Fashia was actually captured by the First ones when he travelled to them as a diplomat, but he was recovered and brought back to his home-

land where he reanimated. He doesn't often talk about this.

## RULERS AND THE RULED

Draco society is essentially a theocracy, with the Elder Dragons at the very top, followed by the Veritans, then the Priesthood. Beneath this, the four clans each control a separate parcel of land. Each clan is associated with a particular direction and has its own giant, ritual bell used during ceremonies and debates at the Kexia, the Draco term for the forum where rulership decisions are made.

The common Draco such as laborers, craftsmen, and warriors have little impact on the rulership of their nation. They deal with the priesthood during frequent religious ceremonies, and they deal with the Veritans during legal disputes, but otherwise live fairly ordinary lives. The clans organize production and pay tribute to the central city, the capital of Amyr. This place is called Stelex-Amyr (translation: Mountain of the Forge). It's the grandest and most well-protected place in all of Amyr, and boasts the Kexia and the great temples of the Elder Dragons themselves.

## FAMILY AND UPBRINGING

Draco are monogamous, and live in large family groups. Having a family isn't an issue of love for the Draco, instead they are concerned with providing the clan and community with more upstanding members or with cementing social alliances. Once the single egg is laid, it's taken to one of the chambers of Fire – large enclosed rooms beneath the temples that are kept warm by flaming brass braziers. These huge incubation chambers are watched over by Temple Guards, who anoint the eggs daily. Once the eggs hatch, they are subjected to detect alignment spells, and any evil offspring are summarily destroyed (*this is considered a merciful and proper act; Draco consider leading a non-virtuous life to be a fate worse than death, when if killed at least the child can serve the community by providing the Elder Dragons with its essence*). Surviving youth are returned to the parents in a brief ceremony.

Draco are precocial; they are able to walk as soon as they hatch and can often speak within 2 weeks. Most Draco are fully grown by the age of 5 and are expected to begin work for the community at that point, although they often continue to live with their birth parents (*in fact many Draco households span 4 or more generations*). Education is brief and pragmatic – young Draco are taught skills that they're expected to use in life, often by their parents or other

close clan members. Despite their rapid maturation, Draco can live for well over 400-500 years.

## DRACO CLANS AND NAMES

Beyond the basic family units, the Draco are subdivided into 4 main clans. Each clan traces its lineage to a different elder dragon.

**Clan:** Vasha

**Elder Dragon:** Corod-Ai

**Associations:** South, warriors, valor

**Clan:** Amix

**Elder Dragon:** Evret-Mako

**Associations:** East, asceticism, contemplation

**Clan:** Frav

**Elder Dragon:** Voroxi-Tmena

**Associations:** North, nature, craftsmanship

**Clan:** Daxona

**Elder Dragon:** Ashas-Numasi

**Associations:** West, priesthood, tradition

While all the clans worship all of the Elder Dragons, each clan sees its own Elder as their literal patriarch/matriarch. Draco loyalties, for the most part, follow this order of descending importance:

- The Draco's own Elder Dragon
- The Draco's own clan
- The Elder dragons in general
- The entire Draco race
- Good creatures in general

(Note that these views aren't held by all Draco, but this would be the social norm.) Draco differ markedly from humans in that Draco have a baseline allegiance to their entire clan as opposed to their individual family, and very seldom have a stronger attachment to individual people, even mates and children.

Draco clans intermingle, but are strongly associated with their ancestral lands. Inter marriages between families from different clans are considered a political necessity, with high-ranking clan elders planning marriages between families of roughly equal status. Which clan the married family belongs to is generally decided before the marriage even takes place, but doesn't follow any lines based on gender.

## NAMING

Draco use their clan name as their last name, and usually have 2 other names, hyphenated. Their middle name is often chosen by the mother, and the first name by the father. Middle names are frequently

descriptive of natural phenomena at the time the Draco was born, and first names are associated with some virtue that the parents wish the child to embody. Of course, they're all in the Draco's draconic dialect.

## Example Draco Names and Translations

Miraxa-Gori Vasha (*Charitable Full moon Vasha*)

Ila-Bria Amix (*Valiant Rain Amix*)

Waxiri-Tai Frav (*Honored Sky Frav*)

## FOOD

Draco are omnivores, but they certainly like their meat. Plus, they're voracious sweet tooths. As mentioned above, the terraced fields are used to grow barley and rice, which are ground into flour for flatbreads and spiced sweet dumplings fried in animal fat. Draco tend large herds of yaks and goats, which also gets into their diet, generally in dried and cured form. They are heavy users of butter, milk, and sugar; hot honeyed milk is a favorite drink. Draco spice many of their foods with a reddish-colored seed called "Avar"; these seeds give many foods a pink color and a tangy flavor, like a hint of spicy plums.

## MARDA

Draco dumplings. Made from rice flour and sugar, fried, and then seasoned with Avar, Marda is a tasty treat beloved of Draco children everywhere. It keeps quite well, and the heavy seasoning has a restorative quality. Varies in color from red to pink.

