## book of heroic Races advanced wyvarans



JON BRAZER

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**JON BRAZER** 

CREDITS

**Author** Maurice de Mare **Cover Artist** Keith Curtis, Luis Salas Lastra

**Editor** Kevin Morris

**Chief Programmer** E. Steev Ramsdell **Interior Art** Brian Brinlee, Keith Curtis, Luis Salas Lastra

> **President** Dale C. McCoy, Jr.

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## Introduction

In your hands is the third in a series of releases that will ultimately become the **Book of Heroic Races**: **Advanced Compendium**. This book is being designed for those who want to play something beyond those races included in the *Pathfinder Core Rulebook* which encompass over 30 years' worth of thoroughly covered ground. It is for those who, like myself, were introduced to fantasy by something other than *The Hobbit* and *The Lord of the Rings*. With it, we hope to bring some exciting new elements to your game.

Unlike almost all the other races in the Advanced series of races, the wyvarans are basically made from whole cloth. Some of the races derive from legends and ancient tales, like merfolk, samsarans, and skinwalkers. Others have been in various role playing games generally or in previous editions of d20 specifically, such as catfolk, elans, lizardfolk, and tengus. In some cases, the specific incarnation of a race used in the Advanced series is the featured race of an adventure path and has been further developed. There are only two Advanced races that have are essentially brand new: wyrwoods and wyvarans, though, an argument can be made that wyrwoods are based on Pinocchio.

From the few details given of the wyvarans, we know they are a mixture of two other races. This is hardly uncommon in role playing games. Half-elves, half-orcs, changelings, and the planetouched races are a handful of such races that I can name off the top of my head. Wyvarans, however, arise from the blending of kobolds and dragons, with not a drop of human blood.

As I said above, this race had little material with which to guide its development. This offered author Maurice de Mare a considerable challenge and opportunity for his work. I feel that he rose to that challenge and has done an exceptional job. The wyvarans' consuming lust for gold and their valuing the clan over the individual, along with the unique archetypes found within, make the wyvarans one of the most imaginative races I have seen.

There is one thing in particular about Advanced Wyvarans that I want to point out: the Five Heroes deity. Most deities in Pathfinder are a single entity. Since there are so few wyvarans, these five powerful being pool their collective powers to be as capable as any of the more powerful deities. Each of the Five Heroes has a single domain, but a cleric of one of those five may take the domain of another. This also provides a model for wyvaran culture. Individual wyvarans are to work with other wyvarans, even those that might be enemies, for the betterment of their clan, much as the Five Heroes do. I hope you like the idea of this as much as I do and either use this pantheon of deities in your home campaign setting or use the idea to make your own small pantheons for less powerful dieties that must cooperate despite their differences.

With wyvarans being one of only two non-humanoids in this series, I hope this book gives players a new option that does not get nearly as much love as it should. If you play this race, please stop over at JonBrazer.com, or our Facebook, Google+, and Twitter pages and let us know what you thought of it. Also let us know if you want more non-humanoid options like aberrations, fey, undead, or any of the other creature types. We would love to hear your thoughts on this. And be sure to tell your fellow gamers about us and all other other races we give love to. It is because of the recommendations of people like many gamers even hear about us in the first place. Please share the love with your fellow gamers.

Dale C. McCoy, Jr. President, Jon Brazer Enterprises April 2015

## How to Use

This book presents a number of new options you can use to create wyvarans characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes and options presented here can be found in the following books:

**Pathfinder Roleplaying Game Core Rulebook**: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard

**Pathfinder Roleplaying Game: Advanced Players Guide (**<sup>APG</sup>**):** alchemist, antipaladin, cavalier, inquisitor, oracle, summoner, witch

**Pathfinder Roleplaying Game: Ultimate Magic** (<sup>UM</sup>): magus

**Pathfinder Roleplaying Game: Ultimate Combat** (<sup>uc</sup>): gunslinger, ninja, samurai

Pathfinder Roleplaying Game: Advanced Race Guide (<sup>ARG</sup>): no new classes

Pathfinder Roleplaying Game: Ultimate Equipment (<sup>UE</sup>): no new classes

**Pathfinder Roleplaying Game: Advanced Class Guide (**<sup>ACG</sup>**):** arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, warpriest

**Dreamscarred Press' Ultimate Psionics (**<sup>UP</sup>**)**: aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, wilder

**Rogue Genius Games' Genius Guide to the Time Thief**: time thief.

## **Pull of the Taker**

Dawn. There was always something beautiful about how light crept along the horizon, just before it rose up like an immense claw of pure light that claimed the day and land. Stretching his wings, Iragui shook himself loose. A few weak flaps of his wings took him inches of the ground. Bowing to one knee, he took his morning prayer: "Blessed is He who made us. Blessed are the five that freed us."

Carefully, Iragui checked the webbing that secured his weapons and gear. It wouldn't do if something slipped and tumbled to the ground if he flew at altitude. Satisfied that everything was secure, he turned into the wind and stretched his wings again. A very light breeze came from the north. It took just two powerful beats of his wings to get him airborne and a few more to gain more speed before he was soaring over the treetops. Iragui entered into a circling ascend. As he rose, he saw more and more of his domain: the vast stretch of forest, the sparkling blue of the stream that cut through it. "All mine," he thought. He could feel his mouth curling up into a fang-filled, wolfish smile of contentment. Before the sun reached its zenith, he spotted his meal, an elderly elk grazing in a field below. The creature was wary of predators, but land-based creatures only consider the land, never the sky. Grasping his spear, Iragui dived! To its credit the elk managed to dodge his spear-perhaps his shadow had spooked it. It did not matter, however, because the elk did not dodge Iragui himself. As he slammed into the elk, he could feel vertebrae snapping under the claws of his feet, and a quick snap of his tail sealed the elk's doom. He crushed its skull and the great beast floundered. Iragui feasted upon its still warm flesh.

Later, he started a small fire to smoke the remaining pieces of the elks' flesh, which would yield a few shiny coins to add to his hoard. The sun crept across the sky as he worked. Once he had finished, he took a small sample and sacrificed it to the Taker, giving Ti'ain her due and forestalling her call. Struggling under the heavy load of the rest, he took to the sky, slowly gaining altitude. He flew south for hours. The sun set and the moon rose, guiding him until he could make out the flaming beacon atop Jirak's temple many miles away. As Iragui approached, he merged with the other inbound flyers, but kept a safe distance from them. He didn't recognize any of them, but a particular female did catch his eye. A strong flyer, sleek and healthyhis mother would approve. The female must have felt his gaze. She slowed and glanced at him-maybe even smiledbefore veering off to the right in a very sharp turn. His eyes tracked her until she faded from view. A very strong flyer indeed!

Jirak's beacon led Iragui to the temple square. In the center sat Tinkerer's grand temple surrounded by the temples of the five heroes: Dohinin the Stormlord, Jirak of the Flames, Mother Kodesh, La'qinin the Warrior Queen, and the darkened temple of Ti'ain the Taker. Circling, he saw that a few stalls outside Kodesh's temple were still in business. He landed near them.

Iragui surveyed the scene before making his decision, taking in all the little nuances of respect and station given and afforded between the sellers and buyers, before walking to the third stall on his right. Bowing his head to the proper degree, Iragui was pleased when the stall keeper returned him the right level of respect—he had chosen the correct merchant. Negotiating a deal took slightly longer that he anticipated. The stall keeper was loathe to give him the price he wanted in coin, but they worked out a deal: six trade bars of copper and a new dagger for the smoked meat.

Giving his wings a well-deserved rest, Iragui left the square on foot, his toenails clicking against the stone that served as the street. With some reluctance, he made his way to the clan home. Along the way, he wondered why he felt so hesitant. Entering the clan home, Iragui made his way to his grandmother's office, marveling at the opulence presented to clients, allies, and enemies. Once inside the clan matron's office, he finally understood his reluctance. Old, powerful, and incredibly wealthy, his grandmother sat behind her darkwood table. Atop the table stood a set of silver scales, and Iragui felt himself being measured and weighed under his grandmother's gaze. The warmth in her welcome suggested that he was still an asset to the clan. "Iragui, welcome. It has been too long, take a seat." She pointed to a red cushion.

"Grandmother," he responded, bowing slightly before settling down upon the designated cushion, curling up his tail beside him.

"Your land provides?" she inquired.

Iragui nodded as he stacked his copper bars upon the table. "The land provides."

"Copper?" A slight smile flashed across her face. "You bring me copper?"

