PLAYER'S GUIDE to the DRAGGON FRAGGON FRAGON FRAG





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PLAYER'S GUIDE 2



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The Empire and the Elemental Gods of the Mharoti

FIRE AND ICE, WIND AND STONE

Before the Dragon Empire, jealous, greedy, and hungry Elemental Gods held sway over the world. Sometimes draconic, sometimes humanoid in appearance, these strange and mysterious scaled gods of the Mharoti Empire were comforting and familiar to dragonkind but aloof and dangerous to humans, dwarves, and the other "furred folk."

Some loremasters of the West claim that the Elemental Gods were once merely powerful spirits of the elements, worshiped naively and casually by dragonkind, who sought protection for their hoards from fire and cave-in, hoped to avoid thunderstorm damage during their flights from thunderstorms, and wanted their fishing shoals to remain viable after hurricanes swept through the area. Some of these draconic loremasters also repeat a legend that the four spirits came together to hatch a plan to increase the meager number of worshipers and measly tribute coming to them.

According to this lore (which is never spoken within the confines of the Dragon Empire), they decided the dragons should use their nascent shapechanging abilities to breed with lesser races, absorbing their strengths while sharing their own, and creating lesser, servitor races that would breed faster and bring more worshipers to the elemental spirits. The first successful, self-sustaining breeds were the kobolds, small but quick and fierce; the human legend says that they are the result of dragons breeding with goblins, dwarves, or halflings (to say such to a dragon, kobold, or dragonkin is to take one's life into one's hands, to say the least). Not physically powerful enough to satisfy the spirits or their draconic parents, the dragons then bred with humans to create the more elevated breeds of dragonkin.

THE WORLD SERPENT

Veles, known as the World Serpent or Ouroboros, is the Ur-Dragon and the Creator Serpent. She is the embodiment of worldly things, strength and rage, wisdom and water, earth and blood and death. She is entirely unconcerned with an afterlife, but instead focuses on the natural world and her various and numerous scaled spawn. Some claim she is one of Loki's children, but this is likely another one of Loki's tall tales. Sailors who claim to have seen the flanks of Ouroboros describe the god as a wall of mossy, scaly flesh encircling the oceans. Beyond the body of the god lies the Void of stars and darkness. Some legends of the Northmen say that she is the God of Serpents, cast from Asgard by Wotan when she attempted to devour the home of the gods and all of the deities that dwelt therein. Wounded and cast into the void, she formed Midgard out of her wounded flesh, blood and sputum, as a nest to grow her draconic spawn as an army of vengeance, so that one day she could storm the gates of heaven and devour the gods that cast her down.

The Mharoti dragons worship her as the Creator, the builder of the world and Mother of Dragons. All divination and prophesy in the Dragon Empire is sought through her name, and her main temple, the Portal of the Void in Harkesh, is a place of many mighty oracles. The Elemental Dragon Gods are her children, and



the Great Dragons of Midgard (Mharot, among others) are her grandchildren. Lesser dragons are merely tools and cannon fodder in the World Serpent's machinations against the other gods.

THE DRAGON CONCORDANCE

The lands of the Dragoncoil Mountains have always been infested with dragons and drakes, wyrms and wyverns. Some legends have it that the Dragoncoil Peaks are formed out of the tip of the World Serpent's tail, or that Veles laid her first clutch of eggs here. Until about 400 years ago, there was nothing exceptional about this region other than an abnormally high population of dragons, drakes, and wyverns.

Then, approximately five centuries ago, an especially cunning red dragon named Mharot decided that he was tired of stealing gold and treasure from humans and dwarves, and then having to guard those treasures from their previous owners. He decided to propose a pact to neighboring dragons and kobold tribes, to give their allegiance to a council of dragons that would protect the kobolds, and in return the kobolds would serve the dragons and guard their treasures with cunning traps and stonework, as well as by force of arms and sorcery. This alliance served the dragons and their cohorts well and profitably in the centuries following. The Mharoti Empire was formalized less than two centuries later. Since the inception of the Dragon Empire, its armies have conquered, in whole or in part, over six neighboring empires and mighty kingdoms. Nowadays, emboldened by prior successes (and ignoring the occasional cataclysmic setback), the dragons and their erstwhile allies of dragonkin, kobolds, ogrekin, and eastern sorcerers sally forth once a year to conquer new lands under the banners of the Dragon Empire and the four Elemental Temples.

THE SULTANATE

For reasons that seem inscrutable to many outsiders, Mharot and the other dragons chose not to appoint a dragon to rule the empire on a day-to-day basis. The Mharoti Empire is a dragon empire: founded by dragons, run by ancient and mighty dragons for their personal enrichment, and truly about the scaly races, not humans. But they quickly realized that if you put a single dragon in charge of a vast military-industrial empire, a dragon emperor would seek only to consolidate and expand its power at the expense of its neighbors and nominal allies. The vanity and narcissism of the Dragon Lords was such that they could never agree on which one of their rank could be trusted with the Dragon Sultanate, so they gave this "menial" job to a human instead.

The Dragon Empire is ruled by a human sultan or sultana (though always one with dragon blood), but the reins of the human sultan's power are held loosely. The sultan is in charge of looking out for the Dragon Empire as a whole. If the position of sultan didn't exist, the Dragon Empire would most likely not be an empire—it would be eight draconic kingdoms constantly at war. The sultan has a great deal of authority, but only because the Great Dragon Lords and draconic governors don't trust any of their own members with the sultan's level of imperial authority. On a day-to-day level, the sultan administers the executive powers of the Mharoti compact: appointing judges and decreeing laws, bestowing and stripping titles from the nobility, and granting land and privileges to the *tirmanli* and *urmanli* ("dukes" and "lords").

The sultan collects the taxes, distributes bread and tribute, raises and leads the armies (or chooses the commanders that do), and generally tries to make fractious dragons cooperate in the business of the Dragon Empire—no small task, even in the best of times.

The threat of assassination by the Sultanate's elite "haremassassins" helps keeps the dragonkin, kobold, and human satraps in line. The sultan's command of the armies gives the Sultanate a degree of leverage against any individual Great Dragon Lord, though the *morza* (Great Dragon Lords), along with their noble houses and lands, are in many ways autonomous powers. They enforce or ignore many of the Sultanate's decrees at will, at least in their own provinces.

The newest ruler of the Mharoti Empire is the cruel and cunning Sultana Casmara Azrabahir. The charismatic and youthful sultana stands a mere five feet tall, but her blue-streaked ebon tresses betray her blue dragon heritage. Her rule is new and fragile, but clearly she has the confidence and the ruthlessness to command the Dragon Empire.

THE DRAGON EMPIRE TODAY

It is impossible to explain in full the depth and exotic extremes of the Mharoti Empire to outsiders. Even many Mharoti citizens and thralls have difficulty grasping the breadth and variety of the voracious young empire. Many of its cities are more populous than entire nations in the North, and the empire's triumphs and contradictions are great. It has done well for itself in just a few short centuries, overrunning and ruling its several ancient neighbors by fire and claw.

The empire's shining metropolises and bustling tent cities host magnificent bazaars, bursting with exotic goods plundered or bartered from a dozen realms, east and west, north and south. The vast and exotic lands surrounding the Dragoncoil Mountains are another world compared to the temperate forests and icy mountains of the north. They are rich in trade and ancient in magic, but they also exhibit the might and wealth of Dragon Lords, and their schools of learning are in many ways more advanced and open than those of the Seven Cities or the Crossroads, to say nothing of the Rothenian Plains or the Northlands. What is certain is that the Dragon Empire continues to expand, to garner

tribute from subject nations, and to bring the worship of its Elemental Gods to the wider world. With the furious expansion of the Dragon Empire, there has been a diaspora and renaissance of new elemental rites, sacred lore, and holy festivals that appeal to the latest, nondragon citizens and thralls of the Dragon Empire, as well as sympathetic creatures outside its borders. In time, the dragon gods might seem less alien, and they might make significant inroads beyond the immediate reach of the empire; for now, the vast majority of the Elemental Gods' worshipers are still the legions of drakes, dragons, and dragonkin living within the crowded confines of the Dragon Empire.



Mharoti

THE CASTES OF THE MHAROTI EMPIRE

Dragons are creature of strength, power, and magic, but also ego and vanity. Prideful in a narcissistic way, dragons, drakes, and the other scaled breeds are very status-conscious: who has the most servants, who has the most wealth and territory, and who has the most potent magic items. This pride and vanity is reflected structurally in the unofficial, but ironclad caste system of the Dragon Empire. Although not formalized in law or written anywhere in the voluminous archives of the Mharoti, the caste system that has evolved over the past few centuries is as ingrained and institutionalized as any formal legal structure or sultan's edict.

Jambuka ("Jackals")

The bottom of the Mharoti social pyramid is the seething masses of humans, dwarves, ogres, gnolls, giants, and other "hairy" races that are collectively known in Draconic as *jambuka*, or "jackals." Unscaled creatures are welcome to live under the sultana's rule, and sturdy and cunning humans and the others have a certain role to play as peasants, administrators, and servants (to be sure, the morza think of the sultana as merely as a most valued servant). A great many jambuka work the mines in the Dragoncoil Mountains, or plow the farms of the plains. The jambuka are taxed and otherwise left alone to work, live, and carry on the business of running the empire, as long as they show the proper amount of deference and servility to their draconic masters.

To be clear, the jambuka are not slaves and not all are serfs or peasants. They often thrive in the cracks and seams of the Dragon Empire as smugglers, bandits, and dealers in flesh and drugs, as well as a thousand lesser trades: moneylender, extortionist, assassin, gangster, gambler, musician, actor, street sweeper, mercenary, alchemist, butcher, baker, shepherd, and stablehand, to name just a few.

Although the jambuka do not have any political or military power within the empire (except for the sultana), they have a great deal of incremental power that springs forth from the dark cellars and predawn alleys of the Dragon Empire's wealthy and

HAREM ASSASSINS

The Imperial seraglio of the Sultanate is not just a pleasure house; it recruits and trains the Dragon Empire's finest female assassins. In a golden dometopped tower adjacent to the royal gardens of the Imperial Palace, the courtesans undergo severe instruction and rigorous deprivations to forge them into ruthless and efficient killers, as well as refined and elegant companions for the elite gentry and viziers of the Sultanate and the Dragon Empire.

Each courtesan-assassin devotes herself to the sultana and one of the Four Elemental Gods. It is whispered that there are four schools within the guild, each reflecting the killing and fighting styles of its patron deity: fluid Seggotan, tempestuous Azuran, sturdy Khespotan, and fiery Baal.

With their cold, steely skills, these unique women serve as tools of the sultana's statecraft, enforcing Imperial control and serving as "little lords" in their own right, due to their proximity to the most powerful beings—scaled and not—in the Dragon Empire.

Skilled at music, dance, games, and storytelling, they are all also highly trained in rapid memorization, observation, and spy craft. Many powerful men, women, and dragons, both within and without the Dragon Empire, have made the mistake of underestimating these courtiers trained in secret Imperial ways. None have lived to tell about it.



teeming cities. Their connections and loyalties to each other are all the stronger and fiercer because of their suppression within the Dragon Empire. It is not unusual to see a human, a gnoll, and dwarf fighting loyally side by side in a street brawl against a rival gang of *kobaldi* ("little ones") or *sekban* ("those that serve"). In *jambukai*, the street cant of the jambuka classes (a motley mix of Draconic, Trade Tongue, and Gnoll), there is a common saying: "Yüz aza jambukaza gafil ejderha aga azi drekbilir"—"A hundred hungry jackals can bring down an unwary dragon."

Kobaldi ("Little Ones")

The number of Mharoti kobolds is huge, and their name in draconic—kobaldi—is familiar enough. They do much of the same work as the jambuka, with one important distinction: they are scaled folk and thus full citizens of the Dragon Empire, with all the protections and benefits of its scaly-favored laws. They rarely let the furred folk forget the kobaldi's superior status in the Dragon Empire, and they always strive to point out their draconic blood and their ties to an important noble draconic house. Kobold weavers and miners are especially skilled and have a strong, clawed grip on these guilds in the Dragon Empire. In war, the kobolds are archers, sappers, engineers, and massed light infantry. They fight with great devotion, though often with little effect unless they have a massive numerical superiority.

Sekban ("Those that Serve")

The sekban are the lowest rank of the dragonkin, and as a rule, they are a very motley mix. Most are dragonkin who are simply not disciplined or connected enough to join the ranks of the *edjet* ("warriors"). Those in the military are archers, scouts, skirmishers, and irregulars such as hunting bird handlers or officers among the furred folks. Most are not soldiers at all, but rather artisans, millers, merchants, scribes, smallholders, or smiths. They are sometimes overseers for kobolds, or they might command a patrol of furred folk or a ship crewed by the unscaled.

A few sekban are humans with dragon blood (sometimes known as "dragonblooded" or "dragonmarked"). Most dragonblooded humans are reviled by kobold and dragonkin alike as mixed breeds if not outright abominations, and if they do not have a protector or noble patron, many are sacrificed to Baal or abandoned as children.

Edjet ("Warriors")

The proud and strong edjet are the heavily armed and armored shock troops of the Dragon Empire. Their numbers include powerful fighters, elementalist wizards, priestly warriors devoted to Veles and the Four Elemental Gods, as well as plate-armored

lizard-riders, and even oliphant-riding artillerists. The edjet are raised almost from birth to believe in the superiority of the scaled folk over all others. They are true believers, and this gives them courage to stand tall against giants, magic, and even the walking gods of Nuria-Natal.

Akinji ("Cunning Lords")

In war, the *akinji* caste are the empire's light cavalry, elementalists, and officers of small companies; in

peace, they are its landholders, merchants, priests, mayors, ship captains, judges, and guild masters. Almost all are dragonkin, though a few are lesser drakes. The akinji are expected to serve the Dragon Empire's interests, carry out the orders of the morza and the Sultanate, and serve as a class akin to the landed gentry elsewhere in Midgard.

