# DRAGONKIN BY AMANDA HAMON

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## DRAGONKIN

or millennia, the prospect of half-human, half-dragon hybrids was the stuff of whispered rumor in Midgard. In those days—before the world's great dragons tenuously united to form the Mharoti Empire-the thought that dragons' terrible power might combine with humans' versatility and resilience was repugnant to most. Reflecting this fear, humans often populated their fairy tales with villains who were scaly, had wicked claws, and ominously swished their serpentine tails. Little did those storytellers know that dragonkin were not imagined phantoms. They were real—and one day, they would make up the ruling class of the powerful and insidious Dragon Empire.

Dragonkin emerged as a race unto itself-and as a force to be reckoned with-less than 500 years ago, although individual dragonkin have existed for untold years. Just before the dragonkin's rise, a particularly cunning red dragon named Mharot gathered neighboring dragons and kobold tribes and proposed the alliance that remains in place today. As a result, scalykind slowly created its own society-which mingled with the region's humans—and the number of Midgard's dragonkin skyrocketed. By the time two centuries had passed, the Mharoti Empire was formalized and the dragons' sultanate was home to millions of dragonkin. Today, more than 19 million dragonkin represent the majority of the empire's residents.

Despite or perhaps because of their relative youth as a race, Mharoti dragonkin tend to be arrogant and ambitious, and they project an intimidating presence. This haughty attitude is not unearned; members of the dragonkin edjet ("warriors") class, driven by greed and a desire to please their aloof patrons, have fought and won so many battles that the race's pride is frustratingly appropriate. Some in Midgard even believe that the dragonkin are the preferred children of Veles, the World-Serpent. Predictably, many dragonkin individuals claim this distinction with panache. Their boasts grate in the ears of other races.



The arrogance of the Mharoti dragonkin extends into a strict sense of social order. They divide themselves into four elemental kinds—fire, storm, stone, and wave dragonkin—which supposedly represent pure draconic bloodlines. There may be some merit to those claims of lineage, particularly because many dragonkin physically reflect the element their background most represents. Further, hybrids of these bloodlines are common, as is mixing among elemental dragonkin kinds. As a result, dragonkin with pure leanings look down on the colorful creatures of multiple bloodlines; these so-called mongrels, the purebloods believe, are distastefully tainted.

Outside their own kind, the dragonkin's social

hierarchy dictates that kobolds—said to be the result of dragons breeding with goblins, dwarves, and halflings are inferior, while non-draconic, "hairy" races are even lowlier. Their own status below drakes and dragons the prideful dragonkin tend to ignore; they focus, as such egocentric creatures usually do, on the groups society allows them to repress. For their part, the Mharoti dragons encourage and fuel this social order. Without it, they could never abuse the dragonkin as they do without facing an army of angry, formidable foes.

Although dragons are the very creatures that spawned dragonkin, they view their proverbial descendants with considerable contempt. In imperial lore, any dragon able to ignore her love for a human—thus leaving her bloodline "untainted"—is honorable. As representations of impure draconic blood, dragons believe that dragonkin are fit only to exist as servants, soldiers, and as the Great Dragon Lords' executives. Dragonkin cannot rise above the executive class to the status of timarli ("dragon dukes") or urmanli ("scaled lords"), as these distinctions are reserved for drakes, lesser dragons, and greater dragons. Paradoxically, despite their second-class status, dragonkin power the Mharoti Empire's day-to-day activities; indeed, the Great Imperial Experiment, as its draconic citizens often call it, would surely fail without them.

**Physical Description:** Dragonkin are strong, scaled, bulky humanoids. Their clawed hands and feet, reptilian snouts, and frilled crests all harken back to their draconic heritage. Their eyes typically are deep gold or black. Male and female dragonkin are physically distinctive. Male dragonkin are larger and heavier, with more prominent horns or crests. Their tails are short and often spiked. In contrast, female dragonkin are quicker, more wiry, and smaller—although they are still larger than most humans. Females' tails are longer and are prone to idle lashing. Female dragonkin sometimes have a frill or collar of a color that contrasts with their scales.

The color of dragonkin's scales typically reflects their elemental kind, with the flame dragonkin favoring orange or yellow scales with red crests. Storm dragonkin often display blue, white, or silver scales with black crests. Stone dragonkin, which are uncommon, possess brown,

## Castes and Status among the Dragonkin

There is a strict caste system in place in the Mharoti Empire. In this social pyramid, non-draconic races are at the bottom, while the greatest dragon lords are at the top. Below are short descriptions of each class, with special attention paid to dragonkin's place—or their distinct absence—in each. The caste name in draconic is followed by its translation.