"Yes, grandmother, but lots of it and some silver." He fished a small pouch of coins from his webbing, which he placed neatly atop the copper bars.

"No gold?" She quizzed.

"No gold, grandmother." He smiled. "As you taught me, impress them with the gold of fools," he finished, gesturing toward the stacked trade bars.

Grandmother clapped her claws and laughed. She then quickly weighed the copper with her scale and counted the silver. "A couple more payments and your loan will be repaid," she informed him. "Maybe you should ask a human to farm a part of the land for you, they like to do that, you know. Just take care and spell out the terms clearly, ten percent..." Iragui sighed and finished in unison, "...for ten years and then they have to leave. I know grandmother: never let a human overstay. But I will not invite some humans to farm the land. I like my land how it is now. It provides me with everything I need and inviting some farmers will just ruin it, forever." With that, Iragui rose, giving his grandmother a respectful bow, and left.

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Dawn again. Iragui could sense the sunrise, even though he was comfortably lying on several pillows in one of the clan rooms. Grandmother had prodded him during their meeting on ways to make his land more profitable. As always, he resisted her suggestions, but sometimes, she did make sense. He made his way to the clan home kitchen, broke his fast and bantered with some cousins who were also staying at the home. Before noon, he was in the air traveling back. The skies were clear, and he thanked the Stormlord for that.

Flying north at a leisurely pace, Iragui marveled at the domains of other wyvarans, noting the strengths and weaknesses of each land and trying to imagine how Grandmother would drain more wealth from them all. His happy musing ceased in an instant when he spotted smoke rising from his land. Fire! Iragui increased his speed, the wind rushing over his wings in great flaps. As dusk fell, his fear turned to anger, as he saw that the fire appeared to be contained to a single camp. "Trespassers," he muttered, checking his webbing for his spear and dagger. Slowing his pace, he gained altitude, circling higher and higher and waited for the sun to set in order to gain advantage.

As the last rays of light faded, Iragui started a slow descent, gliding silently through the night. He circled downwards towards the fire, unseen and unheard. The campfire was surrounded by three creatures, one of which was smaller than the other two. Drawing closer, he could hear them speak the harsh tongue of humans. He could distinguish between a low voice, which he guessed must be male, a higher pitched female's voice and a third, almost child-like voice which disturbingly dominated the conversation.

Ending his glide, Iragui began circling above the campfire. "Tresspassers!" he boomed in his own tongue, "state your business!" Startled, the three jumped up, peering into the darkness to find the source of the voice. From the swiveling of their heads, he guessed that could hear him, and perhaps even see his outline blocking the stars as he flew, but could not pinpoint his position as he circled. "State your business, tresspassers!" he boomed again.

He could make them out speaking in excited whispers. among After a few moments, the female responded in almost fluent Draconic: "We meant no offense, we were unaware that we were trespassing."

"You are now!" Iragui said. "Leave my land."

They whispered further among themselves, their discussion accentuated by violent gestures. "I am sorry, sir. Alas we cannot. We have urgent business. Perhaps we can negotiate a toll?" the female inquired.

Iragui considered her words for several passes around the trio. Coming to a decision, he circled higher and then dived, aiming for a spot near the female but with a clear path to the fire. Near to the ground he spread his wings fully, coming to a complete stop just inches above the ground. A great gust of wind travelled towards the fire, sparks flew everywhere and mercifully the gust smothered the fire. The three danced away from the sparks and then quickly came together in a defensive formation. Standing within a few yards of them, Iragui could make out that the female was a half-elf, the man was human with particularly broad shoulders and the child was in fact a damned gnome. Iragui growled and spat out his terms. "One gold per person, per day. Double for the gnome." The female translated for the others.

"Hold on now, that's not fair," the gnome piped to the others.

Iragui felt bile rise in his throat and he growled his distaste in Common. "Triple for the gnome now." With some satisfaction Iragui could see their eyes grow wide in surprise.

More hushed conversation preceded the half-elf's response. "Sir, may I propose a counteroffer?" the woman inquired.

Iragui felt his hackles rise as he heard her. A counteroffer? This was not a conversation between equals! But he bit his tongue before he responded. The woman did not know the way of wyvarans and she had made her inquiry in Draconic, which was something. Letting his anger slide, he responded, "You may, but be quick."

"We cannot pay your toll, but we would like to offer you equity in our venture."

Iragui forced himself to take a step back. He could feel the Taker's touch in this. He looked at the woman again, seeing her anew—there was something of a clan matron in her bearing. His interest was piqued, Taker be damned. "Explain yourself" Iragui replied.

The woman positively beamed now. "Have you ever heard the tale of Herran the Black?" she asked.

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## Wyvarans

#### **Racial Traits**

Wyvarans are children of the cauldron, the magical forge where the dragon known as Tinkerer fused kobold and wyvern together into the wyvaran race. Tinkerer quickly learned, however, that dragons of all types make very poor servants. Led by five heroes, the wyvarans fought for their freedom. Parting ways from their creator was painful, but it prepared the wyvarans for what was to come: the everlasting struggle for survival.

Decidedly draconic and highly organized, the wyvarans met that challenge for survival with a roar that was heard around the world. With a bold and brutal zeal they swiftly claimed territory and fought tooth, nail and tail to keep it. This quest for land and other riches has not diminished over the centuries since their creation, and scholars believe that the wyvarans' draconic blood and their corresponding greed cannot be tamed.

**Physical Description**: Their wyvern heritage gives wyvarans a distinct blue color that sets them apart from other land-based races that adhere to earthly skin tones. This blue color marks wyvarans as children of the sky, and they have the wings prove it. Each wyvaran's wingspan, fully spread, is usually twice the length of an average wyvaran. Exceptional fliers have an even greater wingspan. Most wyvarans are very tall, easily reaching up to 7 feet in height. Male wyvarans are slightly more bulky than female wyvarans, but females are slightly taller by an inch or two. Lean and mean, wyvarans are a very lithe race with distinctive, almost wolf-like facial features, clearly showing their predatory origins. What truly sets wyvarans apart are their tails, the lengths of which almost match their height. Almost all wyvarans can use their long and muscular tails to smash opponents if they get too close. Wyvaran hands and feet are taloned, and their black nails are sharp but not quite sharp enough to injure.

**Society**: Since establishing their freedom, the wyvarans have created a society for themselves that is highly stratified, where social status is derived from honor and accumulated wealth. Climbing the social ladder is mostly done by accumulating more wealth, but certain great deeds for the wyvaran people also grant a measure of respect and increased social status. The wyvarans utilize an intricate system of social cues and customs to determine their relative station to one another. If there is disparity between their social standings, then the wyvaran with the higher standing has initiative in their interaction—she can dictate terms to her pleasure and the lower-placed wyvaran can only agree to those terms or leave. However, there is potential for shame when a wyvaran of high status seeks out a wyvaran beneath her. If terms are not agreeable and

## Wyvaran Racial Traits

Wyvaran have the following racial traits.

+2 Dexterity, -2 Intelligence, +2 Wisdom: Wyvarans have a reptilian grace and a strong will, but they tend to be a little dimwitted.

Normal Speed: Wyvarans have a base speed of 30 feet.

**Flight:** Wyvarans have dragon-like wings that grant them a fly speed of **30** feet with clumsy maneuverability.

**Slapping Tail (Ex):** Wyvarans have a tail attack they can only use when making attacks of opportunity. This slapping tail attack deals 1d8 points of damage plus the wyvaran's Strength modifier.

**Darkvision 60 ft.:** Wyvarans can see in the dark up to 60 feet.

Low-Light Vision: Wyvarans have low-light vision.

**Languages:** Wyvarans speak Common and Draconic. A wyvaran with a high Intelligence score can choose from the following: Dwarven, Elven, Gnome, Goblin, and Orc.

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the lower-class wyvaran rejects them, the more powerful wyvaran risks loss of status. As a result, most wyvarans only interact within their own social strata so that parity is assured.

Wyvarans abhor the taking of wyvaran assets and life. They respond violently to either act, as they both disrupt the social order and an offender is assured to be hunted down and punished for the crime of taking either. Of course, the taking of non-wyvaran assets and life by wyvarans is to be applauded, as this provides for one of the key influxes of wealth into wyvaran society.

Alignment and Religion: The honor and loyalty that define wyvarans, coupled with their thirst for land and treasure, which requires a pragmatic view, ensures that most wyvarans are lawful neutral. Those that succumb to their draconic urges are more likely to favor pragmatism and usually are neutral evil. Strong-willed and philosophical, wyvarans still marvel at their own creation and the heroics of the five heroes that led them to freedom. Wyvarans worship the examples they set and, to them, it is an act of faith to strive to meet that example.

