**Rite Publishing Presents** 

# In the Company of Dragons





by Wendall Roy



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# In The Company of Dragons

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**Dedication** For Nita. Some infinities are bigger than other infinities, but hiding away in the dark, quiet spaces of this one with you is by far my favorite.

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# In The Company Of Dragons

#### Qwilion of Questhaven

Your assistance in the safeguarding of my young is a debt I cannot quickly repay. Let this missive be a downpayment on that debt. May it nourish your appetite for hidden knowledge, and provide better relations between your kind and mine. The time has come for ephemerals to have insight into the ways of dragons, to understand what motivates us and how best to avoid provoking our wrath. There are dangers and threats in this world that take precedence over any conflicts between our cultures, and it is time both dragons and ephemerals realized that fact.

You will, of course, pardon me for omitting certain details of our lairing and breeding habits. This missive will inevitably fall into the foolish hands of soon-to-be meals that consider themselves dragon hunters. I will not attempt to deter them from their path to destruction at the claws of a fully-grown dragon, but most ephemerals called to their doom in this manner are cowards who would think nothing of stealing or destroying our young.

Thunders in Defiance

#### Introduction

When the world was first formed, the various energies and divine entities interested in shaping it battled for their own interpretation of reality. *Our Lady of the Rainbow Scales* sprang from the nexus of these conflicting powers like a diamond formed from coal. In her infinite wisdom, she could see every new thing that was good and proper. Coveting them, she reached out her talons to snatch the greatest of creation to create her own personal realm, a chain of islands containing everything pure and proper. Every imaginable ideal environment could be found on Ryoquetza's islands, each in just the right proportion.

In time, the other deities took notice of Our Lady's paradise. So enthralled were they by the perfection of what she had created that they decided to seize it for their own. Numerous opportunistic deities descended upon *Our Lady of the Rainbow Scales* in an effort to drive her from her lair, and in the process awakened the very first dragon wrath. Our modern territoriality stems



from this very first incursion against *Our Lady of the Rainbow Scales*. Outnumbered and lacking the experience of her adversaries, *Our Sovereign of Dragons* was grievously wounded but victorious. Every single divine thief was forced from her paradise, bearing permanent scars to mark the encounter. Unable to take *Our Mistress of Wyrm*'s paradise by force, the petulant deities erected a barrier between it and the rest of the world, turning the paradise into what is now the Lost Isles. They then set about pretending the entire incident never happened, working on populating their world with imperfect and ephemeral creations.

*Our Lady of the Rainbow Scales* flew back to her lair to recover from the titanic battle, her blood, grief and frustration spilling freely across her paradise. As she regained her strength, *Our Many-Headed Mother* watched through the barrier as the other deities played in the muck of their world and selectively ignored her. She awakened the first dragon roar and let out a tremendous bellow in defiance of the other deities, full of every facet of her being. Each such facet took hold where her blood had pooled across her island paradise, and from all but one rose a perfect creature – the first dragons, the taninim. Each embodied a tiny fragment of their mother; such is the grandeur and depth of *Our Empress of Eternity*.



Our Lady of the Rainbow Scales bequeathed her paradise to her children, commanding them to go forth and claim the right to rule. My kind settled the Lost Isles, some carving out personal territories while the most adventurous turned their talons outward. Our eldest and most powerful tore through the barrier isolating the Lost Isles and dragons became known to the world. Those first explorers carved great fiefdoms among the ephemeral races, but the differences between worlds caused an ossification of being among the first dragons' descendants. The taninim felt the gulf of difference with their children, and many retreated back to the comfort of the Lost Isles. Left to their own devices, the dragons of the ephemeral world fell to squabbling among themselves and lost interest in directly ruling over the ephemerals.

When *Our Lady of the Rainbow Scales* created her progeny, one pool of her blood lay dark. All that had arisen from it was a twisted, stillborn creature that went unnoticed at first by *Our Mistress of Wyrms* and her children. When *Our Many-Headed Mother* finally noticed the creature, she flew to investigate but the body had vanished, replaced by a cancer of blackness that ate into the fabric of her creation. What caused the aberration and what initially masked it from *Our Empress of Eternity*'s all-seeing view was not clear. Our traditional belief is that *Our Lady of the Rainbow Scales* was dealt a cursed wound by one of the other gods that tainted her creation of one of our kind. Regardless of the cause, the threat this blight caused to the Lost Isles was real and tangible as it continued to unravel our homeland. The first of *Our Lady of the Rainbow Scales*' children to investigate it was quickly swallowed, and then spat back out as mockeries of their former selves that resembled the stillborn creature *Our Many-Headed Mother* first noticed. Horrified, *Our Empress of Eternity* did battle with the fell naught, but its endurance eventually forced her to commit the first dragon sacrifice and give up her physical form. She bound herself to the land around the blight in a dedicated effort to save her children.

The cancer was halted but not removed, and is what we now call the Well of Oblivion. The most powerful of *Our Lady of the Rainbow Scales*' children reinforced the barrier separating the Lost Isles from the rest of the world in an effort to contain the undragons that crawled forth from oblivion, should *Our Sovereign of Wyrms* one day fail. To this day our lands lay hidden from most ephemerals.

# **Physical Description**

You are somewhat familiar with our form already. We have made such a mark on your world that we are an iconic symbol of power, of royalty, of destruction and majesty. The classical dragon form is that of a fourlegged athletic reptile with wings that are a fully functional third set of limbs, an elongated neck and tail. The taninim share an appearance with our cousins born in your world, with all the variety of color and shape they exhibit. During our years in egg, we are in communion with *Our Many-Headed Mother* and dream of her in all her glory. We are inevitably attracted to one particular part of her personality, one that resonates inside of us. The exemplars of our kind call this their draconic essence, and it strongly shapes the way they act and perceive the world. They tend to look more like a particular type of dragon from your world than taninim who follow other paths. As creatures of primal spirit, our outward appearance mirrors what is inside. If one of my brothers and sisters looks to you like a red dragon, chances are very good they are every bit the malicious, violence- and devastation-loving creature as one of our red cousins.

By the time we have hatched and matured, a process that spans approximately 50 of your years, the average taninim (if any of my grand brothers can be called average) weighs around 80 lbs and is about three feet in length, with a neck and tail each nearly as long. As we become more accomplished and gain a deeper understanding of our individual place in the world, we grow substantially in size. The greatest among us are truly awesome in presence, stretching nearly 300 feet from nose to the tip of their tail and massing hundreds of tons.

It should be noted that we breed true with our cousins from the material plane. Eggs which are raised and hatched in the Lost Isles under the auspice of *Our Lady of the Rainbow Scales* will emerge as a taninim, while an egg which develops in the world of the ephemerals will be one of our cousins that you refer to as "true" dragons.

There are two exceptions among us taninim. The first is the Organizers, a particular bloodline of my people with unique physical appearance and worldview. Even the most chaotic and unfettered member of this bloodline views everything as having a unique place and purpose in the world to them, and it is unnerving to them to see a creature acting against what they see as its place in reality or an item perverted from its purpose. The Organizers, also called Lung from an ephemeral title given to the first of the bloodline that explored your world, are wingless creatures whose bodies are more serpentine than the rest of us. As they gain in power, they grow elaborate horns and feathery hair around their muzzle and joints. Some even grow a luminescent pearl-like structure on their foreheads the Lung call a third eye. Legend claims the bloodline came about when one of the first taninim, in a fit of hunger, attacked a great spirit clam. This was a taboo act, as the spirit clam was one of a handful of sage spirits that anchored meaning to reality. The taninim eventually tore open



and consumed the clam, but not before having both his wings ripped off in the struggle. A curse settled upon the taninim after his meal, for he had consumed the spirit clam's magical pearl that was the core of its power. He was forever after obligated to carry out the spirit clam's mandate of organizing the world.

The second exception is the Feykin. I do not like Feykin. They are frivolous, annoying, purposeless runts of our kind. They have been touched by the Primal World of the fey, and have been given a mandate to be the Lost Isles' emissaries to Auberyon, the flighty lord of that realm. Some of their kind spend their lives with the fey, and a good number of them have spread their mischiefloving progeny through the material plane. Feykin are stunted in size from the moment they hatch, never growing above the size of a large cat. Instead of proper wings, they grow ridiculous, gossamer contraptions like a butterfly or moth that many of you ephemerals find beautiful for some reason. Their scales are frequently a clash of varying colors tinted with iridescent markings. The origin of the Feykin is a mystery to our kind, but they are accepted among the Lost Isles. They claim that the secrets of how and why they came into being were stolen from the taninim's memories by Auberyon, as if some mere creature of dream could affect our unmatched power.



# Society

Taninim society in the Lost Isles resembles a collection of feudal landholdings. A taninim is considered master of whatever territory he is powerful enough to hold, with lesser taninim claiming fealty to him in return for the right to lair and hunt in the master's territory, and to assist him in defense of the territory when commanded. The relationship between feudal lord and vassal is not always a friendly one, as taninim with conflicting personalities are willing to serve and be served as long as dominance is clearly established. Small settlements of a variety of ephemeral races live in some territories, tending food and crafting items of convenience or aesthetic value for their masters.

All taninim pay heed to the Elder Voices, a council of the five greatest taninim. The Elder Voices do not govern daily taninim life, but intercede to make judgments on disputes and dangers that threaten to disrupt the Lost Isles. They interpret taninim tradition, and preside over important rites. They also control the barrier that exists between the Lost Isles and the material plane, allowing them to grant or deny egress.

The rites performed at a conclave of dragons are the only time most taninim prefer to come together in significant numbers for any length of time. Gathering a group of apex predators peacefully into close confines is a delicate task. The rites are varied and exhaustive in number, but I'll detail a few of the more important to be performed at a conclave.

The Rite of Renewal takes place when one of my sisters is prepared to lay a clutch of eggs. The rite blesses her and ordains a Warden to guard the eggs. This is commonly the mother or mate, but just as frequently a separate taninim of renown is chosen. There are rare taninim who have been Warden to many clutches, earning great renown among our society and granting as much prestige to the hatchlings as would having auspicious parents.

The Rite of Rejoining is performed to usher the energy of a taninim's spirit back to *Our Empress of Eternity*. Regardless of how one of my brothers or sisters has fallen and the deed that led to their end, their life and essence is honored. Their physical remains are consumed by the conclave, and the spirit is freed in the process.