A few of the akinji are major landholders—a few hundred acres or a few villages are generally the most an akinji can aspire to. They are intensely conscious of the Dragon Empire's successes and its failings, and they are fiercely loyal to the Dragon Empire.

Timarli ("Dragon Dukes")

The powerful timarli are all minor nobles, generals, ambassadors, mayors, or important priests-and many own large mines, expansive farmlands, or at least an impressive city dwelling for their lair or stronghold. These drakes and lesser dragons also raise companies of troops at their own expense to answer the sultana's calls to duty. A successful campaign season is a great credit to them and an opportunity for plunder. An unsuccessful campaign season can result in loss of rank and wealth, and perhaps execution, if the shame to the Sultanate is great enough. Therefore not all drakes and lesser dragons will risk the march at mustering time. Not all drakes hold independent power, of course. Thousands of timarli serve the morza or the Sultana directly as advisers, castellans, wardens, seers, spies, senior officers, concubines, and caravan masters. These drakes and minor dragons are known for their ambition, because if their treasure hoard grows great enough, they might be granted a greater title as one of the "scaled lords"-and a greater share of the empire's tribute.

Urmanli ("Scaled Lords")

Not every dragon is a governor, but every great dragon is one of the urmanli, the great "scaled lords" of the Dragon Empire. Some rule cities, command armies, or hold ancient and wealthy river valleys in the Dragoncoil. Others might be temple patrons or mining conglomerate overseers. These scaled lords often have thousands of kobolds, jambuka, and dragonkin attending to them; the urmanli are great lords and leaders of the Dragon Empire and are not used to having their orders questioned, delayed, or denied. About five hundred dragons rule fiefdoms in the empire, and all seek advantage and power for the day when one of the eight great morza dies. Then one of the scaled lords can seize the title, if he or she is powerful, cunning, swift, and ruthless enough.

Morza ("Great Dragon Lords")

The morza embody the empire and hold most of its wealth. Juggling their whims and demands weighs heavily on the

> sultana, because if any one or more of the morza are displeased, she might be assassinated, exiled, imprisoned, or executed. The morza are rarely involved in the day-to-day business of the Dragon Empire, but are mostly concerned that the Dragon Empire is expanding its wealth and holdings (and therefore their own) every year, every decade, and every century. The hunger and greed of these ancient dragons is what drives the Dragon Empire's fierce and rapid expansion.



DRACON EMPIRE TRAITS

The following traits are available to those who were raised in the Dragon Empire.

COMBAT TRAITS

Conflict is the core of many interactions that the characters have with others in any game, and combat can often break out when more social and diplomatic options fail. The following traits provide players with more options that bolster combat-oriented elements of their characters while also granting the characters a sense of a Dragon Empire character.

Blood of Dragons

The strength of your draconic ancestors runs mightily through your veins.

Prerequisite: Dragonkin

Benefit: You automatically confirm stabilization checks when dying.

Blood of Fire

Your draconic ancestry runs deeply within your blood. **Benefit**: You gain +1 trait bonus to all Will saving throws.

Dragon Fighter

You are an expert on dragon anatomy and fighting draconic creatures. **Benefit:** You gain a +1 damage bonus to all melee attacks vs. creatures of the draconic or lizard subtype.

Inured to Fear

You have been raised near and around dragons and drakes, and you are resistant to their frightful presences.

Benefit: You gain +2 trait bonus to all saving throws against mindaffecting fear effects, and you gain a+4 trait bonus to all saving throws against frightful presence effects.

Quick and Cunning Kobold Child

Your quick wits and quicker reflexes are reflective of your kobold ancestry.

Benefit: You gain +1 trait bonus to all Reflex saving throws.

Sinews of Steel

You have the strength and steadfastness of your draconic ancestors. **Benefit**: You gain +1 trait bonus to all Fortitude saving throws.

Strength of Dragons

The might and strength of your draconic ancestors sustains you. **Benefit:** You gain an additional hit point each time you gain a new Hit Die due to a level increase.

RELIGION TRAITS

Various faiths play a role in the Dragon Empire, and the following traits bolster characters who choose one of these as their religion of choice. Refer to the core rules for more information on religion traits.

Child of Oracles

You were raised in the service of the Portal of the Void, and you have seen and can divine many mysteries. **Benefit**: You gain +1 CL when casting divination spells.

Elemental Birthmark

Your flesh bears the mark of one of the Four Elemental Gods. **Benefit:** You can use your birthmark as a divine focus, and you gain +1 CL when casting your domain spells.

Elemental Conduit

You are a vessel for the elemental power of your draconic gods. **Benefit:** Whenever you use an ability that channels energy, there is a + 1 trait bonus to the save DC to resist your channeled energy.

Vessel of Fire

You are a faithful and powerful servant of the mighty Baal. **Benefit:** Whenever you cast a divine spell with the fire descriptor, you deal 1 point of extra damage per damage die rolled.

DRACONKIN AS PCS

The dragonkin are one of the youngest races of Midgard, but one of the fastest growing. They are currently common only in the Mharoti Empire, and in fact are a consequence of its founding; the various breeds of dragonkin were unknown before unification of the empire. They have begun to spread beyond the borders of the empire, albeit slowly, since they are rarely trusted by warm-blooded humanoids in the various lands outside the empire. Still, they are found increasingly throughout the south and east of Midgard.

As might be expected, the cunning and arrogance of humans fused with the scales, claws, and toughness of dragons is quite a powerful combination. The dragonkin divide themselves into four elemental breeds, "purebred" lineages of dragonkin, though interbreeding and hybrids are fairly common.

The dragonkin all have clawed hands and feet, and short snouts dominate their faces. Their eyes are deep and golden or black. Beyond that, though, the genders differ quite a bit. Male dragonkin are larger and horned or crested, and they are also considerably heavier. Their tails are short and often spiked. Female dragonkin are faster, smaller, and wiry, with longer, lashing tails. They sometimes have a frill or collar of contrasting color.

Most dragonkin gravitate toward the fighter, paladin, ranger, and sorcerer classes, especially

the dragon disciple prestige class. Any number of dragonkin rogues (especially greyscale rogues), oracles (particularly of the Void mystery), and wizards (for those that have the intelligence, patience, and focus) exist out in the world also.



MEZAR

Warrior of the Faith

You steadfastly defend your faith against all rivals. **Benefit:** You gain a +1 trait bonus to all saving throws made against divine spells.

MAGICAL TRAITS

Magic plays an important role in the game, and the following traits provide you with more options to customize your character's magical abilities.

Affinity of Fire

Your fire spells reflect your combustive nature. **Benefit:** Choose one spell with the fire descriptor when you choose this trait. That spell is cast at +1 CL.

Cantrip/Orison Adept

You are especially adept at minor magic.

Benefit: When you gain this trait, you may choose one cantrip or orison you can already cast. You may recall this spell for use a second time per day.

Elemental Blood

You are especially resistant to damage from one or more of the elements.

Benefit: When you gain this trait, choose one of the elemental types of damage (acid, cold, electricity, or fire). You gain a +1 trait bonus to saving throws against that type of damage, and you reduce damage by -1 for every die of damage rolled. This trait cannot be chosen more than once.

Fire in the Belly

You have a fierce desire to live, perhaps to fill some prophesied destiny.

Benefit: You gain a +2 trait bonus against all spells and effects with the death descriptor.

Keen Mind

You are not easily fooled by deceivers and charlatans. **Benefit:** You gain a +1 trait bonus to all checks and saving throws against Bluff, Sleight of Hand, and illusions.

SOCIAL TRAITS

Characters from the Dragon Empire have the following social traits available to them.

Chain Boss

You were a chief slave, master of a chain gang, or a prison guard. **Benefit**: You gain a +1 trait bonus to all Intimidate checks.

Chetzko-Pah Master

You have mastered the art of Chetzko-Pah ("Dragon Turtle Shell") game. With a simple wave of your hand, you can make the "dragon egg" (seed) disappear under one of the three "dragon turtle shells" (walnut or date shells). Care to try your luck, sir? **Benefit:** You gain a +1 trait bonus to all Sleight of Hand checks, and Sleight of Hand is always a class skill for you.

Draconic Trait

You were raised in a draconic household, even though you are not a dragon, drake, or dragonkin. You may have been a slave, a servant, or perhaps even adopted on a whim.

Benefit: You may replace one of your racial traits with a kobold or dragonkin racial trait. This does not include traits that grant you ability score adjustments.

Legacy

You possess a reminder of past glories.

Benefit: You begin the game with a unique piece of jewelry or masterwork item worth no more than 500 gp. It may be an heirloom weapon, a medal awarded for gallantry to an ancestor, or the like. As long as you openly display or wield the item, you gain a +2 trait bonus to all Will saving throws. If appropriate, this item may be used as a divine or arcane focus. If the item is lost, stolen or damaged, you take a –1 penalty to all Will saving throws until it is recovered or repaired. If the item is permanently destroyed, you lose 1 point of Wisdom or Charisma permanently (your choice).

Quick Learner

You have always had a keen eye and a quick mind for learning. **Benefits**: You gain one additional skill point every level. This includes 1st level, if taken at the time of character creation.

Voice of the Dragon

You have always been a natural leader, and you speak with the powerful voice of draconic authority.

Benefit: All allies, cohorts, followers, hirelings, and summoned creatures under your command gain a +1 trait bonus to all mind-affecting fear effects.

RACE TRAITS

Denizens of the Dragon Empire can possess one of the following traits if they are dragonkin, drakes, or kobolds. Refer to the core rules for more information about race traits.

Bitey Kobold (Kobold)

You have long, sharp nassssty teeth. Benefit: You gain a secondary bite attack that deals 1d4 damage.

Carapace (Dragonkin)

You have exceptionally thick scales. **Benefit:** You gain a +1 natural armor bonus. You may take this trait only once.

Dodgy Kobold (Kobold)

You have a talent for not being in the right place at the right time, such as the spot where the barbarian's great axe is passing. **Benefit:** You gain a +2 dodge bonus to your AC for a number of rounds per day equal to your Dexterity modifier. The rounds need not be consecutive, but you must announce you are using this ability at the start of your turn.

Draconic Acuity (Dragonkin)

Your sense of hearing, sight, or smell is especially acute. **Benefit:** With this trait, you choose one sense (vision, hearing, smell) and you gain a +2 to all Perception checks made with that sense. This trait may be chosen twice. The second time a different sense must be chosen.

Draconic Diplomat (Drake)

You were raised in and around Great Dragon households, and you have become a silver-tongued diplomat among dragons.

Benefit: You gain a +1 trait bonus to all Diplomacy checks, and a +2 trait bonus when dealing with dragons and drakes.

Draconic Linguist (Drake)

Words have a magic all their own, and you are clever in the ways of using them.

Benefit: You gain a +1 trait bonus to Linguistics, and Linguistics is always a class skill for you.

Draconic Recall (Drake)

You can call on magical reserves not available to most of your kind. **Benefit:** When you take this trait, you can choose a spell-like ability that does not inflict damage or conditions; you gain one additional use of this ability per day.

Drake's Guile (Drake)

You have wit, wisdom, and a winning way with your cold-blooded brethren.

Benefit: You gain a +2 trait bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with other draconic creatures.

Funny-Looking Kobold (Kobold)

You have a short snout and long legs for a kobold, and you also have very pale scales.

Benefit: While cloaked, it is easier for you to pass as a dwarf, gnome, or halfling, or even a human child. You gain a +2 trait bonus to Disguise checks, and Disguise is always a class skill for you.

Impressive Visage (Dragonkin)

You have burnished scales and sweeping horns. You are handsome to your kind, and scary to furred ones.

Benefit: You gain a +1 bonus to all Diplomacy checks with draconic creatures, and a +1 bonus to all Intimidate checks against nondraconic creatures.

River Dragon (Dragonkin)

You grew up along a major river or near the sea. Unlike many of your kind, you are comfortable in and around the water. **Benefit:** You gain a +1 bonus to all Swim checks, and Swim is always a class skill for you.

Scaly Pride (Dragonkin)

You are proud of your draconic heritage and the power of the Dragon Empire. Your pride gives you strength to fight for the empire.

Benefit: When you are within 60 ft. of a Great Dragon or one of their banners, you gain a +1 morale bonus to all melee damage rolls and gain a +1 morale bonus against mind-affecting fear spells and spell-like effects.

Scaly Streak (Drake)

You have always been very fast. It helps you get in—and out—of dangerous situations.

Benefit: When moving in a straight line as a full-round action, including charge and flyby attacks, your base speed increases by 10 ft.

Scampering Kobold (Kobold)

You grew up in the treetops or among the rooflines of the kobold ghetto, and you are especially adept at climbing and jumping great distances.

Benefit: When taking this trait, you choose whether you grew up in a forested environment or an urban environment. You gain a +2 bonus to all Climb and aerial Acrobatics checks (such as jumping from tree to tree or rooftop to rooftop) made in your native environment. You are always treated as having a running start for jumping distances. You can take this trait only once.

Sneaky Kobold (Kobold)

You are especially small and unnoticeable, even for a kobold. **Benefit:** You are a small and darkly scaled kobold, and you gain a +2 bonus to all Stealth checks, providing you are wearing no or light armor.

Touch of Baal (Dragonkin)

Your spirit burns with the power of the Fire Elemental Lord. **Benefit:** You can ignite flammable objects with a single touch. You can radiate light from your fist, chest, or eyes (your choice) that is equivalent to torchlight for up to one hour per day. The hour does not have to be continuous, but it can be in ten-minute increments. Generating or dismissing the light is a free action, but if dismissed in less than ten minutes, you lose the full tenminute increment.

Terror from Above (Drake)

You are a gifted flyer and a dangerous aerial opponent. **Benefit:** You gain a +1 trait bonus to your Fly skill, and you gain a +1 trait bonus to attack rolls against aerial opponents while flying.

Unerring Tongue (Drake)

You have traveled extensively and have a ready wit and an able tongue.