**Names**: Wyvaran names are very sibilant. Male names usually sound harsher than female names. A female wyvaran's name often has an apostrophe meant to emphasize its first few letters . Family names do not exist in wyvaran culture. Wyvarans identify themselves by their mother's name, prefixing it with "Ma" to indicate their lineage. To more specifically denote lineage, they can do the same with the name of their maternal grandmothers. For example, Jiraz's mother is Kodeae and his grandmother is Da'ain, making his full name Jiraz Makodeae Mada'ain.

Male Names: Aeshik, Iragui, Jiraz, Midish, Rohinin

*Female Names*: Da'ain, Kodeae, La'dinaeh, Ti'qinin, Zo'weh

#### Traits

The following race traits are available for wyvarans.

**Armored Flier**: You are comfortable in armor, even while flying. When you wear armor of any sort, reduce that suit's armor check penalty by 2 on all Fly skill checks, to a minimum check penalty of 0.

**Draconic Dangersense**: Your draconic senses give you a keen sense of danger. You gain a +2 trait bonus on Initiative checks.

**Gifted Magician**: Using magic items has always come easy to you. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Hardened Scales: Your scales protect you better than most wyvarans. You gain a +1 trait bonus on Fortitude saves.

#### **Alternate Racial Traits**

**Acute Darkvision**: Some wyvarans have exceptionally sharp darkvision, gaining darkvision out to 90 feet. This racial trait replaces low-light vision.

**Goldhunter**: Wyvarans with this racial trait can smell the sweet taste of treasure in the air. They have the scent ability. This racial trait replaces the darkvision and lowlight vision traits.

**Hoardwatcher**: Wyvarans with this racial trait gain blindsense out to 30 feet. This replaces the darkvision and low-light vision traits.

**Kobold Kin**: Some wyvarans favor their kobold heritage. They qualify for any feat that has the kobold prerequisite. These wyvarans gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for these wyvarans. Wyvarans with this alternate racial trait can be any color of dragon, not just blue. This racial trait replaces low-light vision.

**Poison Gland**: Your wyvern heritage formed a poison gland in your tail. You can milk the gland once a day for 1d4 doses of poison that can be used to envenom a weapon. *Wyvaran Venom*: Injury; *save* Fort DC 12 + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1 Con; *cure* 1 save. This racial trait replaces darkvision.

**Spawn of the Destroyer**: Wyvarans with this ability can trace their bloodline back to Jirak of the Flames. Like their ancient sire they are very fond of fire, and they are treated as +1 level higher when casting spells with the fire descriptor, using granted powers of the Fire domain, using bloodline powers of the fire elemental bloodline, using the revelations of the oracle's flame mystery, and determining the damage of alchemist bombs that deal fire damage. This trait does not give early access to level-based powers; it only affects powers that they could already use without this trait. Wyvarans with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day—dancing lights, *flare, prestidigitation, produce flame*. The caster level for these spell-like abilities is equal to the wyvaran's level. This replaces the slapping tail trait.

**Stormchild**: Wyvarans with this ability can trace their bloodline back to blessed Dohinin. They gain fast healing 2 for 1 round anytime they take electricity damage. Wyvarans can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces the slapping tail trait.

**Walker**: Your wings are weaker than most wyvarans, but you can still use them for a few tricks. Wyvarans with this trait take no damage from falling (as if subject to a constant nonmagical *feather fall* spell). While in midair, wyvarans with this trait can move up to 5 feet in any horizontal

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direction for every 1 foot they fall, at a speed of 60 feet per round. You cannot gain height with these wings alone. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, you can take advantage of the updraft to increase the distance you can glide. Wyvarans with this trait also gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions. This racial trait replaces the flight trait.

#### **Society and Lands**

**Clans and Families**: The cornerstone of wvvaran society, families are ruled by the eldest female who has the most children. Although each individual family member maintains his or her own hoard, the accumulated wealth of the whole family is vital to their standing within wyvaran society. Although a clan can have many members, the customs of honor and hoard still apply. Family members with a direct bloodline to each other can freely, without loss of face, ask for favors and assistance. Aeshik can ask his grandmother for a loan to acquire more land, but asking his cousin Zo'weh would be taboo if Zo'weh does not occupy the same social strata as he does. Family members who cannot contribute to the overall standing of the clan are a great source of shame. "To be without hoard is to be without honor" is the wyvaran saying. Penniless wyvarans are supported by their siblings and parents, but they are pressured mercilessly to take up any task that will earn them a copper. The shame of reduced social standing often drives these wyvarans to more and more risky behavior, which usually ends the shame the clan must bear, as the clan member either succeeds or dies in the end.

**Communities and Settlements**: Wyvaran settlements are not unlike human seaports: they are hubs of trade, where goods are flown in from great distances. The actual population of a wyvaran settlement is quite small compared to the number of visitors it receives and consists of wyvarans who provide services in exchange for wealth. All wyvaran settlements occupy an elevated position, whether hill or mountain, and they always feature some natural obstacle that impedes easy access by land. At the center of each settlement is the temple district, where the six wyvaran deities are worshipped and where most of the trade takes place. Next to the temples are the businesses of the artisans and crafters. Farther from the centre are the clan dwellings, usually occupied by the ruling clan matron and open to all visiting clan members.

Love and Mating: The joining of hoards is not taken lightly in wyvaran society. Wyvarans mate for life and selecting the right partner is done judiciously, but it is also one of the rare occasions in which wyvarans can lose themselves in the raw chaos of love and lust instead of calculated greed. This sometimes leads to surprising matches between different social strata. Since wyvarans mate while flying, which requires strong flying skills and good healththose of mating age take note of the aerial abilities of the opposite sex. The actual joining of the hoards is called the dance of dragons, as it is part negotiation and part aerial dancing between the lovers. As the hoards are joined, the couple requires more territory to sustain themselves, and thus marriage has a rippling effect across wyvaran society as territory is traded between several parties.

**Magic**: Wyvarans have a deep respect for magic, as magic is what brought them into being. They favor magic that creates, changes or enhances in accordance with this respect. They tend toward divine magic over the arcane, since it arises from the Five Heroes and they have a natural aptitude for it. Even so, sorcerers are quite common among them, though wyvarans have some apprehension toward them, as sorcery is also intertwined with cataclysm in the wyvaran faith. Wyvaran wizards are very rare, as wyvaran society is ill-suited to their intellectual needs.

**War**: Wyvaran culture requires a continual influx of wealth into the system. As territory is a vital part of how wealth is measured, expansion of wyvaran domains is

		8 8		
Gender	Base Height	Base Weight	Modifier	Multiplier
Female	5 ft. 11 in.	125 lbs.	+2d10	x4 lbs.
Male	5 ft. 9 in.	140 lbs.	+2d10	x4 lbs.
	Table 2: I	Random Star	ting Age	
Adulthood	Intuitive	Sel	f Taught	Trained
15 years	+1d4		+1d6	
	Table	e 3: Aging Eff	ects	
Middle Age	Old Age	Ve	nerable	Max Age
30 years	45 years	6	60 years 60+2	
+		NS SALAR CONTRACTOR		

## Table 1: Height/Weight Table

a must. The claiming of new territories can result in contested claims between wyvarans and other races. Contested claims usually end in war, as wyvarans cannot accept the loss of territory, unless compensation soothes them. Such war suits them, however, as it offers release of the pent up aggression that accumulates all too easily within wyvaran society. Battles are usually fought by the clan whose territories border the contested claim, but depending on the size of the threat and the size of the clan it may be necessary to create a charter. A charter offers a share, defined in land or equivalent money value, to all wyvarans willing to join the war. Such a call is usually answered by penniless wyvarans and some professional warriors as it offers a chance for great wealth. Wyvaran warfare is a high mobility, airborne affair. Wyvarans bypass castles and strongholds to strike at the heart of the enemy: their wealth. Without wealth to pay and feed soldiers, castles and strongholds are just empty places, a fact that wyvarans exploit.

**Relations**: Wyvarans have interacted with many races over the centuries and possess different relations with each.

*Kobolds*: It is well known that the relationship between wyvarans and kobolds is very warm and tight. Wyvarans respect kobolds as one of the ancestral races and kobolds respect—some would say revere—wyvarans because they are dragons and their kinship proves that kobolds are dragons, too.

