The Dragonbound Core Class

A full 20 level core class for the Pathfinder Roleplaying Game



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Land became sky.

The world twisted upside down as Pellar kicked his dragon into a tight loop. His balls climbed up into his guts, and the young knight screamed with mingled fear, excitement and pain as he forced himself not to black out. And the relentless line of flame, the hate-fed fire that would have killed both him and his dragon- his only friend, his other self- brushed by close enough to singe his scraggly beard. Pellar felt his dragon's mingled triumph/fear/dominance urge come through the empathic link, clear and bright as the blue sky the pair flew through.

Pellar barely touched his reigns and his mount wheeled and recovered, reversing her flight path so quickly that even the young knight in the saddle could barely track the motion. The human smiled with pride, and feeling her master's joy, the dragon bellowed a roar like a granary explosion. And than, without even needing to be told, Pellar's ice-white dragon opened her great maw wide, and the blizzard inside her body lept outward. Halfway across the sky, Pellar's rival knight tried her best to pull her dragon out of its dive, to come up under the river of ice crossing space towards the pair. Too late! The ice river hit hard, knocking the red dragon and its female rider from the sky, killing them even as it wrapped them in gleaming planes of frozen crystal....

Pellar's dragon roared again, and this time, Pellar added his own trembling voice to the chorus.....

And the eggshell cracked.

And Soshana instantly woke from her half-asleep vigil in the crèche, the tiny skritching and crackling sound breaking through her doze like a cannon shot. It was happening! The girl leapt up from her uncomfortable perch on the wooden pew and onto the warming altar. Even stumbling forward on sleep numbed feet, she was just in time to catch the sight of a tiny silver and black talon punching a miniscule hole in the stone egg. She heard a wet gurgle, and an almost feline



mew as the static-charged dragon- her dragon, now- tasted the air for the first time.

And the eggshell cracked.

Another talon appeared and widened the hole, and suddenly, Soshana was blinded and didn't know why. A split second's panic, and then she realized that her Binding had begun, and she was blinded because her newborn dragon's eyes hadn't adjusted to the light yet.....

The dragon whined as thunder cracked.

Wassyl patted her onyx and wine dragon hard, almost punching her in that loving way that masters play always with big animals. She hit that favorite spot on Black Megan's chest, two hands above the breast bone, and the huge beast purred affectionately. The rumble shook the small stable, and across the wet room, the stable hands looked up from their shit and shovel duties to stare in unabashed awe. Outside the thunder cracked, and as Wassyl watched the dragon cower, she chuckled and muttered affectionately under her breath, "big old cowardly thing."

Just behind her, the stable's owner pushed back the hood of his leather and burlap rain slicker, and shook his head at the sight of the massive dragon somehow squeezing itself into three horse stables. He winced a little bit at the sharp sounds of splintering wood and the hiss of annoyed dragon, and comforted himself with the thought that with what the warrior was paying him, he could rebuild this whole damn stable. Of course, that didn't stop him from wincing anew each and every time he heard another snap.

Embarrassed, Wassyl put her hand on Black Megan's chest and spoke to the great beast in a low, authoritative voice, "That's enuff, Meg. Settle own. I'm sorry, sar. Spoilt ol' thing is used to biggah accommodations."

"That- that's okay, my lady. Will it-"

A hard glare from Wassyl shut the stuttering little man up for a second.

"Will she be needing feed?"

He motioned one of the stable hands over with a pair of crooked fingers. The hefty man grabbed a huge burlap sack of grain and slung it over his shoulder. The stable hand eyed the dragon wearily.

Wassyl rubbed the edge of her dragon's snout as the thunder rolled again. Black Megan's whine was lower this time. She was getting used to things in the rotting stable.

The dragon rider finally nodded, answering the stable master's timid question. She tossed a glance at the stable hand, not wanting the man to sweat needlessly on her behalf: "Sure could use sum provisionin', sar. But Meg, she don't eat grain. You got a coupla pigs, or a fat sheep, I'd pay you honest gold fer it."

Another quick glance at the stablehand and an aside to the person Wassyl knew would be doing all the work involved, dirty and otherwise, "You don't need ta butcher it or nothing. Meg ain't picky."

Wassyl couldn't help but smirk (which she quickly wiped off her face) at the utterly stricken look on the little man's face. She felt her dragon's amusement through the link they shared, and with a quick glance absolutely forbid the dragon from laughing at the stable master in her own strange way. Chastened just a little bit, Black Megan hissed low at the rain pounding down outside the stable entry arch.

"Oh, oh. Uh, of course. Billy! Go fetch a hog! Go on, boy!"

A quick glance over his shoulder at the huge dragon squatting across the stalls like a surreal dream, the stablehand pulled a rainslicker off a hook by the entranceway and cursing under his breath, went off to drag a pig into the barn. Not wanting to watch the pig become the dragon's dinner, the



stablemaster pulled his hood back up and began walking towards the well lit and welcoming little inn across the muddy courtyard. The warrior woman walked with the little man towards the barn's entranceway, and stood just beneath the short awning.

"I'll be along in a minute, sar. I do thank you, I know yer not set up to really board dragons here. We'll be out of yer hairs come morning light, you can count on that. We got leagues an' leagues to fly tomorrow." Trying not to show how relieved he was, the little man bid the warrior good night and sprinted for the warmth and light of the inn. Wassyl smiled and leaned against the stable's old oak support beam, waiting patiently for the boy to return with her beast's dinner....

Dragonbound lheroes

Anne McCaffrey's *Dragonriders of Pern* series remains one of fantasy's most enduring franchises, and the recent PS3 video game *Lair* allows the hero to take control of a mighty dragon steed. Young adult works like *Eragon* and *How to Train Your Dragon* follow young heroes as they bond with incredible beasts. Despite the popularity and sheer appeal of dragon-riding heroes, traditional fantasy gaming has never really supported the trope.

It's easy to see why: giving a player character a bonded dragon at first level is equivalent to giving that hero a fully armed tank, while everybody else in the party makes do with swords and bows. A veteran hero, riding an adult dragon... the metaphor of a tank gives way to an even more alarming one: the metaphor a fully armed stealth bomber with a nuclear payload. Dragons are overwhelmingly powerful, and having one in your corner, loyal only to you... that's a class feature that certainly outdoes Weapon Specialization and Barbarian Rage.

This sourcebook presents a new 20 level core class: the Dragonbound, a unique breed of knight who is defined by his empathic bond with a great dragon steed. The Dragonbound is an intentionally unbalanced campaign option; in terms of sheer damage dealing potential (as well as mobility and endurance), the Dragonbound certainly outclasses the Fighter and Barbarian. Character classes that depend on a mystical mount or animal companion, such as Paladin and the Ranger are similarly outclassed. Since the Dragonbound's core concept resolves around a partnership with a dragon, and mounts and animal companions are tangentially related to the concept of what a Paladin or Ranger is, the Dragonbound's companion beast is naturally more impressive. However, given the Dragonbound's emphasis on honorable combat and exalted place in their nation's military means that many Dragonbound eventually take at least a few levels in Paladin or Blackguard.

If your campaign includes Dragonbound, you might consider requiring all the players to make

Dragonbound protagonists. Bound Dragons are a diverse enough species, and their riders are such unique heroes that even in a campaign dominated by Dragonbound heroes and villains, your hero can be unique. Alternatively, though young Dragonbound are more powerful than rookie spell casters, Dragonbound never gain the reality-warping capstone spells of high level spellcasters. Dragonbound have a more even power curve over the course of their careers. Mixing Clerics, Druids, Sorcerers and Wizards with Dragonbound works fairly well. Rouges and Bards have unique abilities that let them stand as equal with Dragonbound characters, they just have to be played cleverly.

Multi-class Dragonbound / Sorcerers almost invariably hail from the Draconic bloodline. Often the same selective breeding process which created the first Bound Dragons resulted in the draconic ancestry of that faction's Sorcerers. Sooner or later, many of these multi-classed spellcasters take levels in the Dragon Disciple prestige class, exploring their draconic heritage and becoming more like their dragons, as their steeds become more like their masters.

The Dhale (described in the Fantastic Races of the Otherverse supplement of the same name) are a race of dragon-folk. The race is renowned for its loyalty to dragons and courage in battle, especially when defending their scaled living gods. In your campaign the Dhale may be the initial link between dragon and man, as their skills at draconic husbandry created the first Bound Dragons and established the oldest, and probably most respected Dragonbound knightly orders.

Becoming Dragonbound

From the moment the ritual of binding is complete, the dragon hatchling and the young knight who will one day ride it into battle are one being. Spiritually and emotionally, the two creatures are linked. When one is wounded, the other bleeds. When one is tired or afraid, the other weakens, but when one side of the partnership is happy and content, they both thrive. In every culture that produces Dragonbound warriors, the relationship between dragon and rider is a scared bond. Even the most evil Dragonbound refuse to mistreat their dragon steed, because doing so is more akin to self mutilation than rage. The love between Dragonbound riders and their mounts runs deep, all the more so because the two die together. Once bound, a dragon cannot survive long without its rider, and vice versa.

The ritual for binding to a dragon is well known, but each kingdom with draconic cavalry adds its own elements and modifies the ritual to its own end. But no matter what cultural details are added to the ritual, the core of Binding is the same. The prospective rider helps the hatchling break through the tough ceramic and steel shell of its egg, and feeds the newborn monster with a few drops of his or her own blood. If the bond is solid, everyone present knows immediately: the eyes of both dragon and rider transform, becoming a calm, feline yellow with unique serpentine pupils.