The Rite of Naming is used by the Elder Voice to confer a name or title (or epithet) upon a taninim. Those in attendance at the conclave are permitted to challenge the name, but only through a stylized verbal argument presenting their opposition to the name to the Elder Voices. No show of aggression is tolerated during this ritual. It is rare for the Elder Voices to be convinced to modify the name being granted in the rite, but happens on occasion when a speaker gives a particularly compelling argument.

# Relations

The most important and perhaps the most complicated relationship taninim have is with our cousins born in your world. We do not look on them as inferior, as they become powerful and regal creatures in their own right. We also share many similarities in personality, habit and form. Dragons born outside the Lost Isles even visit and occasionally live among the taninim. A certain distance exists among the taninim and our cousins, however. The fact that we do not fit completely into their structures of color and subspecies, with our capability of even shifting our draconic essence through the ages, makes our cousins uncomfortable. Most also do not honor the Elder Voices and their rule, explaining why so few settle in the Lost Isles. Those of us taninim who leave our home for the material plane find a similar struggle fitting in with our cousins. The cautious neutrality many of them have for us limit the bonds of kinship and alliance we can form, leaving most expatriates to wander alone without being strong enough to defend a claim to a territory.

Our relationships with the ephemeral races in the Lost Isles are of master and serf. No ephemeral culture that we imported as servants has a population large enough to think of revolt, nor have they been allowed to gain the technological or magical prowess to challenge even a single taninim master (and most have a retinue of lesser dragons granting the master fealty). Most of the settlements of ephemeral servants in the Lost Isles are treated better than your slave-owning cultures treat their own, and they rely on their master for protection against other taninim, the wild elemental energies that can spring up in the Lost Isles, the ever-lurking danger of oblivion's undragons, and the wild giants hiding in



our mountain ranges. Because of this, challenges to taninim rule in the Lost Isles are extremely rare.

In the material plane, dragons are seen as forces of destruction and hoarders of wealth by most ephemerals. I will not disagree with this assessment, but it is a very narrow view of our kind. There are exceptions to the rule, but as a whole ephemeral societies avoid rousing the anger of dragonkind and we have little to do with your settlements unless they encroach upon our territory (or possess something we covet).

Giants tend to have little love lost for us, and the feeling is mutual. They are one of the few ephemerals with physical might that can hope to challenge a dragon, and when we come into contact both dragons and giants seek dominance over the other. Giants have even enslaved the occasional dragon, an unforgivable crime of the highest order. I have been told that many giants harbor a burning hatred of dragons for a similar reason in one of the few conversations I've had with one of their kind (right before I eviscerated the talkative brute). The Lost Isles have a hidden colony of giants lairing within our mountain ranges, the result of a foolish effort long ago to subjugate giants as servants. Numerous attempts have been made to exterminate them, but the giants remain despite our best efforts and plague our territories in periodic raids.

Lastly, I must mention the undragon. In the center of the Lost Isles a barren islet rises from the water. A gaping maw in the rock descends into an impenetrable blackness. This is the Well of Oblivion. It is from this the white worm comes, seeding and corrupting my kind with its touch. We watch this fissure diligently but from a safe distance, and it is expressly forbidden by the Elder Voices to walk upon the islet. All who have directly researched the Well of Oblivion to better understand its threat or learn its secrets have been lost to it. The twisted creatures we call undragon are what remain of



the foolhardy among my kind. They are the perversion of the dragon spirit on every level, the worm to the wyrm. Where we defend our territory with instinctive pride and obsession, they gain pleasure in defiling a creature's home and driving the inhabitants out into the night. We covet items of beauty and value, while they are compelled to ruin or destroy any quality expression of creative energy. They pervert knowledge instead of being lured by its promises, spreading falsehoods both verbal and written to sow confusion and ignorance. They breed by finding our secret clutches of eggs, violating them with the white worm's touch.

Worst of all, the undragon may not be confined to the Lost Isles. I discovered and destroyed one of the foul creatures while exploring your world, which means there could be more. How it escaped the diligent barrier controlled by the Elder Voices, I do not know. I risked all by demanding the truth of this information at a conclave, punished with exile for refusing to accept the Elder Voices' insistence that the threat of the white worm was contained. This information I share with you, so that you may be prepared if my worst fears are realized.

# Alignment and Religion

We are born of *Our Sovereign of Dragons* blood and spirit, our physical form mirroring our inner nature. It is

wise for a taninim to understand and accept this true nature. We become vulnerable to our enemies if a cathartic moment changes our worldview and moral compass, as our physical form will go through a painful transformation to represent a lasting shift in personality. During this time of change, a taninim is greatly weakened.

When one of my kind senses this change approaching, he tries to hide it from his kin as challengers will seize upon the opportunity to claim his territory. Reinforcing his lair's defenses, the changing taninim will hide away from the world as the transformative energies burn through his body and sculpt his form to better reflect his altered personality. Days later he will emerge from his lair as the insect from its chrysalis, a new and glorious creature.

*Our Lady of the Rainbow Scales, Our Many-Headed Mother, Our Sovereign of Dragons, Our Empress of Eternity, Our Mistress of Wyrms.* She is one and all to taninim. She is the mother of our species and creator of our realm, the central truth to which taninim are mirrors. She is the embodiment of energy, power and greatness.

We venerate *Our Lady of the Rainbow Scales* simply by existing and acting true to our nature. The trappings of organized religion are the crutches of ephemeral races that lack our awe-inspiring heritage. Our rites and social activities are how we pay respect and obeisance to *Our* 

*Sovereign of Dragons*, but they seem little more than the interplay of wild and ferocious beasts to any ephemerals that happen to witness them. Our priests gain divine powers from *Our Mistress of Wyrms*, but they follow the feudal and territorial structure of taninim society instead of having a priestly hierarchy of their own.

**Changing Alignment and Draconic Essence:** A taninim who changes alignment goes through a debilitating physical transformation, molting his scales and occasionally suffering alterations to his outward appearance. This transformation takes a number of days equal to the taninim's character level, during which time he suffers a -4 penalty to all attributes and can only take a single move action per turn. The taninim can take his full number of actions for 1 round by making a Will save against a DC of  $10 + \frac{1}{2}$  his character level +  $\frac{1}{2}$  his Charisma modifier. At the end of the transformation process, the taninim gains his new alignment, a new coat of scales and an outward appearance that more closely resembles the true dragons of his new alignment.

A taninim paragon can also suffer through this transformation process to change his draconic essence. If his new draconic essence choice causes him to be ineligible for any paragon class draconic gifts, he can replace those gifts with new selections.

## Adventurers

Adventure in the Lost Isles consists mostly of securing and protecting a territory, hunting down threats to our kind and our servants, and exploring the wildest areas of the Lost Isles rich in spirits and elemental energy. Those taninim who venture into the material plane adventure for many of the similar reasons as ephemerals. The majority of taninim follow the path of the draconic exemplar, and depending on their draconic essence will attach themselves to causes and quests, seek adventure for its own sake, attempt to gain knowledge or power, and sometimes just spread chaos and violence. Those of us who follow paths other than the draconic exemplar to greatness tend to focus on professions that benefit from our natural physical prowess and innate affinity for arcane magic.

**Campaigning in the Lost Isles:** The Lost Isles are a large and geographically diverse setting, where dragons are the dominant species. A detailed look into the regions of the isles and the factions, rules and powerful personalities of taninim society could fill its own sourcebook, and will be further detailed in a future



supplement. Here are some quick-and-dirty optional rules that a GM running a campaign in the Lost Isles can use:

- Reputation A taninim's reputation is based on deeds and accomplishment, with the size and power granted by dracomorphosis seen as a gauge of greatness. Taninim with more levels in classes with the dracomorphosis class feature than another taninim gain a bonus on Diplomacy and Intimidation skill checks against the other taninim equal to the difference in those class levels. Taninim with the Feykin alternate racial trait instead gain this bonus to Bluff and Diplomacy skill checks. Taninim with the white worm apostate archetype (or otherwise corrupted by the white worm) are no longer considered taninim for the purposes of reputation.
- Lairs A taninim can bond to an area of terrain as a lair. The maximum size of a lair is a radius of 25 feet times the taninim's character level. In order for a lair to be created or expanded, all taninim other than the owner must be prevented from entering for 30 days. A taninim is treated as having line of sight to all creatures in his lair for the purposes of Perception checks, and suffers no penalty for distance on such checks. Taninim with the white worm apostate archetype (or otherwise corrupted by the white worm) cannot establish lairs, but when they invade a lair the lair's master does not gain his usual lair benefits to detect them.



Hoard – A taninim who maintains a successful hoard in his lair gains a +1 luck bonus on saving throws and to AC while inside the lair, as well as a +1 bonus to the DC of his spells and abilities against targets within his lair. A hoard is a collection of valuables worth at least 25% of the taninim's wealth by level listed in the *Pathfinder RPG Core Rulebook*. In order for an item to be considered part of the hoard, the taninim must have kept it with the rest of his hoard inside his lair for the past 30 days. Any item taken out of the lair no longer counts as part of the hoard until the taninim returns it to his lair for at least 30 days.

# Names

I am Thunders in Defiance, the Bronze Bulwark, He Who Endures, Master-in-Exile of the Windscour Cliffs, the Disrespectful Outcast.

Naming is an act of great significance for taninim. We gain names through a few methods, starting with a hatching name given to us by the Warden of our egg. The hatching name is temporary for many taninim and abandoned when they gain another, but some of my kind keep their hatching name as one of their titles. This is usually done if they form a particularly strong bond with the dragon who served as Warden.

The second way we are named is by being granted a deed name by the Elder Voices. A deed name granted in this way cannot be contested by other dragons or even discarded by a taninim who dislikes the title. It can be as much a punishment as a reward to carry a label from the Elder Voices. I carry my deed name of the Disrespectful Outcast with pride, much to the chagrin of my kin. It may lessen me in the eyes of other taninim, but my cause is just.

The third way a taninim can gain a name is to claim his own deed name. This is not an uncommon act, but it does carry a certain risk as any of our kind can contest the taninim's right to that name. Conflict over right to a name is only resolved when one of the taninim acquiesces or is killed. If a taninim were to claim the title of Master of the Windscour Cliffs, for example, he had better be prepared to face any of his brothers or sisters also laying claim to the title. I am told none have attempted the claim on my beloved home despite my exile from the Lost Isles.