*Gnomes*: It is perhaps due to their kobold ancestry that wyvarans take a very dim view on gnomes—not outright



hatred, but an understanding that something is wrong with them. It may be their chaotic nature that rubs wyvarans the wrong way or perhaps the wyvarans' kobold pedigree that screams for blood on a subconscious level.

*Humans*: Wyvaran-human relations are very complicated. Both races desire the same lands and resources and both races do not shy away from competition over them. Clashes between the two races usually end in honorable cessation of aggression between the two, until the humans forget why a peace was in place, which usually occurs after two or three human generations, requiring the lesson to be taught anew.

*True Dragons*: The territorial disputes between wyvarans and humans, however, are nothing compared to the difficult relations that exist between wyvarans and other draconic races. Dragons only respect and truly compete with other dragons and wyvarans are not the most powerful draconic race. They are relatively new to the grand chessboard upon which dragons play and some dragons look down upon their manufactured nature. But with each new generation, the wyvarans territorial claims are respected more and more by other dragons.

**Adventurers**: Wyvaran adventures are an uncommon sight. A wyvaran's duty towards clan and family prevents many of them from wandering out into the world, even though wyvarans—with their natural flight—are uniquely suited for the adventuring life. Even so, their dragon blood cries out for more wealth, more power, and more land, so some wyvarans are drawn to adventuring to satisfy their draconic thirsts.

*Inquisitor*: Wyvarans are keen observers and deeply spiritual, making them natural inquisitors. Wyvarans inquisitors protect their race by discovering and destroying any threat to its survival.

*Monk*: Continual growth and improvement is a key aspect of wyvaran life. Wyvaran monks seek out the challenges of the outside world so that they can evolve further.

*Ranger*: The call of new, unclaimed lands is felt keenly by wyvarans. Wyvarans rangers are natural explorers that can fly anywhere to stake their claim on new territory.

*Rogue*: Wyvarans are no stranger to the sin of greed, which is in their very blood. Like their larger kin, wyvaran rogues dream of beds made out of gleaming coins.

*Wizard*: Burdened by their burning intellect and the need to understand, wyvaran wizards seek out arcane knowledge in the books of other races.

## **Racial Options**

#### **Racial Archetypes**

8

Wyvarans can make use of these archetypes.

#### Intuitor

Wyvarans may not be the sharpest of races, but their intuition is strong. Through hard work and constant refinements intuitors showcase the same brilliance that other investigators possess. An intuitor's strength is his draconic heart, not his mind.

#### Associated Class: investigator

Associated Race: wyvaran

**Replaced Abilities**: Inspiration, investigator's talents, keen recollection.

Modified Abilities: Alchemy.

**Alchemy (Su)**: The intuitor simply knows how to create certain alchemical formulae. To learn a new forumulae, an intiuitor must have a Wisdom score equal to at least 10 + the formulae's level and he can create additional extracts per day if hehas a high Wisdom score, in the same way a cleric receives bonus spells per day.

An intuitor's selection of formulae is limited. He knows the same number of formulae as an inquisitor knows spells of the same level, and can choose new formulae to replace old ones at 5th level and every 3 class levels after that, just as an inquisitor. See the inquisitor <sup>APG</sup> class description for more information on swapping spells known, except for this archetype it involves forumulae. The intuitor does not require a formulae book.

**Intuition (Ex)**: This ability functions like the inspiration ability except the intuition pool is equal to 1/2 the intuitor's investigator level + his Wisdom modifier (minimum 1). Additionally, the intuitor can use intuition on any Heal, Profession, and Sense Motive skill checks without expending a use of intuition, provided he is trained in the skill.

Intuition can also be used on attack rolls and saving throws, at the cost of expending two uses of intuition each time from the intuitor's pool. In the case of saving throws, using intuition is an immediate action rather than a free action.

Abilities that are not replace that normally use the inspiration ability use the intuitior's intuition instead.

Alchemical Inspiration (Su): The intuitor's dragonic heritage gives flashes of insight into making just the right extract at just the right time. Once per day, an intuitor can create any extract on his formula list that is of a level he can normally create, even if it is not one of his known formulae. If he attempts to write it down, he will find that he cannot quite get it exactly right and is unable to do so. He can, however, add it to one of his formulae known when he gains a level or through any other means available to him.

**Intuitor's Talents**: This ability functions like the Investigator Talent, except abilities that uses the intuitor's Intelligence modifier uses his Wisdom modifier instead. The intuitor cannot take the *inspired intelligence* talent, but can take the following talent. *Draconic Inspiration (Su)*: An intuitor can add his inspiration die to attack rolls against creatures of the dragon type and to saving throws from spell and abilities from creatures of the dragon type at a cost of one use of intuition.

**Breadth of Experience**: At 3rd level, an investigator can attempt all Profession skill checks untrained.

#### Regulator

There are checks and balances in every society. When wyvaran society experiences a system shock, like a crime against property rights or the taking of wyvaran life, then the regulators are called in. They re-balance the scales of justice and deliver a reckoning to the offending party.

Associated Class: ranger

Associated Race: wyvaran

Associated Alignment: any lawful.

**Replaced Abilities**: Wild empathy, hunter's bond, favored enemy (all but 1st level).

**Modified Abilities**: Class skills, favored enemy (1st level only)

**Class Skills**: A regulator gains Sense Motive as a class skill in addition to the other class skills.

**Sound Judgment (Ex)**: At 1st level, a wandering judge gains a +2 bonus on Sense Motive checks.

**Favored Enemy (Ex):** At 1st level, a regulator must select dragon as his favored enemy.

**Blessed by Law (Su)**: At 4th level, a regulator lives and breathes law. In return he receives access to the warpriest blessing of Law and gains the minor blessing. A regulator uses his regulator level -3 as his warpriest level to determine the effect of the blessing. At 13th level, a regulator gains the major blessing from the Law domain.

**Loyal to the Law (Ex)**: At 4th level, a regulator gains a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. Twice per day, as a standard action, the regulator may grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 levels the regulator possesses. Allies do not need to meet the prerequisites of this bonus feat. Chaotic creatures do not gain the benefit of this teamwork feat, even if the regulator considers them allies.

**Reckoning (Su)**: At 5th level, a regulator gains the ability to pronounce judgment, as the inquisitor class feature, but his inquisitor level is considered to be his regulator level -4. At 13th level, whenever a regulator uses his judgment ability, he selects two different judgments, instead of one. This only consumes one use of his judgment ability. As a swift action, a regulator can change one of these judgments to another type.

#### Stormlancer

Blessed by the powers of the wind and the rain, stormlancers ride lightning when they fly. Foregoing their usual mounts, these cavaliers mount the sky and loosen the reins on the four winds. Thunder and lightning follows the stormlancer as he dives upon his foes, impaling them with his lance.

#### Associated Class: cavalier

#### Associated Race: wyvaran

**Replaced Abilities**: Mount, cavalier's charge, expert trainer, mighty charge, master tactician, supreme charge.

Modified Abilities: Tactician.

**Stormblessing (Su)**: At 1st level, the stormlancer gains access to either the Air or Weather blessing  $^{ACG}$ . He can call upon the power of his blessings a number of times per day equal to 3 + 1/2 his stormlancer level (to a maximum of 13 times per day at 20th level). The save DC for these blessings is equal to 10 + 1/2 the stormlancer's level + the stormlancer's Wisdom modifier. Stormlancers who perform a charge while flying treat their lance as if they were mounted, dealing double damage.

**Tactician (Ex):** At 1st level, a stormlancer receives Flyby Attack as a bonus feat. As a standard action, the stormlancer can grant this feat to all allies within 30 feet who can see and hear him as if this feat were a teamwork feat. Allies that cannot fly gain no benefit from this feat. At 5th level, a stormlancer receives the Mobility feat as a bonus feat and can grant this feat as if it were a teamwork feat. This ability otherwise functions like the tactician ability.

**Stormlancer's Charge (Ex)**: At 3rd level, a stormlancer learns to make more accurate charge attacks while flying. The stormlancer receives a +4 bonus on melee attack rolls on a charge while flying (instead of the normal +2). In addition, the stormlancer does not suffer any penalty to his AC after making a charge attack while flying.

**Expert Flyer (Ex):** At 4th level, stormlancer may add half his stormlancer level as a bonus to all Fly checks.

**Mighty Stormlancer (Ex)**: At 11th level, a stormlancer learns to make devastating charge attacks while flying. Double the threat range of any weapons wielded during a charge while flying. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the stormlancer can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

**Ride the Lightning (Su)**: At 17th level, a flying stormlancer can summon violent thunderclaps and lightning to her side with a free action. He can demoralize all foes within 60 ft. who see her soar through the sky in this way, as a swift action. A stormlancer may add half her stormlancer level as a bonus to this Intimidate check. **Supreme Stormlancer (Ex)**: At 20th level, whenever the stormlancer makes a charge attack while flying, he deals double the normal amount of damage (or triple if using a lance). In addition, if the stormlancer confirms a critical hit on a charge attack while flying, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the stormlancer's base attack bonus.