Once bound to a humanoid master, the dragon hatchling grows far faster than wild born examples of its kind. Bound dragons are a completely different species than their wild Chromatic and Metallic cousins: most are less intelligent and lack the magic of their larger cousins. These massive creatures are also phenomenally loyal to their humanoid masters, and take to military training eagerly. Bound dragons are disciplined, affectionate (towards their masters if no one else) and courageous.

While wild-born dragons have their own plots and schemes, Bound dragons are content to serve the whims of their masters and their nation: they consider fighting for humanoid causes and being chosen to birth the next generation of draconic steeds to be great honors. True dragons look scornfully on their domesticated cousins. Evil dragons tend to slaughter Bound Dragons on sight, while good and neutral dragons will make cutting remarks, insult, belittle and marginalize dragon



steeds. Even the most noble Metallic dragons treat heroic Bound Dragons and their riders like retarded step children, speaking slowly and clearly and often underestimating the pair's intelligence and resolve.

Bound dragons grow incredibly fast. Unlike wild-born dragons, who can take centuries to reach reproductive age, Bound Dragons mature almost as quickly as their bipedal masters. The hatchling Bound dragon reaches the size of a warhorse within three months of hatching. A dragon that has been bound to a vigorous and ambitious humanoid partner might be a physical match for a wild-born Great Wyrm after only a decade (or less!) of war and adventure.

Bound dragons grow into a dizzying array of physical forms, reflecting the diversity and beauty of the Dragon species, but also betraying the influence their humanoid master's desires and expectations has on their evolution. Bound dragons are uniquely colorful creatures, and each of the phenomenal beasts reflect its partner's dreams, fears and ambitions in some way.

Due to the phenomenal expense of bringing a clutch of dragon eggs to term, most Dragonbound knights are the sons and daughters of nobility. In most kingdoms, Dragonbound consider themselves literally above cavalry and knight errants and are given positions commiserate with their station. Dragonbound heroes are often found at the head of well-trained armies, dueling with rival Dragonbound knights in the turbulent skies.

Dragonbounð Class Features

All of the following are class features of the Dragonbound.

Alignment: Any lawful. Dragonbound training emphasizes courage, self-discipline and young Dragonbound are raised according to military traditions. A Dragonbound who ceases to be lawful cannot progress further in this class, but does not lose abilities gained to date. **Hit Dice:** D8. Both dragon and rider share a single pool of hit points. Effectively, they are a single creature. If one is slain, the other dies as well. At several points during its life, the dragon receives bonus Hit Points which strengthen both members of the partnership. The Bound Dragon's combat skills are based upon the Dragonbound hero's base attack bonus, not its own Hit Die (which are effectively equal to the Dragonbound hero's class level).

Bonus hit points do not increase the Dragon or the rider's Hit Dice.

Starting Gold: 5d6 x 10 gp (175 gp)

Class Skills

The Dragonbound's class skills are Diplomacy (CHA), Fly (DEX), Handle Animal (CHA), Intimidate (CHA), Knowledge (history, geography, nobility, religion) (INT), Linguistics (WIS), Perception (WIS), Ride (DEX)

Skill Ranks per level: 4 + INT Modifier

Weapon and Armor Proficiency: Dragonbound are proficient with all simple and martial weapons, as well as with all forms of armor (heavy, medium and light) and shields, including tower shields.

Bonus Feats: At 4th level and every four levels thereafter, the Dragonbound gainsw a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, also called fighter bonus feats. Unlike a Fighter, the Dragonbound cannot swap out a previously chosen feat for a new one. Dragonbound heroes are slightly less flexible and tactically versatile than Fighters.

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Dragon Hit Points	Draconic Abilities
1 st	+0	+2	+0	+0	Shared Life	+8 HP	Naming Trait, Share Spells, Breath Weapon 1x/day
2 nd	+1	+3	+0	+0		+8 HP	
3 rd	+2	+3	+1	+1	Dragon's Bravery+1		Talon Rake (1d10+STR slashing)
4 th	+3	+4	+1	+1	Bonus Feat	+8 HP	
5 th	+3	+4	+1	+1	Strafing Breath		Breath Weapon 2x/day
6 th	+4	+5	+2	+2	Dragon's Bravery+2	+8 HP	
$7^{\rm th}$	+5	+5	+2	+2	Snarl and Spit		Evolution I
8 th	+6/+1	+6	+2	+2	Bonus Feat	+8 HP	Dragon Size Increase (Huge)
9 th	+6/+1	+6	+3	+3	Dragon's Bravery+3		Talon Rake (Crit 19-20)
10 th	+7/+2	+7	+3	+3	Breath Barrage (8d8)	+8 HP	Breath Weapon 3x/day
11 th	+8/+3	+7	+3	+3			Spell Resistance 12, Evolution II
12 th	+9/+4	+8	+4	+4	Bonus Feat, Dragon's Bravery+3	+8 HP	Talon Rake (Crit 18-20)
13 th	+9/+4	+8	+4	+4			Evolution III
14 th	+10/+5	+9	+4	+4		+8 HP	Spell Resistance 16
15 th	+11/+6/+1	+9	+5	+5	Dragon's Bravery +4, Breath Barrage (10d10)		Breath Weapon 4x/day
16 th	+12/+7/+2	+10	+5	+5	Bonus Feat	+8 HP	Dragon Size Increase (Gargantuan)
17 th	+12/+7/+2	+10	+5	+5			Talon Rake (2d8+ STR) Evolution IV
18 th	+13/+8/+3	+11	+6	+6	Dragon's Bravery +5	+8 HP	Spell Resistance 18
19 th	+14/+9/+4	+11	+6	+6			Evolution V
20 th	+15/+10/+5	+12	+6	+6	Unyielding Breath, Bonus Feat	+8 HP	Breath Weapon 5x/day



At first level, the Bound Dragon mount has the following statistics. The Bound Dragon only becomes more impressive as time goes on. Elements of the stat block dependant upon the hero's abilities, such as Base Attack Bonus and HP total are marked "special"

The Bound Dragon (CR Variable / based upon class level)

Large Dragon (Alignment matches master's) Init +2; Senses Darkvision 60 ft Languages Understands Common, Draconic and other languages known by master

AC 16, touch 11, flat-footed 14 (-1 size, +2 DEX, +5 natural) hp special Immune Sleep, Charm Resist Energy Resist 10 (breath weapon energy type) Fort special Ref special Will special

Speed 50 ft, Flight 50 ft (average) Melee +6 melee (rake 1d8+6 slashing) Melee Space 10 ft x 10 ft.; Reach 5 ft. Base Atk special ; CMB special CMD special Atk Options +6 melee (rake 1d8+6 slashing) or +6 melee (bite 1d8+6 slashing) or Breath Weapon (60 ft cone, 6d6 fire/cold/ lightning (choose one) REF DC 18 half)

Abilities STR 22 DEX 14 CON 16 INT 5 WIS 14 CHA 12 SQ Shared Life, Share Spells Skills Fly +8, Perception +5, Survival +5

Quadruped (EX): As a large quadruped, the Bound Dragon's lifting and carrying limits are three times those of a medium biped with a similar strength score.

Light Load 519 lbs or less, Medium Load 522-1038 lbs Heavy Load 1041-1560 lbs

Breath Weapon (EX): The metabolic processes of Bound Dragons do not depend on ambient magic like wild-born dragons. Instead, strange energy producing organs in the gut and throat allow the Bound Dragon to belch flames, organic ice or lightning. Once per day, a young Bound Dragon can fire its breath weapon as a standard action.

The Bound Dragon fires a 60 ft line of either Fire, Acid, Cold or Lightning chosen at character creation, which inflicts 4d6 points of damage (REF DC 18 half). Once chosen, the energy type cannot be changed. The Bound Dragon gains Energy Resistance 10 against the same type of energy it projects.

Ravenous (EX): The logistics of care and feeding a Bound Dragon have driven more than one unprepared knight into the poorhouse. The Bound Dragon needs nearly 50-60 lbs of meat per day. It can forage for food, even devourin the corpses of some slain monsters, but in civilized lands, stabling and board for a dragon usually requires at least 10-15 GP worth of nice, fat sheep per day.

Note that any kingdom with a cadre of Dragonbound heroes will likely have (at least one or two) inns equipped to care for these impressive mounts, and dragon riders associated with the military can usually rely on their superiors to provide for their dragon's health and welfare. **Shared Life (EX):** The Dragonrider and his dragon mount become one creature during the Binding. They share a single pool of hit points, and if one is slain, the other instantly perishes. By the same token, healing received by one partner instantly benefits its counterpart, so long as both the rider and the dragon are on the same plane of existence. The Dragonbound rider does not need to make Ride checks to command the dragon in battle, and both rider and dragon may attack normally.

The Bound Dragon's Hit Points, Base Attack Bonus and Base Saving Throws are dependant on the Dragonbound hero's. When calculating the Bound Dragon's saving throws, use either the Dragon's or the Rider's ability score modifiers, whichever are currently higher. The rider uses his own ability score modifiers to determine his saving throws.

Bonus HP for having a high Constitution score are provided by both the dragon's and the rider's CON scores. For instance, if the Dragon has CON 16 (+3) and the rider has CON 12 (+1), the partnership would receive +4 bonus HP per hit die. If the partnership is slain, a single use of *raise dead* or casting of *resurrection* will restore both dragon and rider to life. Only one creature's corpse must be present for the partnership to be resurrected; the other member of the partnership returns to life no matter how distant from its partner it is, as long as both are on the same plane of existence.

Non-hit point damaging status effects (such as poisons, *charm, stun, ect*) are tracked separately by dragon and rider.

Dragon and rider are aware of anything that befalls the other, so long as they are both on the same plane of existence. The Dragonbound can see through his mount's eyes and sense its mood at any distance, as can the dragon its rider. The dragon can range from its rider, to carry out fairly complex instructions, so long as its master remains on the same plane. If the rider moves to a separate plane without the creature, the dragon becomes confused and afraid. The dragon can take no actions on its own, and usually waits wherever it was when the connection was broken, howling and clawing mournfully. The dragon is not helpless, though and can defend itself or flee the scene if attacked.