# Janinim Racial Traits

#### +2 Constitution, +2 Charisma, and -2 Dexterity:

Taninim are creatures of primal power and spirit, with superior physical health and force of personality. Their draconic shape limits fine manipulations and the precise motor skills possessed by most humanoids.

**Small:** Taninim are Small creatures and gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

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

**Type:** Taninim are dragons. They breathe, eat and sleep, plus gain armor and weapon proficiency based on class. Any type-based racial traits they gain are listed below.

**Dexterous Claws:** Taninim claws are not quite robust enough to be used as natural weapons, but their front claws are nimble enough to manipulate manufactured tools and hold items without impairing their movement. A taninim can even wield weapons but is restricted to only wielding weapons in one hand at a time, suffers a -2 penalty to all attack rolls with manufactured weapons, and can only move at half speed.

**Dragon Senses:** Taninim have darkvision 60' and low-light vision.

**Dragon Immunities:** Taninim are immune to magical *sleep* effects and paralysis effects.

**Glide:** Taninim have vestigial wings and can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, the taninim may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet he falls.

**Kinslayer:** Violent struggles for territory and prestige are common among taninim. They gain a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the extraordinary, supernatural and spell-like abilities of dragons. Taninim also gain a +2 racial bonus on Knowledge (arcana) checks to identify dragons and can make such checks untrained.

**Natural Weapon - Bite:** Taninim have a bite primary attack that deals 1d4 points of damage and has reach as a creature one size larger. As dragons, taninim add 1 <sup>1</sup>/<sub>2</sub>



times their Strength bonus on damage rolls with their bite attack.

**Scaled Hide:** Taninim have a +2 natural armor bonus to AC.

**Superior Awareness:** Taninim gain a +2 racial bonus on Perception and Sense Motive skill checks.

**Unfettered Predator:** Taninim can only wear armor designed expressly for draconic bodies, and even then chafe at the restrictions armor can cause to their natural movements. Taninim increase the armor check penalty of any worn armor by 2, and suffer a -2 penalty on attack rolls while wearing medium or heavy armor even if they are proficient in it. Taninim also reduce their maneuverability rating by one step when flying while wearing medium or heavy armor. These penalties apply regardless of any armor proficiency the taninim has.

**Languages:** Taninim begin play speaking Common and Draconic. Taninim with high Intelligence scores can choose from the following bonus languages: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, and Terran.

**Draconic Physiology:** Taninim are quadrupeds, and have a number of rules modifiers based on their body shape. Quadrupeds are limited to using the following item slots: armor, belt (saddle only), chest, eyes, headband, neck, shoulders, and wrist. Armor for quadrupeds has double the cost of armor for a humanoid of the same size. Taninim also have the standard two ring slots due to their dexterous claws.

Quadrupeds have a greater carrying capacity than humanoids, multiplying the carrying capacity value for their Strength as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1  $\frac{1}{2}$ , Large x3, Huge x6, Gargantuan x12, Colossal x24.

Quadrupeds also gain a +4 bonus to CMD against overrun and trip combat maneuvers from their extra legs.

#### Age, Height and Weight

We are crafted from the power and essence of Our Lady of the Rainbow Scales. Where time grabs mortals, shaping them like clay within a talon, it nestles us gently as the most impervious gemstone. We age solely on experience and deed. Our descendants outside the Lost Isles are more closely bound to the passing of the ages, but even they grow steadily in stature rather than withering away as you ephemerals.

Taninim do not age naturally, and do not die of old age. Magical aging effects can affect them, but even permanent magical aging effects can be removed from a taninim by *remove curse* or *dispel magic*.

Size	Base Ht (Length*)	Ht (Length*) Mod	Base Wt	Wt Mod		
Tiny	1 ft.	+2d4 in.	20 Ibs.	+1d8 Ibs.		
Small	3 ft.	+2d6 in.	50 Ibs.	+2d6 Ibs.		
Medium	6 ft.	+2d10 in.	225 Ibs.	+4d10 Ibs.		
Large	12 ft.	+4d6 in.	2000 Ibs.	+5d100 Ibs.		
Huge	26 ft.	+1d4 ft.	11 tons	+1d4 tons		
Gargantuan	42 ft.	+2d6 ft.	80 tons	+3d6 tons		
Colossal	65+ ft.		125+ tons			

# Janinim Height and Weight Jable

\*Tail length is equal to body length.

# Alternate Racial Traits

+2 Strength, +2 Constitution, -2 Intelligence Brutish: Some taninim are truly specimens of physical perfection, with increased strength and agility compared to their peers but having a more feral, instinct-driven mind. In addition to the altered ability score modifiers, these taninim gain a +2 racial bonus on saving throws against fear effects. This racial trait changes the racial ability score modifiers and replaces the superior awareness racial trait.

**+2 Dexterity, +2 Charisma, -2 Wisdom Feykin:** Some taninim belong to the subspecies they call Feykin. They develop wings that are iridescent and gossamer, similar to a butterfly's, rather than traditional dragon wings. Feykin are stunted in size compared to a normal



taninim. Their base speed is reduced to 20 feet, but they gain a fly speed of 60 feet with good maneuverability. Feykin are Tiny creatures and gain a +2 size bonus to AC, a +2 size bonus on attack rolls, a -2 penalty to their CMB and CMD, and a +8 size bonus on Stealth checks. They have a reach of 0 feet (5 feet with their bite attack), and have the damage of their taninim natural attacks reduced by size. Whenever a taninim with this racial trait would increase his size from the dracomorphosis or great wyrm class features, he gains a +2 inherent bonus to Dexterity, a +1 inherent bonus to Charisma and a +1 dodge bonus to AC instead of dracomorphosis' normal abilities and bonuses. This racial trait changes the racial ability score modifiers and replaces the glide, kinslayer, normal speed, and small racial traits.

+2 Wisdom, +2 Charisma, -2 Dexterity Sagely: The taninim born as sages have less physical robustness than their peers, but develop a more intuitive and perceptive mental presence. In addition to the altered ability score modifiers, sagely taninim can add their Wisdom modifier instead of their Intelligence modifier to any Knowledge skill checks in which they have at least 1 rank. This racial trait changes the racial ability score modifiers and modifies the scaled hide racial trait to only provide a +1 natural armor bonus. **Arcane Focus:** Taninim gain a +2 racial bonus on concentration checks made to cast arcane spells defensively. This racial trait replaces the kinslayer racial trait.

**Claws:** The taninim gains two claw secondary natural attacks that deal 1d3 points of damage, but loses his ability to wield manufactured weapons. This racial trait modifies the dexterous claws racial trait.

**Giant Killer:** Some taninim are trained in traditional combat techniques against giants, a hereditary enemy of his kind. They gain a +1 racial bonus on attack rolls and a +4 dodge bonus to AC against humanoids with the giant subtype. This racial trait replaces the kinslayer racial trait.

Lung: Some taninim belong to the subspecies they call the Organizers or, adopting a mortal term, the Lung. They are wingless, longer and leaner of body, and develop both horns and flowing barbules from their faces and limbs. Their rear claws are almost as dexterous as the front claws, allowing them to manipulate manufactured tools and hold items without impairing their movement. This racial trait replaces the glide racial trait.

**Mountaineer:** Some taninim are accustomed to the hazardous footing of mountainous terrain. They are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb or Acrobatics checks to cross narrow or slippery surfaces. This racial trait replaces the superior awareness racial trait.

**Skylord:** The taninim is a true master of the skies. He gains a +1 racial bonus on attack rolls and a +2 dodge bonus to AC against other flying creatures, and a +4 racial bonus on Fly skill checks. This racial trait replaces the kinslayer racial trait.

**Spiny:** The taninim has a mass of large spines growing along his back and tail, with smaller spines at his joints and interspersed between his scales. He increases his natural armor bonus from the scaled hide racial trait to +3. Any creature that injures the taninim with a natural or unarmed attack takes 1 point of piercing damage. This racial trait modifies the scaled hide racial trait and replaces the superior awareness racial trait.

**Toxic Blood:** The taninim can use his blood to envenom a claw or weapon that it wields. This is an extraordinary ability activated as a swift action that can be used a number of times per day equal to the taninim's Constitution modifier. The taninim must be injured to



use this ability. The taninim is immune to his own toxic blood. This racial trait replaces the kinslayer racial trait.

*Taninim toxic blood – Type:* injury; *Save:* Fort DC 10 + 1/2 the taninim's character level + the taninim's Constitution modifier; *Frequency:* 1/round for 6 rounds; *Effect:* 1 Con; *Cure:* 1 save.

# Favored Class Options

The following options are available to all taninim who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

**Barbarian:** Gain a +1/2 bonus to all energy damage dealt by the barbarian's spells, spell-like abilities and supernatural abilities while raging.

**Druid:** Select one domain power granted at 1<sup>st</sup> level that is normally usable a number of times per day equal to 3 +the druid's Wisdom modifier. The druid adds +1/2 to the number of uses per day of that domain power.

**Fighter:** Add +1 to the fighter's CMD when resisting an overrun attempt and to determine the DC for Acrobatics skill checks made by creatures attempting to move



through his space or squares he threatens without provoking an attack of opportunity.

**Magus:** Increase the critical threat range of spellstrikes made with natural attacks by +1/5 (maximum critical threat range of 16-20). This favored class bonus does not stack with any other effect that increases critical threat range.

**Monk:** Add +1/4 point to the monk's ki pool.

**Paladin:** Add +1/3 to the paladin's natural armor bonus against attacks made by evil outsiders, evil-aligned dragons and undead.

**Ranger:** Add +1/4 rounds to the duration of the favored enemy bonus provided to allies by the hunter's bond class ability.

**Sorcerer:** Add +1/4 to the sorcerer's caster level when casting spells with an energy descriptor.

**Taskshaper:** Gain +1/5 additional uses per day of an ability shift. Every time the taskshaper gains an additional use by selecting this bonus five times, he must choose which ability shift gains an additional use per day. This choice cannot be later changed.