**Cost:** 1 cp each

**Effects:** If eaten as a meal, can remove 1 point of strength, constitution, or dexterity damage.

## MILK TEA

The Draco national drink, Milk Tea is made from evaporated milk, saffron spice, water, honey, and various tea leaves. It is quite heavy and sweet, with a dull yellow color. Milk tea keeps very well due to its high sugar content, and keeps the drinker alert.

**Cost:** 1 sp for a skin

**Effects:** +1 bonus to listen and spot checks for 1 hour after drinking at least half a skin.

## HARDMEAT DAGOS

Smoked and cured meat wrapped in a flatbread called a dagos. Hardmeat is pulled, shredded, salted, smoked, and cured. It winds up semi-soft but highly decay-resistant. Usually, a variety of herbs are stuffed into the flatbread as well, as well as rice and mushrooms. Usually eaten with a sweet sauce.

**Cost:** 2 sp for 1



## DRACO WEAPONRY

Name	Cost	Dmg (M)	Critical	Range	Weight	Type
Xia	422 gp	2d4	19-20 (x2)	20 ft	5 lbs	P (B)
Avari	340 gp	2d4	20 (x3)	110 ft	3 lbs	P

**Effects:** Full meal, restores 2 hp.

### DRACO GARB

Given their environment, you'd expect that Draco would wear heavy clothing, but in truth their natural cold resistance limits their dress requirements. Draco favor clothing in blue, gold and white. They make their garb from yak wool and silk, and use saffron and indigo for dyes. Threads of fine mithril and gold are sometimes used as ornamentation for clothing.

Draco generally favor clothing that allows for ease of movement, such as sarongs and open tunics. They often use long, unstitched pieces of cloth and wrap them across the torso in various styles, depending on the location. The shape of the Draco face and their horns make it difficult to wear a hat, instead they often paint their horns with a variety of symbols for ornamentation. This is more common amongst the military branches. Draco don't often wear jewelry, but bands on the upper arm and bracelets are common for both men and women. In very bad weather, Draco will wear loose cloaks to fend off the chill.

### DRACO WINTER CLOAK

A woolen cloak of extremely fine make, Draco Winter Cloaks are waterproof, windproof, and warm. Wearing such a cloak provides a +2 circumstance bonus to survival checks to prevent the effects of exposure. Weight 6 pounds, cost 15 gold.

### DRACO MANUFACTURING AND WEAPONRY

The Draco have an unusual mix of resources in their lands, which leads to weapons of a higher caliber than most. Mithril is quite plentiful and the Draco consider this a utility metal, whereas tin and copper are rare, so bronze has become a prestige metal and symbol of wealth. Turquoise is also fairly common and used as an ornamentation for many household items.

The Draco armed forces favor spears and bows; these weapons feature in national competitions and most Draco are at least familiar with them.

### AVARI

The Draco version of a composite bow. Avari are somewhat smaller and more compact than a longbow, but possess just as much pull thanks to their sturdy construction. Avari are designed to be fired on the wing. When airborne, attacks with this weapon gain a +1 circumstance bonus to hit and damage.

### XIA

The Xia is a Draco short spear. Unlike spears in many other locales, the Xia is of solid metal construction, and is designed for throwing as well as melee combat. It's considered a martial weapon. When used as a 2-handed weapon in melee, the Xia can also be wielded as a bludgeoning weapon thanks to a weighted back end. It has a mithril construction, but is also considered a silver weapon in terms of bypassing damage reduction.

## APPENDIX: GENERAL DRACO FEATS

### DEVOTED DISCIPLE - DRACO

*Your faith in the power of the elder dragons grants you great strength of body and will.*

**Prerequisites:** Draco race

**Benefits:** You gain a +1 bonus to fortitude and will saves. Additionally, if you fail any will or fortitude save, you may opt instead to call upon the grace of the elder dragons, causing the save to simply succeed. This ability functions only once per day.

### KNOWLEDGE OF THE ELDERS - DRACO

*You've been a keen student at the feet of the Elder Dragons, and have absorbed much of the lore of your people.*

**Prerequisites:** Draco Race

**Benefits:** You gain a +4 competence bonus to all knowledge, gather information, sense motive, and diplomacy checks concerning issues surrounding

dragons of any type, the elemental planes and their inhabitants, arctic environments, and the history of your people.

### MEDITATIVE STANCE - DRACO

*The path of the warrior isn't one of might alone; the force of your mind assists you in the martial arts.*

**Prerequisites:** Draco Race, character level 9th

**Benefits:** As a swift action, you may enter a Meditative Stance. Thereafter, when fighting defensively, casting defensively, or taking a full defense action; you may add your charisma modifier to your armor class as a deflection bonus.

### STRENGTH IN FAITH - DRACO

*What they say about faith is true: Yours can move mountains.*

**Prerequisites:** Draco race, character level 9th

**Benefits:** You may add your wisdom bonus to damage rolls when making melee attacks. This stacks with the regular bonus to damage from strength, if applicable.