Share Spells (EX): The Dragonbound can cast any spell with a target of "you" on his dragon instead. The Dragonbound can cast a spell on his dragon even if the spell normally would not affect dragons.

Naming Trait (EX): A young Dragonbound is expected to name his or her dragon within a few days of the Binding ceremony. By long standing tradition, whatever unique abilities the dragon first displays often play into its name. Whether clever, or especially ferocious or just a finicky eater, the dragon's youthful deeds become its identity.

The Dragonbound chooses a single naming trait from the following list, which shapes his or her bound dragon's unique personality and modifies its abilities. Once chosen, the naming trait cannot be changed.

Armored (EX): Your dragon's scales are tougher than adamantine plate. At first level your dragon receives a +2 increase to its natural armor bonus. This increases to +4 at 10th level.

Some Suggested Names: Heavyhide, Ironeye, Steelwing, Swordbreaker

 Chameleonic (EX): Your dragons scales slide gracefully between colors, like oil mixed with water. Your dragon can change coloration and pattern at will, providing the beast with a +8 racial bonus on Stealth checks.

> Some Suggested Names: Oilscale, Ghostwhite, Mirror, Underfoot

 Courageous (EX): Your dragon doesn't know fear. It becomes immune to magical and mundane fear.

> Some Suggested Names: Valorous, Kingmaker, Goldheart, Paladin

Cunning (EX): Your dragon has a starting Intelligence score of 13, and can speak and read any languages known by the Dragonbound hero. Your dragon's Intelligence score increases by +1d4 every four class levels.

Some Suggested Names: Talker, Forkedtongue, Applewise, Mindful

 Day Hunter (EX): Your dragon is at its best beneath a warm sun. The dragon receives a +1 morale bonus on all skill checks, saving throws and attack rolls made during daylight hours.

> Some Suggested Names: Highnoon, Farmer, Sunlily, Summer, Hoteye

Deep Swimmer (EX): Your sleek dragon loves the water. The creature is amphibious- it can survive underwater indefinitely, cannot drown and receives a Swim speed equal to its flight speed.

> Some Suggested Names: Crocodile, Mudwalker, Bogswimmer, Wavewing

 Digger (EX): Your dragon is descended from the fierce blues and bronzes of the desert wastes. Your dragon receives a 10 ft burrow speed. It may burrow through loose earth, dirt, sand and even soft rock but not worked stone, nor dense rock formations like granite. The dragon can burrow carrying you; the passage is uncomfortable and requires you to crouch low, but not really dangerous.

> Suggested Names: Cavebat, Earthshaker, Tunneldog, Rabbit

- Envenomed (EX): Your dragon's bite is deadlier than a cobra's. Your dragon has the following poison. Bound Dragon Venom Type: Injury FORT DC 16 Freq: 1/round for 6 rounds. Effect: 1d3 STR. No onset period. One save ends effect. Some Suggested Names: Snakeheart, Wyvern, Foulbreath, Cobrascale
- Flier (EX): Your dragon is most comfortable in the air. It's flight speed is improved by +20 ft, and its airborne maneuverability is increased by one category.
 Some Suggested Names: Quickwing, Swift, Falconess, Cloudchaser
- Hearty (EX): The dragon is incredibly healthy and contributes much to the psychical bond between it and its rider. Once per day, the Dragonbound pair can focus their will and recover a number of hit points equal to 3 + their Dragonbound class level. Using this healing surge is a move equivalent action.

Some Suggested Names: Old Soldier, Victorious, Heartscar, Red Troll

 Hidden (SU): Your dragon is a shapechanger who can hide his true draconic nature beneath a more humble façade. As a full round action, your dragon can assume or abandon the form of a Medium or Large warpony or warhorse. Your dragon retains all abilities except flight and its breath weapon in its assumed form.

> Some Suggested Names: Muletooth, Horsehide, Humble

 Lucky (SU): The dragon is a spirit of good fortune, and blesses its master. Once per day, either the dragon or its rider may re-roll any failed saving throw. The Dragonbound pair must accept the results of the second roll, even if it worse than the first.

Some Suggested Names: Gamble, Last Laugh, Bard, Diceclaw

 Moon Hunter (EX): Your dragon is at its best beneath the cold silvery moon. The dragon receives a +1 morale bonus on all skill checks, saving throws and attack rolls made between sunset and sunrise.

> Some Suggested Names: Werewolf, Darkroar, Luna Bat, Moongleam

o **Nimble Claws (EX):** Your dragon's talons are as dexterous and nimble as human fingers. It has opposable thumbs, and can use tools, weapons and manipulate objects like a humanoid.

Some Suggested Names: Rogue, Cleverclaw, Apprentice, Handful

o **Potent Breath (EX):** Your dragon's breath weapon is much deadlier than normal and inflicts an additional +2d6 points of energy damage.

> Some Suggested Names: Firelost, Frostrime, Stormcloud, Deathmist

 Sprinter (EX): Your dragon likes nothing better than running down prey. It's base land speed increases by +10 ft, and the dragon receives Run as a racial bonus feat.

> Some Suggested Names: Swiftfoot, Cheetah, Windfleet, Racerun

Survivor (EX): Normally, a dragon 0 dies when its master does, but occasionally, in a one-in-a-million miracle, the dragon somehow survives. These melancholy and badly injured dragons are extremely powerful, but deeply scarred and vengeful. Your dragon receives a +2 increase to its Base Attack Bonus, and gains the favored enemy ability as a first level ranger, which increases as the Dragonbound pair gains levels. Your dragon's favored enemy represents the type of monster or villain who slaughtered its previous master.

Special: You must choose a disadvantage for your dragon, and do not receive an additional naming trait, to represent the injuries your beast suffered during its defeat.

Some Suggested Names: Unbroken, Resolute, Wraith, Oncedead

o **Tracker (EX):** Your dragon gains *scent* and Track as a racial bonus feat. The dragon may track by scent alone.

Some Suggested Names: Constable, Wisenose, Seeking Nose, Golden Hunter

 Vegetarian (EX): For reasons either moral or biological, your dragon is a herbivore, and refuses to eat meat. The dragon only requires about 1-2 gp worth of plant and vegetable fodder per day, and in most instances can easily forage for its meals.

> Some Suggested Names: Hayeater, Harmless One, Pickyguts, Sweetfang

 Versatile (EX): Instead of selecting a single type of breath weapon, choose two energy types from the following list: Acid, Cold, Fire, Electricity. Each time the dragon breathes, it may choose to use either of its selected energy weapons. Instead of Energy Resistance 10 against a single type of energy, the dragon gains Energy Resistance 5 against its two chosen energy types.

Some Suggested Names: Firefrost, Rainburst, Paradox, Waterlight, Skyburner

o **Wyvernblooded (EX):** A few drops of foul wyvern's blood flows through your dragon's veins, and the creature can succumb to no lesser poison. Your dragon becomes immune to poison

Some Suggested Names: Herbheart, Poultice, Tenoils, Cobra's Kin, Stenchblood

Dragon's Bravery (EX): Starting at 2nd level, the Dragonbound hero gains a +1 bonus on WILL Saves against fear when astride his or her dragon. This bonus increases by +1 for every three class levels.

Talon Rake (EX): At 3rd level, and several other times throughout the dragon's career, its natural claw attack becomes more effective.



Snarl and Spit (EX): Starting at 7th level, the dragon can spit a few drops of flaming, acidic, arctic or electrified spittle as a deadly weapon. This gives the dragon and its heroic rider an offensive capability that's weaker but more precise than the full fury of the dragon's breath weapon.

As an attack action, the dragon may spit an energy sphere at a target as a ranged touch attack with a 30 ft range increment. If the attack hits, it inflicts 2d6 points of energy damage. The dragon may use this ability a number of times per day equal to half the Dragonbound's class level (maximum 10x/day at 20th level)

Evolution (EX): Starting at 7th level, your dragon's natural defenses and physical capabilities evolve. Each time you are eligible for an Evolution upgrade, you may choose one of the following abilities for your dragon. If you take the same ability more than once, the effects stack unless specifically noted otherwise.

Armor Improvement: Your dragon's natural armor bonus increases by +2.

Amazing Save: One of your dragon's Saving Throws (FORT, REF or WILL) increases by +2.

Dexterity: Your dragon's DEX score increases by 2.

Energy Resistance: Your dragon's existing energy resistance (s) increases by +10 or by +5 each if the Versatile naming talent has been chosen.

Extra Breath: Your dragon has energy reserves that allow it to use its breath weapon an additional time per day.

Strafing Breath (**EX**): Starting at 5^{th} level, the Dragonbound pair becomes more adept at using its breath weapon to clear an entire battlefield. Anytime the dragon fires its breath weapon, it can strafe an area with fire. When choosing to do so, the dragon's breath weapon affects all targets in a 15 ft x 60 ft area, but the REF Save for half damage is reduced to DC 12, because the dragon is forced to spread its deadly breath weapon across a wider area.

Health: The Dragonbound pair's hit point maximum increases by +5 HP.

Intellect: Your dragon's INT score increases by +2. Prerequisite: Cunning naming trait

Lethal Venom: Your dragon's venom inflicts CON damage instead of STR damage.

Prerequisite: Envenomed naming trait *Razorclaws:* Your dragon's claws become so sharp they are considered magical weapons for the purpose of defeating damage reduction.

Strong Stomach: Your dragon becomes immune to the sickened and nauseated conditions.