#### Skylord

Since Dohinin first took to the sky, wyvarans have tried to master it. Those that travel the path of the skylord become one with the wind, which allows them to perform deadly charges that pummels their foes.

Associated Class: monk

Associated Race: wyvaran

Replaced Abilities: Fast movement, slow fall

**One with the Wind (Ex):** Starting at 3rd level a skylord begins to master the sky. As long as a skylord is not wearing armor or carrying a medium or heavy load his maneuverability class improves by one step at 3rd, 6th, 12th and 15th level. At 9th level, a skylord can recover from any failed Fly check or collision after 10 feet of falling, hovering in place until the start of his next turn. At 18th level, a skylord can fly upwards at any angle.

**Kinetic Strike (Ex)**: Starting at 4th level, whenever a skylord flies his full fly speed as part of a charge and succeeds on his attack, he deals an extra 1d6 points of bludgeoning damage. This damage increases by 1d6 for every 2 levels above 4th he possesses, to a maximum of 9d6 at 20th level.

#### New Sorcerer Bloodline: Wyvern

Those wyvaran sorcerers that pursue this bloodline seek to come to terms with or master the rage that they feel boiling inside of them. They know that although every wyvaran ultimately has a dual heritage, it is not their kobold blood that stirs their soul.

#### Class Skill: Perception.

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**Bonus Spells**: mage armor (3rd), bull's strength (5th), rage (7th), poison (9th), spell resistance (11th), transformation (13th), form of the dragon II (15th), iron body (17th), shapechange (19th)

**Bonus Feats**: Alertness, Dodge, Flyby Attack, Hover, Improved Initiative, Power Attack, Telling Tail, Warding Wings

**Bloodline Arcana**: Your peerless understanding of your dueling lineages makes your magic hard to unravel. The DC to dispel transmutation spells that you cast is increased by +4.

**Bloodline Powers:** Delving deep into your wyvern heritage, you become wrathful and poisonous in all your dealings.

*Bite (Su)*: At 1st level, you can grow great fangs as a free action, allowing a bite attack. This bite attack is treated as a primary natural weapon and deals 1d8 points of damage. At 5th level, this bite attack is considered a magic weapon for the purpose of overcoming damage reduction. At 7th level, the damage increases by one step to 2d6 points of damage. At 11th level, the damage increases one last step to 3d6 points of damage. You can use your bite for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

*Wisps of the Wyvern (Ex)*: At 3rd level, your senses strengthen. You gain the scent ability and a +2 bonus on saving throws made against poison. At 9th level, the bonus on saving throws increases to +4. If you have the goldhunter racial trait, the range of your scent doubles.

*Terrible Transformation (Su)*: At 9th level, you gain the ability to increase your size by one step (similar to *enlarge person*), and you grow a slapping tail if you do not already possess one. Your scales harden, granting a +5 bonus to natural armor and your slapping tail secretes poison (slapping tail secretion—injury; save Fort DC 10 + 1/2 your sorcerer level + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves). You can maintain this transformation for a number of rounds equal to twice your level. These rounds do not need to be consecutive.

*Winged Warders (Sp)*: At 15th level, you may summon four wyverns once per day. This spell-like ability acts as *summon monster VII*.

*Wyvernhood*: At 20th level, your senses sharpen and your body toughens. You gain blindsight with a range of 120 feet. You also gain immunity to poison and DR 5/- and may use your bite attack as often as desired.

#### **Racial Feats**

Many wyvarans make use of the following feats.

#### **Deadly Diver (Combat)**

When you dive, you usually connect, one way or the other.

Prerequisite: Base attack bonus +1, wyvaran

**Benefit**: When you perform a charge while flying and you miss on your attack, you may make another attack roll. If the attack is successful you deal 1d4 + your Strength bonus of bludgeoning damage to the target as you bodily connect with your target. This attack does not provoke an attack of opportunity.

#### **Draconic Terror**

You draconic heritage inspires fear, and you know how to exploit that.

#### Prerequisite: Wyvaran

**Benefit**: You gain a +2 bonus on all Intimidate skill checks, and you add a +1 to the DC of all fear spells that you cast.



#### **Expert Poisoner**

Your skill with your own poison is unparalleled.

Prerequisite: Poison gland racial trait, wyvaran

**Benefit**: The DC of your poison increases by +2, and you are no longer at risk to accidentally poison yourself when you apply your own poison to a weapon.

#### **Gnome Hunter (Combat)**

You have taken on a small measure of the racial enmity that kobolds feel.

Prerequisite: Wyvaran

**Benefit:** You gain a +1 racial bonus on attack rolls and a +2 racial bonus on damage rolls against gnomes.

#### **Great Wings**

Your wings are larger than normal, increasing your airborne speed.

Prerequisite: Wyvaran

**Benefit**: Your fly speed increases by +10 feet.

#### Lifting Wings

You have strengthened your weak wings.

**Prerequisite**: Walker racial trait, wyvaran

**Benefit**: You now have a Fly speed of 15 with a maneuverability of clumsy.

**Normal**: Wyvarans with the walker racial trait can only glide and do not have a fly speed.

#### **Improved Flight**

Graceful and nimble, you have mastered the mysteries of flight

Prerequisite: natural fly speed

**Benefit**: Your flying maneuverability improves by one rating. For example, if your normal maneuverability is clumsy, it becomes poor.

**Special**: You can take Improved Flight several times, increasing your maneuverability by one rating each time you take the feat.

#### Recovery

You can recover from even the worst tailspins and collisions.

Prerequisite: Fly 1 rank, wyvaran

**Benefit:** You may perform a DC 15 Fly check after 20 feet of falling due to a failed Fly check or collision. A successful

check allows you to hover in place until your next turn. If you hit the ground before you can make the check you take damage normally.

**Normal**: You cannot avoid falling damage due to a failed Fly check or collision.

#### Telling Tail (Combat)

You are more adept at using your tail in combat.

Prerequisite: Wyvaran

**Benefit**: You may use your slapping tail as a primary natural attack.

**Normal**: You may only use your slapping tail to make attacks of opportunity.

#### Warding Wings (Combat)

You have mastered the technique of the intercepting wing, yielding you a small measure of protection.

#### Prerequisite: Wyvaran

**Benefit**: You use your wings to buffet away attacks. You gain a +1 shield bonus to AC.

#### Wing Bash (Combat)

Your strong wings support you in combat.

Prerequisite: Base attack bonus +1, wyvaran

**Benefit**: You can make bashing attacks with each of your wings. This is a secondary natural attack that deals 1d4 bludgeoning damage.

#### **Racial Equipment**

Many wyvarans make use of the following equipment.

**Lifting Armor, Leather**: Besides providing all the defensive benefits of normal leather armor, leather lifting armor is a unique wyvaran invention that provides extra 'lift' to flying creatures due to clever shaping. Flying creatures wearing the armor treat their Strength score as two points higher to determine their maximum load levels. Flyers receive a -2 penalty to Fly checks as the extra 'lift' impacts their maneuverability. Weight 18 lbs. Cost 20 gp.

**Shrieking Armor**: This breastplate has several small tubes worked into its design. If the wearer performs a charge while flying, the airflow through the tubes causes a long shriek that provides a +2 circumstance bonus to Intimidate checks for 1d4 rounds. Weight 30 lbs. Cost 250 gp.

**Wyvaran Webbing**: Composed of several pouches and leather straps, wyvaran webbing is an aerodynamically efficient load bearing vest that most wyvarans employ to secure items and weapons. Weight 2 lbs. Cost 2 gp.

			14	DIE 4. AI III				
Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	Speed 20 ft.	Weight
Leather lifting	20 gp	+2	+6	0	10%	30 ft.	20 ft.	18 lbs.
Shrieking	2 <mark>50 g</mark> p	+6	+3	-4	25%	20 ft.	15 ft.	30 lbs.

Table A. Anmon

## **Table 5: Deities**

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Five Heroes	N	Danger, Family, Sorcery, Wyvaran	Community, Death, Liberation, Magic, Strength	Battle, Bones, Life	shortsword
Tinkerer	LN	Creation, Earth, Sky	Air, Artifice, Earth, Law	Battle, Life, Wind	shortspear

## Religion

#### Deities

Many Wyvarans worship these deities.