Benefit: You gain one bonus language. You receive a +1 trait bonus to Diplomacy and Sense Motive checks made while speaking in that tongue.

DRAGON EMPIRE FEATS

The following feats are available to those who meet the prerequisites for them.

Breath Weapon

You gain the breath weapon ability of your draconic forebears. **Prerequisites:** Dragonkin or kobold, BAB +5 or higher, ability to cast divine or arcane spells

Benefit: You gain a breath weapon that affects a 30-ft. cone. You must choose one of the elemental damage types (acid, cold, fire, or electricity); once chosen, the type of damage may not be changed. You deal 1d6 damage for every two spellcaster levels you possess. Reflex save for half damage. DC is 10 + 1/2 character level + Con modifier. You can use this attack once per day + Con modifier as a standard action

Climbing Claws

Your tough and powerful claws give you advantages when climbing. **Prerequisites:** Dragon, dragonkin, drake, or kobold; Climb 5 ranks

Benefit: You gain a +4 feat bonus to Climb checks. You can climb at half your land speed without taking the accelerated climbing penalty. If you climb at an accelerated rate, you still take the -5 penalty, but can move your full base speed if successful in your Climb check. You retain your Dexterity bonus (if any) while climbing, and opponents gain no circumstance bonuses to attack you.

Cold-Blooded Cleaver (Dragonkin)

You enjoy cleaving the pelts of warm-blooded creatures and seeing warm red blood spill on the soil.

Benefit: Choose *one* two-handed slashing weapon (such as glaive); your critical threat range is increased by one for this weapon.

Deep Seer (Drake)

Nothing escapes your notice.

Benefit: The range of your darkvision doubles (30 ft. to 60 ft., 60 ft. to 120 ft., and so on). If your darkvision range is already 120 ft. or higher, you gain the Scent (Ex) special ability, as per the *Pathfinder Bestiary*.

Desert Dragon's Step

You have the trackless step of the desert zephyr.

Benefit: You can move across difficult desert terrain (rubble, sand, quicksand) without penalty. You can choose to leave no track or a false trail, as per the trackless step special ability.

DRAKES AS PCS

As drakes are deeply connected to humanoid society, they make a fairly obvious choice for player characters. *Pathfinder* rules do not currently support monstrous PCs, but any CR 1 drake, such as a pseudodragons or candle drakes, make for an easy conversion from monsters to characters. For details, systems, and statistics on using drake PCs, see Open Design's *Book of Drakes*, available for sale at the Kobold Quarterly website.

Drakes are flexible enough to take on almost any role in an adventuring party. Many

"geographic" drakes seek training as druids. Many become rogues and excel in diplomacy, spying, exploration, and infiltration, due to their size, stealth, and cunning. Many others, unsurprisingly, become sorcerers and dragon disciples.



Draconic Flight

You gain the flying ability of your draconic ancestors.

Prerequisites: Dragonkin or kobold, BAB +5 or higher, Glide feat **Benefit:** You gain the ability to fly naturally (draconic wings) at 30 ft. per round (clumsy). You may take this feat up to three times. Each time you take this feat, you can choose to increase your fly speed by 10 ft. per round or increase your maneuverability rank by one (clumsy to poor, and so on).

Dragon Fighter

You have been trained from a young age to fight dragons and their allies.

Prerequisites: BAB +5 or higher, Power Attack feat

Benefit: You gain a +4 feat bonus to all melee and ranged attack rolls and damage rolls made against any creature of the draconic subtype. This does not apply to combat maneuvers, spells, or spell-like effects.

Dragon Skin

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

Prerequisites: Dragonkin or kobold, BAB +3 or higher **Benefit:** This feat can be taken up to three times. Each time you take this feat, you add +1 to your natural armor rating.

Dragon Slayer

You have been trained to find the weak points in draconic armor and slay draconic creatures with a single blow.

Prerequisites: BAB +6, Sneak Attack feat, Improved Uncanny Dodge feat

Benefit: You automatically confirm critical damage against Large or larger draconic creatures.

Drake's Tongue

You have the wily and agile tongue of a cunning drake. **Prerequisite:** Ability to speak Draconic

Benefit: You gain a +2 circumstance bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks when speaking Draconic.

Elemental Resistance

You are especially resistant to the elemental attacks of dragons and their allies.

Benefit: You can take this feat up to three times. Each time you take this feat, you gain DR 6 to one type of elemental energy (acid, cold, electricity, or fire), chosen at the time you take the feat. Each additional time you take this feat, you must choose to have it stack with an existing resistance.

Fire Lord

You are an ardent devotee of Baal, the Elemental God of Fire. **Prerequisites**: Knowledge (religion) 5 ranks, ability to cast arcane or divine spells with the fire descriptor

Benefit: You gain a +2 bonus to all saving throws versus spells and effects with the fire keyword, and all spells you cast (including those from items, such as staves) with the fire descriptor do +1 damage for every die of damage rolled.

Fist of the Mantis

You use your martial skills and draconic might to deliver shattering blows.

Prerequisites: Flurry of blows ability, unarmed strike ability **Benefit:** In place of a flurry of blows attack, but with the same attack penalty, you can make a sunder attack with your unarmed strike. This attack does not provoke an attack of opportunity.

Glide

You gain the ability to glide, using your vestigial draconic wings. **Prerequisites:** Dragonkin or kobold, BAB +3 or higher

Benefit: You gain the ability to glide. Treat this ability as a personal *feather fall* spell, but you must move 30 ft. laterally for every 10 ft. you drop vertically. If you do not have 30 ft. in which to maneuver, such as in a small well, then you slam into the wall or cliff face, taking 1d4 damage, and you begin to fall normally.

Improved Dragon Skin

Your dragonlike skin becomes even tougher and more resistant to energy damage.

Prerequisites: Dragonkin or kobold, Dragon Skin feat, BAB +9 or higher

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).

Improved Flight

Your maneuverability while in flight is impressive indeed. **Prerequisites:** Dragon, dragonkin, drake, or kobold; ability to fly; BAB +9 or higher

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).

Leaping Lord

Your legs and torso are exceptionally powerful, enabling you to make mighty leaps.

Benefit: You gain the ability to make exceptionally high and long leaps. You gain a +4 bonus to all Acrobatics checks involving vertical or horizontal leaps and jumps. You are always considered to have a running start, and the DC for vertical jumps is halved (twice the distance attempted, not four times). Also, you take no damage from falls up to 20 ft. with a DC 15 Acrobatics check, and you can land on your feet instead of prone if you fall 40 ft. or less and exceed the above DC by 6 points or more.

Might of the Earth Dragon

The power of Khespotan flows from the earth into your bones and gives you strength.

Benefit: As long as you are in contact with solid ground, you gain a +2 divine bonus to both your Fortitude saves and combat maneuver checks (in other words, while initiating or defending against a bull rush).

Might of the Fire Dragon

The searing might of Baal ignites the power within you.

Benefit: As long as you are within 30 ft. of a large fire or heat source (such as a bonfire or lava flow, but not a torch or lantern), you gain a +2 divine bonus to both your Will saving throws and saving throws against area effect spells.

Might of the Sea Dragon

The fluid might of Seggotan flows from the sea into your veins and protects you.

Benefit: As long as you are in contact with, or submerged in, a large body of water, you gain a +2 divine bonus to both your AC and Reflex saving throws.

Might of the Wind Dragon

The hurricane strength and speed of Azuran flows through you when you fly.

Benefit: As long as you are flying or at least airborne, you gain a +2 divine bonus to both your AC and Fly checks.

Portal of the Void

You have a unique connection to the World Serpent Veles and the Void.

Benefit: You reduce your DC on all divination spells and related checks (such as concentration checks) by four, and you can ask twice as many questions as usual.

Roar of the Dragon Lords

You carry the might of the Great Dragon Lords within you, and when you display it, it cows lesser beings.

Prerequisites: BAB +6, Cha 15, Con 13

Benefit: Up to three times per day, you can give forth a mighty roar that causes any creature within 30 ft. of you with fewer than half of your Hit Dice that fails a DC 20 Will save to become shaken. You also gain a +4 circumstance bonus to any Intimidate attempt you make in the next full minute.

Unshakeable

The awesome presence of dragons and their mighty allies affects you less than most.

Benefit: You count as having twice your actual Hit Dice to see if and how you are affected by a draconic creature's frightful presence. You gain a +4 circumstance bonus to all Will saving throws made against a draconic creature's frightful presence.

Winter Dragon's Step

Your clawed feet and sure step give you a natural advantage on ice. **Prerequisites:** Dragon, dragonkin, drake or kobold.

Benefit: You can climb icy surfaces with a –5 reduction to all Climb DCs. You can also move at full speed across icy surfaces without penalty and you do not need to make an Acrobatics check to run or charge on icy surfaces, as long as you are not wearing any kind of footgear (boots, sandals, shoes, and so on).

Wisdom of the Dragon Turtle

The wisdom of the Great Dragon Turtle Lords flows through your veins.

Benefit: All Knowledge skills are considered class skills for you, and you gain a +2 divine bonus to all Knowledge (arcana) and Knowledge (planes) checks.

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MHAROTI CLASS ARCHETYPES AND PRESTICE CLASSES

To add flavor to your character and campaign, take a look at the following class archetypes and prestige classes. Each of the archetypes specifies class, and you can refer to the core rules for more information about how to use archetypes in the game.

Order of the Firedrake (Cavalier Archetype)

With traditions and breeding programs that date back over four hundred years to the founding of the Dragon Empire, the Order of the Firedrake produces dragon- and drake-riding cavaliers. These fierce desert warriors swear a sacred oath to their bloodthirsty elemental gods to give their lives in service to the Dragon Empire without question or hesitation. Riding out from their secret breeding fortresses, these draconic cavaliers rain death and fire down upon their enemies. They must obey all lawful imperial orders without thought or hesitation, and they are sworn to seek to expand the reach, might, and wealth of the Dragon Empire.

Abilities

Challenge: Whenever a firedrake cavalier issues a challenge, she receives a +1 morale bonus to her damage rolls on attack rolls against the target of her challenge. This bonus increases by one for every four levels the cavalier achieves.

Skills: An order of the firedrake cavalier can add Knowledge (local–Mharoti) and Knowledge (nobility) to her class skills. In addition, when the cavalier makes a Ride check, she can add her Wisdom bonus as well as her Dexterity bonus to the roll.

Dragon's Roar (Ex): At 2nd level, the cavalier gains the ability to rally her troops. Once per day + Cha modifier, as a swift action, she can issue a rallying cry that grants all allies within a 60-ft. radius a morale bonus against fear spells and spell-like effects equal to the cavalier's Charisma modifier, for a number of rounds equal to the cavalier's level. Allies also gain a +1 morale bonus to all damage rolls for a number of rounds equal to the cavalier's level.

Additionally, if any ally within the radius is frightened, shaken, or panicked, he or she can immediately make another saving throw to remove the effect.

Sultan's Command (Ex): At 8th level, the cavalier gains the ability to inspire her troops. Once per day + Cha modifier, as a swift action, the cavalier can shout a command to grant a morale bonus equal to her Charisma modifier to attack rolls and damage rolls for all allies within 30 ft. of her. This effect lasts for a number of rounds equal to the cavalier's Wisdom modifier.

Dragon Strike (Ex): At 15th level, the cavalier gains the ability to make a spectacular charge and bring allies with her. Once per day + Cha modifier, the cavalier can spend a standard action to make a full move and make a melee attack. All allies within 30 ft. of her can make a full move and make a melee attack as an immediate action. The attack may be a charge attack if the

movement qualifies. All attack rolls and damage rolls are made with a bonus equal to the cavalier's Charisma modifier (this stacks with any applicable bonuses for making a charge attack).

Mount (Ex): Firedrake cavaliers may choose mounts from the reptilian or draconic subtypes with the DM's permission. At 4th level, they may choose a Large mount of this type; at 8th level, they may choose a Huge mount; at 12th level, a Gargantuan mount; and at 16th level they may choose and ride a Colossalsized mount with no penalties, as long as it is still of the reptilian or draconic subtypes.

Elemental Exarch (Druid Archetype)

Elemental exarchs are druids who do not worship the nature they find around them; they instead worship the underlying forces of nature underneath—the elements and the elemental gods that created them. Rather than bonding with plants and animals, they bond with elementals and elemental powers that most mortal minds cannot comprehend, to great effect.

Elemental Bond (Su): At 1st level, the druid forms a unique bond with a Small elemental of one of the four types. This elemental is a loyal companion that accompanies the druid on his adventures, and it can communicate telepathically with the druid. The exarch and the elemental can fuse or separate their bodies at will as a swift action. While they are fused, the druid gains a +1 natural armor bonus and gains a slight tint to his skin (red for fire, blue for water, silver for air, and brown for earth). The elemental cannot use any of its powers or attacks while fused with the exarch. When not fused with the exarch, the elemental can move and attack normally, but must remain within 60 ft. of the druid it is bonded with, or it must make a DC 20 Fortitude check every turn or be dispelled and forcibly returned to its native elemental plane. If the elemental is killed or dispelled, the exarch takes 1d6 points of backlash damage for every Hit Die the elemental had. The exarch must meditate for 24 hours in an appropriate area to re-bond with a new elemental (for example, a seashore or lakeshore for a water elemental, a mountaintop for an air elemental, a volcanic rift for a fire elemental, or a cave for an earth elemental).

Like druidic animal companions, the elemental's Hit Dice and abilities advance as the exarch advances in level. It becomes Medium-sized when the exarch becomes 4th level; it becomes Large-sized at 7th level, and Huge at 11th level. Regardless of its size, the elemental can still fuse with the exarch. All of the elemental's Hit Dice and abilities increase to match the new size rank. The exarch does not grow larger when fused with a larger elemental, but does gain a +2 bonus to his Dexterity score when fused with a Medium elemental, a +2 bonus to his Constitution score when fused with a Large elemental, and a +2 bonus to his Strength score when fused with a Huge elemental (the bonuses stack with each other and the natural armor bonus). This replaces the nature's bond ability.