- Jambuka ("Jackals"): The empire's lowest, mostmaligned class is reserved for the "hairy" races those humans, dwarves, ogres, gnolls, and giants unfortunate enough to live there. The Mharoti dragons welcome to their empire these jackals, as they're called, and they serve the dragons well in their various roles as peasants, servants, smugglers, bandits, and even mercenaries.
- **Kobaldi ("Little Ones"):** The empire's kobolds fall into this class; they do much the same work as the jambuka, but with one important distinction: They are scalyfolk, and therefore they are full imperial citizens.
- Sekban ("Those That Serve"): The lowest ranking of the dragonkin classes, this class is above hairy folk and kobolds; nevertheless, these dragonkin are a motley mix. Most of these dragonkin simply are not skilled or disciplined enough to reach the warrior class above them and many serve as artisans, merchants, millers, or similarly practical professions.
- Edjet ("Warriors"): These proud dragonkin are the heavily armed and armored shock troops of the Dragon Empire. They are fighters, elementalist wizards, lizard-riders, and priests devoted to Veles

and the Four Elemental Gods. These dragonkin typically believe in the superiority of the scaled races; some even believe they are Veles' chosen.

- Akinji (Cunning Lords): In times of war, these dragonkin and lesser drakes are the empire's light calvary and its officers. During peacetime, they are its landholders, merchants, priests, mayors, and guild masters. Members of this caste fiercely believe in the Great Imperial Experiment, as they call it.
- **Timarli ("Dragon Dukes"):** These drakes and lesser dragons are all minor nobles, generals, ambassadors, and important priests. At their own expense, they typically raise armies made up of members of the lesser classes to answer the sultana's yearly calls to duty.
- **Urmanli ("Scaled Lords"):** This caste consists of about 500 dragons, many of which are imperial governors. Temple patron, mining cartel overseer, and land mogul are other roles these dragons tend to accept—when they aren't calculatingly seeking advantage and power for the day when one of the great eight morza dies.
- Morza ("Great Dragon Lords"): These eight ancient and powerful dragons embody the empire and hoard most of its wealth. They also appoint a "lowly" human sultan or sultana to govern it, for none trusts the others enough to make day-to-day decisions. Under these ruthless dragons, the Mharoti Empire is growing in wealth and holdings each year.

For more information about the Mharoti Empire's social structure, see the *Player's Guide to the Dragon Empire*.

operations. In Sarkland, the City of Dust, dragonkin often breed lucrative riding and hunting lizards, and they dominate the city's profitable bazaars.

Harkesh: Known as the Golden City, this metropolis is home to several small fiefdoms of dragonkin and kobolds. The city is home to the Brotherhood Temples, a particularly martial order of dragonkin monks; dozens of edjet barracks, which house the sultana's favored dragonkin warriors; and the western docks, which boast the most ruthless dragonkin merchants in the entire empire.

## Dragonkin Elsewhere

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The Mharoti Empire is not the only place where dragonkin exist—although much of Midgard is wary or downright hostile toward these scaly

creatures. Below are a few outlying places where dragonkin are found.

**Cloudwall Mountains:** In the upper reaches of the Principalities of Morgau and Doresh are the Cloudwall Mountains, which serve as the private hunting ground

of the region's vampire prince. Although dangerous, the mountains serve as a home—and as a hiding place from those who wish them ill will—for about 1,800 dragonkin, who are experts in keeping prying eyes away.

**Courlandia:** The Red Queen of this northern fiefdom of the Grand Duchy has a Red Guard of dragonkin who keep curious neighbors and dwarven reavers at bay. Her dragonkin are rarely seen outside her borders.

**Crossroads:** Dragonkin typically find harsh welcomes in this region's cultural mishmash, but the scaly creatures find a warm welcome among the mercenaries of Hogar's Horribles, a band known to accept nearly any creature as long as it can prove its worth—and help turn a profit. Dragonkin are actively hunted in the Magdar Kingdom, which remains on a war footing against the empire.

**Ruby Despotate:** Some of Midgard's most ruthless and fearsome dragonkin find a place in this region, which is known for its slavers, mercenaries, and seedy merchants. The few Rubeshi natives who deal with wandering dragonkin often find their strength and cunning useful for nefarious purposes.

**Seven Cities:** A few scattered dragonkin find causes here, particularly in the city of Capleon. There, dragonkin who worship Seggotan, the Lord of the Ocean, join motley armies in an attempt to grab more power in a region defined by its turmoil and martial strife.

gray, black, or white scales with white or purple crests; wave dragonkin, the most rare, have gold, blue, or green scales with bright green or yellow crests.