#### **Five Heroes**

N gods of danger, family, sorcery, and wyvarans **Priests** bard, bloodrager, cleric, druid, hunter, inquisitor, shaman, skald, oracle, ranger, sorcerer, warpriest **Domains** Community, Death, Liberation, Magic, Strength **Subdomains** Arcane, Family, Freedom, Murder, Resolve **Mysteries** Battle, Bones, Life **Inquisitions** Fervor, Persistence, Valor, Zeal **Favored Weapon** shortsword

#### FAITH

Sacred Animal dragon claw; Symbol silver stormcloud Sacred Texts The Storm Sentinel

The Five Heroes, Dohinin the Stormlord, Jirak of the Flames, Mother Kodesh, La'qinin the Warrior Queen and Ti'ain the Taker, are a unique set of deities in that while they are worshipped as separate deities, they pool their power as a single deity. Each deity possesses a single domain of his or her own, but priests of any of the Five Heroes can choose any of their domains, since they share power among one another.

Dohinin is the first wyvaran that took to the sky. The freedom he felt as the wind lifted him upwards sowed the seeds of rebellion against his creator, and he accepts no shackles on the wyvaran race. His domain is Liberation, and his priests are typically of a Neutral Good alignment. Jirak of the Flames is a powerful sorcerer that specializes in magic. His followers live their lives as bright red dragon's flames. His domain is Magic, and his priests are typically of a Chaotic Neutral alignment. Mother Kodesh reminds all wyvarans that no matter their differences, they are all family and should work together for a common goal. Her domain is Community, and her priests are typically of a True Neutral alignment. La'qinin the Warrior Queen leads the wyvaran forces into battle and conquest. Her followers believe that order and discipline remain the best way to accomplish what you want most in life. Her domain is Strength, and her priests are typically of a Lawful Neutral alignment. Ti'ain the Taker is a deity that does whatever is necessary to expand and protect her hoard, including means such as theft and murder. Her domain is Death, and her priests are typically of a Neutral Evil alignment.

#### Tinkerer

LN god of the earth, sky, and blessed creation **Priests** alchemist, arcanist, cleric, druid, hunter, inquisitor, investigator, magus, oracle, warpriest, witch, wizard **Domains** Air, Artifice, Earth, Law **Subdomains** Caves, Construct, Wind **Mysteries** Battle, Life, Wind

Inquisitions Fate, Heresy, Order Favored Weapon shortspear

#### Faith

Sacred Object cauldron; Symbol dragon-winged cauldron

Sacred Texts Notes of the Creator

All wyvarans pay respect to the deity they call Tinkerer, for he is the creator and without him they would not be. Only through his hard work and the twists of fate were the first wyvarans created. In the fiery depths of Tinkerer's cauldron, creatures from both the earth and the sky were reduced to their best and purest parts and combined into wyvarans. As true children of the earth and sky it is their duty to protect and pass on this birthright.

Tinkerer is depicted as a great dragon of unspecified origin, who intently watches over the first clutch of wyvaran eggs. The appearance of Tinkerer is kept deliberately vague by his worshippers, who value his work but not his true name or nature. Furthermore, they see Tinkerer as their creator, not their overlord. Worshippers of Tinkerer believe that anything is possible with the right amount of planning, hard work, and a little luck. One only needs to look upon a fellow wyvaran to know this blessed truth.

Craftsmen pay tribute to Tinkerer and many a monk finds enlightenment under his guidance. His message of stewardship resonates with rangers and druids. Paladins strive to protect the Tinkerer's greatest creation and his example compels all dreamers.

#### **Priest Archetype**

Wyvaran priests can make use of the following archetype.

#### Reaper

Reapers are heralds of the Death domain. They focus their dread attention on those who defy or deserve death. They reap the unworthy, the heretics and other enemies of their chosen faith. Reapers revel in the shedding of blood and murder is an expression of their faith.

Wyvaran priests who take this archetype are most often clerics of Ti'ain the Taker of the Five Heroes. To the faithful these harbingers of death are known as talons of the taker.

A cleric cannot take the reaper archetype unless her deity's portfolio includes the Death domain and the cleric must select the Death domain as her only domain. A reaper has the following class features.

Associated Class: cleric

Associated Race: wyvaran

Replaced Abilities: channel energy, 2nd domain.

**Domain**: The reaper must choose the Death domain.

**Drawing of the Blood (Su)**: Whenever the reaper casts an *inflict* spell with a range of touch (an *inflict* spell is one with "inflict" in its name) she can deliver the spell through any weapon she is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a reaper can make one free melee attack with her weapon (at her highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the *keen* weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

**Reaper's Scythe (Su)**: Manifesting her faith, the reaper can unleash an arc of dark energy upon one target within 30 feet. The amount of damage dealt by the arc is equal to 1d8 points of damage plus the reaper's level. This damage is increased by 1d8 points of damage for every two cleric levels beyond 1st (2d8 at 3rd, 3d8 at 5th, and so on). Half of the damage dealt is negative energy and the other part



is pure force. Creatures that take damage receive a Will save to negate the damage that the negative energy deals. The DC of this save is equal to 10 + 1/2 the reaper's level + the reaper's Charisma modifier. A reaper may use this strike a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A reaper must be able to present her holy symbol to use this ability.

The Extra Channel feat grants two additional uses of reaper's strike per day and the Improved Channel feat increases the DC of the Will save by 2.

## **Racial Magic**

Many wyvarans use these spells, as do others that learn them.

#### CAULDRON'S CURSE

School transmutation (polymorph); Level arcanist/ sorcerer/wizard 3, cleric/oracle/warpriest 3, shaman 3, witch 3
Casting Time 1 standard action
Components V, S, M (a drop of wyvaran blood)
Range close (25 ft. + 5 ft./level)
Target one living creature
Duration 1 round/level
Saving Throw Fortitude negates; Spell Resistance yes Flinging a drop of wyvaran blood at a living creature, you invoke a small measure of the magic involved in the creation of the wyvaran race. If the target creature does not succeed on a Fortitude save, he becomes sickened and an appendage (tail, tentacle or arm) grows out of his body. The appendage has a reach of 10 feet and strikes on your initiative and as you direct. The appendage deals 1d10 bludgeoning damage per hit, + 1 point per caster level. It treats your caster level as base attack bonus, possibly allowing it multiple strikes. The appendage receives the ability score modifier that you use for spellcasting as a bonus on its attack rolls. If the target creature dies, the effect ends.

#### FLAMING WINGS

School transmutation; Level arcanist/sorcerer/wizard 2, cleric/oracle/warpriest 3, druid/hunter 2
Casting Time 1 standard action
Components V, S, M (a burned feather)
Range touch
Target one winged creature
Duration 1 min/level (D)

**Saving Throw** see text; **Spell Resistance** yes You turn the wings of the touched creature into great sheets of tangible flame. The creature gains a +20 foot enhancement bonus to its fly speed. While flying the flaming wings burn nearby creatures. All creatures within a 20-foot radius of the winged creature take 2d4 points of fire damage.

A successful Fortitude save reduces this damage by half. This spell has no effect if the target creature does not have wings.

#### PILLAR OF DOOM

**School** evocation; **Level** arcanist/sorcerer/wizard 9 **Casting Time** 1 standard action **Components** V, S

**Range** medium (100 ft. + 10 ft./level) **Area** special

**Duration** 2 rounds

Saving Throw special; Spell Resistance no

This spell causes the earth to spike upwards to a height of 120 feet, creating a vast pillar with a 20-ft. radius. All targets caught in the path of the pillar's rise suffer 12d6 bludgeoning damage. The pillar will remain standing for two rounds. During those two rounds the caster can direct the pillar to either explode or fall down in a direction of his choosing, crushing everyone underneath.

*Explode*: the pillar explodes, creating 2d4 chunks that can be directed to strike specific targets within 300 feet of the pillar. No two chunks may be directed at the same target. Each chunk deals 10d6 points of bludgeoning damage. A target struck can attempt a Reflex save for half damage.

*Fall down*: the pillar falls in a direction of your choosing. All targets in an area that is 20 feet wide and 120 feet long suffer 24d6 bludgeoning damage. A creature caught in the area of effect can attempt a Reflex save for half damage. If no choice is made during the two rounds the pillar crumbles and falls down. Everyone within 100 feet of the pillar must succeed on a Reflex save or fall prone as they lose their footing on the scattered debris.