Elemental Shield (Su): The exarch gains a +2 bonus to saving throws associated with his elemental's energy type (fire for fire, acid for earth, cold for water, and electricity for air) and takes -1 damage for every die of damage rolled (for example, -2 points for 2d6 fire damage rolled). At 4th level, the bonus increases to



+4 and the damage reduction increases to -2 per die of damage. At 7th level, the exarch can avoid the damage as if he possessed the rogue's evasion ability (against the one type of damage only), and at 11th level as if he possessed improved evasion. This replaces the nature sense ability.

Elemental Affinity (Ex): The exarch can improve the attitude of an elemental. If not controlled or summoned by an enemy, all elementals are assumed to have a starting attitude of indifferent to the exarch and any allies present. The exarch can communicate with any elemental telepathically and use Diplomacy normally with any uncontrolled elemental. This replaces the wild empathy ability.

Elemental Touch (Sp): At 2nd level, the exarch gains a spell-like ability tied to his elemental's domain: *water walking* for water, *wind wall* for air, *fire breath* for fire, and *soften earth* for earth. The CL equals the exarch's level. This replaces the woodland stride ability.

Elemental Resistance (Ex): At 4th level, the exarch gains a +4 bonus to all saving throws against spells and spell-like effects with the descriptors for the "opposing" element of his bonded elemental (for example, a water-bonded exarch gains a +4 bonus against fire attacks and effects, an air-bonded exarch gains +4 against earth and acid attacks and effects). This replaces the resist nature's lure ability.

Elemental Shape (Su): Beast shape I or II are replaced with elemental body I and II. The exarch cannot use plant shape. Otherwise treat as wild shape, which it replaces.

Elemental Immunity (Su): At 9th level, the exarch becomes immune to natural cold, flame, and heat effects. He cannot be frozen or burned by natural cold or fire, but he still remains vulnerable to magical cold, flame, and heat. This ability replaces venom immunity.

Commune with the Elements (Sp): At 13th level, the exarch may use *commune* or *commune with nature* (but not both), as a spell-like ability, once per day. The CL equals the exarch's level. At 17th level, the exarch can use this ability twice per day. This replaces the thousand faces ability.

Edjet Warrior (Fighter [Dragonkin] Archetype)

The edjet are the warrior class of the Mharoti Empire. They are known for their ferocity and fearlessness in combat, as well as their steadfastness and draconic abilities.

Draconic Resistance (Ex): Starting at 2nd level, an edjet warrior gains a +1 increase to her energy resistance. It must be the same as her original resistance type. 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 wields a shield, she can use 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 sweep the legs of up to three facing opponents within reach. As a standard action, the warrior can make a single attack at her full base attack bonus against an opponent a foe within reach. If she hits, she deals damage normally and can make a trip attack as a free action. If the trip attack proceeds, she may proceed to the next facing opponent she is fighting and repeat the process (similar to Cleave) until an attack or trip roll fails, or she reaches the maximum number of opponents within reach. For every five levels beyond fifth, she may use sweeping blow against one additional facing opponent within reach. When the edjet warrior uses her sweeping blow ability, she gains a +2 bonus to her CMB for all trip attacks, but takes a -2 penalty to her Armor Class until her next turn. This ability replaces weapon training 1.

- **Draconic Hardiness (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 ten minutes or a healing spell to recover from the exhausted condition. This ability replaces weapon training 2 and 4.
- **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 up to the edjet's Dex 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.

Dragon Magus (Magus Archetype)

A dragon magus is a draconic magus that has been trained in the martial and arcane traditions of the empire. With powers and blows taught to dragonkin by their Great Dragon masters, they are often in the forefront of any Dragon Empire army or horde, but are just as often used as *agent provocateurs* by their draconic masters to "remove" powerful enemies or retrieve a valuable object or magic item. With their deadly blades and auras of eldritch magic, they are feared within the empire as well as without.

Elemental Strike (Sp): At 5th level, the dragon magus gains the ability to deliver elemental energy damage as a spellstrike once per day. Instead of choosing to deliver a touch spell through a weapon, the magus may instead deliver a 2d6 elemental energy attack of his choice (acid, cold, electricity, or fire). If the melee attack fails, no additional damage is inflicted. Otherwise follow



all the normal rules for a spellstrike, including critical damage. At 10th level, the damage increases to 4d6 and can be used twice per day. At 15th level the damage increases to 6d6 and can be used three times per day. At 20th level the damage increases to 8d6 and can be used four times per day. This ability replaces the magus's 5th level bonus feat.

Elemental Ray (Sp): At 11th level, the dragon magus gains the ability to deliver elemental energy damage as a ray attack from his weapon in place of one of his melee attacks. The magus instead makes a ranged touch (ray) attack and delivers a 1d6 elemental damage of his choice (acid, cold, electricity, or fire) for every three magus levels he possesses, to a maximum of 6d6 at 18th level. If the ranged touch attack fails, the use is wasted for the day. The magus can use this ability once per day plus his Intelligence modifier. This ability replaces the magus's 11th-level bonus feat.

Elemental Blast (Sp): At 17th level, the dragon magus gains the ability to deliver elemental energy damage as a conical blast in place of a spell combat attack or one of his melee attacks. The magus instead makes a 30-ft. conical ray attack delivered from his melee weapon and delivers 6d6 elemental of his choice (acid, cold, electricity, or fire) to any affected creature in the affected area (Reflex save for half damage). At 20th level the damage increases to 8d8 and the cone becomes 60-ft. long. This ability replaces the magus's 17th-level bonus feat.

New Magus Arcana

Arcane Blow (Ex): When the magus scores a critical hit, he may spend half his remaining arcane pool points (round down, minimum one) to add another multiplier to his critical damage (i.e. x2 becomes x3, x3 becomes x4, etc.). The magus must be 16th level or higher to select this arcana.

Arcane Display (Sp): With this arcana, the magus may expend one arcane pool point and a melee attack, instead making an impressive display of swordplay that crackles with green eldritch energy. All living creatures within 30 feet are affected as if by a *fear* spell. The DC of this spell is equal to 10 + one-half the magus's level + Intelligence modifier. The magus must be 15th level or higher to select this arcana.

Arcane Dodge (Su): The magus may expend one or more points from his arcane pool as an immediate action to grant himself a +2 arcane bonus to his Armor Class and all Reflex saving throws until the end of his next turn for each arcane pool point spent.

Arcane Evasion (Su): At 12th level or higher, the magus may expend a point from his arcane pool as an immediate action to grant himself the rogue ability evasion or uncanny dodge until the end of his next turn. If he expends 3 points, he instead gains the rogue ability improved evasion or improved uncanny dodge. He may spend 4 or 6 points to gain a combination of both if he has sufficient arcane pool points to spend (for example, 4 points for evasion and improved uncanny dodge or 6 points for both improved evasion and improved uncanny dodge) until the end of his next turn. The magus must be 12th level or higher to select this arcana.

Arcane Shield (Su): The magus may expend 1 or more points from his arcane pool as an immediate action to grant himself a +2 arcane bonus to all Will saving throws until the end of his next turn for each arcane pool point spent.

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- Arcane Speed (Su): The magus may expend 1 or more points from his arcane pool as an immediate action to grant himself a +2 bonus to his initiative checks until the end of his next turn for each arcane pool point spent.
- Arcane Vigor (Ex): Whenever the magus is reduced to 0 hit points or fewer, he may expend all his remaining arcane pool points (including those stored in his weapon by using spell absorption—minimum 1) as an immediate action to be reduced to 1 hit point instead. The magus must be 18th level or higher to select this arcana.
- Exotic Spell (Ex): When a magus selects this arcana, he may select one spell from any spell list (not just the wizard spell list) that he is of sufficient level to cast. He adds this spell to his magus spell list at the same level. He may instead select two nonmagus/ wizard spells to add in this way, but both must be at least one level lower than the highest level magus spell he can cast. A magus may select this arcana more than once.
- **Dragon's Fury (Su):** The magus can spend arcane points to use a breath weapon that is a 20-ft. cone (Reflex save for half, DC is 10+1/2 magus level + Con modifier). The magus may take this action in place of his spell combat attack or one of his melee attacks. The breath weapon does 1d8 elemental damage of the magus' choice (acid, cold, electricity, or fire) for every 2 arcane pool points spent, to a maximum of 5d8.
- **Spell Absorption (Su):** Whenever a magus saves against a spell by 5 points or more than he needed to save against it, he may choose to absorb that spell's energy in his weapon, adding a number of arcane pool points equal to the spell's level to his arcane pool. He must use these points before using his own

arcane points, and he cannot store more points in his weapon than he has magus levels (for example, an 8th-level magus can store only 8 extra points/levels in his weapon at any time). If not used, the magus loses these extra arcane pool points in 12 hours or during his next extended rest, whichever comes first. The magus must be 9th level or higher to select this arcana.

Shocking Blow (Su): The magus may spend 1 arcane pool point to add eldritch energy to a melee attack. This must be announced before the attack roll is made. If the attack fails, the point is still spent and the use of this ability is wasted. If the attack hits, the target is stunned for 1 round, unless it makes a DC 15 Will save, in which case it is shaken for only 1 round.

Monk of the Fiery Fist (Monk Archetype)

Monks of the Fiery Fist are students of the Eastern Ways of unarmed combat, but they have imbued their attacks with the fiery nature of their draconic masters and the elemental powers of their scaly gods. Using the devastating power of fire, these unpredictable monks can reduce enemy ranks to ashes.

- **Fiery Fist (Su):** At 1st level, the monk gains the Elemental Fist (fire only) feat as a bonus feat, even if she does not meet the prerequisites. At 5th level, and every five levels thereafter, the Fiery Fist monk increases her fire damage with this attack by 1d6 (2d6 at 5th level, 3d6 at 10th level, and so on). This ability replaces the stunning fist ability.
- **Elemental Purity (Ex):** At 3rd level, the monk gains a +4 bonus to all saving throws against spells and damage effects that have the acid, cold, electricity, or fire descriptor or subtypes. This ability replaces the still mind ability.



Breath of Fire (Sp): At 4th level, the Fiery Fist monk can use 2 points from her *ki* pool to use *fire breath* as a spell-like ability. The CL equals the monk's level. This ability replaces the slow fall ability.

- **Fiery Fortitude (Su):** At 5th level, the monk takes half damage from all cold- and fire-based attacks. If the monk makes the relevant save, she takes no damage at all. This ability replaces the purity of body ability.
- **Fiery Aura (Sp):** At 7th level, by using 2 points from her *ki* pool, the monk can use *elemental aura* as a spell-like effect. The CL equals the monk's level. This ability replaces the wholeness of body ability.
- **Fiery Purity (Su):** At 11th level, the Fiery Fist monk becomes immune to all cold- and fire-based attacks, damage, and effects. This replaces the diamond body ability.
- **Fiery Form (Sp):** At 12th level, if the Fiery Fist monk uses 2 points from her *ki* pool, she can use *elemental body II* as a spell-like effect. The CL equals the monk's level. This ability replaces the abundant step ability.

Fiery Palm (Su): Starting at 15th level, a monk can set up vibrations within the body of another creature that can cause the target to combust later, if the monk so desires. She can use this fiery palm attack by using 8 points out of her ki pool, and she must announce her intent before making her attack roll. If the monk strikes successfully and the target takes damage from the blow, the fiery palm attack succeeds. Then the monk can try to incinerate the victim at any later time, as long as the attempt is made within a number of days equal to her monk level. To make such an attempt, the monk merely wills the target to combust as a swift action, and unless the target makes a successful Fortitude save (DC 10 + one-half the monk's level + the monk's Wis modifier), the victim bursts into flame, taking 1d6 fire damage per round per one-half the monk's level, rounded down, until dead or wholly submerged in water or other liquid. If the Fortitude saving throw is successful, the target is no longer in danger from that particular fiery palm attack, but it may still be affected by another one at a later time. The monk can have no more than one fiery palm in effect at one time. If the monk initiates a second fiery palm attack, the first one is nullified. This replaces the quivering palm ability.

Speech of Fire (Su): At 17th level, the monk can speak normally with any creature of the celestial, draconic, elemental, and fiendish or fire subtypes, even if it does not normally share a common tongue with her. This replaces the tongue of sun and moon ability.



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Fiery Body (Sp): At 19th level, the monk can use 8 points out of her *ki* pool to use the *fiery body* spell as a spell-like effect. The CL equals the monk's level. This ability replaces the empty body ability.

Elemental Immortality (Su): At 20th level, the fiery fist monk no longer ages. She remains in her current age category forever. Even if the monk is killed, her body vanishes in an explosive burst of fire and smoke (all creatures within 20-ft. take 5d6 fire damage; Reflex save for half), and she is instantaneously resurrected (as the spell) by stepping out from a great fire or holocaust within a 150-mile radius of the location of her death. The master emerges in perfect health, but naked and unequipped. The GM chooses the fire's location. This ability replaces perfect self.

Monk of the Wind Palm (Monk Archetype)

Monks of the Wind Palm are students of the Eastern Ways of unarmed combat, but they have combined them with the strength and fury of the tempestuous Elemental Lord Azuran. Using the power of air and wind, these indomitable monks batter and buffet their foes, often from great distances.

Wind Palm (Su): At first level, the monk's unarmed strike ability gain a 15-ft. reach and acts as ranged touch attacks. This ability can be used a number of times a day equal to one plus Wis modifier. At 15th level, the monk's quivering palm ability gains the same 15-ft. reach and ranged touch quality once per day. Unarmed strike's reach also increases to 30 ft. at 15th level. At 20th level, quivering palm's reach increases to 30 ft. This replaces the stunning fist ability.

Wind Armor (Su): At 2nd level, the monk gains a +4 dodge bonus to all attack rolls and Reflex saving throws. At 4th level, the monk can extend this protection to one ally within 30 ft. for every four monk levels the character has (the monk chooses the protected allies as a swift action; this can be changed every round). This bonus applies regardless of what type of armor the monk or the allies are wearing. This replaces the evasion ability.