Exceptions to the elemental divisions are dragonkin

soldiers, which are most common in the Mharoti Empire. They typically display brassy or tan scales with black or rust-colored crests. These dragonkin almost always wear armor, as their scaly skin offers them only a modicum of protection against weapons.

## Dragonkin in the Mharoti Empire

Dragonkin are rare in Midgard outside the Mharoti Empire, which depends on the creatures' strength and their sheer numbers to function. Dragonkin are common—if not the outright majority—in most imperial provinces. Below are some places in which this race plays a particularly important role.

**Dragoncoil Mountains:** The very heart of the Mharoti Empire, some say the Dragoncoil Mountains were formed from the tail of Veles itself. Truth or legend, these alpine lands are home to countless towns and hamlets of dragonkin, who eschew their brash and hotheaded leanings in this peaceful setting.

**Gizmiri**: Known as the red province for its fiery dragon ruler, Gizmiri is a place of great wastelands and thriving urban life. In the scorched countryside, dragonkin owners often profit from their enormous mining or fishing

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### Alternate Racial Traits

At your GMs' discretion, the following dragonkin racial traits may be used instead of existing racial traits.

**Child of Flame:** Dragonkin with strong connections to a red dragon forebear can conjure flame with just a thought. These dragonkin can create a moving, heatless flame as an at-will spell-like ability. This functions as *dancing lights*, but always takes the form a small ball of fire or a torch's flame. Only flame dragonkin may choose this trait, and it replaces armor.

**Child of Stone:** Dragonkin who feel a particular connection to the earth and its stone sometimes find strength in its immutability. These dragonkin may cast *virtue* as an at-will spell-like ability. Only stone dragonkin may choose this trait, and it replaces armor.

**Child of Storms:** Dragonkin whose ancestors were blue dragons often feel electricity flowing through their veins. These dragonkin can set a flammable object on fire with the touch of a finger as an at-will spell-like ability. This functions as *spark*. Only storm dragonkin may choose this trait, and it replaces armor.

**Child of Waves:** The sustaining energy of water calls out to many dragonkin who find themselves drawn to this element. These dragonkin may cast *create water* as an atwill spell-like ability. Only wave dragonkin may choose this trait, and it replaces armor.

**Elemental Master:** Some dragonkin come from a long line of elementalist wizards and have therefore developed resistances to some such damage. At first level, these dragonkin must choose acid, cold, fire, lightning, or sonic energy. They have DR 4 against that energy type. This racial trait replaces energy resistance and armor.

**Reptilian Cunning:** The bond between reptiles and some dragonkin is oddly strong. Three times per day, these dragonkin can speak with reptiles as a spell-like ability. This functions as *speak with animals*, but it affects only reptilian animals. The caster level for this ability is the same as a dragonkin's character level. This racial trait replaces armor.

**Scaled Strength:** A few dragonkin are particularly adept at naturally channeling the strength of their draconic forebears. These dragonkin receive a +3 racial bonus to Strength and a -2 penalty to Dexterity. This racial trait replaces dragonkin's normal stat changes.

**Unblinking Glare:** Dragonkin whose ancestors sought shelter—however tenuous—in the Cloudtop Mountains are often able to shake off mental attacks as if they were raindrops. These dragonkin receive a +3 racial bonus against spells with the mind-affecting descriptor. This racial trait replaces energy resistance.

## Dragonkin Racial Traits

- +2 Strength, -2 Dexterity, +2 Charisma: Dragonkin are strong and exude a powerful sense of presence, but they are not quick.
- **Slow Speed:** Dragonkin have a base speed of 20 ft. Their speed is never modified by encumbrance or armor.
- Darkvision: Dragonkin can see in the dark up to 60 ft.
- **Energy Resistance:** Dragonkin must choose acid, cold, fire, lightning, or sonic energy at first level. They have DR 2 against that energy type.

**Armor:** Dragonkin have a +1 natural armor bonus.

- **Presence:** Dragonkin gain a +2 racial bonus on Intimidate and Diplomacy checks. Fly is always a class skill for dragonkin.
- **Languages:** All dragonkin begin with both the Trade Tongue and Draconic as known languages.

Dragonkin who have high Intelligence scores can choose any of the following bonus languages: Dwarvish, Darakhul (Ghoulish/Undercommon), Elemental, Elvish, Infernal, Kobold, Minotaur, or Nurian.

## Dragonkin Feats

Dragonkin have access to the following feats.

#### **DRAGON SKIN**

Your skin becomes thicker, harder, and more resistant to damage, like a true dragon's scales.