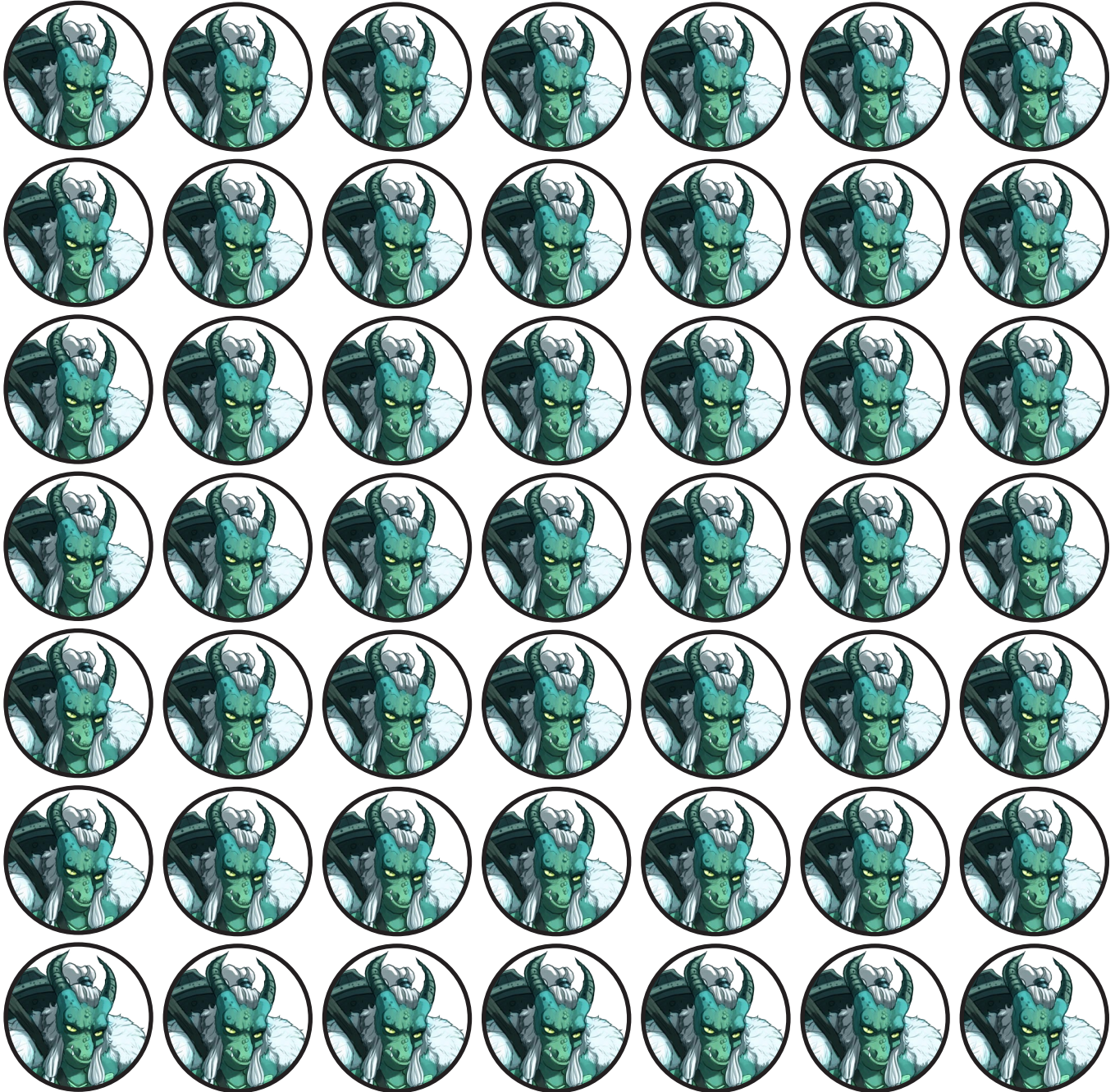
### ZEALOUS STRIKE - DRACO

*Draco are predisposed towards religious belief, and you're no exception. You consider it your duty to destroy the enemies of your faith.*

**Prerequisites:** Good alignment, Draco race, Base Attack Bonus +2

**Benefits:** You gain the ability to smite as a paladin of your character level, twice per day. This smite only functions against a sentient target who is not a follower of the Elder Dragons. If you already have the smite class feature, instead add an additional 2 uses per day.





NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

NAME		RACE / CLASS		LVL		
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DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

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NAME		RACE / CLASS		LVL		
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DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>				Search <input type="checkbox"/>
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RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

NAME		RACE / CLASS		LVL		
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DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS



NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>			
MELEE	<input type="text"/>				
RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
Special / Notes					

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UNCONSCIOUS

NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>			
MELEE	<input type="text"/>				
RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
Special / Notes					

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UNCONSCIOUS

NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>			
MELEE	<input type="text"/>				
RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
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STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
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MELEE	<input type="text"/>	<b>HIT POINTS</b>			
MELEE	<input type="text"/>				
RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
Special / Notes					

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