Strength: Your dragon's STR score increases by 2. Prerequisite Evolution: Health Unkillable: Your dragon becomes immune to the effects of massive damage and is automatically considered stable when reduced below 0 HP. The dragon does not suffer additional damage from bleeding wounds.

Prerequisite Evolutions: Health and Strong Stomach

War Beast: Your dragon may select any one of the following special qualities as a new combat ability: Pounce, Rake (requires Pounce), Improved Grab, Constrict (requires Improved Grab).

Dragon Size Increases (EX): At 8th level, the Bound Dragon becomes size Huge, receiving a +2 bonus to its already impressive STR score. At 16th level, it becomes size Gargantuan, receiving an additional +4 bonus to its STR Score.

Each time the dragon's size increases suffers a -1 size penalty to Armor Class, a -4 size penalty to Stealth checks, but receives a +1 size bonus to its Combat Maneuver Bonus and Combat Maneuver Defense.

Breath Barrage (EX): Starting at 10th level, the Dragonbound pair learns to supercharge its breath weapon, inflicting damage great enough to blow

through castle battlements and crack mountains. Anytime the dragon fires its breath weapon, including when using Strafing Breath, it can also choose to use this ability. Using a Breath Barrage expends two daily uses of the dragon's breath weapon, but increases the damage inflicted by the breath weapon to 8d8 points of damage; at 15th level this becomes 10d10 points of damage. The REF Save DC for half damage is increased by +5 when using Breath Storm.

Unyielding Breath (SU): At 20th level, your dragon's breath weapon becomes so potent and dangerous it can harm even those resistant or immune to energy damage. A target struck by the Bound Dragon's breath weapon does not gain the benefit of any relevant Energy Resistance or Immunity trait.

Draconic Drawbacks

Not every Binding succeeds, and sometimes wounded or flawed dragons will seek out a peasant child to Bind with if they cannot Bind to a nobleborn rider. The bards tell stories of street urchins befriended by a lame hatchling who become legendary heroes or infamous rogues.

Players can customize their Bound Dragon and its relationship with an imperfect rider by choosing one of the following disadvantages during character creation. If you choose to select a disadvantage, you may select one additional Naming Trait (which cannot be mutually contradictory with either your first Naming Trait or the disadvantage). Remember, no matter how flawed the dragon, it is a part of the rider, bound to him body and soul, and not even the most evil Dragonbound will ever betray that bond.

Bestial: Your dragon is much less intelligent than others of its kind. It has an INT score of 2, and Ride checks are required to control the great beast in battle. Your empathic bond helps, providing you with a +2 bonus on Ride checks made to control the dragon or fight when mounted. **Breathless:** Your dragon cannot wield elemental energy. Your dragon does not have a breath weapon, and cannot gain one. Your dragon retains Energy Resistance 10 to an energy form of its choice, it merely cannot project energy itself.

Flightless: Your dragon's wings are stunted and withered, or perhaps your dragon a strange, wingless sport. Bound Dragons whose bloodlines are tainted by breeding with 'lesser beasts' such as dinosaurs, manicore, griffen and the like often display this mutation. Your dragon can never gain a flight speed.

Fragile: Your dragon isn't as tough as other great wyrms, and isn't really suited for frontline combat. Your dragon does not receive additional Dragon Hit Points as shown on the character advancement chart.

Lame: Your dragon's legs, hips or spine have been damaged somehow, or the creature emerged from its egg deformed and weak. Your dragon's base land speed is reduced to 20 ft, and its flight speed is reduced by 10 ft, while its airborne maneuverability is reduced by one category.

Sickly: Your dragon's body is weak and unhealthy, and it always looks to be on the verge of starvation. Your dragon suffers a -2 penalty on all FORT saves, and any poisons or diseases contracted afflict it for twice the normal duration.

Thin Skinned: Your dragon's scales aren't any more protective than a gold fish's. Your dragon has no natural armor bonus to Armor Class and cannot gain one.

Weak Backed: Your dragon's spinal muscles and load bearing abilities aren't up to par. Your dragon's carrying capabilities are only those of a Medium biped.

Light Load: 173 lbs or less, Medium Load: 174-346 lbs, Heavy Load: 347-520 lbs

Dragonbound Factions

The following factions, each with their own iconic breeds of dragon, are examples of allies, mentors, financial backers, rivals and deadly nemesis for Dragonbound heroes and their steeds. A couple of these factions break the usual rule that only Lawful characters may become Dragonbound... I'm sure quite a few gamemasters will ignore or modify that rule, so I've included a few barbaric Dragonbound heroes and villains for use in those variant campaigns.

Arlyn's Rangers Lawful Good

Arlyn's Rangers are a non-noble band of Dragonbound. Their mandate is to protect the men, Dwarves, Elves and smallfolk of the frontier. Arlyn's Rangers are monster hunters, trapping and slaughtering the worst of the aberrations that threaten the outlying farms and most remote forts. As humanity pushes into the wild, Arlyn's Rangers precedes them, clearing out inbred troll clans, clutches of basilisk waiting in the old forests, owlbear nests and other unnatural predators.

Their membership is one of the most motley in all the realms. Orphans and the children of peasant farmers make up the majority of the ranks, with the Rangers often recruiting new soldiers from outlying villages and colonies they've arrived too late to save. The Rangers prefer to Bind human children at 8 or 9, but are willing to allow extraordinary teenagers to Bind to one of their famous "terriers" if they show promise. Few well-born Dragonbound ever become Rangers: the faction's emphasis on protecting settlers means that they have little time for intrigue and rarely visit the cities that are the center of political power.

Iconic Breed: "Arlish Terriers"

These sinewy, lizard like beasts are whipcord thin and breed for hunting. Terriers are flightless and resemble an emaciated iguana with a whipcord thin tail and a long, supple neck. Their coloration is a mottled red, brown and dark green, which provides them ideal camouflage in forested regions. Arlish Terriers are known for their quick tempers, and more than one unwary stable hand has lost a few fingers to a quick nip from an irritated Terrier.

Common Breath Weapon: Usually Acid

Common Disadvantage: Always Flightless

Common Naming Traits: Tracker, Sprinter, Versatile (fire and acid, both useful for troll-hunting), Sometimes Envenomed

The Black Doves

Lawful Good

The Black Doves are a band of Elven Dragonbound knights dedicated to protecting their nation and their people. Black Doves are selected during early childhood from the ranks Elven noble children who show spirit and promise. They train for decades, learning to fight, hunt and ride lesser steeds before undergoing Binding during the Elven equivalent of their teenage years. Black Doves are generally somber and aloof with outsiders, even allies, but among their own kind, they are fiercely competitive and jovial. In contrast to the expected Elven demeanor, prank warfare, which can last centuries, is extremely common between team mates.

Unit camaraderie is extremely high, with most members of the Black Doves marring wingmates. Their dragons are likewise bred within the squad. Many of the Black Dove's dragons are highly inbred and equally highly specialized. Black Doves will also allow their dragons to mate with the heroic steeds of other good-aligned Dragonbound to refresh their often tired bloodlines. Such an invitation is considered a great honor by most other humanoid Dragonbound.

Iconic Breed: "Chryrwal Doves"

The Elves have bred the Doves over millennia, in search of the perfect combat dragon. The end result of their long term eugenics program is a slender, relatively light dragon which is perfectly streamlined for flight. Doves have sleek, smooth bodies unbroken by the spines and frills of other dragon breeds, which reduces drag dramatically. Doves have tiny, smooth scales with stark black and white patterns similar to those of an orca's. Some females have mottled grey areas or soft grey underbellies as well.

Common Breath Weapon: Usually Lightning Common Disadvantages: Usually none, but sometimes Thin Skinned Common Naming Traits: Cunning, Flier, Moon Hunter, Vegetarian

The Burgundy Brotherhood

Lawful Evil

The Burgundy Brotherhood are the elite of Dragonbound society, a gentleman's club which stretches across the continent. Luxurious stables and magnificent apartments are set aside for use by members and their steeds in the world's major capitals. The Burgundy Brotherhood membership is restricted to the first and second born male sons of established noble houses, and military service is a prerequisite of membership. The organization forbids its members to Bind female dragons, claiming that doing so causes homosexuality. The arrogant nobles of the Brotherhood look down upon other Dragonbound, and will challenge lesser dragonriders to lethal duels (or non lethal challenges that sometimes turn violent in the heat of competition) for any perceived slight, and they heap great derision on any dragon that isn't up to "Burgundy standards."

The Burgundy Brotherhood exists to claim power for its members. Burgundy Brothers often meet secretly with fellow members from rival nations and trade guilds to ensure that they, and the Brotherhood itself, always profits by whatever conflicts crop up. The Burgundy Brotherhood requires totally loyalty from its members, above nationalism, faith or blood ties, and members are expected to donate lavishly to the faction's coffers.

The Burgundy Brotherhood is one of the few factions that will Bind adults to dragons. New members can be inducted and Bound to a dragon as late as their forties. The Brotherhood is also unique for Binding dragons several days after hatching, not wishing to Bind a member to a weak or sickly dragon.

Iconic Breed: "Wine Dragons"

Burgundy Brotherhood breeders have created a species of "Wine Dragons" which the knights of the order claim as the ideal of the draconic form. Wine Dragons are massive creatures, often 5-6 hands taller at the shoulder than other dragon breeds, with well defined musculatures and strong skeletons. Wine Dragons are expected to be a uniform crimson, purple or burgundy, though less wealthy members are often saddled with mottled brown and crimson dragons as a symbol of their lowered status within the guild. Dragons of different colors or with 'dirty' markings or discoloration are put down within minutes of hatching.