Prerequisites: Dragonkin or kobold, BAB +3.

**Benefit:** This feat can be taken up to three times. Each time you take this feat, you add +1 to your natural armor rating.

#### **GUTTURAL VOICE**

The words of your draconic ancestors and their ilk come to your tongue quite easily.

Prerequisites: Dragonkin, Intelligence 14.

**Benefit:** You gain Darakhul, Kobold, or Minotaur as a free language. You may take this feat up to three times; each time, choose a new language from that list to take as a free language.

For more feats straight from the Mharoti Empire including ones that grant a breath weapon and climbing claws—see the *Player's Guide to the Dragon Empire* (page 10). At your GM's discretion, some dragonkin may also have access to feats found in *The Book of Drakes*.

#### **IMPROVED DRAGON SKIN**

Your dragon-like skin becomes even tougher and more resistant to energy damage.

Prerequisites: Dragonkin or kobold, Dragon Skin, BAB +9.

**Benefit:** This feat may be taken up to three times. Each time you take this feat, you add +2 to your natural armor rating and DR 3 to one energy type (acid, cold, electricity, or fire). If you take the same type of DR multiple times, your scale color changes to match the energy type (brown/black for acid, white/silver for cold, blue for electricity, and red for fire), although your dragonkin type does not change for purpose of keeping alternate racial traits.

#### **IMPROVED FLIGHT**

Your maneuverability while in flight is impressive indeed.

**Prerequisites:** Dragon, dragonkin, drake, or kobold; ability to fly; BAB +9.

**Benefit:** This feat may be taken up to three times. Each time you take this feat, you add +2 to your Fly skill ranks and your maneuverability rank increases by one (up to perfect).

#### **MILITANT COMMANDER**

Your intimidating presence and proven prowess in battle precedes you when interacting with the simple soldiers and those beneath them.

**Prerequisites:** Dragonkin, BAB +11, member of the edjet class.

**Benefit:** You gain +10 to Intimidate checks against members of the jambuka, kobaldi, and sekban classes.

#### SPIKED TAIL (COMBAT)

The spikes on your particularly strong and agile tail are as sharp as blades.

Prerequisites: Dragonkin, BAB +6.

**Benefits:** You may use your tail as a natural weapon that deals 1d4+3 hp piercing damage. You always have proficiency with it. You may only take this feat once, and you may not take it with Sturdy Tail.

#### **STURDY TAIL (COMBAT)**

Your tail is particularly thick and sturdy, helping you maintain your balance during combat.

Prerequisites: Dragonkin, Strength 16, BAB +4.

**Benefit:** You receive +3 to CMD checks vs. bull rush, overrun, and trip attempts. You may take this feat up to three times. You may not take this feat with Spiked Tail.

## Dragonkin Archetypes and Bloodlines

The following racial archetypes are available to dragonkin.

#### **DRAGONKIN EDJET (FIGHTER)**

As the backbone of a brutal warrior class, edjet dragonkin are known for their ferocity and fearlessness in combat. A dragonkin edjet has the following class features:

**Draconic Resistance (Ex):** Starting at 2nd level, an edjet warrior gains a +1 increase to her energy resistance. It must be of the same type as her original resistance selection. This bonus increases by +1 for every four levels beyond 2nd. This replaces the bravery ability.

**Edjet Fighting (Ex):** At 3rd level, when an edjet warrior uses a shield, she can wield any polearm or spear of her size or smaller as a one-handed weapon. This ability replaces armor training 1.

Sweeping Blow (Ex): At 5th level, an edjet warrior can, once per day, use her polearm to trip up to three opponents within reach. If the initial trip attack succeeds, she may proceed to the next opponent within reach and repeat the process until a trip attempt fails or she succeeds three times. This ability functions similar to the Great Cleave feat.

The edjet warrior gains a +2 to her CMB for all trip attempts made during the sweeping blow, but she also suffers a -2 penalty to AC until her next turn.

For every five levels beyond 5th she may attempt to trip one more opponent. This ability replaces weapon training 1.

**Draconic Recovery (Ex):** At 7th level, an edjet warrior needs only 5 minutes of rest or a healing spell to recover from the fatigued condition. At 11th level, she needs only 10 minutes or a healing spell to recover from the exhausted condition. This ability replaces weapon training 2.

**Draconic Hardiness (Ex):** At 11th level, an edjet warrior gains DR 5/—. This resistance increases to DR 10/— at 16th level. This ability replaces armor training 2 and 3.

Warrior's Willpower (Ex): At 15th level, when an edjet warrior succeeds on a Fortitude or Will save against a spell or spell-like ability that would normally have a partial effect even with a successful save, she is instead completely unaffected by it. This ability replaces armor training 4.