Wind Step (Su): At 3rd level, the monk can run or charge across all types of difficult terrain (swamp, rubble, ice, etc.), but must still pay the double movement cost penalty. At 12th level, the monk can move across a gap or hole in the terrain without falling as long as the gap is not more than 5 ft. wide per level of the monk (for example, an 18th-level Wind Palm monk can cross a 90-ft. gap or pit without falling). Note that the monk cannot pause in transit across the gap (if she does or is otherwise prevented from finishing the move, she falls normally) and must have the movement allowance in her turn to move all the way across the gap. This ability does not allow flight or levitation, and this ability replaces the still mind ability.

Wind Fall (Sp): At 4th level, the monk can fall for 10 ft. per level without injury, and she does not need to be near a wall to use this ability. At 20th level, the Wind Palm monk can fall from any height without injury.

Wind Jump (Su): At 5th level, the Wind Palm monk doubles the distance for all Acrobatics jump checks, both horizontal and vertical, and always counts as having a running start. At 10th level, the distance triples, and at 20th level, the distance quadruples. This stacks with the high jump ability. This ability replaces the purity of body ability. **Wind Dodge (Ex):** At 9th level, the wind palm monk gains the evasion ability. This replaces the improved evasion ability.

- Wind Walking (Su): At 11th level, the monk gains the ability to walk on air as if it were solid ground for a number of rounds equal to her monk level. If the monk is still in mid-air when the duration expires, she falls normally, but may use her wind fall ability to reduce or eliminate any falling damage. This replaces the diamond body ability.
- **Cloud Walking (Su):** At 12th level, the monk gains the ability to become misty and incorporeal like a cloud for 1 round per monk level by using 3 points from her *ki* pool. The monk can fly and hover at her full base speed with perfect maneuverability, even in high winds. The monk can speak and use her wind palm ability normally, but otherwise cannot affect or be affected by corporeal objects or creatures. All other incorporeal rules apply normally. This ability replaces the abundant step ability.
- **Wall of Wind (Su):** At 13th level, the monk gains the improved evasion ability. For every three levels beyond 13th, the monk can extend this ability to one additional ally within 30 ft. (the monk chooses the protected allies as a swift action; this can be changed every round). At 20th level, if the monk's Reflex saving throw is successful, the monk can choose to have the attack rebound on the caster. This replaces the diamond soul ability.
- Aspect of the Four Winds (Su): At 17th level, the monk chooses one of the following aspects of the four wind spirits to bond with and emulate. The wind spirit grants a changed appearance and new, unique abilities to the monk. Her type changes to outsider (elemental). Unlike other outsiders, however, the monk can be brought back to life as if she were a member of her previous creature type. Once this choice is made, it cannot be undone. This ability replaces timeless body and tongue of the sun and moon.
 - Aspect of the North Wind: The monk takes the aspect of the cold, bitter northern wind spirit. The monk's hair and skin becomes silvery-white and her eyes become icy blue. The monk gains the ability to speak with any creature of the evil or cold subtype, even if it doesn't normally share a language with her. The monk also gains the ability to breathe a *cone of cold* as a spell-like effect one time per day + Wisdom modifier. The CL is equal to the monk's level. The monk also becomes immune to the blizzard, cold aura, and freezing fog abilities of white dragons.
 - Aspect of the East Wind: The monk takes the aspect of the raging, tempestuous eastern wind spirit. The monk's hair and skin becomes pitch black and her eyes become a glassy green. The monk gains the ability to speak with any creature of the chaotic or fiendish subtype, even if it doesn't normally share a language with her. The monk also gains the ability to breathe a poisonous cloud like a *cloudkill* spell as a spell-like effect one time per day + Wisdom modifier. The CL is equal to the monk's level. The monk also becomes immune to all bull rush attacks and natural poisons.
 - Aspect of the South Wind: The monk takes the aspect of the gentle and healing southern wind spirit. The monk's hair and skin becomes a florid green and her eyes become a lively amber color. The monk gains the ability to speak with any creature of the good or fire subtype, even if she doesn't normally share a

language with it. The monk also gains the ability to breathe a fiery healing cloud that duplicates the effects of a *mass cure moderate wounds*, a *remove curse*, and a *neutralize poison* spell simultaneously as a spell-like effect one time per day + Wisdom modifier. The CL is equal to the monk's level. The monk also becomes immune to all bleed effects and mindaffecting fear effects.

Aspect of the West Wind: The monk takes the aspect of the daring and powerful western wind spirit. The monk's hair and skin becomes pale blue and her eyes become a brilliant gold. The monk gains the ability to speak with any creature of the lawful or celestial subtype, even if she doesn't normally share a language with it. The monk also gains the ability to breathe a

gaseous cloud that duplicates a *wind walk* spell as a spell-like effect one time per day + Wisdom modifier. The CL is equal to the monk's level. The monk also becomes immune to all entanglement, paralysis, and petrification effects.

Elemental Immortality (Su): At 20th level, the Wind Palm monk no longer ages. She remains in her current age category forever. If she is killed, she is spontaneously reincarnated (as the spell) within 24 hours, within a 100-mile radius of the location of her death (GM's choice of the location). This ability replaces perfect self.

Mystery of the Void (Oracle Mystery)

Deities: Anu-Akma, Goat of the Woods, Hecate, Veles, Wotan

Class Skills: An oracle with the void mystery adds Disable Device, Intimidate, Knowledge (arcana), Perception, and Use Magic Device to his list of class skills.

Bonus Spells: memory lapse (2nd), darkness (4th), ray of exhaustion (6th), curse of magic negation (8th), passwall (10th), getaway (12th), banishment (14th), maze (16th), overwhelming presence (18th)

Revelations: An oracle with the void mystery can choose from any of the following revelations.

Absence of Body (Su): You gain DR 5/force. At 10th level it increases to DR 10, and at 15th level it increases to DR 15. You must be 5th level or higher to choose this revelation.

Armor of the Void (Su): You summon a cloak of darkness that protects you for 1 hour per day per oracle level. You gain a +4 arcane bonus to all Stealth checks. You gain a +2 natural armor class bonus. At 7th level, you gain the rogue's evasion ability while cloaked. At 13th level evasion becomes improved evasion. The duration does not need to be consecutive. You may instead spend it in 1-hour increments. It may be created or dismissed as a swift action, but if dismissed in less than 1 hour, you lose the rest of that hour for the day.

Body of the Void (Su): You gain the ability to become incorporeal as a swift action. You may remain incorporeal for 1 minute per day per oracle level. You may resume your corporeal form as a free action. You do not need to use the minutes of being incorporeal consecutively. You may spend them in 1-minute increments. You must be 7th level or higher to choose this revelation.

Commune with the Void (Sp): Once per day, you can spend 10 minutes communing with the Realms Beyond the Void. This functions as a *contact other plane* spell. You must be at least 7th level to select this revelation.

Creature of the Void (Sp): Once per day, you can summon a terrible creature from the Realms Beyond the Void. This acts as a *weird* spell, but it affects only creatures with total HD lower than your level. You must be 15th level or higher to select this revelation.

Summon the Void (Su): You summon the empty depths of the Void to blind, drain, and chill your foes. Once per day, you may summon a *globe of greater darkness* that is 30 ft. in diameter and deals 1d6 cold damage per round to any creature that is in the area of effect. Any creature within the globe must make a DC 15 Fortitude save every round to avoid becoming fatigued and

shaken. At 17th level, the globe grows to 60 ft. in diameter, deals 2d6 cold damage per round, and any creature in the affected area that fails a DC 25 Fortitude save becomes exhausted and panicked. You must be 13th level or higher to select this revelation.

Stare into the Abyss (Su): Whenever you deal 15 damage or more to an opponent with an attack spell, the target is staggered for 1d4 rounds. At 11th level, the duration of the condition increases to 2d4.

Touch of the Void (Su): As a standard action, you can perform a melee touch attack that causes a living creature to become shaken for 1d4 rounds and take 1d6 cold damage. You may use this attack a number of times per day equal to your Charisma modifier +7.

Vision of the Void (Sp): A number of times per day equal to your Charisma modifier (minimum one), you may show all creatures within 30 ft. (allies and enemies alike) a vision of the dizzying depths of the Void. A creature with eyes in the affected area that fails a Fortitude saving throw is dazed for 1d4 rounds (DC equals 10 + one-half the oracle's level + Wisdom modifier). Even if the save is made, affected opponents are dazzled for 1 round.

Wisdom of the Void (Ex): The Void surrounds and penetrates all things. You may choose to use your Charisma or Wisdom modifier on all Knowledge checks, instead of your Intelligence modifier.

Final Revelation: Upon reaching 20th level, you become one with the Void. You may use dimension door as a swift action (as a spell like ability) three times per day plus your Wis modifier. You may become invisible as a free action, as per the greater invisibility spell (as a spell like ability) three times per day plus your Wis modifier. You can use disintegrate and greater teleport as spell like abilities once each per day.

Greyscale (Rogue Archetype)

Greyscales are rogues trained to infiltrate draconic lairs and strongholds and "acquire" treasure and information from other dragons. Especially adept at stealth, trap removal, and picking locks, greyscale rogues are sent by their masters to penetrate the lairs of draconic rivals and return with important information, valuable treasure, or potent magic that cannot otherwise be acquired through diplomacy, bribery, or intimidation.

Greyscale Stealth (**Ex**): At 2nd level, the greyscale rogue gains a +4 competence bonus to all Climb and Stealth checks. This replaces the second level rogue talent slot.

Hoard Appraisal (Ex): At 3rd level, the greyscale rogue adds onehalf her level (minimum +1) to all Appraisal checks. Appraising an item is a swift action for a greyscale rogue. Determining the most valuable item in a hoard takes 1 standard action. Determining the value of an entire hoard takes a full round action. Appraise is always a class skill for greyscale rogues. This replaces the sneak attack +2d6 ability.

Trap Mastery (Ex): At 4th level, the rogue gains a +4 competence bonus to all Disable Device and Use Magical Device checks. This includes magical traps. This replaces the 4th level rogue talent.

Resist Frightful Presence (Ex): At 5th level, the greyscale rogue is treated as having twice her actual level to see if she is affected by a dragon's frightful presence ability (for example, a 9th-level greyscale is unaffected by a 17 HD dragon's frightful presence).



The greyscale uses her actual level (instead of one-half her level) as the modifier to her Will saving throw. This replaces the sneak attack +3d6 ability.

Draconic Dodge (Ex): At 7th level, the greyscale rogue gains a +4 dodge bonus to avoid the breath weapon, wing slams, tail slaps, crush, and tail sweep attacks of dragons, drakes, and any other reptilian creature that is Large or larger. This bonus increases by +4 for every four levels beyond 7th. This replaces the +4d6, +6d6, +8d6 and +10d6 sneak attack abilities.

New Rogue Talents

Draconic Camouflage (Ex): The rogue can hide in any sort of natural terrain, even if the terrain does not normally grant cover or concealment.

Draconic Vision (Ex): The rogue can choose one of the following visual conditions to see through with perfect clarity at no penalty: fog/steam, duststorm/sandstorm, fire/smoke, or snowstorm/blizzard. She sees through them even if they are magically conjured. She can take the talent more than once, but must choose a different condition each time.

Greyscale Stride (Ex): The rogue gains one of the following movement abilities of her choice. This ability can be chosen more than once; choose a different movement ability each time.

- The rogue can move through swamps and bogs without penalty at her normal speed.
- The rogue does not leave any trail in natural or underground settings and cannot be tracked normally. She may choose to leave a visible (false) trail, if desired.
- The rogue can move through thick foliage or brush at full

speed without penalty, impairment, or damage. Magically enhanced foliage affects her normally (for example, *entangle*).

Icy Grip (Ex): The rogue can climb icy walls with a +4 training bonus to her Climb rolls. She can also move at full speed across icy surfaces without penalty and does not need to make an Acrobatics check to run or charge on icy surfaces.

Perfect Mimic (Ex): The rogue can mimic any voice she has heard by making a successful Bluff check against any listener's Sense Motive check.

Speak with Reptiles (Sp): The rogue gains the spell-like ability to speak with reptiles 1/day. This functions as speak with animals, but it works only with reptiles.

New Advanced Rogue Talents

Arctic Resistance (Ex): The rogue becomes immune to the blizzard, cold aura, and freezing fog abilities of white dragons.



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Charm Reptiles (Sp): Once per day the rogue can charm reptiles. This ability acts as *mass charm monster* spell but affects only reptiles. The CL equals the rogue's level.

Water Mastery (Su): The rogue gains the ability to breathe normally underwater and can cast spells, fight, speak, and use all other feats and abilities normally underwater. This advanced talent can be taken only at 18th or 20th level.

Void Elementalist (Elemental Arcane School)

"Before the Gods, before the Planes, before the Stars, before Midgard, there was the Void. The Void was formless and empty, and darkness washed over the face of the Void. Then Veles opened a Portal to the Void, and entered the Void, and made the Midgard of her flesh, and the waters of Midgard of her tears, and the stars of Midgard of the drops of her fiery blood. But before and underneath and after everything Veles has created, is the Void."

-The first verse of the Book of the Circled Tongue

Just as a bowl or cup needs the empty space within to hold water or wine, so too do the Elements need the Void to exist. Void is the *quintessence*, or Fifth Element, according to some draconic scholars. These loremasters and the priesthood of Veles say that the Void is before and after everything, above and below everything, and within and without everything in the world of Midgard. Those who can grasp this concept and wield its power are mighty, indeed.

Instead of specializing in one of the other elemental schools, a wizard may choose to specialize in the arcane school of the Void. Like the other arcane schools, this school grants a number of powers and one bonus spell slot for each level of spells.