Common Breath Weapon: Either Fire or Lightning

Common Disadvantages: None Common Naming Traits: Flier, Hearty or Potent Breath

Cirque Draconia Azalati

Chaotic Neutral **

The Cirque Draconia Azalati is the largest travelling circus troupe in the realms. The circus' ringmasters and senior performers are members of the Azalati clan of gnomes, and smallfolk make up a large percentage of the performers. Most of the performers consider themselves part of the Azalati clan, either by blood or marriage, and in the circus it's not uncommon to see a Half Orc dragon tamer, or an Elven acrobat with the traditionally Gnomish surname. The circus is a haven for half-breeds,



iconoclasts, talented dancers, bards, clowns, illusion-masters and freaks and fools of all description. Their huge and garishly painted caravans cover thousands of leagues each season, and in the Cirque Draconia, even the dragons are trained to dance, tumble and sing.

In addition to its roster of performers, acrobats, guards and stagehands, the Circue Draconia Azalati employs a small stable of pickpockets, cutpurses and prostitutes to scam a few extra coins out of townsfolk during a stop-over. The circus will accept temporary workers of every race and creed, very few questions asked, making the circus a popular refuge for outlaws and troublemakers, not to mention the strange and monstrous of every description. Many adventurers hire on with the circus for a season or two, trading performance and a sword-arm when needed in exchange for passage. The more outgoing and showy are invited to stay on and learn the entertainer's craft.

Iconic Breed: "Azalati Bluewing"

Azalati Bluewings are a unique breed of dragon resulting from generations of unplanned mating by the circus' many performing dragons. The appearance of these gregarious creatures vary wildly, but all dragons of the bloodline are instantly recognizable by their brilliant blue wings, which stand out brilliantly against their often variably colored bodies. Bluewings are much more intelligent than common dragons, but tend to be smaller and weaker. Their forelimbs end in nimble, monkey-like hands as often as they do in killing talons, and their whiplike tails are often a brilliant rainbow of colorful bands.

Common Breath Weapon: Any, but often Lightning

Common Disadvantages: Either Fragile or Thin Skinned

Common Naming Traits: Usually Cunning, Nimble Claws, often Vegetarian

The Daughters of Jormungand

Chaotic Neutral **

The Daughters of Jormungand are a lodge of bold female warriors bonded to incredible serpents. Young women who show courage and promise are taken from their families as children and serve as squires and stable-muckers for veteran Daughters until they are bonded to a hatchling a year or two after puberty. In the barbaric northern hamlets they protect, the Daughters of Jormungand are given great respect and are considered apart and above from usual traditions. Though capable of great heroism and surprising nobility, the Daughters of Jormungand are allowed to take promising girls from their homes with no explanation to either parents or child. They are also allowed to slaughter any peasant who they feel insults either them or their dragons, though more experienced Daughters are levelheaded enough not to answer every slight with sword or dragon-frost.

The Daughters of Jormungand serve their nations as military leaders, captaining raids on neighboring tribes and defending their own nation when they are raided in turn. Elder Daughters often become tribal leaders or queens in their own right, or in villages where only men are allowed to rule, become the consorts and mothers of those in power. Many of the most storied northern barbarians are the sons and daughters of a dragon-riding queen, and many north-men brag their mothers laid with dragons to conceive them.

Iconic Breed: "Wyrms of Jormugand"

Though hideous to behold, Wyrms of Jormugand are renowned for their courage and tenacity. Their cold skins are slick and corpse-green and drip the dragons sweat a mild acid: not enough to cause real harm, but enough that their riders must change out saddle straps and blankets every few months. Few are capable of flight, and even those who can take to the sky prefer to hunt at ground level.

Common Breath Weapon: Either Cold or Acid

Common Disadvantages: Bestial, Flightless or occasionally Sickly

Common Naming Traits: Armored, Courageous, Envenomed or Potent Breath

<u>The Dragons of the White Spiral Grove</u> Lawful Neutral

The Dragons of the White Spiral Grove are ruled by a council of elder druids, and their mission is the protection and preservation of the frost-ringed forests of the North and the preservation of the old ways of worship. Dragonbound heroes of the grove are chosen from the ranks of young priestesses and shaman, selected for their wisdom and insight as much as for their combat prowess. When a young man or woman is bound to a dragon, the young hero is expected to assume a leadership role, and become a living example of everything that is good and noble in the druidic faith.



Dragons of the White Spiral Grove often take several druidic levels in addition to their role as a Dragonbound knight. They fight courageously, especially against foreign missionaries and clerics invading their lands. During battle, those who have mastered a druid's shape changing talents become great beasts and fight alongside their dragon steeds. Dragonbound druids who fall in battle are buried, along with several willing human sacrifices who will serve them in the afterlife, with their beast in any of the thousands of peat bogs dotting their land.

Iconic Breed: "Snowleaf Dragons"

The druidesses of the White Spiral Grove raise these great beasts from birth, only binding the young creatures to a human master after a year and a day after their hatching. Snowleaf Dragons have rough white hides mottled with grey and green patches, which give them excellent camouflage in the snow-covered old growth forests of their home nation. Unlike many other dragons, Snowleaf Dragons have feathered wings, which resemble those of a great owl's. Their beaked countenances are also nearly birdlike, with large dark eyes deepset under a heavy brow. Common Breath Weapon: Always Cold Common Disadvantages: Sometimes Fragile Common Naming Traits: Either Flier or Potent Breath, sometimes Vegetarian if a disadvantage is also chosen

<u>The Green Coast Fishers</u> Lawful Good

The Green Coast Fishers are a hereditary order of Dragonbound warriors and fisher folk who protect their archipelago home and its many peaceful humanoid tribes. Unlike other Dragonbound factions, the Fishers have little interest in warfare or glory. They prefer to hunt and fish peacefully, to enjoy the bounty of nature and to remain apart from the world. Their island tribes select new Fishers from the ranks of young warriors, choosing those who show wit, a respect for nature and a commitment to their land. Rookie warriors are bound to their piscine dragons during the dark of the year's first new moon.

Fishers usually only become adventurers for a relatively short time, venturing out into the wider

world to accomplish a specific mission and returning home. Fishers and their dragons would rather kill sharks and collect sea-bottom pearls than slaughter hobgoblin platoons. Despite their easy going demeanor, Fishers can be fierce warriors, but only if their people or way of life is threatened.

Iconic Breed: "Coastal Green"

Coastal Green dragons are short necked and have an almost fish-like cast to their face. Their eyes are bulbous and forward set, and their rubbery lips are crowned with three or four foot long, blood red whiskers. A Coastal Green's iridescent scales are slick and hexagonal and fade to a pale aquamarine as the beast ages. The creatures have disporportinately large paws, which help them swim. The creatures love water, and spend most of their day swimming and bathing. Coastal Green dragons are all but useless in the desert.

Common Breath Weapon: Usually Lightning, sometimes Acid

Common Disadvantages: Usually Thin Skinned

Common Naming Traits: Deep Swimmer, Envenomed, occasionally Tracker

Kort's Runners

Lawful Neutral

Marcus Kort was a land-rich but still poor forth son of a minor noble family, bonded to a runty, cowardly dragon who almost got them both killed the first time the pair took the field of battle. After his military service was over, Kort left adventuring and heroism behind. Calling in old debts and recruiting a motley collection of minor nobles, former military heroes and sickly dragons, Kort built the Runners: a continent spanning postal service using dragons for speed.

Within three years, Kort was wealthier than his father, and within five, he was wealthier than the higher caste nobles who used to mock him. Today Kort makes his fortune by 'rescuing' dragons too weak for the frontlines, including the Burgundy Brotherhood's many castoffs, and Binding them to young adventurers willing to risk life and limb delivering parcels on dragonback. Kort's Runners will Bind anyone they consider trustworthy to a 'rescued' Bound Dragon in exchange for at least three years of service as a courier. Despite the risks, many young heroes take Kort up on his offer, as the risks of courier duty pale in comparison to the chance to taste the sky.

Kort does not have a standard breed of riding dragon, and makes do with a chaotic and colorful assortment of 'mutts' and unusual dragons.

Common Breath Weapon: Any

Common Disadvantages: Any except Flightless

Common Naming Traits: Any (often Flight taken twice)

The Knights of the Broken Wing Lawful Good

The Knights of the Broken Wing are not a recognized nightly order, though the young knights of the order are allowed to fly with most heroic armies. The Knights of the Broken Wing are unique in that the order is assembled from, and ruled by a loose knit confederation of Bound Dragons who survived the loss of their first riders. Comforted and nursed back to health by others of their kind, these brave Bound Dragons seek out and bind to new riders to continue their struggles. Often, the Dragons of the Broken Wing will seek out the sons and daughters of their former masters, or failing that a more distant relative. If no suitable rider can be found within their former master's bloodline, the Dragons of the Broken Wing seek out a young adventurer who displays courage and honor... and who reminds them in some way of the rider they lost and binds to them.

The Dragons of the Broken Wing display more intelligence and initiative than others of their species. The lost of their first rider hurt them, but the pain only tempered these dragons. Though they obey their new masters unquestioningly, they will often push their new riders to settle the affairs and take up the sword of their slain partners. These dragons have their own agenda, and are not above



tricking, manipulating or even bullying their young riders into heroism.

Dragons of the Broken Wing can come from any draconic bloodline, or may be mutts. They can be recognized by their injuries, and all Dragons of the Broken Wing boast the Survivor naming trait and at least one related disadvantage.

Common Breath Weapon: Any

Common Disadvantages: Any but always at least one

Common Naming Traits: Always Survivor, usually Cunning as well

Marduk's Fusiliers Lawful Good

Marduk's Fusiliers have a long and noble history among the Dwarven military and adventurers. The serious and often grimfaced Dwarven warriors and the squat brown dragons that make up the Fusiliers protect the most important sites in Dwarven culture: they patrol the under-cities, Dwarven undercities, banking clan vaults, the deepest and most revered temples and the race's ancestral tombs. Members of Marduk's Fusiliers are already experienced soldiers when they bind to their newborn dragons. Induction to the Fusiliers is a great honor, as the elite unit only accepts veteran warriors, of heroic lineage who have performed great deeds of their own.