**Draconic Bulwark (Ex):** At 16th level, an edjet warrior gains evasion (as a rogue) when using a shield. As a move action, an edjet warrior can provide evasion to a number of immediately adjacent allies equal to the edjet's Dexterity modifier until the beginning of her next turn. At 20th level, the warrior gains improved evasion and can provide this ability to all adjacent allies as a move action. She can also provide improved evasion to one adjacent ally as a swift action. This ability replaces weapon training 4 and weapon mastery.

## **Elementalist Spells**

The following spells have the acid, cold, electricity, or fire descriptors. See the elementalist's elemental channeling ability for additional details about how they can make other uses of these spells.

#### **0-LEVEL SPELLS**

acid splash, spark, ray of frost

#### **1ST-LEVEL SPELLS**

burning hands, dancing lantern, shocking grasp

#### **2ND-LEVEL SPELLS**

acid arrow, burning gaze, elemental speech, elemental touch, fire breath, flaming sphere, scorching ray

#### **3RD-LEVEL SPELLS**

*campfire wall, draconic reservoir, elemental aura, fireball, flame arrow, lightning bolt, sleet storm* 

#### **4TH-LEVEL SPELLS**

acid pit, ball of lightning, detonate, dragon's breath, fire trap, firefall, ice storm, wall of fire, wall of ice

5TH-LEVEL SPELLS cone of cold, fire snake, geyser

#### **6TH-LEVEL SPELLS**

acid fog, chain lightning, contagious flame, freezing sphere, sirocco

**7TH-LEVEL SPELLS** *delayed blast fireball, firebrand* 

**8TH-LEVEL SPELLS** *incendiary cloud, stormbolts, wall of lava, polar ray* 

**9TH-LEVEL SPELL** *fiery body, meteor swarm* 

#### **DRAGONKIN ELEMENTALIST (WIZARD)**

These primal dragonkin use their affinity for the Four Elements to become especially adept at damaging foes with acid, cold, electricity, and fire. A dragonkin elementalist has the following class features:

**Primal Communion (Su):** At 1st level, a dragonkin elementalist must choose one of the Four Elements with which to form a primal bond. This element may be flame, which governs fire damage; storm, which governs electricity damage; stone, which governs acid damage; or wave, which governs cold damage. Once chosen, the element cannot be changed.

Like the cardinal directions, each elemental has an opposite that represents an opposing, primal force. See Table 1-1: Elemental Opposites for details. The type of damage associated with each element is in parentheses.

**Elemental Channeling (Sp):** At 1st level, once per day an elementalist may cast any wizard spell with the fire, electricity, acid, or cold descriptor as if it were in his spellbook and he has prepared it, even if neither are true or if the spell is from an opposition school. The spell's

#### **TABLE 1-1:**

**ELEMENT** 

### **Elemental Opposites**

**OPPOSITION ELEMENT** 

Flame (fire) Stone (acid) Storm (electricity) Wave (cold)

#### Wave (cold) Stone (electricity) Stone (acid) Flame (fire)



level must be equal to or less than the highest-level spell the elementalist can cast. This spell cannot be modified by metamagic feats or other abilities.

While casting this spell, the elementalist must make a concentration check (DC 10 + the spell's level) before making any of the spell's required rolls. If this concentration check fails, the spell automatically fizzles and the elementalist experiences an elemental backlash. This backlash may take the form of anything only he can see, including a wave that rolls over him, an acid missile that strikes him, or a fiery ball that plummets onto his head.

When an elemental channeling spell fizzles, the elementalist is dazed for 1 round. The elementalist receives a Reflex save (DC 10 + the spell's level) to avoid becoming dazed. This ability replaces arcane bond.

**Bending the Four (Su)**: At 10th level, whenever a spell targeting the elementalist or his companions has the acid, cold, electricity, or fire descriptors, as a free action the elementalist may make a concentration check (DC 15 + the targeted spell's level). If this check is successful, the elementalist may replace the spell's normal damage with any of the four listed energy types. The spell's visible component changes as is appropriate, such as a *fireball* that freezes in midair or a *lightning bolt* that is set aflame.

The elementalist may change the damage type of three spells per day. This ability replaces the wizard bonus feat acquired at 10th level.

**Primordial Convergence (Su):** At 20th level, an elementalist displays incredible mastery of his primal bond

element—and he can use this mastery to surround himself with primordial energy. Whenever the elementalist casts a spell with his primal bond energy descriptor, for 1d4 rounds an aura of the appropriate element surrounds his body. For instance, a flame elementalist might become engulfed in heatless flames, a stone elementalist might glow with a green aura, a storm elementalist might crackle with electrical energy, and a wave elementalist might create reverberations in the air when he moves, like the crashing of water on the shore.