This bonus spell slot must be prepared from the school's spell list (see below). For his opposition school, the void elementalist must choose the either the elemental school of Wood or Metal. Void elementalists are contemptuous of the spellcasters of these opposing schools, calling them "carpenters" and "blacksmiths" (or worse). A void elementalist must expend two spell slots to prepare a spell from one of these "lesser" opposition schools.

Void School

The void elementalist draws his power from the endless Void. Space, distance, and matter are all nothing to him; they are merely toys or trinkets to be played with or ignored by going through or around them. The elementalist uses the infinite power of the Void to confuse and confound his enemies, to negate their attacks, and to destroy his enemies; or worse, to cast them into an abyssal prison of nothingness.

Void Magic: Add the following spells to your wizard spell list at the listed level: 1st—*vanish*; 2nd—*dust of twilight*; 3rd—*dispel magic*; 4th—*enervation*; 5th—*break enchantment*; 6th—*disintegrate*; 7th—*phase door*; 8th—*orb of the void*; 9th—*energy drain*.

Wisdom of the Void (Su): You know that underlying all things is the Void, and that most of what people call "matter" is composed of the Void. This gives you power over yourself, others, and matter in general. You gain a +1 enhancement bonus to one of the following scores per day: Strength, Constitution, Charisma, or natural AC. You can decide where the bonus is applied each day when you prepare your spells. This bonus increases +1 for every five wizard levels you possess, to a maximum of +5 at 20th level. At 20th level, you can split the bonus between the scores in any combination (+2 to Constitution and +3 to AC; +1 to Strength, +2 to Constitution, and +2 to Charisma; and so on).

Armor Negation (Su): You gain the ability to increase the proportion of void to matter in a creature's armor or body. A number of times per day equal to your Intelligence modifier, you may reduce the AC or natural armor bonus of a target creature by one rank for every four wizard levels you possess, for one round per wizard level you possess (for example, a 12th-level void elementalist would reduce the Armor Class by 3 ranks for 12 rounds). You cannot reduce a natural armor bonus below zero or a base Armor Class below ten. There is no saving throw against this ability, but spell resistance applies.

Essence of the Void (Su): At 8th level, you may become incorporeal as a swift action for 1 minute per day equal to your wizard level. The minutes do not need to be consecutive, and they may be subdivided into rounds as well. You may return to your corporeal form as a free action.

Void Elementalist Wizard Spells

0—ghost sound, resistance; 1st—break, chill touch, corrosive touch, endure elements, memory lapse; 2nd—obscure object, darkness, elemental touch, rope trick, scare; 3rd—ash storm, devolution, elemental aura, ray of exhaustion, slow; 4th—curse of negation, malfunction, true form; 5th—blight, dismissal, mage's private sanctum, passwall, teleport, transform rock to mud, waves of fatigue; 6th—antimagic field, getaway, greater dispel magic, globe of invulnerability; 7th—banishment, circle of clarity, create lesser demiplane, greater teleport, sequester, teleport object, mass invisibility; 8th—create demiplane, horrid wilting, maze, protection from spells, temporal stasis; 9th—create greater demiplane, etherealness, gate, interplanetary teleport, mage's disjunction, mass suffocation, overwhelming presence, time stop

New Arcane Discoveries

Dust to Dust (Ex): You know that the Void comes before and after all things, and the majority of all matter is composed of the Void. This gives you great power over entropy and the breakdown of matter and magic. When you take this discovery, you gain a +2 CL level bonus to any spells that involve entropy, aging, disintegration, or dispelling/abjuration (including, but not limited to *banishment, dispel magic*, and *mage's disjunction*). You must be an 11th-level or higher wizard to select this discovery.

Cast into the Void: You gain the terrifying power to bodily cast creatures out of the world and into the infinite emptiness of the Void. Once per week, you can attempt to cast a single creature of equal or lesser HD than you into the endless Void. The creature must succeed in a DC 35 Will save or be cast bodily (with all possessions) into the Void. The creature can be brought back only by a *miracle, wish*, or deity-level magics.

The banished creature does not eat, sleep, breathe, or age, but must make an additional DC 25 Will save every week or be driven insane by the isolation and emptiness. If the creature goes insane, there is a 1% chance per week that it attracts the attention of a creature from the Realms Beyond the Void. This creature may simply attempt to eat the creature or take it as a servant. Some of these insane servants have been known to be returned to their point of origin to serve their new master's unknowable purposes. You must be a 13th-level or higher wizard to select this discovery. If you take it at 18th level or higher, even the memory of the banished creature is erased from all mortal minds, and the memories of any affected creatures can be brought back only by a *commune, miracle, wish*, or deity-level magics.

Dragon Emir (Prestige Class)

These are the elite of the empire's warriors who have been given dispensation by the Sultanate and/or the Dragon Council to ride dragons or drakes into combat due to their battle skills and service to the empire. As such, they have been granted special draconic powers to make their dragon armies even more fearsome and unstoppable.

Role: Dragon Emirs are the warrior elite of the empire. Riding fearsome drakes, dragons, and sometimes wyverns into battle, they lead from the front, and they inspire and rally their draconic allies to greater levels of perseverance and triumph.

Hit Die: d12

Requirements

To qualify to become a Dragon Emir, a character must fulfill all the following criteria:

Race: Any draconic (dragonkin, kobold, dragonblooded)

Ability Score: Charisma 13+

Base Attack Bonus: +7

Skills: Diplomacy 5 ranks, Intimidate 5 ranks, Perform 2 ranks (Oratory or Sing), Ride 5 ranks.

Class Skills

The Dragon Emir's class skills are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

Roar of Command (Ex): The Dragon Emir's commands can always be heard above the din of battle, up to a quarter mile, unless magically silenced. Three times per day plus her Charisma modifier, the Dragon Emir can issue a roar of command to inspire or rally her allies within 60 ft. as a swift action. This effect lasts for a number or rounds equal to her prestige class levels plus her Charisma modifier. At the first level, and every two levels thereafter, the Dragon Emir can choose a new command. The Dragon Emir can have only one roar of command in effect at any given time, but allies may benefit from two roars of command from two Dragon Emirs simultaneously. Any more than that from other Dragon Emirs are wasted on allies already affected by two such effects.

Emir Charge: All affected allies double their attack and CMB bonuses while charging (+4 instead of +2) for the duration of the effect. If the ally is using a lance, he or she delivers triple damage delivered during the charge.

Close the Vice: All affected allies gain an additional +2 morale bonus to flanking attacks for the duration of the effect.

Close Ranks: All affected allies gain a +4 morale bonus when using teamwork feats for the duration of the effect.

Gird your Loins: All affected allies gain 2d6 + the Dragon Emir's level + Charisma modifier in temporary hit points for the duration of the effect.

Heal Thyself: All affected allies become immune to the exhausted, fatigued, nauseated, sickened, staggered, and stunned conditions for the duration of the effect. All allies currently affected by these conditions immediately lose this condition.

Inspired Tactics: All affected allies gain a +4 morale bonus to their CMB for all bull rush, disarm, feint, grapple, sunder, and trip attacks for the duration of the effect.

Open Your Eyes and See: All affected allies become immune to the blinded, confused, dazed, dazzled, and fascinated conditions for the duration of this effect. All allies currently affected by these conditions immediately lose this condition.

Rally to the Rear: All affected allies gain *expeditious retreat* as an extraordinary ability for the duration of the effect.

Rallying Cry: All affected allies gain a +2 morale bonus to all attack rolls and damage rolls, as well as a +4 morale bonus to their CMD and saving throws against mind-affecting fear effects for the duration of the effect.

Ride to Victory: All affected allies gain a +4 morale bonus to all Fly, Handle Animal, Perception, and Ride checks for the duration of the effect, as well as all Acrobatics checks made while riding.

Rise and Fight: All affected allies become immune to the cowering, frightened, panicked, and shaken conditions for the duration of the effect. All allies currently affected by these conditions immediately lose this condition.

Roar of Challenge: A number of allies within range equal to the

Level	BAB	Fort	Ref	Will	Special
1st	+1	+1	+0	+1	Roar of command
2nd	+2	+1	+1	+1	Battle march
3rd	+3	+2	+1	+2	2nd roar of command, voice of the dragon
4th	+4	+2	+1	+2	Battle leader feat
5th	+5	+3	+2	+3	3rd roar of command, mounted mastery
6th	+6	+3	+2	+3	2nd battle leader feat, dragon's banner
7th	+7	+4	+2	+4	4th roar of command, dragon's charge
8th	+8	+4	+3	+4	3rd battle leader feat, crushing charge
9th	+9	+5	+3	+5	5th roar of command, toppling charge
10th	+10	+5	+3	+5	4th battle leader feat, greater tactician, devastating charge

Table 1:1 — Dragon Emir



Dragon Emir's level (she chooses which allies are affected) gain the cavalier's challenge ability for the duration of the roar effect. They gain a morale bonus to their melee damage rolls equal to their level against their current opponent, but suffer a -2 penalty to AC against all opponents, including their current opponent.

Run them Down: All affected allies gain a +4 morale bonus to all overrun, trample, and unseat attempts for the duration of the effect. These attacks do not provoke attacks of opportunity.

Swift Assault: All affected allies gain a +2 dodge bonus to AC and to their Reflex saving throws for the duration of the effect.

Battle March (Ex): At 2nd level, any allies within 60 ft. of the Dragon Emir can force march or hustle during overland travel without any exhaustion effects for a number of hours per day equal to the Dragon Emir's level.

Voice of the Dragon (Ex): At 3rd level, the Dragon Emir gains a +4 bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Battle Leader (Ex): At 4th level, and every two levels thereafter, the Dragon Emir gains a teamwork feat. At 10th level, the Dragon Emir gains the cavalier's Greater Tactician feat and can grant any one of these feats at a time to allies as a swift action.

Mounted Mastery (Ex): At 5th level, the Dragon Emir gains the

cavalier's expert trainer ability. Cavalier and Dragon Emir levels stack to determine bonuses, effects, and durations.

Dragon's Banner (Ex): At 6th level, the Dragon Emir gains the cavalier's banner ability. Cavalier and Dragon Emir levels stack to determine bonuses, effects, and durations.

Dragon's Charge (Ex): At 7th level, the Dragon Emir gains Improved Overrun as a bonus feat.

Crushing Charge (Ex): At 8th level, the Dragon Emir gains Trample as a bonus feat.

Toppling Charge (Ex): At 9th level, the Dragon Emir gains Unseat as a bonus feat.

Devastating Charge (Ex): At 10th level, the Dragon Emir doubles her damage while making charge attacks while mounted (triple if using a lance). Her threat range doubles on all attacks made while charging (mounted or unmounted). If the critical hit is confirmed, the opponent is stunned for 1d6 rounds, unless it makes a successful Will save vs. DC 10 + the Dragon Emir's BAB, in which case the opponent is only staggered for 1d4 rounds. If the opponent is mounted, it is immediately unseated and falls prone 5 ft. behind the square in which it was struck for every 5 points of damage taken (round down).

DRAGON EMPIRE MAGIC

From *burrowing boost* to *wyvern's sting*, the following new spells provide spellcasters with a variety of arcane benefits.

Burrowing Boost

School transformation; Level druid 5, sorcerer/wizard 4, witch 5

Casting Time 1 standard action

Components V, S,

Range short (25 ft. + 5 ft./3 levels)

Target two HD of creatures within range per caster level **Duration** 2 rounds/caster level

Saving Throw Will negates; Spell Resistance yes

This spell gives any affected creature a burrow speed of 10 ft. per round. When the spell's duration ends, the target becomes exhausted and cannot have this spell cast on it again until it loses this condition. The targets can burrow through dirt, stone, or any kind of earth except for metal. The burrowing leaves behind a tunnel the same size as the target (S, M, L, and so on) and does disturb the ground with ripples if it is within 20 ft. of the surface. A *move earth* spell cast on the target while burrowing flings the target back 20 ft., stunning the creature for 1d4 rounds unless it succeeds on a DC 15 Fortitude save. This spell is often used by evil overlords and taskmasters to speed up mining operations. They will have multiple casters with this spell and multiple teams of workers (kobolds, enslaved gnomes, or dwarves) so they can have crews continually mining at high speed.

Coin Swarm

School conjuration (summoning); Level druid 5, sorcerer/ wizard 4, summoner 3, witch 5

Casting Time 1 standard action

Components V, S, M (a handful of coins)

Range medium (50 ft. + 10 ft./4 levels)

Effect one swarm of flying coins

Duration concentration + 2 rounds

Saving Throw none; Spell Resistance no

This devastating spell turns any pile of 1,000 coins or more into a swarm of flying shards of metal with a fly speed of 30 ft. per round. The swarm is under the mental command of the caster as long as he or she concentrates, and it deals 1d6 damage for every four caster levels of the spellcaster. The damage is treated as magical for the purposes of penetrating damage resistance. If there are any coins of unusual metals in the pile, such as cold iron, mithral, or adamantium, they also qualify for penetrating the relevant damage resistance. Otherwise treat as a standard *summon swarm* spell, and the swarm follows the rules for the swarm subtype in the *Pathfinder Bestiary*.

Dragonskin

School transmutation; Level druid 5, sorcerer/wizard 5 Components V, S Casting Time 1 round Range touch Target living creature touched Duration 4 rounds/level

Saving Throw Will negates (harmless); **Spell Resistance** no *Dragonskin* toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by one for every three levels above 9th, to a maximum of +5 at 18th level. The spell also grants DR 5 to one type of energy (acid, cold,



electricity, or fire). This DR increases by 5 points for every three levels above 9th, to a maximum of DR 20 at 18th level.

Earth Shield

School evocation; Level magus 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M (a pebble or pinch of dirt) Range self

Duration 1 round/level

This spell wreathes the caster in hard, rocky earth that increases the caster's natural armor by 4. The earthen armor also renders the caster immune to unarmed/nonlethal attacks and non-magical ranged attacks (unarmed monk attacks, slam attacks, magical projectiles and siege weapon attacks affect the caster normally, but have to penetrate a DR10/- first). The caster's base speed is reduced by 10 ft. for the duration of the spell (minimum 5 ft./round), but the caster suffers no Dexterity or arcane Armor Class penalties.