**War Master:** Add +1/5 to the circumstance bonus gained from the mark of quality class ability when using a masterwork weapon, armor or item. A taninim war master who has taken this bonus at least five times can apply his circumstance bonus to his natural armor bonus when unarmored and to his natural attacks.

## Class Archetypes

#### Draconic Hero (Racial Archetype)

Our purpose in this world and place in our society is driven by deed. As we progress along our destined path, our power, prowess and even our physical form all bear the fruits of our exploits. Some of my kind may pursue adventuring careers similar to the mortal races, but the taninim approach to these usually reflects our unique maturation process.

#### Draconic Hero

The draconic hero is a multi-class archetype that allows non-paragon taninim to grow in size, stature and power. A taninim who multiclasses applies this archetype to every applicable class, adding the class' levels together to determine the archetype abilities gained. The draconic hero is automatically proficient with any natural attacks granted by this archetype.

**Draconic Essence:** The draconic hero gains a draconic essence appropriate to his alignment (see the draconic exemplar paragon class, draconic essence class feature). If the draconic hero already has a draconic

essence gained through another class, he does not gain a second one.

**Dracomorphosis (Ex):** At 5<sup>th</sup> level, the draconic hero increases his size to Medium, adjusting the base damage of his natural attacks accordingly. He gains two secondary wing attacks that deal 1d4 points of damage, or gains a primary gore attack that deals 1d6 points of damage if he has the Lung alternate racial trait. The reach of his bite attack (and gore, if any) increases to 10 feet. He gains a +2 size bonus to Strength and a +2 size bonus to his natural armor bonus to AC. He gains the ability to fly with a base speed of 60 feet and average maneuverability. This flight is considered a supernatural ability.

At 10<sup>th</sup> level, the draconic hero increases his size to Large, adjusting his space and the base damage of his natural attacks accordingly. He gains a secondary tail slap attack that deals 1d8 points of damage. He gains an additional +2 size bonus to Strength, a +2 size bonus to Constitution, and reduces his Dexterity by 2. He has poor maneuverability while flying. His size bonus to his natural armor bonus to AC increases to +5.

At 15<sup>th</sup> level, the draconic hero increases his size to Huge, adjusting his space and the base damage of his natural attacks accordingly. His reach increases to 10 feet (15 feet for his bite attack and gore attack, if any). He gains an additional +2 size bonus to Strength and further reduces his Dexterity by 2 (4 total). His size bonus to his natural armor bonus to AC increases to +8.

The draconic hero also gains the ability to crush smaller creatures with its bulk by jumping or landing on them as a standard action. Crush attacks are effective only against opponents three or more size categories smaller than the draconic hero, and affect as many creatures as fit in his space. Creatures in the affected area must succeed on a Reflex save (DC 10 +  $\frac{1}{2}$  the draconic hero's class level + the draconic hero's Constitution modifier) or be pinned, automatically taking 2d8 + 1  $\frac{1}{2}$  times the draconic hero's Strength bonus bludgeoning damage. If the draconic hero chooses to maintain the pin, he must succeed at a combat maneuver check as normal. Pinned creatures take damage from the crush each round if they don't escape.

At 20<sup>th</sup> level, the draconic hero increases his size to Gargantuan, adjusting his space and the base damage of his natural attacks accordingly. His reach increases to 15 feet (20 feet for his bite attack and gore attack, if any). He gains an additional +2 size bonus to Strength, an additional +2 size bonus to Constitution, and further reduces his Dexterity by 2 (6 total). He has clumsy



maneuverability while flying. His size bonus to his natural armor bonus to AC increases to +11. His crush damage increases to 4d6 + 1  $\frac{1}{2}$  times his Strength bonus.

The draconic hero also gains the ability to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the draconic hero's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the draconic hero. A tail sweep automatically deals 2d8 plus 1  $V_2$  times the draconic hero's Strength bonus bludgeoning damage. Affected creatures can attempt Reflex saves (DC 10 +  $\frac{1}{2}$  the draconic hero's class level + the draconic hero's Constitution modifier) to take half damage.

The draconic hero's dracomorphosis does not stack with the draconic exemplar ability of the same name.

**Powerful Spellcasting (Su):** At 5<sup>th</sup> level, the draconic hero gains a +1 bonus on caster level checks to overcome spell resistance. This bonus increases by +1 for every five additional levels (maximum +4 at 20<sup>th</sup> level).



**Modified and Replaced Abilities:** The draconic hero archetype changes a number of abilities normally gained by classes, as listed below. It is recommended that classes not included on this list (such as prestige classes) be restricted from taking this archetype. However, a GM could work with the player of a taninim character to make similar and substantial replacements to the abilities of classes not listed here in order to make them compatible with the draconic hero archetype.

*Alchemist* - Replace the alchemist's bomb and throw anything class abilities.

*Barbarian* – Modify the barbarian's rage ability to be gained at  $4^{\text{th}}$  level, with an effective level of the barbarian's level -3 to determine rage's effects and rounds per day. Replace the barbarian's mighty rage and tireless rage class abilities, and rage powers gained at  $2^{\text{nd}}$ , 10<sup>th</sup> and 18<sup>th</sup> level.

*Bard* – Modify the bard's bardic performance ability to be gained at 4<sup>th</sup> level, with an effective level of the bard's level -3 to determine bardic performance's effects, performances known and rounds per day. Replace the bard's versatile performance and jack of all trades class abilities. *Cavalier* –Replace the cavalier's cavalier's charge, expert trainer, mighty charge, mount, and supreme charge class abilities.

*Cleric* – Modify the cleric's domains ability to only grant one domain. Replace the cleric's channel energy ability.

*Druid* – Modify the druid's wild shape ability to be gained at 6<sup>th</sup> level, with an effective level of the druid's level -3 to determine wild shape's effects and uses per day. Replace the druid's nature bond and timeless body class abilities.

*Fighter* – Replace the fighter's weapon mastery class ability, and bonus feats gained at 1<sup>st</sup>, 6<sup>th</sup>, 12<sup>th</sup>, and 18<sup>th</sup> level.

*Gunslinger* – Modify the gunslinger's grit ability to have a maximum amount of grit equal to his Wisdom modifier -1. Replace the gunslinger's gun training, pistol-whip deed and true grit class abilities, and bonus feats gained at 8<sup>th</sup> and 16<sup>th</sup> level.

*Inquisitor* – Modify the inquisitor's judgment class ability to be gained at 4<sup>th</sup> level, with an effective level of the inquisitor's level -3 to determine judgment's effects and uses per day. Modify the inquisitor's second judgment class ability to be gained at 11<sup>th</sup> level, third judgment to be gained at 19<sup>th</sup> level, and slayer to be gained at 20<sup>th</sup> level. Replace the inquisitor's bane, greater bane and true judgment class abilities.

*Magus* – Modify the magus' spell combat class ability to be gained at 4<sup>th</sup> level, improved spell combat to be gained at 11<sup>th</sup> level, and greater spell combat at 17<sup>th</sup> level. Replace the magus' medium armor, heavy armor and true magus class abilities.

Monk – Replace the monk's flurry of blows, perfect self, and timeless body class abilities, and bonus feats gained at 1<sup>st</sup> and 14<sup>th</sup> level.

*Oracle* – Modify the revelations class ability to use an effective level of the oracle's level -2 (minimum 1<sup>st</sup>) to determine if the oracle meets a revelation's prerequisites. Replace the oracle's final revelation class ability, and revelations gained at 3<sup>rd</sup>, 11<sup>th</sup>, and 19<sup>th</sup> level.

*Paladin* – Modify the paladin's smite evil class ability to be gained at 4<sup>th</sup> level, with an effective level of the paladin's level -3 to determine smite evil's effects and uses per day. Replace the paladin's aura of justice, divine bond and holy champion class abilities, and mercies gained at 3<sup>rd</sup>, 9<sup>th</sup> and 15<sup>th</sup> level.

*Ranger* – Replace the ranger's hide in plain sight and master hunter class abilities, and combat style bonus feats.

*Rogue* – Modify the rogue's sneak attack class ability to use d4s to roll sneak attack damage instead of d6s. Replace the rogue's master strike class ability, and rogue talents gained at 2<sup>nd</sup>, 8<sup>th</sup>, 14<sup>th</sup>, and 20<sup>th</sup> level.

*Sorcerer* - The sorcerer must select the draconic bloodline. Replace the sorcerer's bloodline powers gained at 3<sup>rd</sup>, 15<sup>th</sup> and 20<sup>th</sup> level, and bloodline feats gained at 7<sup>th</sup>, 13<sup>th</sup> and 19<sup>th</sup> level.

The sorcerer also has diminished spellcasting, casting one fewer spell per day of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Charisma allows bonus spells of that level.

*Summoner* – Modify the summoner's eidolon class feature to use an effective level of <sup>1</sup>/<sub>2</sub> the summoner's level (minimum 1) for the purposes of determining his eidolon's abilities, Hit Dice, and evolution pool. Replace the summoner's aspect, greater aspect, merge forms, and twin eidolon class abilities.

*Taskshaper* – Modify the taskshaper's mimicry class feature to be gained at 4<sup>th</sup> level. Replace the taskshaper's unform class feature, ability shift power and use per day gained at 9<sup>th</sup> level, and shaped capacities gained at 2<sup>nd</sup>, 8<sup>th</sup>, 14<sup>th</sup>, and 20<sup>th</sup> level.

*War Master* – Modify the war master's battle tactics class feature to be gained at 4<sup>th</sup> level, with and effective level of the war master's level -3 to determine battle tactics' effects, tactics mastered, and rounds per day. Replace the war master's warlord class feature, and war master talents gained at 2<sup>nd</sup>, 8<sup>th</sup>, 14<sup>th</sup>, and 20<sup>th</sup> level.



*Witch* – Replace the witch's hexes gained at  $1^{st}$ ,  $2^{nd}$ ,  $8^{th}$ ,  $14^{th}$ , and  $20^{th}$  level.

*Wizard* – Replace the wizard's arcane bond class feature, and bonus feats gained at 5<sup>th</sup> and 15<sup>th</sup> level.