New recruits are heroes to the Dwarven communities they grew up in. The binding of a new Fusilier is a cause for celebration- usually a two or three day long street festival, which the neophyte Fusilier is expected to both pay for and be the guest of honor at. After the celebration ends, the rookie Fusilier is assigned to a squad of more experienced dragon knights as a junior member.

Iconic Breed: "Dwarven Fusiliers"

Dwarven Fusiliers are a squat and muscular race of dragons used all-but exclusively by the militaries of Dwarven kingdoms. These flightless, crocodilian beasts are perfectly adapted for life in the deepest tunnels. Dwarven Fusiliers have dark brown hides the color of rich earth, with flecks of gold and silver splattered across their otherwise dull scales. Their heads are blunt and protected beneath a heavy bone crest, and their chins are decorated with grey and black whiskers. Surface Dragonbound like to joke that Dwarves are a little closer to their dragons than decency would allow, accounting for the resemblance between beast and rider.

The Fusiliers get their name from their primary role- living artillery. The dragons have been selectively bred for generations until they become living furnaces. Fusilier flame burns hotter and brighter than the flame of any other dragon, and legions of such beasts are a terrifying tactical advantage for Dwarven armies.

Common Breath Weapon: Always Fire Common Disadvantages: Always Flightless Common Naming Traits: Potent Breath (often taken twice), sometimes Digger

Torqua's Talons Chaotic Evil **

Lead by the infamous Half-Orc general Torqua, his Talons have swept over the land like a scourge, raping, burning and killing everything in their path. The chaotic but innovative army is supported by a cadre of draconic cavalry, who serve their horde as scouts and combat air support. Soaring ahead of their units, these barbaric Dragonbound break the spirit of defenders, destroy granaries and food stores to break sieges and generally serve as weapons of terror. Talons are

generally serve as weapons of terror. Talons are given the first pick of plunder after a battle- weapons, food, booze and women or men as the monsters desire.

The role of Talon is a hereditary one, with only the strongest and most cunning sons of existing Talons allowed to Bind to a dragon. The vast majority of Torqua's Talons are the bastards and byblows of orc rape-gangs. The surviving human females of a raid are kept alive- at least for nine months – so they can bear a new cadre of young Talons. Talons are taught to ride and fight from the moment they can walk, and most kill their first man before their 8th birthday.

Torqua' Inheritors are a growing Half Orc threat to the world's civilized races. The Talons are a division of this larger Half Orc army. The Inheritors are described fully in Skortched Urf Studio's upcoming sourcebook Campaign Option: Fantasy Firearms.

Iconic Breed: "Ryptharn"

Ryptharn dragons resemble a bastard hybrid of boar and dragon and will only accept riders of Orc blood. Their mouths are filled with wicked serrated teeth, and their lower incisors curl upward as saber-like tusks. Their snouts are flat and protected beneath gnarled layers of brown and red bone plating. Ryptharn have drab grey, elephant like hides on their upper bodies, while their bellies, short necks and the underside of their limbs are protected by mottled red and gold scales. These ugly dragons are combative and violent, and enjoy fighting and establishing dominance. They will kill and devour anything smaller then them- dogs, horses or unwary humans, though they have been conditioned by years of violence to fear and obey the orc-blooded. Left to their own devices, they will kill everything within a mile radius, destroy barns, homes and other structures and generally cause chaos.

Common Breath Weapon: Usually Fire or Acid

Common Disadvantages: Bestial, sometimes Flightless

Common Naming Traits: Usually Armored or Potent Breath

The Traders of Mischa

Lawful Neutral

The Traders of Mischa are a coalition of minor noble houses and merchant clans, all of whom are ruled by Dragonbound merchant-lords. Members of the trade alliance are governed by exacting rules of conduct and behavior, and are expected to uphold the letter of any contracts. Infractions and dishonest trade practices are swiftly punished, with members of the offending house forced to pay hefty fines into the House of Mischa's coffers. Not every member of a Trader House is Dragonbound- by tradition, the number of Dragonbound members of the Traders is closely regulated.

Elder sons and daughters of the various merchant houses are bound to a dragon during their coming of age ceremonies, but each new member inducted into the ranks of the Dragonbound means that an elder member from the same clan must either die. In many Mischan houses, a retiring member commits an elaborately staged ritual suicide, and he and his dragon are immolated together.

The Dragonbound members of the Traders act as the protectors and leaders of their guild's wide-ranging trade caravans. When mercenaries are recruited to defend a caravan travelling a disputed or dangerous route, Dragonbound clan members act as their commanding officer and lead them into battle.

Iconic Breed: "Mischan Lions"

Mischan Lions are bred with manticores and dragonnes, diluting their draconic blood but increasing their fertility and making them easier to train. Mischan Lions have soft golden scales that gleam in the sun. Their jaws are ringed with a crimson or jet black mane, while their skulls are vaguely feline. Females of the breed lack the mane, but are slightly larger and stronger than the males. Female Mischan Lions are considered more desirable partnersslightly smarter, more courageous and easier to train then the brutish males. Male Miscan Lions are kept as studs and rarely see active combat.

Common Breath Weapon: Any Common Disadvantages: Sometimes Flightless or Sickly, often none

Common Naming Traits: Often Day Hunter, Digger, or Wyvernblooded

Vose's Redhand Rangers

Lawful Evil

A dozen millennia ago, the rotting and corrupt lich queen Vose carved out an empire on the endless white wastes of the Astral Plane. Murdering any being that dared to raise a hand against her, she built a timeless kingdom of evil and cowardly men and women on the Astral, after some long-forgotten and disastrous battle cracked her home world nearly in half. Establishing her cruel Astral kingdom, Vose made an alliance with an ancient red dragon queen, granting the elder wyrm immortality in exchange for binding her children to Vose's service in perpetuity. Eventually Vose betrayed and slew the ancient dragoness, but not before Vose was able to breed a small legion of fiery red Bound Dragons and create a cadre of dragon-riding enforcers.

Vose's Redhand Rangers are the elite of her military, honored above all other warriors. In return, her Rangers worship their lich queen as a new goddess, and their worship gives her power. Many of the Redhand Rangers are multiclass clerics and blackguards, able to siphon divine power from their faith in their eternally rotting incarnate goddess. Prospective Redhand Rangers are considered squires until they finally master the Plane Ripper feat, and can lead raids on the Prime Material plane and rest of the multiverse. Until their dragons can tear through reality, young Redhand Rangers are spit on and forced to fetch and carry for their betters. They fight fiercely to prove themselves worthy of their queen's attention and the respect of their fellows.

Iconic Breed: "Krazagodda"

The Krazagodda are the descendants of the murdered dragon queen Tal'yanth'thea, and their red dragon heritage is kept pure by uncounted generations of inbreeding. Hyper specialized and almost reflexively violent, Krazagodda are a distillation of the power and savagery of a red dragon. These fierce dragons are covered in multiple layers of jagged red scales, which range from the deep violet-red of clotted blood to the strong red of a volcano's heart. They snort small gouts of flame constantly, and their blood and urine stinks of sulfur and gunpowder.

Common Breath Weapon: Always Fire Common Disadvantages: Usually Bestial Common Naming Traits: Always Potent Breath, sometimes Armored or Courageous

The Zane Armada

Lawful Evil

On the open sea, a cry of "ZANE SIGHTED!" will send even the most battle-hardened pirate into paroxysms of terror. The Zane Armada are dragon-riding Halfling sky-raiders, who swoop down out of the sun to plunder ships and butcher crews. The daring little pirates have mastered a unique form of air-to-ship warfare. Their favorite tactic is to overfly a target ship, with vicious beasts strapped to the underbelly of their dragon steeds. When directly over the ship, the pirate cuts



the leather straps supporting the terrified monster, dropping semi-tamed ravids, rust monsters and other unusual war beasts onto the deck, to hamper defense and sabotage the ship itself. Zane skypirates swoop in for the kill, slicing at throats and chopping off limbs with small but very sharp scimitars.

The Zane Armada controls several small islands and has hidden refuges across the oceans they terrorize. They know the sea and the sky above it better than most other mariners, and have more than enough disposable wealth to bribe naval officers pursuing them to look elsewhere.

Iconic Breed: "Hoxx-Rixx"

Hoxx-Rixx dragons are graceful fliers known for their enormous wingspan. An adult Hoxx-Rixx, wings extended is nearly fifty foot from wing tip to wing tip. Their smooth, dull scales are the a mottled blue and white, with a pale grey underbelly. Hoxx-Rixx eyes are bright orange or fiery red, and their long, tapering skulls resemble those of a pterodon's more than a true dragon, which leads many rival Dragonbound to speculate about the 'corruption' in the Hoxx-Rixx breeding lines.

While they are savage in battle, Hoxx-Rixx are surprisingly gentle and passive when unsaddled. They spend most of their leisure time dive fishing, and many are shockingly good swimmers.

Common Breath Weapon: Usually Lightning or Acid

Common Disadvantages: Bestial or Weak Backed

Common Naming Traits: either Flier (taken twice) or Flier and Lucky, occasionally Deep Swimmer

Dragonbound Gods

Three new gods stalk the cosmos. Tiamat and Marduk are diametrically opposed forces, the eldest dragons in all reality. The upstart goddess Vose slaughters weak godlings, enslaves dragons and fields an army of Dragonbound rogues. All three of these new draconic gods grant access to the power and majesty of the Dragon domain.