#### THUMPING TAIL

School transmutation; Level arcanist/sorcerer/wizard 1 bard/skald 1, magus 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 min/level (D)
Your slapping tail becomes elongated and more solid.
You now threaten an area as if you were one size category larger than normal with your tail. Likewise, your tail deals damage as if it were one size category larger than normal.
Thumping tail stacks with any magic that increases size.

This spell has no effect if you do not have a tail attack or the slapping tail racial trait.

#### Updraft

School conjuration; Level arcanist/sorcerer/wizard o, bard/skald o, druid/hunter o, magus o, witch o
Casting Time 1 immediate action
Components V
Range personal
Target you
Duration 1 round
You quickly summon stabilizing winds under your wings, granting you a +2 enhancement bonus on all Fly checks for

## **Racial Magic Items**

one round. This spell has no effect if you have no wings.

The following magic items are made by wyvarans spellcasters.

#### ANCESTOR'S HORNS

Aura moderate necromancy; CL 7th Slot head; Price 11,200 gp; Weight 2 lbs.

#### DESCRIPTION

This magnificent golden crown features two curved horns of draconic origin. Once per day upon speaking the command word, the crown fills all creatures within a 15-foot radius of the wearer with fear. A creatures that fails a DC 16 Will save becomes panicked for 7 rounds.

#### CONSTRUCTION

Requirements Craft Wondrous Item, fear; Cost 5,600 gp

#### Armor of Soaring

Aura moderate conjuration; CL 6th Slot armor; Price 10,170 gp; Weight 18 lbs.

#### DESCRIPTION

This +2 leather lifting armor allows for effortless gliding across the skies. While in midair and wearing the armor, flying creatures can choose to efficiently glide to their destination. The wearer can move up to 10 feet in any horizontal direction for every 1 foot they fall, at a speed of 50 feet per round.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *updraft*; **Cost** 5,170 gp

#### **Ring of Draconic Empathy**

Aura moderate enchantment; CL 7th Slot ring; Price 10,000 gp; Weight –

#### DESCRIPTION

This platinum ring is covered with tiny draconic runes. It gives the wearer a +5 competence bonus on all Diplomacy checks versus dragons. The ring of draconic empathy also allows the wearer to add his Wisdom modifier to all Diplomacy checks, whether they are made against dragons or not.

#### CONSTRUCTION

**Requirements** Forge Ring, *charm monster*; **Cost** 5,000 gp

#### ROD OF KOBOLD KIN

Aura moderate transmutation (earth); CL 7th Slot none; Price 28,000 gp; Weight 4 lbs.

#### DESCRIPTION

This smooth, cold iron rod is about a foot long and attuned to the wyvarans' industrious kin: the kobolds. The rod grants a +4 bonus to all Charisma checks when interacting with kobolds. Pushing a button atop of the rod pops out a single curved blade, turning the rod into a +1 cold iron light pick. If the rod is twisted, a section of stone can be worked as if stone shape had been cast upon it. Breaking the rod summons 5 Small earth elementals. A broken rod loses the ability to be turned into a pick. A day after using this final power, the rod repairs and becomes whole again.

#### CONSTRUCTION

**Requirements** Craft Rod, *charm monster, stone shape, summon monster IV*; **Cost** 14,000 gp

#### **ROD OF RAGING DRAGONS**

**Aura** strong transmutation; **CL** 20th **Slot** none; **Price** 132,000 gp; **Weight** 6 lbs.

#### DESCRIPTION

This +2 morningstar allows the wielder to summon forth the raw rage of dragons. Once per day, the wielder can touch 2d4 creatures and transform them into dragons, as the *form of the dragon I* spell, who are all under the influence of a *rage* spell.

#### CONSTRUCTION

**Requirements** Craft Rod, *form of the dragon I, rage*; **Cost** 66,000 gp

#### Wyvern's Spike

Aura faint necromancy; CL 5th Slot none; Price 32,310 gp; Weight 10 lbs.

#### DESCRIPTION

The black tip of this +*1 lance* resembles a wyvern's stinger. Three times per day, it allows the wielder to use a virulent poison effect (Fortitude DC 18, 1d3 Constitution damage for 8 rounds) upon a creature struck by the lance. The wielder can decide to use the power after he has struck. Doing so is a free action, but the poison effect must be invoked in the same round that the lance strikes.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *pernicious poison*, *poison*; Cost 16,310 gp

### In Your Campaign

Adventures involving wyvarans can have an impact on the campaign as prounounced as the GM desires, whether it be global or local. The three adventure hooks below all involve aspects vital to wyvarans: honor, family, and wealth.

#### **Culture Clash**

For generations the kingdom has expanded eastwards, claiming new lands and settling them. The prosperity and the resulting peace of that eastward drive are now in jeopardy. Reports and rumors from the frontier tell of bluewinged devils, driving settlers from their land. The devils ignore the castles and forts that dot the frontier, making deep strikes into settled lands. The army is stretched too thin to mount a capable defense, so the call has gone out for bands of mercenaries and adventurers to fill the gaps. Will the PCs answer that call? Will they confront the blue devils or will they be force of peace, preventing war through diplomatic means?

#### The Blue Baron

The earl of Ironwood is dead, slain at his own party by the hand of Midish Mati'qinin, the baron of Widow's Peak. The ruby necklace of the earl's wife was stolen during the festivities and a blue shape was seen exiting her chambers through the balcony. Knowing of no other wyvaran or blue-colored creature, the earl confronted Midish. The accusation enraged Midish, who slew both the earl and the

captain of the household guard and wounded several other guards and guests as he fled the home of the Ironwoods. The PCs are hired to bring the baron, who has flown back to his home atop Widow's Peak, to justice. Is the baron guilty of the theft or was he falsely accused?

#### Lost Tenants

The small village of Oakleaf is abuzz with rumor and speculation. An elderly wyvaran named Da'ain has landed in the village square and is asking for aid in the search for her missing tenants, the Greens. The Green family has been farming on Da'ains' territory for almost twenty years, but now the entire family is gone and their homestead abandoned. Da'ain fears for their safety. Will the PCs join in the search?

Wyvarans that leave wyvaran society are rare, below you find several reasons why your wyvaran character is travelling outside wyvaran lands.

#### On the trail of the taker

Your nephew Jiraz is dead, his life taken by a murderous gnome. The clan matron called upon you to settle this matter. This affront to the clan's honor cannot stand and you can only return once the gnome has been brought to iustice.

#### Winged wanderer

You always flew higher than your fellow wyvarans, just so you could see more of the world. The altitude gave you a different perspective, a perspective incompatible with the ways of your people. Leasing your land to your cousin Zp'weh was the best decision you ever made-the gold she paid you freed you to soar on Dohinin's winds, going where they blow, venturing far from wyvaran lands and customs.

#### **Band of Brothers**

You signed the Makodeae charter, longing for the riches and land that the charter promised. War was averted, peace was negotiated, and you received a sum of copper for your trouble. Then you met Marten: mercenary, warrior and thief-a dragon's heart shackled to a human body. He and his merry band of mercenaries led you to other campaigns and the copper turned to gold.

#### On the Wings of Love

You have found your match, a flyer of unparalleled skill, and the attraction is mutual. Sadly, your hoard is lacking in size and you cannot engage in the dance of dragons until you are on more equal footing. Your future mate has graciously given you one year to increase the size of your hoard. Several weeks have passed already and now you are in human lands. Your hoard is still too small.

## **NPCs**

CR 1/2

## IRAGUI

XP 200 Male wyvaran ranger 1 LN Medium dragon Init +2; Senses darkvision 60 ft., low-light vision; Perception +7

#### DEFENSES

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex) **hp** 11 (1d10+1) Fort +3, Ref +4, Will +3 Immune paralysis, sleep

#### OFFENSE

Speed 30 ft., fly 30 ft. (clumsy) Melee mwk shortspear +4 (1d6+2) **Ranged** dart +3 (1d4+2) Special Attacks favored enemy (animals +2), slapping tail +3(1d8+2)

#### **S**TATISTICS

Str 15, Dex 15, Con 12, Int 8, Wis 16, Cha 8 Base Atk +1; CMB +3; CMD 15 Feats Deadly Diver Skills Fly -8, Perception +7, Stealth +6, Survival +7

Languages Common, Draconic

SQ track +1, wild empathy +0 Combat Gear tanglefoot bag; Other Gear backpack, dart

(3), leather lifting armor, masterwork shortspear, wyvaran webbing, 10 gp.