The wizard also has diminished spellcasting, preparing one fewer spell per day of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

#### Scaled Juggernaut (Fighter Archetype)

When the hunter goes to war, all become its prey. Some of my fiercest brothers have dedicated their lives to battle, honing their physical prowess to reach unparalleled heights. They may not develop all of the elemental energies and raw sorceries of our birthright, but their focus on the draconic form's use on the battlefield more than compensates. I have seen my brethren tear through numbers of seasoned warriors only matched in the exaggerated tales you tell your children for entertainment.

#### Scaled Juggernaut

These scaled juggernauts eschew weapon and armor, demonstrating to their enemies how the dragon is the ultimate engine of war. Their focus on physical combat grants them a hardened hide and mastery over their natural weapons.



**Weapon and Armor Proficiency:** The scaled juggernaut is proficient only with natural weapons, and is not proficient with any armor or shields.

**Draconic Essence:** The scaled juggernaut gains a draconic essence appropriate to his alignment (see the draconic exemplar paragon class, draconic essence class feature). If the scaled juggernaut already has a draconic essence gained through another class, he does not gain a second one.

**Scaled Resilience (Ex):** At 1<sup>st</sup> level, the scaled juggernaut can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves.

**Impervious Scales (Ex):** At 3<sup>rd</sup> level, the scaled juggernaut gains a +2 bonus to his existing natural armor bonus. In addition, whenever the scaled juggernaut is not wearing armor or readying a shield, he gains DR 1/-. For every four additional levels above 3<sup>rd</sup>, the bonus to natural armor increases by +2 and DR increases by +1 (maximum +10 bonus to existing natural armor bonus and DR 5/- at 19<sup>th</sup> level). This ability

replaces the armor training 1-4 and armor mastery class abilities.

**Predatory Battle Acumen (Ex):** At 5<sup>th</sup> level, the scaled juggernaut gains a +1 bonus on attack rolls and damage rolls with his natural weapons. For every four additional levels above 5<sup>th</sup>, the bonus increases by +1 (maximum +4 bonus at 17<sup>th</sup> level). This ability replaces the weapon training 1 and 2 class abilities.

**Rake (Ex):** At 13<sup>th</sup> level, the scaled juggernaut gains two free claw attacks with its hind legs whenever it is grappling a creature. These attacks have the same attack bonus and damage as the scaled juggernaut's regular claw attacks. The scaled juggernaut must begin its turn already grappling in order to gain the free attacks against its grappled opponent. This ability replaces the weapon training 3 class feature.

**Pounce (Ex):** At 17<sup>th</sup> level, the scaled juggernaut can make a full attack instead of a single attack as part of a charge. He gains the two bonus claw attacks from his rake ability when pouncing. This ability replaces the weapon training 4 class feature.

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#### Trueblood Sorcerer (Sorcerer Archetype)

Magic courses through our veins, a birthright from Our Lady of the Rainbow Scales. This is not the feeble power mortal sorcerers tap through diluted bloodlines. Our blood is true, pure, burning with the light of a hundred suns, the fires of a thousand volcanoes. Our sorcerers expel the unmatched might of the draconic spirit into the world through their magic, making the very cosmos kneel in acknowledgement.

#### Trueblood Sorcerer

Trueblood sorcerers are taninim who develop grand arcane talent through the power of their pure draconic blood. They are the embodiment of the dragon as spellcaster even more than a standard sorcerer who gains power from a draconic bloodline.

**Bloodline:** The trueblood sorcerer must choose the draconic bloodline.

**Draconic Essence:** The trueblood sorcerer gains a draconic essence appropriate to his alignment (see the draconic exemplar paragon class, draconic essence class feature). If the trueblood sorcerer already has a draconic essence gained through another class, he does not gain a second one.

Eldritch Metabolism (Su): At 1st level, the trueblood sorcerer can consume focus and material components for spells. Consuming a focus or material component in this manner causes a visible symbol similar to an arcane mark to appear on one of the trueblood sorcerer's scales, turning it into a scale component. This scale component now replaces the focus or material component for a spell permanently, unless the scale is destroyed. A scale component has hardness equal to the trueblood sorcerer's natural armor bonus and hit points equal to his class level. Scale components for material components with a value less than 1 gp or for focus components of any value have unlimited use. Scale components for material components with a value of 1 gp or more contain charges, with one charge being expended each time the scale component's associated spell is cast. Consuming the appropriate value of material components for a spell adds 1 charge to its scale component, and any number of charges for a particular scale component can be stored in this way. This ability replaces the Eschew Materials bonus feat.

**Breath Weapon (Su):** At 1<sup>st</sup> level, the trueblood sorcerer gains the breath weapon associated with his draconic essence, usable as a standard action. This is either a cone or line of his draconic essence's energy type usable as a standard action that deals 1d4 or 1d6



points (as listed for the trueblood sorcerer's draconic essence) of energy damage per class level. The breath weapon's area is based on the trueblood sorcerer's size (see the draconic exemplar paragon class, breath weapon draconic weaponry class feature). Creatures in the breath weapon's area can make a Reflex save (DC 10 +  $\frac{1}{2}$  the trueblood sorcerer's level + the trueblood sorcerer's Constitution modifier) for half damage. The trueblood sorcerer can use his breath weapon once every 1d4 rounds, up to a maximum number of times per day equal to 3 + his Charisma modifier. This ability replaces the bloodline powers gained at 1<sup>st</sup> and 9<sup>th</sup> level, and counts as a bloodline power for feats and abilities which modify them.

#### White Worm Apostate (Oracle Archetype)

The less said about the undragon, the better. Destroy these abominations wherever they are found. Perversions of our kind, these creatures exist solely to corrupt and consume the Lost Isles and all dragonkind. They are our greatest threat and represent everything anathema to us.

#### White Worm Apostate

The white worm apostate, or undragons, are taninim who ventured too close to the Well of Oblivion and their twisted descendants. These visionary creatures have been corrupted by the white worm and used as direct conduits for its foulness to influence the material plane. While nominally draconic in form, the apostates have been twisted by the white worm, possessing both powers of consumption and contagion and being uncannily difficult to kill.

White worm apostates lose the normal luster and color of their scales, becoming a maggoty whitish-yellow. Mold-like fur grows in patches between their scales, emitting a cloying scent similar to rotting vegetable matter. Their fangs rot and atrophy, leaving the undragons with a festering maw of loose hide. Pale worms can be seen periodically emerging from the undragon's orifices, quickly crawling back within the depths of their foul bodies.

**Recommended Mysteries:** bones, dark tapestry, lore, time

**Bonus Spells:** These bonus spells replace the white worm apostate's mystery bonus spells at these levels: *ray of sickening* (2<sup>nd</sup>), *eruptive pustules* (6<sup>th</sup>), *fleshworm infestation* (8<sup>th</sup>), *magic jar* (10<sup>th</sup>), *mass fester* (12<sup>th</sup>)

White Worm Infestation (Ex): At 1<sup>st</sup> level, the white worm apostate loses his natural taninim bite attack, but gains immunity to disease. At 5<sup>th</sup> level, he gains a 25% chance to negate a critical hit or sneak attack scored against him, instead taking damage normally. At 10<sup>th</sup> level, his chance to negate critical hits and sneak attacks increases to 50%. At 15<sup>th</sup> level, his chance to negate critical his chance to negate critical hits and sneak attacks increases to 75%. This ability does not stack with similar abilities, such as the fortification armor special ability. This ability replaces the oracle's curse.

**Revelation: Vessel of Oblivion (Su):** The white worm apostate can disgorge a swarm of phosphorescent maggots into an adjacent area as a standard action. The swarm attacks all creatures other than the white worm apostate in its area. If no living creatures are in the swarm's initial area, it moves in one direction of the white worm apostate's choosing. The swarm has the statistics of a spider swarm, replacing its poison ability with the following special ability:

Consume (Ex) - A white worm swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, a white worm swarm deals double its normal damage.

The white worm apostate can move the swarm or change its direction by spending a standard action to concentrate on the swarm, otherwise it continues moving in its current direction. At 7<sup>th</sup> level, the swarm has the statistics of a centipede swarm, replacing its



poison ability with consume as above. At 13<sup>th</sup> level, the swarm has the statistics of an army ant swarm. The swarm lasts for 1 round/level. This ability can be used once per day, plus one additional time per day for every 5 class levels (maximum 5/day at 20<sup>th</sup> level). This revelation must be chosen at 1<sup>st</sup> level.

**Undying Horror (Su):** At 15<sup>th</sup> level, the white worm apostate's ties to oblivion allow him to cheat death. Once per day as an immediate action when slain, the white worm apostate can emerge fully healed from his corpse. He is immediately restored to full hit points, vigor and health with no loss of unused spell slots, but gains one permanent negative level.

The condition of the white worm apostate's corpse does not matter, but there must be at least a moderate portion of the corpse remaining. If the corpse was *disintegrated* or otherwise vaporized so only a small portion remains, this ability cannot be used. This ability replaces the revelation gained at 15<sup>th</sup> level.

# Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake

Jable: Draconic Exemplar Class								
Level	BaseAttackBonus	Fort Save	Ref Save	Will Save	Special			
1st	+1	+2	+2	+2	Predator's claws, draconic essence, draconic weaponry			
2 <sup>nd</sup>	+2	+3	+3	+3	Draconic defense			
3 <sup>rd</sup>	+3	+3	+3	+3	Draconic gift			
4 <sup>th</sup>	+4	+4	+4	+4	Dracomorphosis			
5 <sup>th</sup>	+5	+4	+4	+4	Draconic defense			
6 <sup>th</sup>	+6/+1	+5	+5	+5	Draconic gift			
$7^{\text{th}}$	+7+2	+5	+5	+5	Draconic weaponry			
8 <sup>th</sup>	+8/+3	+6	+6	+6	Dracomorphosis, draconic defense			
9 <sup>th</sup>	+9/+4	+6	+6	+6	Draconic gift			
10 <sup>th</sup>	+10/+5	+7	+7	+7	Draconic sorcery			
11 <sup>th</sup>	+11/+6/+1	+7	+7	+7	Draconic defense			
12 <sup>th</sup>	+12/+7/+2	+8	+8	+8	Dracomorphosis, draconic gift			
13 <sup>th</sup>	+13/+8/+3	+8	+8	+8	Draconic weaponry			
14 <sup>th</sup>	+14/+9/+4	+9	+9	+9	Draconic defense			
15 <sup>th</sup>	+15/+10/+5	+9	+9	+9	Draconic gift			
16 <sup>th</sup>	+16/+11/+6/+1	+10	+10	+10	Dracomorphosis			
17 <sup>th</sup>	+17/+12/+7/+2	+10	+10	+10	Draconic defense			
18 <sup>th</sup>	+18/+13/+8/+3	+11	+11	+11	Draconic gift			
19 <sup>th</sup>	+19/+14/+9/+4	+11	+11	+11	Draconic weaponry			
<b>20</b> <sup>th</sup>	+20/+15/+10/+5	+12	+12	+12	Great wyrm, draconic defense			

between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). A paragon taninim can multiclass freely between standard character classes, prestige classes for which he qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing. Levels in racial paragon classes are always considered to be advancing in a favored class.