The Dragon Domain

Granted Powers: When the multiverse was young, the draconic race was already ancient and powerful. Dragons are the intermediary between god and beast, the greatest of all creatures, and you worship, serve and protect them.

Dragon Friend (EX): You are considered kin and comrade by the proud dragon race. You receive a +2 insight bonus on CHA-based skill checks made against creatures of the Dragon type, other clerics with this domain and Sorcerers from the Draconic bloodline. You may activate magic items usable only by creatures of the Dragon type. You can speak and read Draconic as a bonus language.

Dragon's Endurance (SU): At 6th level, you become more like a true dragon. You no longer suffer ability score penalties for aging and have no maximum age. You gain Resist Fire 10, this resistance increases to 20 at 12th level. You become immune to fire at 20th level.

- 1. Magic Fang
- 2. Bull's Strength
- 3. Magic Fang, Greater
- 4. Fireball
- 5. Overland Flight
- 6. Form of the Dragon I
- 7. Form of the Dragon II
- 8. Form of the Dragon III
- 9. Storm of Vengeance

Marduk, Judge-Architect of Civilization

Greater God, Lawful Good **Primary Worshipers:** good aligned dragons, many heroic Dragonbound, architects, masons, some Dwarven clans **Portfolio:** architecture, law and legal codes, justice, dragons and workingmen **Domains:** Community, Dragon, Earth, Good, Law **Favored Weapon:** war hammer Marduk is one of the eldest of the cosmic dragons, and claims to be the builder of the first temple ziggurat in all the multiverse, and the giver of the first laws. Marduk has guided dozens of nations and worlds from savagery to civilization, teaching them how to build, how to plant, how to write, to think, to worship and to craft magic. Marduk is a patron for many heroic Dragonbound sects, and is said to visit young Bound Dragons while they dream in their warm hatcheries.

Marduk is a popular god among men, dragons and dwarves alike. Judges, architects and other respected professionals often keep a modest shrine to the great dragon in their workplaces. Small brass or gold idols to Marduk are omnipresent across the land.

Marduk appears most often as massive dragon of brown stone flecked with gold. His skull is crowned with two long antlers, and his jaw is fringed with an intricate array of colorfully dyed, braided hemp ropes, like those which would be used by a construction gang. Occasionally, when appearing before an especially worthy biped, the proud Marduk will deign to appear as a man or a dwarf, always dressed in judge's robes.

Tiamat, Mother of the Waters

Greater Goddess, Chaotic Neutral

Primary Worshipers: evil and chaotic dragons, fisherfolk, raiders and many barbarian tribes, some Half Orcs

Portfolio: storms, chaos, destruction, the affairs of dragons and violence in all forms

Domains: Air, Chaos, Dragon, Destruction, Water **Favored Weapon:** bare handed and savage violence (Clerics gain the Improved Unarmed Strike feat in place of a new weapon proficiency.)

Tiamat predates even Marduk as the eldest of all dragons, and according to some tales, the lawgiver sprang from her loin. According to most stories, before the multiverse was formed, Tiamat was dismembered by the younger gods. Half her body became the waters, the rest became sky and her bones became land. Tiamat is simple and directshe is an embodiment of chaos and the wildness and stark beauty of nature. She holds no dogma beyond destruction, eventual renewal, creation and destruction once again. Tiamat can spend millennia observing as a beach is worn away by the endless tides, or savoring the murder of one muddy peasant in a grimy bar by another.

Tiamat has no great schemes or plans, and is rarely worshipped. Instead she is placated, given gifts and lavish praise in hopes of diverting her destructive attentions. Occasionally, gifts to Tiamat stave her wrath.... at least for that day. Many barbarian tribes worship Tiamat through her eldest son, the primordial and animalistic serpent Jormungand. Her savage son lacks even Tiamat's basic understanding of sentience, and is little more than a crocodile with all the powers of a god. Jormungand busies himself gnawing on the roots of the Great Tree upon which the axis of the multiverse turns.

Tiamat appears most often as a dragon whose body is churning water and hurricane force winds. Sixty six beautiful eyes cover her head, neck and wings. She rarely takes other forms, occasionally taking the forms of a nude humanoid female of indeterminate and ever-shifting species. Even in humanoid guise, Tiamat speaks little and understands less. She laughs, cries, drinks, fights and ruts with animal abandon.

Tiamat's holy symbol is as simple and primal as she herself, a seashell cracked in half by the fury of the waves.

Ygrassydl, the Great Tree that Tiamat's son gnaws endlessly is described in greater detail in the upcoming Skortched Urf Studios sourcebook "Campaign Option: Ley Lines."

<u>Vose the Undead Queen, Devourer of All,</u> <u>Empress of Dragons</u>

Demi-Goddess, Lawful Evil

Primary Worshipers: Redhand Rangers, her Astral nation-state, Krazagodda dragons, some intelligent undead

Portfolio: the Astral Plane, betrayal of contracts, red dragon, evil Dragonbound, cannibalism **Domains:** Dragon, Destruction, Evil, Fire, Travel **Favored Weapon:** flail

Vose is the lich queen of the Redhand Nation, the zombie empress who claims dominion over the entire infinite expanse of the Astral Sea. A young goddess and intensely ambitious, Vose constantly struggles to increase her power and influence. At her command, the most powerful Redhand Rangers bring down demigods and local deities, dragging them in silver chains back to her palace on the Astral Sea, where the cannibal goddess Vose devours their viscera and steals another shard of divinity.

Vose is a cruel mistress, who controls every facet of life in her grim Redhand Nation. All her population are slaves, the only difference between the castes is how cruelly Vose tasks them. The poor peasantry feed her endless hunger, and are so spiritually broken, they view being devoured alive by their goddess the only path to heaven. Her Redhand Rangers are among the multiverse's most feared dimensional pirates.

Vose appears as she is- a rotting but still beautiful woman who was once a chocolate-skinned human. She has replaced every one of her teeth with diamond fangs, and bloodstained rainbows glisten in her mouth. She dresses in finely cut, revealing crimson silk. Vose has not yet learned how to manipulate her form or appear in a more symbolic guise. Vose's holy symbol is a child's skull baptized with a bloody handprint above the brow.

Vose's long-ago mortal origins are detailed in the 2010 Psi-Watch campaign sourcebook "Vector of Infection".

Dragonbound Feats

The heroes and villains in a Dragonboundcentric campaign often choose from the following feats, which enhance the already blood-deep bond between man and dragon. These feats are available to characters with at least one Dragonbound class level. Multi-class Dragonbound/Fighters may choose a Dragonbound feat in place of any fighter bonus feat.

Adamantine Beast (Dragonbound)

Your dragon's hide gleams with the pale silver sheen of true *adamantine*. Lesser blades break against its hide, and your dragon's talons can rip the heads off iron golems and disembowel gods with a single lucky strike.

Prerequisite: Armored naming trait, Armor Improvement evolution

Benefit: Your dragon gains adamantine scales. Your dragon gains Damage Reduction 10/ adamantine, and its natural weapons become capable of overcoming similar Damage Reduction.

Clinging Breath (Dragonbound)

The energies unleashed by your dragon's breath weapon linger, and inflict damage for several seconds after the great beast breathes.

Benefit: Your dragon's breath weapon inflicts half its initial damage on the next round after impact. The victim does not receive a saving throw against this clinging damage. At the game master's option, a victim may be able to rid himself of the damaging energy as a full round action- such as by rolling in sand, dousing himself in water, or similar.

Cloying Breath (Dragonbound)

Victims engulfed in your dragon's breath weapon are blinded and bound by clinging wisps of energy.

Prerequisite: Clinging Breath, character level 6th

Benefit: Targets that fail their save against your dragon's breath weapon are *slowed* and *blinded* for one round after being struck by it.



Defiant Energies (Dragonbound)

Your dragon's breath weapon becomes even more potent when the creature is terrified or enraged.

Prerequisite: Bestial naming trait, Iron Will **Benefit:** During any encounter during which your dragon fails a WILL save, it's breath weapon gains additional potency. For the duration of the encounter, your dragon's breath weapon inflicts double damages or normal damage on a successful save.

Destined Dragonrider (Dragonbound)

Even before you were born, events conspired to bind you to a dragon and raise you into the ranks of legend. Your bond to your dragon is even deeper than normal for those of your order. **Prerequisite:** character level first, CHA 13+

Benefit: Your dragon is greater than others of its kind, and you may select an additional naming trait (or two if you also select a disadvantage for your dragon). When astride your dragon, fate smiles on you. While mounted, attackers suffer a luck penalty equal to your CHA modifier on attack rolls made to confirm a critical hit against either you or you dragon.

Feydream Dragon (Dragonbound)

Your dragon is a creature from the shadowy half-world of the Fey. It's form is mercurial and dreamlike, and its capabilities change with the needs of the day.

Prerequisite: CHA 13+, character level first Benefit: Your dragon's naming trait changes each day upon awakening. Your dragon cannot select the same naming trait within any five day period. If you have chosen a draconic disadvantage, you may change one or both of your dragon's naming traits each morning. Your dragon's form and personality change slightly with each new naming trait, but it always serves you loyally.

Keen Eyed Dragon (Dragonbound)

Your dragon's eyes glow with a strange inner light, and your beast is blessed with incredible perceptions.

Prerequisite: Alertness, character level 5th **Benefit:** Your dragon gains the innate extraordinary ability to see invisible creature and receives a +4 racial bonus on WILL Saves made to penetrate illusions. While mounted on your dragon, you share these traits.

Plane Ripper (Dragonbound)

Your dragon's talons are keen enough to slice through the barriers that separate all the myriad planes of the multiverse. With extreme effort, your dragon can slide between planes, carrying you to new realities.