Although it does not damage the elementalist, this aura grants the elementalist a +2 natural armor bonus. In additional, the elementalist's touch attacks deal an additional 3d6 hp damage of the energy type that matches his primal bond element. An elementalist may choose not to deal this damage when delivering touch attacks. This ability replaces the wizard bonus feats acquired at 20th level.

#### **RUBESHI SLAVER (BARBARIAN)**

The few dragonkin who have made the ruthless Ruby Despotate their home often are particularly talented in the cruel art of slaving; whether it's as merciless slave merchants, mercenary slave hunters, or large-scale overseers, these dragonkin have spent their lives learning how to keep others in line. A Rubeshi slaver has the following class features.

**Greed and Power Reign:** A Rubeshi slaver cannot be aligned with good or law.

Threatening Presence (Ex): A Rubeshi slaver is adept at

## Minor Gods of the Dragon Empire

Worship of dragon gods in the Mharoti Empire is not confined to the five major deities known to most in Midgard. Although much less pronounced in influence, three minor dragon gods also command cults in and around the empire. See Table1-2: Minor Gods of the Dragon Empire for a list of minor dragon gods, their alignments, their symbols, their typical worshipers, and their domains.

For more information about the major dragon gods, see Table 10-6: Major Gods of the Dragon Empire in the *Midgard Campaign Setting* (page 241).

## Minor Gods of the Dragon Empire

NAME	ALIGNMENT	SYMBOL	TYPICAL WORSHIPERS	DOMAINS*
Aeleos	Chaotic Neutral	A dragon's claw adorned with jagged bolts	seers, weather diviners, elementalists	Destruction, Luck, Weather
Itzley	Neutral	A gray, wingless dragon emerging from stone	mine owners, land owners, stonesmiths	Artifice, Earth, Knowledge
Zalco	Neutral Good	Three small, concentric serpents biting their own tails	pariahs, defectors, revolutionaries	Community (see Advanced Player's Guide), Protection, Strength

\*Unless otherwise noted, all domains can be found in the Pathfinder RPG Core Rulebook.

keeping her charges in line with fear. She receives a +3 circumstance bonus to Bluff and Intimidate checks. In addition, the sheer number of minions who would do her harm has honed her ability to protect herself, and so a Rubeshi slaver receives a +2 racial bonus to AC. This ability replaces fast movement.

**Bloodied Rage (Ex):** A Rubeshi slaver becomes particularly enraged when others—particularly lowly slaves—dare to strike at her. At 3rd level, a Rubeshi slaver receives a +1 bonus to Fortitude saves made to negate or reduce damage. This bonus increases by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Additionally, when she drops below half hp, she gains 5 temporary hp. This ability replaces trap sense.

**Unchained Fury (Ex):** At 20th level, a Rubeshi slaver becomes frighteningly skilled in using slaves' instruments of bondage against them and those who would ally with them. A Rubeshi slaver may use any appropriately sized spiked chain as if it were a +1 wounding longsword. She is always considered proficient with such a weapon, but may only wield one spiked chain with this augmentation at a time. If she wields two spiked chains, she is proficient with both, but one is considered a non-magical light weapon that deals 2d4 hp piercing damage, weighs 10 pounds, and has disarm and trip. This ability replaces mighty rage.

**Rage Powers:** The following rage powers complement the dragonkin Ruby slaver archetype (powers with asterisks are found in the *Advanced Player's Guide*): boasting taunt\*, brawler\*, greater brawler\*, energy resistance\*, greater energy resistance\*, fearless rage, guarded life\*, increased damage reduction, internal fortitude, intimidating glare, mighty swing\*, powerful blow, quick reflexes, reckless abandon\*, roused anger, strength surge.

#### **WORLD-SERPENT'S CHOSEN (CLERIC)**

For some dragonkin, being descendants of Midgard's most formidable dragons is not enough; these dragonkin truly believe that they are the chosen people of Veles, the great World Serpent. This god made flesh surrounds the world and, some say, created it. A World-Serpent's chosen has the following class features.

Laconic Tongue: A World-Serpent's chosen has adapted the uncommunicative, vocally lazy habits assorted with her patron deity. Whenever she casts a spell with a verbal component (including domain spells), she must make a concentration check (DC 5 + the spell's level). If the check fails, the spell is lost and has no effect. If the World Serpent's chosen uses a full-round action to cast the spell, the concentration check is made with a +2 circumstance bonus.