**CR 2** 

#### No'eae

#### **XP 600**

Female wyvaran adept 4 LE Medium dragon Init +1; Senses darkvision 60 ft., low-light vision; Perception +3

#### DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex) hp 18 (4d6+4) Fort +2, Ref +2, Will +7 **Immune** paralysis, sleep

#### OFFENSE

Speed 30 ft., fly 30 ft. (clumsy) **Melee** dagger +1 (1d4-1/19-20) Special Attacks slapping tail Adept Spells Prepared (CL 4th; concentration +7) 2nd—*cure moderate wounds* 1st-burning hands (DC 14), command (DC 14), cure light wounds o (at will)—create water, detect magic, stabilize

#### **STATISTICS**

Str 8, Dex 13, Con 12, Int 8, Wis 16, Cha 9 Base Atk +2; CMB +1; CMD 12 Feats Brew Potion, Scribe Scroll Skills Craft (calligraphy) +8, Fly -7, Spellcraft +6 Languages Common, Draconic **Combat Gear** potion of cure moderate wounds (3), scroll of burning hands (CL 4th); Other Gear bracers of

armor +1, dagger, masterwork artisan's tools, 45 gp

CR 3

#### JIRAZ

#### **XP 800**

Male wyvaran sorcerer 4 N Medium dragon Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +0

#### DEFENSES

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex) **hp** 20 (4d6+4) Fort +2, Ref +4, Will +4; +2 vs poison **Immune** paralysis, sleep

#### OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)



Melee bite $+3(1d8+1)$ or mwk sickle $+4(1d6+1)$ and
slapping tail +3 (1d8+1)
Ranged heavy crossbow +5 (1d10/19-20)
Special Attacks bite (1d8+1, 6 rounds a day)
<b>Sorcerer Spells Known</b> (CL 4th; concentration +7)
2nd (4/day)— <i>false life</i>
1st (7/day) -color spray (DC 14), mage armor, magic
missile, thumping tail
o (at will)—acid splash, dancing lights, detect magic,
mending, ray of frost, updraft
Bloodline wyvern

#### **S**TATISTICS

Str 13, Dex 16, Con 12, Int 8, Wis 10, Cha 16
Base Atk +2; CMB +3; CMD 16
Feats Combat Reflexes, Telling Tail
Skills Fly -1, Knowledge (arcana) +3, Spellcraft +3, Use
Magic Device +7
Languages Common, Draconic
<b>SQ</b> bloodline arcana (+4 to the DC to dispel your
transmutation spells)
Combat Gear scroll of barkskin, scroll of fireball, scroll
of glitterdust, wand of burning hands (13 charges), wand
of cure light wounds (8 charges); Other Gear bracers
of armor +1, heavy crossbow and 10 bolts, masterwork
sickle, 103 gp.

#### DA'AIN

#### CR 5

#### XP 1,600

Female wyvaran cavalier (stormlancer) 6 LE Medium dragon

Init +3; Senses darkvision 60 ft., low-light vision; Perception +1

#### DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex) hp 55 (6d10+18); stormchild Fort +8, Ref +5, Will +3 **Immune** paralysis, sleep

#### OFFENSE

**Speed** 20 ft., fly 30 ft. (poor) (30 ft., fly 40 ft. [poor] without armor)

**Melee** +1 lance +8/+3 (1d8+2/×3)

**Special Attacks** banner +2, challenge 2/day (+6 damage, +2 damage while only you threaten), stormlancer's charge, tactician 2/day (Flyby Attack, Mobility, 6 rounds) Blessing Abilities (6/day) zephyr's gift

#### **S**TATISTICS

#### Str 12, Dex 16, Con 16, Int 6, Wis 12, Cha 13 Base Atk +6; CMB +7; CMD 20

Feats Dazzling Display (braggart), Flyby Attack, Great Wings, Mobility, Nimble Flyer, Precise Strike APG, Warding Wings

#### Skills Bluff +7, Diplomacy +7, Fly +1, Intimidate +10, Sense Motive +7

Languages Common, Draconic

**SQ** blessings (minor), expert flyer, order of the cockatrice, winged warrior

**Combat Gear** acid (2): **Other Gear** +1 breastplate. +1 lance, noble's outfit, signet ring, jewelry, wyvaran webbing, 150 gp.

#### Tahiro

#### **CR 8**

XP 4,800 Male wyvaran rogue 9 LE Medium dragon Init +4; Senses darkvision 60 ft., low-light vision; Perception +14

#### DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex) hp 62 (9d8+18)

Fort +5, Ref +10, Will +5

Defensive Abilities evasion, improved uncanny dodge, trap sense +3; Immune paralysis, sleep

#### OFFENSE

Speed 30 ft., fly 30 ft. (clumsy) Melee +1 rapier +12/+7 (1d6+3/18-20) Special Attacks slapping tail, sneak attack +5d6 +5 bleed

#### **S**TATISTICS

#### Str 14, Dex 18, Con 14, Int 8, Wis 14, Cha 8 Base Atk +6; CMB +8; CMD 22

Feats Dastardly Finish APG, Dazzling Display, Death From Above <sup>UC</sup>, Flyby Attack, Weapon Finesse, Weapon Focus (rapier)

Skills Bluff +11, Disguise +7, Fly +7, Intimidate +11, Linguistics +6, Perception +14, Sense Motive +14, Stealth +20, Use Magic Device +11

- Languages Auran, Common, Draconic, Strix, Sylvan, Tengu
- SQ rogue talents (bleeding attack +5, finesse rogue, follow clues APG, surprise attacks), trapfinding +4

Combat Gear necklace of fireballs II; Other Gear +1 rapier, +1 shadow chain shirt, 30 gp

#### ZO'WEH, PRIME TALON OF THE TAKER

#### XP 25,600

Female wyvaran cleric of Ti'ain the Taker (Five Heroes) (reaper) 14

NE Medium dragon

Init +2; Senses darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 21, touch 14, flat-footed 19 (+7 armor, +2 deflection, +2 Dex) hp 80 (14d8+14)

Fort +12, Ref +8, Will +17

Defensive Abilities death's embrace, fortification 25%; **Immune** paralysis, sleep

#### OFFENSE

Speed 20 ft., fly 30 ft.(clumsy) (30 ft., fly 40 ft. (clumsy) without armor) Melee +1 keen shortsword +12/+7 (1d6+2/17-20), 2 wing bashes  $+7(1d_4)$ Special Attacks drawing of the blood, reaper's scythe 5/

day (DC 19, 7d8+14), slapping tail +12 (1d8+1)

Domain Spell-Like Abilities (CL 14th; concentration +20)

9/dav—*bleeding touch* (7 rounds)

Cleric Spells Prepared (CL 14th; concentration +20)

7th–blasphemy (DC 23), destruction <sup>D</sup> (DC 23), repulsion (DC 23)

6th–create undead <sup>D</sup>, greater dispel magic, harm (DC 22), *heal*, extended *righteous might* 

5th—dispel good, extended divine power, slay living D (DC 21), spell resistance, true seeing

- 4th-cure critical wounds (2), death ward <sup>D</sup>, poison (DC 20), spell immunity, unholy blight (DC 20)
- 3rd—animate dead <sup>D</sup>, bestow curse (DC 19), contagion (DC 19), meld into stone, protection from energy, wind wall

2nd—align weapon, death knell <sup>D</sup> (DC 18), eagle's splendor, enthrall (DC 18), silence (DC 18), sound burst (DC 18), spiritual weapon

1st-bane (DC 17), cause fear <sup>D</sup> (DC 17), command (DC 17), curse water (DC 17), doom (DC 17), entropic shield, sanctuary (DC 17)

o (at will)—bleed (DC 16), create water, detect magic, light

**D** Domain spell; **Domain** Death

#### **S**TATISTICS

**CR 13** 

19

#### Str 13, Dex 12, Con 12, Int 6, Wis 22, Cha 14 Base Atk +10; CMB +11; CMD 25

Feats Combat Casting, Draconic Terror, Extend Spell, Extra Channel, Great Wings, Recovery, Wing Bash

Skills Fly -10, Knowledge (religion) +15, Spellcraft +15

Languages Common, Draconic

**SO** aura. death's embrace

**Combat Gear** potion of invisibility, ring of the ram (7 charges); **Other Gear** +1 light fortification breastplate, +1 keen shortsword, belt of incredible dexterity +2, cloak of resistance +2, headband of inspired wisdom +2, ring of protection +2, cold iron unholy symbol (worth 500 gp), wyvaran webbing, 79 gp.

# book of heroic Races compendium



JON BRAZER

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