Prerequisite: Knowledge (the planes) 9 ranks, character level 10th

Benefit: Once per day, while you are mounted, your dragon can use *Plane Shift* as an innate spell-like ability. Your dragon can carry itself, you and any number of cargo or passengers equal to or less than its total heavy load when it *plane shifts*.

Your dragon is considered *nauseated* for 1d4 minutes after a plane shift. Your dragon may attempt a DC 18 FORT Save to halve the duration of the nausea.

Summon Draconic Power (Dragonbound – Metamagic)

Your soul bond to a dragon allows you to tap into an endless wellspring of draconic power. When casting spells to enhance the physical and mental abilities of others- or yourself- you achieve much greater results by choosing a dragon as a spiritual totem rather than a mundane animal.

Prerequisite: Ability to cast 2nd level schools of the transmutation school, Spellcraft 4 ranks

Benefit: When casting any attribute enhancing transmutation spell (such as *Bear's Endurance* or *Owl's Wisdom*), if you choose to cast the spell as a full round action, the ability score boost associated with the spell is +6. Casters using this spell usually refer to the modified spells as *Dragon's Strength, Dragon's Cunning*, or similar names.

Normal: Ability enhancing spells temporarily increase the designated ability score by +4.

Through the Shadows (Dragonbound)

Your night-hunting dragon is wreathed in darkness. If the great beast is ever injured, wisps of shadow leak from the wound. Your dragon's connection to the plane of shadow gives it the ability to leap between pools of darkness.

Prerequisite: Moon-Hunter naming trait, Stealth 5 ranks, character level 5th

Benefit: Your dragon gains the ability to travel through shadows as if by means of a *dimension door* spell. The only limitation is that the magical transport must begin and end in an area with at least dim illumination. Your dragon may jump a total of 40 ft per day, either in one long jump or shorter jumps of at least 10 ft distance per jump. Your dragon's total jumping distance increases by +10 ft per every two class levels gained.

Your dragon may use this ability either alone or when you are mounted. Your dragon can jump with additional passengers provided their combined weight does not exceed the dragon's maximum carrying capacity. You may not jump between shadows without your dragon, unless you possess the Shadowdancer's Shadow Jump class ability or a similar talent.

If you possess Shadowdancer prestige class levels, this ability stacks with the Shadow Jump class feature for determining the distance that can be covered each day. Both you and your dragon then share the same pool of distance, which can be used by either or both of you.

Waterborn Dragonrider (Dragonbound)

Your connection to a sea-hunting dragon has transformed you into an amphibious creature with a touch of dragon blood yourself.

Prerequisite: Deep Swimmer naming trait, Swim 1 rank

Benefit: You gain the ability to breathe water indefinitely and cannot drown. You gain a Swim speed equal to your base landspeed, and a +8 racial bonus on Swim checks. You may make a charge while swimming, provided you swim in a straight line.



Dragon Magic Item Slots

Bound Dragons can use specially modified versions of standard magic items. Items such as armor cost at least twice as much as similar armor for a humanoid. Other items, such as rings can usually be used without modification, typically by piercing the magic ring through the dragon's skin.

Bound Dragons have the following magic item slots on their bodies.

- o Armor (corresponds to armor slot on a humanoid, must be barding)
- o Tail (corresponds to belt slot on a humanoid)
- o Saddle (corresponds to cloak or shoulders slot on a humanoid)
- o Torso (corresponds to chest and body slots on a humanoid)
- o Neck (corresponds to necklace slot on a humanoid)
- o Head (corresponds to head slot on a humanoid, usually barding)
- o Snout (corresponds to headband and eye slots on a humanoid)
- o Forelimbs (Corresponds to hands and wrist slots on a humanoid)
- o Rearlimbs (Corresponds to feet slot on a humanoid)
- o Rings (Dragons can wear up to 4 rings, one on each paw.)

Basilisk's Blinders

Aura: moderate divinationCL: 9thSlot: Snout (dragon)Price: 90,000 gpWeight: 8-10 lbsPrice: 90,000 gp

These well made set of blinders and bridle is sized for a dragon. The inner surface of the blinders are tin, etched with arcane runes and covered with bruise-blue leather tanned from the hide of a basilisk. When placed over the eyes of any Bound Dragon, these mystical blinders do not impede the creature's vision in any way, as they are translucent from within.

The Blinders render the Bound Dragon immune to all gaze attacks, as well as providing a +4

bonus on WILL Saves. While wearing the Basilisk's Binders the Bound Dragon gains the Blind Fight feat.

Construction Requirements: Craft Wondrous Items, Remove Blindness Cost: 45,000 gp

Cobra's Bridle

Aura: moderate necromancyCL: 8thSlot: Snout (Dragon)Price:64,000 gpWeight: 5 lbsPrice:64,000 gp

This copper bridle is sculpted in the shape of interlaced serpents, and at each end, a stylized, spitting cobra cast from brass holds the bridle's reins in its fangs. Dragons who are fitted with this bridle drip milky white saliva constantly.

Anytime a Bound Dragon wearing this bridle uses her breath weapon, all living creatures damaged by the attack are also afflicted by the *poison* spell. The poison deals 1d3 CON damage per round for 6 rounds. Poisoned creatures may attempt a DC 18 FORT Save to negate the damage and end the affliction.

Construction

Requirements: Craft Wondrous Items, poison Cost: 32,000 gp

Heartscale

Aura: moderate necromancyCL: 8thSlot: Torso (dragon)Price: 64,000 gpWeight: 8-10 lbs

The Heartscale is a heavy golden cuirass designed to be worn upon a Bound Dragon's breastbone, just above the great beast's heart. The cuirass is held to the Bound Dragon's body with brass chains inscribed with tiny protective runes. When worn by a Bound Dragon for at least a day, the Heartscale pulses in time with the dragon's heartbeat.

While a Bound Dragon wears the Heartscale, it becomes immune to effects which



would cause additional damage to dragons, such as weapons with the bane property or favored enemy bonuses targeting dragons.

Construction Requirements: Craft Magic Arms and Armor,

Death Ward Cost: 32,000 gp

Ribbons of the Nimble Beast

Aura: faint transmutation CL: 4th Slot: Forelimbs and Rearlimbs (Dragon) Price: 40,000 gp Weight: 5 lbs These heavy velvet ribbons of black and burgundy are tied around a Bound Dragon's paws with blood-red thread. While wearing Ribbons of the Nimble Beast, the Bound Dragon no longer suffers a size penalty to Armor Class or to Stealth checks.

Construction

Requirements: Craft Wondrous Item, Cat's Grace Cost: 20,000 gp

Saddle of Glory

Aura: faint transmutation Slot: Saddle (dragon) Weight: 40-50 lbs *CL: 4th Price: 19,500 gp* This fine auburn leather saddle is stitched with silver thread and boasts pure silver snaps and buckles. The saddle's pommel is a knot of darkwood masterfully carved in the shape of a sleeping, curled dragon. Prior to its enchantment, a Saddle of Glory is a masterwork exotic military saddle. A Bound Dragon wearing this saddle seems more impressive and beautiful. Her scales gleam brighter, her teeth appear whiter and sharper, and her talons gleam in the sunlight.

A Bound Dragon wearing the Saddle of Glory adds her master's CHA bonus as a morale bonus on all saving throws when within 60 ft of her master. She also uses her master's CHA score in place of her own when making CHA-based skill checks within 60 ft of her master.

A minor *prestidigitation* effect built into the saddle also keeps the Bound Dragon clean, well groomed and free of parasites and other mundane vermin.

Construction

Requirements: Craft Wondrous Item, prestidigitation, eagle's splendor Cost: 9,750 gp

Sorcererbane Collar

Aura: moderate abjuration CL: 9th Slot: Neck (dragon) Price: 90,000 gp Weight: 25-30 lbs

In some lands, orders of Dragonbound hunt spellcasters whose blood is a dilution of true draconic glory. This heavy bronze torque is veined with gold, copper and silver in serpentine motifs. When worn around the throat of a Bound Dragon, the serpentine lines carved into the torque glow with barely contained energy.

The Sorcererbane Collar provides both the Bound Dragon and its rider (when he or she is mounted or within 30 ft of the Bound Dragon) with Spell Resistance 30 against all spells cast by Sorcerers with the Draconic Bloodline and members of the Dragon Disciple prestige class. This SR does not apply to other spell casters, nor to other breeds of sorcerer. Construction Requirements: Craft Wondrous Item, Spell Resistance Cost: 45,000 gp

True Binding Saddle Blanket

Aura: strong transmutationCL: 14thSlot: Saddle (dragon)Price: 145,000 gpWeight: 8-10 lbsPrice: 145,000 gp

This heavy saddle blanket is woven from the finest linen mixed with strands of hair woven from Dragonbound heroes. The blanket is dyed in the house colors of the Dragonbound pair it was originally commissioned for, and some of the eldest saddle blankets are the only surviving remnant of long-extinct noble houses. The blanket is fringed with shed scales and cast off talons from Bound Dragons long dead.

For up to one hour per day, the Dragonbound pair who use this saddle blanket can merge into a gestalt creature. Initiating the merge requires the rider to be mounted upon or touching his or her Bound Dragon and is a move-equivalent action, as is ending the merge. While merged, the rider's body and gear seems to melt into the dragon's body.

The merged creature uses the mental abilities of the rider, and the Bound Dragon's physical ability scores and physical abilities. The rider's physical ability score modifiers are added as an enhancement bonus to the Bound Dragon's during the merge. While merged, the Bound Dragon becomes capable of speech if it was not already. The composite dragon-creature does not gain the ability to wield objects intended for humanoids if it previously lacked such ability.

Construction

Requirements: Craft Wondrous Items, Form of the Dragon II, creator must have Dragonbound levels Cost: 72,500 gp

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