#### Draconic Exemplar (Janinim Paragon Class)

The path of the dragon, regal and unfettered master of its domain, is our way of life. While some of my brethren feel the need to pursue careers more familiar to you mortals, most of us are content to assume the birthright of apex predator granted to us by Our Lady of the Rainbow Scales.

Taninim paragons are the embodiment of draconic principle. Focusing on draconic essences, they develop the iconic personality traits and powers of true dragons as they grow in size and stature. Breath weapons of elemental death, powerful forms of tooth and claw, impenetrable hides, intrinsic arcane powers, and personalities brimming with both the positive and negative aspects of ambition, ego and greed are all part of the taninim paragon.

**Role:** Draconic exemplars are dragons through and through. From the mischievous fey-touched faerie dragon to the most regal gold or most heinously destructive red dragon, the paragon develops traditional draconic abilities at a rate that allows them to fit in with an adventuring party. At higher levels, they bring both the advantages and challenges of adventuring with a fully-matured dragon.

#### Alignment: Any Hit Die: d12

**Class Skills:** The draconic exemplar's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), Use Magic Device (Cha)

#### Skill Ranks per Level: 4 + Int modifier

#### **Class Features**

All of the following are class features of the draconic exemplar.

**Weapon and Armor Proficiency:** A draconic exemplar is proficient only with natural attacks. He is proficient with no armor or shields.

**Predator's Claws (Ex):** At 1<sup>st</sup> level, the draconic exemplar gains two primary claw attacks that deal 1d4 points of damage.



Draconic Essence: The draconic exemplar embodies one particular facet of dragonkind personality. Each draconic essence is associated with a particular alignment, energy type, and true dragon type. The draconic exemplar must select an essence from the following list that has a listed alignment within one step of his alignment. He gains resist energy 5 for his draconic essence's energy type. This increases to resist energy 10 at 5<sup>th</sup> level, resist energy 20 at 10<sup>th</sup> level, and resist energy 30 at 15<sup>th</sup> level. If the draconic exemplar gains the breath weapon draconic weaponry, his draconic essence determines the shape and damage die of his breath weapon. The draconic exemplar also gains a unique compulsion based on his draconic essence that grows harder to resist as his hereditary power grows. The DC to resist a compulsion is  $10 + \frac{1}{2}$  the draconic exemplar's character level + the draconic exemplar's Charisma modifier. His physical appearance takes on aspects of the associated true dragon, with the amount of required similarity subject to GM discretion (a significant amount of visual flexibility is encouraged, particularly for draconic exemplars with the Feykin or Lung alternate racial traits).

*Adventurous* – Alignment: chaotic neutral; Energy: electricity; Breath Weapon: cone (1d6); Dragon Type: cloud. Compulsion: the draconic exemplar must make a Will save to resist exploring or investigating a new location or object of significance.

*Balanced* – Alignment: neutral; Energy: sonic; Breath Weapon: cone (1d4); Dragon Type: sovereign. Compulsion: the draconic exemplar must make a Will save to commit an overtly good or evil deed.

*Brave* - Alignment: lawful good; Energy: electricity; Breath Weapon: line (1d6); Dragon Type: bronze. Compulsion: the draconic exemplar must make a Will save to flee or retreat from an encounter.

*Creative* - Alignment: chaotic good; Energy: fire; Breath Weapon: line (1d6); Dragon Type: brass. Compulsion: the draconic exemplar must make a Will save to destroy creatures or objects with unique value, or to take actions which stifle or ruin other creatures' artistic expression.

*Destructive* - Alignment: chaotic evil; Energy: fire; Breath Weapon: cone (1d6); Dragon Type: red. Compulsion: the draconic exemplar must make a Will save to resist killing and mutilating an enemy he has engaged in battle, and to resist taking advantage of opportunities to hurt his enemies by destroying that which is precious to them.

*Devious* - Alignment: chaotic evil; Energy: acid; Breath Weapon: line (1d6); Dragon Type: black. Compulsion: the draconic exemplar must make a Will save to openly share significant information and be truthful.

*Greedy* - Alignment: lawful evil; Energy: fire; Breath Weapon: line (1d6); Dragon Type: underworld.

Compulsion: the draconic exemplar must make a Will save to give away his possessions or even trade them at a fair value.

*Honorable* - Alignment: lawful good; Energy: cold; Breath Weapon: cone (1d6); Dragon Type: silver. Compulsion: the draconic exemplar must make a Will save to resist defending the weak or to deceive another creature.

*Imperious* - Alignment: lawful evil; Energy: acid; Breath Weapon: cone (1d6); Dragon Type: green. Compulsion: the draconic exemplar must make a Will save to accept orders or direction from any creature not obviously more powerful than himself.

*Just* - Alignment: lawful good; Energy: electricity; Breath Weapon: cone (1d6); Dragon Type: sky. Compulsion: the draconic exemplar must make a Will save to commit an unjust action, or to allow significant injustices to occur without intervening.

*Militant* - Alignment: lawful evil; Energy: electricity; Breath Weapon: line (1d6); Dragon Type: blue. Compulsion: the draconic exemplar must make a Will save to peacefully resolve a conflict that could be solved by force.

*Paranoid* - Alignment: chaotic evil; Energy: cold; Breath Weapon: cone (1d6); Dragon Type: white. Compulsion: the draconic exemplar must make a Will save to trust anyone other than close friends.

*Power-hungry* - Alignment: lawful neutral; Energy: acid; Breath Weapon: line (1d6); Dragon Type: brine. Compulsion: the draconic exemplar must make a Will save to resist bullying smaller or weaker creatures when it would be to his benefit.

*Regal* - Alignment: lawful good; Energy: fire; Breath Weapon: cone (1d6); Dragon Type: gold. Compulsion: the draconic exemplar must make a Will save to take actions he thinks are demeaning or embarrassing.

Sadistic - Alignment: chaotic evil; Energy: negative (does not heal undead); Breath Weapon: cone (1d4); Dragon Type: umbral. Compulsion: the draconic exemplar must make a Will save to resist significant opportunities to inflict pain on others, and to kill an enemy outright when extending their suffering is an option.

*Temperamental* - Alignment: chaotic neutral; Energy: fire; Breath Weapon: cone (1d6); Dragon Type: magma. Compulsion: the draconic exemplar must make a Will save to resist overreacting to threats or tense social situations.

*Territorial*– Alignment: chaotic good; Energy: fire; Breath Weapon: cone (1d6); Dragon Type: sea. Compulsion: the draconic exemplar must make a Will save every 24 hours he is outside the territory he considers his protectorate or become shaken.



*Vain* - Alignment: chaotic good; Energy: sonic; Breath Weapon: cone (1d4); Dragon Type: crystal. Compulsion: the draconic exemplar must make a Will save to resist overreacting to any perceived insult.

*Witty* - Alignment: chaotic good; Energy: acid; Breath Weapon: line (1d6); Dragon Type: copper. Compulsion: the draconic exemplar must make a Will save to remain silent or speak seriously in tense situations.

*Wrathful* - Alignment: chaotic evil; Energy: none (magic and piercing for breath weapon and elemental aura, subject to DR); Breath Weapon: cone (1d6); Dragon Type: forest. Compulsion: the draconic exemplar must make a Will save to resist hunting down a fleeing or escaped enemy, and to resist an opportunity to gain revenge.

**Draconic Weaponry:** At 1<sup>st</sup> level, the draconic exemplar chooses a special attack based on his draconic physiology, chosen from the following list. At 7<sup>th</sup>, 13<sup>th</sup>, and 19<sup>th</sup> level, the draconic exemplar gains an additional special attack. He can use his draconic weaponry special attacks a number of times per day equal to his  $\frac{1}{2}$  his paragon class level + his Constitution modifier. Unless otherwise noted, a draconic weaponry type can only be selected once. Saving throws allowed by these abilities have a DC equal to 10 +  $\frac{1}{2}$  the draconic exemplar's Charisma or Constitution modifier, as noted in the ability.

Baleful Glare (Su) – The draconic exemplar's gaze has the power to stop prey in its tracks. As a standard action, the draconic exemplar can glare at his enemies. One creature within 30 feet must make a Will save or be fascinated for 1 round/level. For every five class levels, the draconic exemplar can target an additional creature with this ability (maximum 5 at  $20^{th}$  level). This ability is a mind-affecting compulsion effect. The saving throw of this ability is Charisma-based.

Behemoth (Ex) – The draconic exemplar magnifies his physical presence and utilizes the bulk of his

draconic body as a dangerous weapon. As an immediate action, the draconic exemplar gains a bonus equal to  $\frac{1}{2}$  his class level (minimum +1) to his CMD against bull rush, grab, overrun, reposition, and trip combat maneuvers. The DC of Acrobatics checks to move through squares the draconic exemplar threatens or occupies is increased by  $\frac{1}{2}$  his class level. He also treats creatures as if they were one size smaller to determine if they are susceptible to the crush ability of his dracomorphosis class feature. The benefits of this ability last 1 round.

Breath Weapon (Su) – The draconic exemplar gains the breath weapon associated with his draconic essence. This is either a cone or line of his draconic essence's energy type usable as a standard action that deals 1d4 or 1d6 points (as listed for the draconic exemplar's draconic essence) of energy damage per class level. Creatures in the breath weapon's area can make a Reflex save for half damage. The area of the breath weapon varies based on the draconic exemplar's size as follows:

#### Breath Weapon Size

Size	Line	Cone
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	100 ft.	50 ft.
Gargantuan	120 ft.	60 ft.
Colossal	140 ft.	70 ft.