Elemental Boost

School enchantment; Level druid 4, sorcerer/wizard 4 Components V, S Casting Time 1 round Range touch Target living creature touched Duration 1 round/4 caster levels Saving Throw Will negates (harmless); Spell Resistance no This spell allows the caster to add 1d6 extra damage to a spell, spell-like, or special ability with an elemental damage component (acid, cold, electricity, or fire) for every four caster levels the caster possesses for the duration of the spell. All other effects and components of the spell or ability

Elemental Conversion

School transmutation; Level druid 5, sorcerer/ wizard 5 Components V, S

Casting Time 1 round

Range touch

remain the same.

Target living creature touched **Duration** 1 round/level

Saving Throw Will negates (harmless); Spell Resistance no

This spell allows the target to convert one spell, spell-like, or special ability with an elemental damage component (acid, cold, electricity, or fire) into another for the duration of the spell. You choose the alternative form of damage at the time of casting (for example, acid instead of fire damage for the *fiery body* effect). All other effects and components of the spell or ability remain the same.

Fiery Blood

School transmutation [fire]; Level druid 5, sorcerer/wizard 4, witch 5 Components V, S, M (pinch of sulfur) Casting Time 1 standard action Range touch Target one living creature Duration 2 rounds/level

Saving Throw Will negates (harmless); Spell Resistance no

The blood of the target becomes fiery and burns with a hot, purifying flame. The target glows as brightly as a torch and acquires fast healing 4 for the duration of the spell. In addition, any opponent that successfully strikes the target with a piercing or slashing attack takes 1 fire damage for every die of damage inflicted on the target of the spell.

Fiery Lightning

School evocation [fire]; Level magus 6, sorcerer/wizard 6, witch 6 Components V, S, M (pinch of sulfur) Casting Time 1 standard action Range 100 ft. Area 100-ft. line Duration instantaneous Saving Throw Reflex for half; Spell Resistance yes



The caster invokes a powerful stroke of green lightning, wreathed in crackling flames, from his or her outstretched fingertips. The bolt does 1d6 electricity damage and 1d6 fire damage per level (maximum 10d6 each) to the target. Otherwise treat as a standard *lightning bolt* spell.

Fiery Sandstorm

School evocation [fire]; Level druid 7, sorcerer/wizard 6, witch 7

Components V, S, M (pinch of sulfur)

Casting Time 1 round

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

Area Two 10-ft. cubes/level

Duration 2 rounds/level

Saving Throw Reflex half (see text); Spell Resistance yes

The caster generates a furious sandstorm, with massive wind speeds, that is laced with punishing flames. For every turn that a creature is in the area of effect, it takes 2d6 bludgeoning damage for every four caster levels (Reflex save for half) and 1d6 fire damage for every four levels every round (no saving throw). Natural flying is impossible, but magical flight (such as levitation and the wind walking of a Wind Palm monk) is still possible. Note that if any spellcasters are within the area of effect, they must make a DC 25 concentration check first to attempt spellcasting.

Fire Claws

School evocation/transmutation [fire]; **Level** druid 3, sorcerer/ wizard 3, witch 3

Components V, S, M (pinch of sulfur)

Casting Time 1 standard action

Range self

Duration 1 round/level

Saving Throw Will negates (harmless); Spell Resistance no

This spell causes the caster's hands and/or melee weapon to become wreathed in searing flames. Unarmed, touch, or melee attacks made by the caster gain 1d6 fire damage for every three caster levels (maximum 5d6) for the duration of the spell. The spellcaster can also set flammable objects alight with a touch. It is rumored that there are also cold, electricity, and acid versions of this spell.

Gecko's Grip

School transmutation; Level druid 4, sorcerer/wizard 4, witch 4 Components V, S, M (gecko's claw or talon)

Casting Time 1 standard action

Range touch

Range touch

Target one living creature

Duration 15 minutes/level

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The subject of this spell can climb and travel on vertical surfaces or traverse ceilings as easily as a gecko does. The affected creature must have at least one hand free to climb in this manner. The subject gains a climb speed equal to its base speed and a +8 arcane/divine bonus to Climb checks; the target of the spell does not need to make Climb checks to cross a vertical or horizontal surface (including upside down). The subject retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. The subject of the spell can use the run action while climbing as a full-round action.

Geyser of the Dragon Turtle

School evocation [fire]; Level druid 5, sorcerer/wizard 5, witch 5 Components V, S, M (body of water—see text)

Casting Time 1 standard action

Range medium (40 ft. + 10 ft./caster level) **Area** 40-ft. cone

Saving Throw Reflex for half—see text; Spell Resistance yes This spell causes a geyser of steaming water to spring forth from any large body of water within range (cistern, pond, lake, sea, ocean—not a bucket or bathtub) in a cone that does 1d6 fire damage for every three caster levels the spellcaster possesses. It shoves targets that fail their Reflex saving throws away from the spell's point of origin as if they were bull rushed by the caster, but with a +8 circumstance bonus to their CMB, and no size adjustments apply.

Red Dragonfly Swarm

School conjuration (summoning); **Level** druid 6, sorcerer/wizard 7, summoner 5, witch 6

Casting Time 1 standard action

Components V, S, M (a handful of sulfur)

Range medium (50 ft. + 10 ft./4 levels)

Effect one swarm of flying red dragonflies

Duration concentration + 2 rounds

Saving Throw none; Spell Resistance no

This vicious spell summons a swarm of red dragonflies with a fly speed of 30 ft. per round. The swarm is under the mental command of the caster as long as he or she concentrates, and it deals 1d6 damage plus 1d6 fire damage for every four caster levels of the spellcaster. The damage is treated as magical for the purposes of penetrating damage resistance. Otherwise treat as a standard *summon swarm* spell, and the swarm follows the rules for the swarm subtype in the *Pathfinder Bestiary*.

Summon Venomous Swarm

School conjuration (summoning); **Level** druid 4, sorcerer/wizard 5, summoner 4, witch 4

Casting Time 1 standard action

Components V, S, M (a square of green cloth)

Range close (25 ft. + 5 ft./2 levels)

Effect swarm of venomous snakes

Duration concentration + 2 rounds

Saving Throw none; Spell Resistance no

This deadly spell summons a swarm of poisonous snakes. The swarm is under the mental command of the caster as long as he or she concentrates, and it deals 1d6 damage plus 1d6 poison for every four caster levels of the spellcaster (see the "snake swarm, venomous" entry in the *Pathfinder Bestiary*) for details on the swarm and its poison attack. Otherwise treat as a standard *summon swarm* spell, and use the rules for the swarm subtype in the *Pathfinder Bestiary*.

Treasure Disk

School conjuration (creation); Level magus 4, sorcerer/wizard 4 Components V, S, M (a small crystal) Casting Time 1 standard action Range close (25 ft. + 5 ft./level) Effect 10-ft. diameter disk of force Duration 2 hours/level

Saving Throw none; Spell Resistance no

This spell is used for moving large treasure hoards quickly. The disk can contain ten gallons of liquid or 1,000 pounds of weight per caster level. Otherwise treat as a standard *floating disk* spell.

Vicious Spikes

School necromancy/transmutation; Level druid 2, sorcerer/ wizard 2, witch 2 Components V, S

Casting Time 1 standard action Range touch Target living creature touched

Duration 1 round/level

Saving Throw Will negates (harmless); Spell Resistance no

The target of the spell sprouts bony spikes all over its body, head, and limbs for the duration of the spell. This does not harm the target, but does give it a natural piercing attack similar to armor spikes, except there is no proficiency penalty when using them. Otherwise use the rules and damage for armor spikes found in the *Pathfinder Core Rulebook*.

Wyvern's Sting

School necromancy/transmutation; Level sorcerer/wizard 8, witch 8

Your tail grows a horrible sting at the tip and

Components V, S Casting Time 1 standard action Range touch Target living creature touched Duration 1 round/level Saving Throw Fortitude negates (see text); Spell Resistance no

> lengthens to become whiplike. If you do not have a tail, you gain a wyvern's tail for the duration of the spell. Your sting attack is a 10-ft. reach melee touch attack. A successful hit inflicts 1d4 Constitution damage per round for 8 rounds. The target makes a Fortitude saving throw each round to negate the damage and end the affliction. If you combine this natural attack with another attack or action, the normal secondary natural attack penalty applies, unless you have a compensating feat such as Multiattack.

Exotic Trade Goods of the Mharoti Bazaars

The empire is a place of wonders and strangeness, since its people and its merchants serve scaly masters with needs unlike those of the humans, dwarves, and minotaurs of the north and west. Here is a sampling of some of the unique goods found in the Dragon Empire's bazaars, from Harkesh to Sarkland and Achillon to Na'akesh.

ANIMALS AND SERVANT BEASTS

Fantastic beasts and creatures from all over the realms of Midgard are imported into the empire as pets, servants, food, and tools. These creatures include ankhegs, baboons, yeti, and even zombies. Some are curiosities, while others serve the dragon armies as beasts of burden as well as walking rations if necessary.

Ant Lions, Giant: In the water-starved regions of the empire, moats are often replaced with sandy pits populated by hungry giant ant lions.

Axe Beaks: These large hunting birds are often used as guard animals, as mounts for

dragonkin light cavalry, and occasionally as crunchy snacks for drakes and dragons.

Baboons: Dogs are not common in the empire except as food animals. They have been replaced as guard animals by baboons, a practice that is also common in Nuria-Natal. Most baboons are kept leashed and are often used by city patrols. Some are used as familiars by draconic sorcerers (+2 bonus to Climb checks).

Camel: Camels come in many varieties, from beasts of burden to swift racing animals. Their value as excellent beasts of burden for draconic treasure is surpassed only by their value as dragon desert rations.

Carbuncles: These tiny magical lizards are often prized as familiars and pets by dragons, drakes, and dragonkin sorcerers.

Cave Giants: These fierce and powerful giants are used by cave dragons as mining overseers and giant lizard breeders. Their tendency to eat their charges is generally seen as a cost of doing business with them.

Clockwork Servants: Clockwork creatures are not entirely trusted in the empire, generally being seen as creations (and possibly spies) of humans and dwarves. Despite this poisonous reputation, some dragons and noble drakes have begun to use them as discreet and tireless servants, especially clockwork spies.

Crabs, Giant: Some green dragons and dragon turtles

breed these giant invertebrates as guardian creatures, especially the shark-eating and shipwrecker breeds.

Derhii: These winged apes are normally very shy and are found only in secluded mountainous glens in Nuria-Natal. Rumors have begun to circulate that a star drake has recently tamed a large troop of these powerful simians and has started training them as flying mercenaries.

Dragonnes: These large magical beasts are prized as treasure guardians and hunting beasts by the Great Dragon Lords and their scions.

Giant Geckos: These giant climbing lizards are used by dragonkin spelunkers as well as special alpine kobold skirmisher units. They can climb and cross otherwise impassable precipices and battlements and attack unsuspecting foes.

Goblins, Goblin Snakes and Mites: These small goblinoids are easy to cow with violence and threats, and they make excellent rat catchers.

Green Eagles (Saqretair): The hunter birds of the empire are long-legged, sharp-beaked, and quite dangerous both on the ground and in the air. They have the same statistics as giant eagles but have a 20-ft. base speed on the ground.

Hunting Lizards: Lizards take the place of hunting dogs, but hunting lizards are scalier and somewhat tougher.
Their statistics are identical to hunting dogs, with a 5 ft. slower speed and a +1 natural armor bonus.

Ogre and Humbaba Bodyguards: Na'akesh ogres and humbaba giants from Ishadia are favored by nobles who want their bodyguards strong and stupid. They are commonly outfitted with large emblazoned breastplates and great enameled

swords and axes so they are often as much decoration and ostentation as they are protection.

> Oliphaunts: These oversized pachyderms are especially suited for dry climes. Humped like camels, they carry great water reserves within their bodies. They are enormous beasts of burden and

make an excellent meal for a hungry dragon in a pinch (use the statistics for mastodons from the *Pathfinder Bestiary*).

Ostrich: Used as mounts by kobold scouts and food by dragonkin, the ostrich is almost as fast as a horse (and useful over much longer distances). They are excellent mounts for Small creatures and are especially tolerant of the desert heat of the empire.

Parrot: Most parrots of the Mharoti Empire are a variation of green, red, blue, and gold. They are sometimes used as familiars (+2 to Fly

27

checks). Some are said to be smart enough to cast cantrips and orisons. They are all incessant gossips and are rumored to be gifted to rivals so they can be used as household spies.

Porcupines: Porcupines, both the standard and giant variety, have recently begun to be imported into the empire by a jambuka smuggling consortium. The have become very popular as familiars (standard sized, +2 to Reflex saving throws) and as guardian beasts (giant sized).

Scorpions: These cunning invertebrate predators are highly sought after by desert and cave dragons as guardian beasts and hunting animals, especially the deadfall and ghost breeds.

DRY GOODS

Fire Wraps: These simple cloaks shield the wearer from desert heat or the heat of a fiery dragon lord. Some are magical cloaks but most are cunningly woven from watered giant spider silk.

- **Heat Stones**: Similar to sun stones, these provide energizing heat to spur the cold-blooded dragon races on during chill nights or damp mornings.
- **Horn Bells**: Some younger drakes and dragons wear these silver bells on their horns or wingtips. They are said to lull dragons to sleep, and they create great confusion and clamor among the furred races during a battle.
- **Ivory Necklaces**: Great morza and generals wear necklaces made of entire tusks. Smaller carved ivory necklaces are common among dragonkin.
- **Platinum Coin Armor**: Many dragons wear ceremonial armor covered in gold and silver coins, but those are merely showpieces. The truly worthwhile coin armor is platinum, roughly as durable as steel but one hundred times more expensive.
- **Razor Rope**: Razor rope is used to tie the wings of drake and dragon prisoners. Attempts to escape from these bonds inevitably slash the victim's wing membranes, preventing flight and leaving a clear blood trail.