Life is Fleeting (Su): With her mere presence, a World-Serpent's chosen reminds good, evil, chaotic, or lawful creatures that life is short and that the afterlife is uncertain. Against all foes with a true-neutral alignment, a World-Serpent's chosen has a fearful aura (10 foot radius).

This aura functions as a *fear* spell, except any affected creatures become shaken if they fail the Will save (DC 14

+ the World-Serpent's chosen's Wisdom modifier). This ability has no effect on creatures that are true neutral. This ability replaces aura.

**Channel Ouroboros' Favor:** Using a symbol of Ouroboros—typically a ring or pendant in the shape of a great dragon biting its own tail—a World-Serpent's chosen can coax the indolent god into providing its favor to her allies or bringing its wrath against her foes.

She must choose whether to grant a boon to her allies or inflict bane on her foes, and once this choice is made, it cannot be reversed. If she grants boons to her allies, she casts spontaneous cure spells (see the cleric's spontaneous casting ability in the core rulebook). If she inflicts banes on her foes, she casts spontaneous inflict spells.

A World-Serpent's chosen channels Ouroboros' favor in a 30-foot radius centered on the cleric. With boons, she provides a +1 competence bonus to all her allies' attack rolls, plus a +1 bonus every four cleric levels she gains beyond first (+2 at 5th, +3 at 9th, and so on, maximum +5 at 17th and beyond). If she prefers banes, her foes receive a -1 penalty to all their attack rolls, plus a -1 penalty every four cleric levels she gains beyond first (-2 at 5th, -3 at 9th, and so on, maximum -5 at 17th and beyond).

A World-Serpent's chosen may channel Ouroboros' favor a number of times per day equal to 3 + her Charisma modifier. Channeling is a standard action that does not provoke an attack of opportunity. A World-Serpent's chosen present her symbol of Ouroboros to use this ability.

This ability replaces channel energy.

#### **CLOUDTOP (SORCERER BLOODLINE)**

You are one of the rare but hardy dragonkin who find life among their own kind too cutthroat and difficult for your tastes. Despite your draconic heritage, you are a carefree soul—and you wish to keep your kin from prying into your life, which is likely full of adventure and magical study.

#### Class Skill: Disguise.

**Bonus Spells**: *see alignment* (3rd), *ghostly disguise* (5th; see *Ultimate Magic*), *nondetection* (9th), *false vision* (11th), *guards and wards* (13th), *project image* (15th), *mind blank* (17th), *foresight* (19th)

**Bonus Feats**: Empower Spell, Iron Will, Silent Spell, Skill Focus (Fly), Skill Focus (Knowledge [local]), Quicken Spell, Toughness

**Bloodline Arcana**: Whenever you cast a spell of the abjuration school to avoid divination effects (such as scrying), the DCs of any caster level checks required by the opposing caster increases due to a +1 circumstance bonus. If the spell you are trying to avoid is a mind-affecting spell, you receive a +3 circumstance bonus to resist it.

**Bloodline Powers:** Cloudtop sorcerers take cues from the secretive dragonkin living in the mountaintop fortresses—and a few such dragonkin are believed to have started the tradition. They take elaborate and sometimes paranoid steps to protect themselves from their militant kin and from enemies in general. As cloudtop sorcerers progress in level, they find ever more ways to guard themselves and their allies from those who wish them harm.

Elemental Shield (Sp): At 1st level, a cloudtop sorcerer taps into his elemental heritage to conjure a wall that can absorb damage of a single elemental type. When using this ability, choose fire, electricity, acid, or cold. This wall surrounds you or another creature within 30 ft.; the wall surrounds an area 5 ft. in diameter and stands 10 ft. high. It shimmers with translucent color matching the elemental damage it is absorbing (red, for example, if the wall is absorbing fire damage). The wall absorbs 2 hp of the chosen elemental type/caster level. It lasts 1 round/level.

In essence, an elemental shield is an immaterial magical effect. It can move with the target protected creature but it is not easily destroyed, and creatures can pass through it as normal. If a creature attempts any touch attack against the protected creature (including ranged touch attacks and weapon touch attacks), that touch attack is absorbed, even if the attacker passes through the shield. The shield is immune to dispel magic, but a *mage's disjunction* can still dispel it. An elemental shield can be damaged by spells, weapons, and supernatural abilities, but it has hardness 20 and a number of hp equal to 10 per caster level. It does not block ethereal or



material creatures, and it cannot be made permanent with a *permanency* spell.