The draconic exemplar can use his breath weapon once every 1d4 rounds. The saving throw of this ability is Constitution-based.

Destructive Might (Ex) – As a swift action, the draconic exemplar can attempt a bull rush combat maneuver without provoking an attack of opportunity. The draconic exemplar must have successfully hit a creature with a claw, tail slap or wing buffet in the same round in order to attempt this bull rush against it. At 8<sup>th</sup> level, the draconic exemplar can use a swift action to attempt a sunder combat maneuver without provoking an attack of opportunity. The draconic exemplar must have successfully hit a creature with a claw, bite or gore in the same round in order to attempt to attempt this sunder against the creature's worn or wielded equipment.

*Elemental Aura (Su)* – As a swift action, the draconic exemplar can cause energy appropriate to his draconic essence to boil up out of his limbs for 1 round. The draconic exemplar's natural attacks deal +1d6 points of the appropriate energy damage, plus an additional +1d6 for every five class levels (maximum +5d6 at  $20^{th}$  level).



*Fey Breath (Su)* – The draconic exemplar gains a cone-shaped breath weapon (see breath weapon above for range) of euphoric gas. Creatures within the area must make a Fortitude save or be staggered, sickened, and immune to fear for 1 round, plus 1 additional round for every four class levels. The saving throw for this ability is Constitution-based. The draconic exemplar must have the Feykin alternate racial trait to gain this draconic weaponry.

*Frightful Presence (Ex)* - The draconic exemplar instinctively strikes fear into the hearts of his enemies. As a standard action, or as a free action as part of a charge, the draconic exemplar can make all opponents within 30 feet shaken for 1 round/level. At 8<sup>th</sup> level and every four additional levels, the range of this ability increases by 30 feet (maximum 150 foot range at 20<sup>th</sup> level). A successful Will save negates this effect, and an opponent that succeeds on the saving throw is immune to the draconic exemplar's frightful presence for 24 hours. This ability only affects opponents with Hit Dice less than the draconic exemplar's class level. This ability is a mind-affecting fear effect. The saving throw for this ability is Charisma-based.

Primal Spelltrick (Sp) – The draconic exemplar can tap into the power of the Primal World to temporarily gain access to a spell-like ability. As a standard action, he becomes able to cast a 1st-level spell from the druid spell list or a 1st-level illusion spell from the sorcerer/wizard spell list as a spell-like ability until he sleeps for 8 hours. Each casting of the spell during this time expends one daily use of draconic weaponry. After getting a full 8 hours of sleep, this ability resets and the draconic exemplar can choose a new spell-like ability. His caster level for spell-like abilities acquired through primal spelltrick is equal to his class level, and the DCs of any saving throws are Charisma-based. This draconic weaponry may be selected multiple times, allowing the draconic exemplar to gain an additional spell-like ability and increasing the level of spells he can choose from for that additional ability by 1. For example, a draconic exemplar who gained primal spelltrick four times would be able to select a 1st, 2nd, 3rd, and a 4th-level spell-like ability. The draconic exemplar must have the Feykin alternate racial trait to gain this draconic weaponry.

*Rampage (Ex)* – The draconic exemplar's ferocity is unmatched, allowing him to bully his way around the battlefield with impunity. He can activate this ability as part of a charge to charge through difficult terrain and squares occupied by allies, and can even charge through squares occupied by enemies by attempting overrun combat maneuvers against them as free actions that do not provoke attacks of opportunity. Each enemy to be overrun after the first gains a cumulative +2 bonus to its CMD. If an overrun attempt is unsuccessful, the draconic exemplar's charge ends in the last open space he entered in his charge path.

Roar (Su) – The draconic exemplar can utter a tremendous roar to overwhelm his enemies. As a standard action, the draconic exemplar emits a cone of sound (see breath weapon above for the size of this cone's area). Creatures in the area are staggered for 1 round and deafened for 1 round/level. A successful Fortitude save negates this effect. This is a sonic effect. The saving throw for this ability is Constitution-based.

*Venomous Bite* (Ex) – The draconic exemplar can inject a debilitating poison with his bite. As a swift action when successfully damaging an opponent with a bite attack, the draconic exemplar can apply the following poison:

 Draconic exemplar poison – Type: injury; Save: Fort DC 10 + <sup>1</sup>/<sub>2</sub> the draconic exemplar's class level + the draconic exemplar's Constitution modifier; Frequency: 1/round for 6 rounds; Effect: 1 Str + 1 Str/6 levels; Cure: 1 save + 1 save/8 levels.



**Draconic Defense:** At 2<sup>nd</sup> level and every three additional levels, the draconic exemplar improves his defensive capabilities by selecting one of the following draconic defenses. A draconic defense can only be taken once unless otherwise noted.

Aerial Evasion (Ex) – The draconic exemplar can avoid damage from area-effect attacks while flying. If a flying draconic exemplar makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Aerial evasion can only be used if the draconic exemplar is wearing light armor or no armor.

Baffled Eardrums (Ex) – Once per day, the draconic exemplar can reroll a saving throw against a spell or effect with the language-dependent or sonic descriptor. The draconic exemplar must decide to use this ability before the results are revealed, and must take the second roll even if it is worse. If the draconic exemplar is at least 10<sup>th</sup> level, he can use this ability twice per day.

Enchanted Scales (Su) – The draconic exemplar treats  $\frac{1}{2}$  of his natural armor bonus as a deflection bonus to AC against touch attacks. He cannot benefit from any ability or effect that allows him to retain his natural armor bonus to AC against touch attacks while benefitting from this ability.

Energy Resistance (Ex) – The draconic exemplar gains resist energy 5 against one energy type, chosen when this draconic defense is first gained. The draconic exemplar can choose from acid, cold, electricity, or fire. This draconic defense can be taken multiple times, up to three times for a single energy type. If the same energy type is taken more than once, the resistance to that energy type increases to 10 and then 20.

Hardened Scales (Ex) – The draconic exemplar gains DR 5/magic. This draconic defense can be taken once for every five levels the draconic exemplar possesses. Each additional time the draconic exemplar



takes this draconic defense, this damage reduction increases by 5 (maximum DR 20/magic).

Nictating Membranes (Ex) – The draconic exemplar is immune to being dazzled. Once per day, the draconic exemplar can reroll a saving throw against a spell or effect that causes blindness, a gaze attack, or an illusion with the pattern or figment descriptor. The draconic exemplar must decide to use this ability before the results are revealed, and must take the second roll even if it is worse. If the draconic exemplar is at least 10<sup>th</sup> level, he can use this ability twice per day.

Reflective Scales (Su) – The draconic exemplar's resistance to spells can reflect them back upon their caster. If a caster level check for a targeted spell to penetrate the draconic exemplar's spell resistance is failed by 5 or more, the spell is reflected. The draconic exemplar must have the spell resistance draconic defense in order to take this ability.

Spatial Sense (Ex) – The draconic exemplar doesn't lose his Dexterity bonus to AC against melee attacks from hidden or invisible creatures, and invisible attackers do not gain a +2 bonus to melee attack rolls against the draconic exemplar.

Spatial Sense, Improved (Ex) – The draconic exemplar is immune to being flanked, and doesn't lose his Dexterity bonus to AC against ranged attacks from hidden or invisible creatures. The draconic exemplar must have the spatial sense draconic defense in order to take this ability.

Spell Resistance (Su) – The draconic exemplar gains spell resistance equal to 3 + his class level. This draconic defense can be taken up to three times. Each additional time the draconic exemplar takes this draconic defense, his spell resistance increases by +4.

Thickened Scales (Ex) – The draconic exemplar gains a +2 bonus to its natural armor bonus to AC. This draconic defense can be taken once for every five levels the draconic exemplar possesses (maximum +8 at 20<sup>th</sup> level).

*Vascular Fortitude (Ex)* – The draconic exemplar's robust physiology provides some resistance against blood loss. He reduces hit point damage taken from bleed effects by 1 (minimum 0). For every size category larger than Small the draconic exemplar has attained, he reduces damage from bleed effects by an additional 1 point.

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**Draconic Gift:** At  $3^{rd}$  level and every three additional levels, the draconic exemplar gains a special ability from the following list based on his draconic heritage. Many draconic gifts are augmentations or modifications of draconic weaponry; these gifts expend one daily use of draconic weaponry when used unless otherwise noted. Saving throws allowed by these abilities have a DC equal to  $10 + \frac{1}{2}$  the draconic exemplar's Charisma or Constitution modifier, as noted in the ability. The draconic exemplar's effective caster level is equal to his class level if needed for any spell-like or supernatural abilities. A draconic gift can only be learned once unless otherwise noted.

Acid Pool (Su) – The draconic exemplar can use his breath weapon to create a 5-foot radius pool of acid with a range equal to the length of his breath weapon. For every size category larger than Small the draconic exemplar has attained, the acid pool's radius increases by 5 feet. The acid pool deals acid damage equal to the draconic exemplar's breath weapon when created to any creatures in its area. At the end of the draconic exemplar's turn and each round thereafter, the pool's damage is halved until the result would be less than 1d6, at which point the pool dissipates. Any creature that starts its turn touching the pool takes damage. Creatures can make the breath weapon's usual Reflex save for half damage against the initial damage and an additional save each round against the acid pool's ongoing damage. The draconic exemplar must have a draconic essence with the acid energy type and the breath weapon draconic weaponry to learn this gift.

Animal Form (Su) – The draconic exemplar can assume the form of an animal. All dracomorphosis benefits plus all extraordinary or supernatural draconic defenses, draconic gifts and draconic weaponry are considered form-dependent abilities and cannot be used in animal form. This ability otherwise functions as the *beast shape I* spell except that the draconic exemplar can remain in the animal form indefinitely. If the draconic exemplar is at least 8<sup>th</sup> level, he can assume forms similar to the *beast shape II* spell instead. This ability can be used 3 times per day.

Battering Breath (Su) – The draconic exemplar's breath weapon is a dense spray of jagged earth and rock. Any creature failing its Reflex save against the breath weapon is knocked prone in addition to taking damage. The draconic exemplar must have the wrathful draconic essence and the breath weapon draconic weaponry to learn this gift.