Wing Cuffs: These chains pin a dragon's wings and its tail to its body, making it impossible to fly or move effectively.

FOOD AND DRINK

Aboleth Brain: These brains are extremely rare and dangerous to obtain, but considered a great delicacy among dragons.

- **Arbonesse Claret**: This delicate table wine is made from rare red berries that grow only in the Arbonesse Forest. The wine is slowly aged over 250 years in treant-wood barrels. It is exceedingly unusual to find this claret outside the Arbonesse and hideously expensive to purchase if you can find it. Gold dragons especially covet it.
- **Basilisk Heart**: This prized draconic delicacy is notoriously difficult to prepare since it turns its consumer to stone if eaten under-cooked; if it is cooked too long you will get nothing but a mouthful of rocks.

DRACONIC CEAR

Black Miasma: This extremely rare sleep poison is the only one known to overcome a dragon's natural immunity to sleep. It has no effect on nondragons. It is made from the petals of an

extremely rare black mushroom that grows only deep within the tunnels of the Ghoul Imperium. It must be prepared with a drop of dragon's blood. **Type**: poison, injury; **Save**: Fortitude DC 20; **Frequency**: once/round for 4 rounds; **Effect**: sleep for 1d4 rounds. **Secondary Effect**: Sleep for 1d2 hours.

Bulwark Armor: This is armor or armor plating that is bolted directly onto the dragon's scales to increase its Armor Class even further. Use any of the light, medium, or heavy armors listed in the *Pathfinder Roleplaying Game Core Rulebook*, with the following modifications: All bulwark armor is considered masterwork for a nonhumanoid of the appropriate size for the dragon it is made for. Dexterity maximums and arcane failure rating do not apply due to the enormous strength and highly arcane nature of dragons. The armor check penalty applies instead to base speed (walking and flying reduced 5 ft. for each –1 armor penalty) and their maneuverability rank is reduced one level for each –1 armor penalty (minimum rank: clumsy). Note that no dragon older than a wyrmling would be caught dead in hide, leather, or padded armor.

Claw Razors: These metallic claw sheaths come in two types: adamantium blades that add 1 to the critical threat range made from claw attacks; and mithral blades that add half again to the claw's damage bonus, rounded down (for example, if the claw attack is 2d6+6, it adds another +3 to the damage; 3d6+11 sees another 5 points added to the damage).

Dragon Seals: All drakes and dragons aspire to own a morzo's dragon seal, a symbol similar to the crown or scepter in human kingdoms. These seals are invariably carved gemstones or enchanted gold or platinum, and they are used with wax and a drop of dragon blood to sign contracts, laws, judicial rulings, decrees, and military orders. They also leave a wizard mark on the document. Each is unique to its owner, though they are often the subject of attempted pilferings and counterfeiting by greyscales.

Fang Razors: These razored sheaths work the same as claw razors, but they benefit bite attacks instead of claw attacks.

- Levitation Bands: These rune-encrusted brass bands are wrapped around the base of the draconic creature's wings where they meet the body. By reducing the weight of the creature, they increase the fly speed of the dragon or other draconic creature by 10 ft. and increase their maneuverability rating by one. If they already have perfect maneuverability, their fly speed increases by 20 ft.
- **Orb of Remembrance**: This crystal orb is typically worn around the dragon's neck on a heavy chain and comes in two varieties: A blue orb that allows a second use of a spell-like special ability once per day, or a green one that allows for the second use of a known spell of 3rd level or lower once per day. The spell or spell-like ability must be chosen at the beginning of the day and cannot be changed until it is used or 24 hours has passed.
- Purple Miasma: This extremely rare paralytic poison is the only one known to overcome a dragon's natural immunity to paralysis. It has no effect on nondragons. It is made from the petals of a rare purple flower that grows only on the highest mountains and must be prepared with a drop of dragon's blood.
 Type: poison, injury; Save: Fortitude DC 20; Frequency: once/ round for 4 rounds; Effect: Paralysis for 1d4 rounds. Secondary Effect: Paralysis for 1d3 hours.
- **Tail Razor**: This sharp, segmented tail sheath functions as claw razors or fang razors, but it benefits tail slap attacks instead. It also adds the slashing quality to all tail slap attacks.

MINOR MACIC ITEMS AND CURIOSITIES

- **Dragonclaw Blades**: Dragons honor their worthiest followers with blades made from alchemically strengthened claw shavings. These are generally considered too valuable to sell, and most are destroyed at the follower's death or passed on to the next generation as heirlooms. Very few are sold; they are always considered to be masterwork quality, and some have the *humanbane* (+1) quality.
- **Dragonheart Extract**: This highly illegal product temporarily enhances the drinker's strength and endurance. Chronic use leads to permanent scales, reptilian eyes, and other draconic markers. In the Dragon Empire, those caught making or using this drug are tortured, killed, and turned into undead slaves as punishment.
- Wind Jars: These jars include simple jars of foreign air to magical bags of wind, and the sale of these items is driven by Azuranite priests and worshipers. The exact purpose for all this fancy air is somewhat obscure, but air from distant lands or high peaks is considered to grant special virtues or powerful blessings to the followers of the Four Winds.

MACIC CARPETS AND RUGS

Magic carpets and rugs have a long tradition in the Dragon Empire. The early dragons found traditional (nonmagical) rugs and carpets comfortable to rest upon, to put their more fragile treasures on, and to cover up small treasure piles. Soon they began to enchant them or have servant sorcerers enchant them. Now they come in a bewildering array of types, shapes, and sizes, from mundane carpets with a simple *alarm* or *magic mouth* spell cast on them to magical carpets with permanent *teleportation circles* cunningly woven into their arcane threads. A few of the most common varieties of magic rugs and carpets now found in the empire are listed below.

Carpet of Confusion (Magical Trap—CR 8)

XP 7,200

This carpet causes a *confusion* spell to fall upon any creature that steps upon it, and the effect also affects any creatures within 10 ft. of it. This effect can be prevented if the creature utters the correct password before stepping on the carpet.

Type magical; Perception DC 20; Disable Device DC 28; CL 8th Trigger touch; Reset 1 minute

Effect Anyone in range of the 10-ft. burst that fails a DC 18 Will saving throw becomes confused, as per the spell. On a roll result of 11–25, they move half their movement in a random

(d6) direction at half their base speed while babbling incoherently each round. This trap is often combined with poison spike pit traps to great effect.

CONSTRUCTION

Craft Wondrous Item, Craft (weaving), *confusion*; **Cost** 9,000 gp (small), 16,500 gp (medium), 29,000 gp (large)

Flying Carpet of Suffocation

Aura moderate (transmutation); CL 10th

DESCRIPTION

These carpets will entrap and smother any creatures that step on them without saying the proper password first. If you know and use the correct password, they function as normal flying carpets. The smothering effect is a spell-like effect that duplicates a *suffocation* spell. See the rug of *suffocation* entry for size requirements.

CONSTRUCTION

Craft Wondrous Item, *overland flight, suffocation*; **Cost** 19,000 gp (small), 34,000 gp (medium), 59,000 gp (large)

Rug of Suffocation (Magical Trap—CR 12)

XP 7,200

These carpets will entrap and smother any creatures that step on them without saying the proper password first.

Type magical; Perception DC 20; Disable Device DC 28; CL 9th Trigger touch; Reset one minute

Effect The smothering effect is a spell-like effect that duplicates a *suffocation* spell. A small (5-ft. by 5-ft.) carpet can suffocate one Medium-sized creature or two Small creatures. A medium-sized carpet (5-ft. by 10-ft.) can smother four Small, two Medium, or one Large creature. A large carpet (10-ft. by 10-ft.) can suffocate twice the number of creatures of a medium carpet.

CONSTRUCTION

Craft Wondrous Item, Craft (weaving), *suffocation*; **Cost** 9,000 gp (small), 16,500 gp (medium), 29,000 gp (large)

Teleportation Carpet

Aura strong (conjuration); CL 18th DESCRIPTION

Any creature stepping on this carpet that pronounces the correct command word is instantly teleported to an identical paired carpet on the same plane. If the matching carpet is not on the same plane, the teleport fails. Otherwise treat the magic of the carpet as a permanent *teleportation circle*. There is a trap version of these paired carpets that teleports any creature that steps on the one carpet and that does not invoke the correct password. In this case it is considered a CR 9 trap, and the second (inbound only) carpet is cunningly placed in a vile dungeon cell or a darkened pit full of ravenous predators.

CONSTRUCTION

Craft Wondrous Item, teleportation circle; Cost 342,000 gp



MHAROTI BAZAAR PRICE LISTS

Animals and Servant Beasts

ANT LIONS, GIANT: Eggs—500 gp; Mature Ant Lion—2,500 gp AXE BEAKS: Eggs—400 gp; Mature Axe Beak—2,000 gp; Saddle-Trained "War" Beak—5,500 gp

BABOONS: Infant—45 gp; Mature Baboon—225 gp; Trained Guardian Baboon—600 gp

CAMEL: Infant—100 gp; Mature Camel—500 gp; Saddle-Trained "War" Camel—2,500 gp

CARBUNCLES: Carbuncle—450 gp; Mature Axe Beak—2,100 gp **CAVE GIANTS**: Warrior—5 gp or equivalent per day*; Slave-

master—8 gp or equivalent per day; Giant Lizard Breeder—12 gp or equivalent per day

CLOCKWORK SERVANTS: Various-1,500 gp per CR on average

CRABS, GIANT: Eggs—450 gp; Mature Crab—2,500 gp; Saddle-Trained "War" Crab—5,600 gp

DERHII: Slaves—2,250 gp; Mercenaries—15 gp per day

DRAGONNES: Infant—1,650 gp; Mature Dragonne—3,250 gp; Saddle-Trained "War" Dragonne—5,600 gp

GIANT GECKOS: Eggs—450 gp; Mature Gecko—1,650 gp; Saddle-Trained "War" Gecko—2,600 gp

GOBLINS, GOBLIN SNAKES AND MITES: Slaves—1–4gp each; hirelings—1sp per day.

GREEN EAGLES ("SAQRETAIR"): Eggs—350 gp; Mature Eagle—2,250 gp; Saddle-Trained "War" Eagle—3,600 gp GUARD/HUNTING LIZARDS: Guard Lizard 35 gp; Bidin

GUARD/HUNTING LIZARDS: Guard Lizard—35 gp; Riding Lizard—175 gp

OGRE AND HUMBABA BODYGUARDS: Warrior—5 gp or equivalent per day*; Bodyguard—8gp or equivalent per day; Slavemaster/Captain/Torturer—12 gp or equivalent per day

OLIPHAUNTS: Infant—450 gp; Mature Oliphaunt—2,250 gp; Trained "War" Oliphaunt—5600 gp

OSTRICH: Eggs—40 gp; Mature Ostrich—240 gp; Saddle-Trained "War" Ostrich—650 gp

PARROT: Various—From 15 gp for a purely ornamental bird, up to 2,000 gp or more for a trained spy or spellcasting parrot

PORCUPINES: Mature Porcupine—25 gp; Mature Giant Porcupine—400 gp; Mature Dire Porcupine—650 gp

Scorpions: Greensting—45 gp; Ghost—165 gp; Cave—360 gp; Giant—1,275 gp; Deadfall—5,625 gp

Dry Goods

FIRE WRAPS: 1,100 gp for mundane cloaks that provide a +1 circumstance bonus to saves vs. elemental damage, to 3,300 for magical cloaks that provide a +3 arcane bonus to saves vs. elemental damage

HEAT STONES: 2-4 gp

HORN BELLS: From 10 gp for silver ornamental bells, to 1,650 for mithral "war" bells (+1 to DC to resist dragon's Frightful Presence)

IVORY NECKLACES: 15 gp for a simple scrimshaw ornament, up to 36,000 gp for a Morza's ceremonial necklace, inlaid with precious alloys and gemstones. **PLATINUM COIN ARMOR**: Treat as masterwork +4,000 gp. Increase AC bonus by one step, decrease AC penalty by one step, in addition to normal masterwork bonuses

RAZOR ROPE: 550 gp per age/size category of dragon **WING CUFFS:** 450 gp per age/size category of dragon

Food and Drink

ARBONESSE CLARET: 1,250 gp up to 3,600 gp for prize vintages ABOLETH BRAIN: 950 gp for salted and preserved stock to 3,600 gp for still-pulsing, in the skull sweetmeats BASILISK HEART: 2,250 gp

Minor Magic Items and Curiosities

DRAGONCLAW-BLADES: Various by type—price as masterwork or +1 blades, as per the PFCR

DRAGONHEART EXTRACT: 25,000–50,000 gp per dose **WIND JARS:** Various by type—anywhere from 10s p for a simple glass jar of spring air, to 25,000 gp for an adamantine vase containing thundercloud ozone from the Cloudwall Mountains

Draconic Gear

BLACK MIASMA: 10,000-15,000 gp per dose

BULWARK ARMOR: Use the "Armor for Unusual Creatures" (non-humanoid) chart in the PFCR to adjust cost and weight

DRAGON SEALS: Since these are symbols of state, they are not normally for sale. If the PCs wanted to pay for the creation of a new one, or attempt to buy or sell one on the black market (most would be fakes), they would go for anywhere from 150,000 gp to 600,000 or even more. Even crude copies would go for 10,000 gp or more.

CLAW RAZORS: Price as per the PFCR—treat as adamantine or mithral greatsword

FANG RAZORS: Price as per the PFCR—treat as adamantine or mithral greataxe

LEVITATION BANDS: 1,000 gp per age/size category of the dragon

ORB OF REMEMBRANCE: 20,000 gp (either color) PURPLE MIASMA:

10,000–15,000 gp per dose

TAIL RAZOR: Price as per the PFCR—treat as adamantine or mithral falchion

*May be paid in weapons, armor, slaves, or food, rather than gold.



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