**Elemental Defense (Sp):** At 3rd level, a cloudtop sorcerer can create a larger elemental shield. This shield functions in all the same ways as the basic form of the shield, but it is a hemisphere up to 10 feet in diameter, and it absorbs two energy types instead of one.

**Cloudy Mind (Ex):** At 6th level, a cloudtop sorcerer has learned how to shield his mind from the insidious effects of opposing casters. He receives a +3 competence bonus to mind-affecting spells.

Shrouded Presence (Ex): At 15th level, a cloudtop sorcerer can surround himself with a strange aura that discombobulates and often foils magically prying eyes. When targeted by spells with the scrying descriptor, the cloudtop sorcerer receives a +5 competence bonus to his Will save to resist the effect. If the cloudtop sorcerer would not normally receive a Will save to resist the effect, this ability allows him to receive one (DC 15 + the spell's level).

**Elemental Dome (Sp):** At 20th level, a cloudtop sorcerer can harness the powers of the elements to protect himself and his allies from spellcasters who wish to harm them with elemental energy. This ability functions like elemental shield, but the cloudtop sorcerer can conjure a shield that is 30 ft. in diameter, and it absorbs the fire, electricity, acid, and cold energy types. For creatures within the dome, it also absorbs all touch attacks that deal those types of energy damage.

## Dragonkin Spells

The following spells are available to dragonkin. With GM approval, other appropriate races may make use of some of these new spells.

#### LIZARDBANE

School transmutation [fire]; Level sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (one fire source) Range long (400 ft. + 40 ft./level) Target one fire source, up to a 20-ft. cube Duration instantaneous Saving Throw Will negates and Reflex negates; see text; Spell Resistance no

Lizardbane causes a fire to erupt into a geyser of liquid flame that targets reptiles and all draconic creatures. The spell uses one fire source (it could be as small as a torch's flame), which is immediately extinguished upon this spell's casting. A fire larger than a 20ft. cube, however, is only partly extinguished, with the details up to the GM's discretion. Magical fires are not extinguished, but a creature of the fire subtype used as the source takes 1 hp damage per caster level with no saving throw.

The resulting rain of fire seeks out reptilian creatures and those with the dragon subtype. It fills a hemispherical burst with a radius of 60 ft. All affected creatures and objects in the area take 3d6 points of fire damage and catch fire (see the *Pathfinder Roleplaying Game Core Rulebook*).

With a successful Reflex save, an affected creature takes half damage and does not catch fire. Creatures within 120 ft. of the original fire source are blinded for 1d4+1 rounds (Will negates).

#### **REVERSE SCRY**

School abjuration; Level cleric/oracle 9, sorcerer/wizard 8
Casting Time 1 round; see text
Components V, S, DF
Range personal
Target you
Duration 1 hour/caster level
Saving Throw none (harmless); see text;
Spell Resistance no; see text

Whenever you are the target of a spell with the scrying descriptor or an ability with a scrying effect, you are immediately aware of the attempt. As a swift action, you may target the opposing caster with a greater scrying spell. If you do, reverse scry grants a +5 bonus to overcome the target's spell resistance and imposes a -5 penalty on the target's Will save.

#### SHED THE ELEMENTS

School transmutation; Level druid/shaman 4, sorcerer/ wizard 5, witch 5 Casting Time: 1 standard action Components V, S, M (a smooth obsidian stone) Range long (400 ft. + 40 ft./level) Target one living creature; see text Duration 1 round/5 caster levels Saving Throw Will negates (harmless); Spell Resistance no

You target one creature and choose one elemental damage type: fire, electricity, acid, and cold. The creature is immune to that energy type for the duration of the spell. While this spell is in effect, the target creature's body and equipment are coated in a translucent, insubstantial essence.





Dragonkin have access to the following weapon and armor special abilities.

**Lunging:** A *lunging weapon* magically harnesses dragonkin's natural comfort with pikes and polearms, allowing it to be used as a reach weapon even if it is not. Only weapons that do not already have reach may have the lunging quality. A lunging weapon must be at least a Medium-sized weapon. If a creature other than a dragonkin uses a lunging weapon, the weapon provides the bonus and cannot use the special ability. For example, a human who wields a +1 lunging halberd simply wields it as a +1 halberd.

Moderate evocation (teleportation); CL 8th; Craft Magic Arms and Armor, *dimension door*; **Price** +1 bonus.

**Resit the Four Elements:** This special ability grants the armor or shield resistance 10 against fire, electricity, acid, and cold damage while the armor or shield is worn. It is a +5 special ability.

Strong abjuration; **CL** 15th; **Price** +42,000 gp; Craft Magic Arms and Armor, *resist energy, spell resistance* 

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