Blinding Spittle (Ex) – The draconic exemplar can spit his venom into his enemies' faces, poisoning them and impairing their vision. As a standard action expending one daily use of his draconic weaponry, the draconic exemplar can make a ranged touch attack at a



target up to 10 feet away, plus an additional 10 feet for every size category larger than Small of the draconic exemplar. On a successful hit, the creature is blinded for 1 round and must make a Fortitude save or be poisoned by the draconic exemplar's poison. The draconic exemplar must have the venomous bite draconic weaponry to learn this gift.

*Blindsense (Ex)* – The draconic exemplar gains blindsense 30 ft. This gift can be learned twice, increasing the blindsense range to 60 ft.

*Bottleneck (Ex)* – The taninim can position his bulk in confined areas to present a dangerous bulwark to his enemies. When the draconic exemplar activates his behemoth draconic weaponry and is occupying all the squares between two parallel walls, he can choose to form a bottleneck. The draconic exemplar gains a +4 dodge bonus to AC when in a bottleneck and no creature can move through the squares he occupies. He loses the ability to make tail slaps or wing buffets, but can make a number of additional attacks of opportunity per round equal to his Constitution modifier. The benefits of being in a bottleneck last until the draconic exemplar moves from the squares he occupies or ends the bottleneck as a free action, but the normal effects of the behemoth draconic weaponry last for the standard 1 round duration. The draconic exemplar must have the behemoth draconic weaponry to learn this gift.

Breath-charged Bite (Su) – The draconic exemplar can charge his bite attack with the elemental power of his breath weapon. As a standard action expending one daily use of his draconic weaponry or as a free action after using his breath weapon that does not expend an additional use of his draconic weaponry, the draconic exemplar's bite attack deals an extra +2d6 points of his draconic essence's energy damage. The draconic exemplar's bite remains charged with energy for a number of rounds equal to his Constitution modifier. The draconic exemplar must have a draconic essence with an energy type and the breath weapon draconic weaponry to learn this gift.

Bullying Bulk (Ex) – The draconic exemplar is now considered one size larger when determining size modifiers for Intimidation checks he makes or resists. In addition, as a swift action whenever he successfully makes a melee attack against an adjacent smaller-sized opponent, the draconic exemplar can push the opponent back 5 feet. The draconic exemplar must have the behemoth draconic weaponry to learn this gift.

Chain Lightning Breath (Su) – The draconic exemplar can cause secondary bolts of electricity to leap from his breath weapon. When using his breath weapon, the draconic exemplar can choose a number of secondary targets up to his class level that are outside the area of effect but within 30 feet of it. The breath weapon deals half its normal electricity damage to secondary targets, and they gain a +2 bonus on their Reflex save to take half damage. The draconic exemplar must have a draconic essence with the electricity energy type and the breath weapon draconic weaponry to learn this gift.

*Compulsive Gaze (Su)* – The draconic exemplar's baleful glare allows him to overwhelm the mind of his prey. When the draconic exemplar uses his baleful glare on a single target, instead of fascinating the creature he can instead plant a *suggestion* in its mind, as the spell. A successful Will save negates this effect. While affected by the *suggestion*, the creature is influenced by the draconic exemplar's personality and temporarily gains his draconic essence's compulsion. The saving throw for this ability is Charisma-based. The draconic exemplar must have the baleful glare draconic weaponry to learn this gift.

*Concentrated Breath (Su)* - The draconic exemplar can focus his breath weapon into an intensified blast. As a full-round action expending one daily use of his draconic weaponry, he can use his line-shaped breath weapon. The breath weapon's DC increases by 2 for the closest creature to the draconic exemplar in the area of effect, and on a failed save the creature takes an additional amount of damage equal to the draconic exemplar's class level. The draconic exemplar must have a line-shaped breath weapon to learn this gift.

Cosmic Insight (Su) – The draconic exemplar gains what resembles a radiant pearl glowing with an inner light on his forehead. He can shed light similar to a *light* spell centered on himself at will. The draconic exemplar also knows the draconic essence and alignment of any



taninim in his line of sight. Once per day as an immediate action, he can gain a +4 insight bonus on a single attack roll, skill check, ability score check, or saving throw. This bonus can be gained after making the roll, but must be made before the result of the roll is determined. The draconic exemplar must have the Lung alternate racial trait to learn this gift.

Dermonecrotic Breath (Su) – The draconic exemplar's breath weapon is infused with his venom. When the draconic exemplar uses his breath weapon, he can spend one additional daily use of his draconic weaponry as a free action to make the breath venomous. Any creature taking acid damage from the venomous breath must make a Fortitude save or be poisoned by the draconic exemplar's poison. The draconic exemplar must have the breath weapon and venomous bite draconic weaponries to learn this gift.

Detect Valuables (Sp) – The draconic exemplar can detect valuable objects, casting an effect similar to *locate objects* as a spell-like ability. Only gemstones, precious metals and objects worth at least 100 gp can be detected with this ability. This ability can be used 3 times per day.

Disquieting Growl (Su) – The draconic exemplar can use his roar to counter the high morale of his enemies. As a standard action that expends one daily use of his draconic weaponry, the draconic exemplar can suppress all morale bonuses affecting his opponents within 30 feet for a number of rounds equal to his Charisma modifier. Opponents within the area also take a -2 penalty on Will saves. The draconic exemplar must have the roar draconic weaponry to learn this gift.

*Elemental Affinity (Ex)* – The draconic exemplar is tied closely to an element, gaining the ability to thrive in areas where that element is strong. The draconic exemplar chooses one of the following elements when learning this gift.



- Air The draconic exemplar gains the air subtype. He can see through fog, clouds and similar effects, ignoring any concealment provided by them. His maneuverability while flying improves one category.
- *Earth* The draconic exemplar gains the earth subtype. He gains a burrow speed equal to  $\frac{1}{2}$  his base speed, and can hold his breath indefinitely while burrowing. He gains tremorsense 30 ft., but his maneuverability while flying is reduced one category.
- Fire The draconic exemplar gains the fire subtype. He can see through flames, smoke and similar effects, ignoring any concealment provided by them. He deals extra damage equal to his Charisma modifier whenever casting a spell or using a class ability that deals fire damage.
- *Water* The draconic exemplar gains the water subtype. He gains a swim speed equal to his base speed. He can breathe underwater indefinitely and can freely use his draconic exemplar class abilities while submerged.
- *Wood* The draconic exemplar gains the air, earth or water subtype, chosen when this gift is learned. He can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect the draconic exemplar normally. The draconic exemplar can choose to not leave a trail in natural surroundings and cannot be tracked when he does so.

This gift can be learned a second time if the draconic exemplar is 12<sup>th</sup> level or higher, with affinity for a second element being gained.

*Elemental Mastery* – The draconic exemplar's connection to his element provides him with additional abilities. The draconic exemplar chooses one of the following elements for which he has the elemental affinity draconic gift when learning this gift.

- Air (Su) The draconic exemplar can change into cloudy vapor as a swift action for a number of rounds per day equal to his class level. These rounds do not need to be consecutive. This ability functions as gaseous form but the dragon's fly speed is unchanged.
- *Earth (Ex)* The draconic exemplar can climb on stone surfaces as though using the *spider climb* spell, and his tremorsense increases to 60 ft.
- *Fire* (*Su*) The draconic exemplar can take a standard action to move any fire effect within 10 feet, plus an additional 10 feet for every four class levels, as if he were the caster. A stationary fire effect can also be moved by this spell, but the placement must be one allowed by the spell and must remain within range of this ability.
- *Water (Ex)* The draconic exemplar doubles his swim speed when charging, and triples the distance he can see underwater.
- Wood (Sp) The draconic exemplar can cast entangle as a spell-like ability 3 times per day, and

can move through magically manipulated foliage without taking damage or suffering impairment.

Fling (Ex) – The draconic exemplar can hurl opponents through the air with his mighty blows. When the draconic exemplar uses his destructive might to bull rush an opponent, he doubles the distance the opponent is moved. If the opponent is bull rushed into a solid object or obstacle, it is knocked prone and takes damage as if it had fallen the distance pushed. The draconic exemplar must have the destructive might draconic weaponry to learn this gift.

Humanoid Form (Su) – The draconic exemplar can assume a specific humanoid form of the same sex, chosen when this gift is first learned. The draconic exemplar always takes this specific form when using this ability. All dracomorphosis benefits plus all extraordinary or supernatural draconic defenses, draconic gifts and draconic weaponry are considered form-dependent abilities and cannot be used in humanoid form. This ability otherwise functions as the *alter self* spell except that the draconic exemplar does not gain the spell's size bonus to his ability scores and can remain in the humanoid form indefinitely. This ability can be used 3 times per day.

*Icewalking (Ex)* – The draconic exemplar can move across icy surfaces without penalty and does not need to make Acrobatics skill checks to run or charge on ice. The draconic exemplar can also climb on horizontal and vertical ice-covered surfaces. This functions similarly to the *spider climb* spell, but only on icy surfaces. The draconic exemplar must have a draconic essence with the cold energy type to learn this gift.

Imbued Spirit (Ex) – The draconic exemplar's powerful draconic spirit enhances his mental faculties. The draconic exemplar gains a +2 inherent bonus to one of his mental attributes. This gift can be learned multiple times, but a different mental attribute must be chosen each time.

Instinctive Spell Resistance (Su) – The draconic exemplar can voluntarily lower his spell resistance for 1 round as a swift action. The draconic exemplar must have the spell resistance draconic defense to learn this gift.

Lithe Movement (Ex) – The draconic exemplar can move through areas at least half his size at normal speed and takes only a -2 penalty to attack rolls and a -2 penalty to his AC when squeezed into such an area. He can move through a space at least one-quarter of his size using the normal penalties for squeezing into a space.

Naphtha Breath (Su) – The draconic exemplar can use his breath weapon to coat his enemies in a sticky, burning substance like pitch or oil. Creatures who fail their saving throw against his fire breath weapon catch on fire in addition to the breath weapon's normal



damage. Each subsequent round, the creature takes 1d6 points of additional fire damage. Flammable items worn by a creature must also save or take the same damage. As a standard action, creatures on fire can make a new Reflex save against the same DC as the original to end this effect. Creatures remain on fire for a number of rounds equal to the draconic exemplar's class level or until they succeed at a Reflex save. While on fire from naphtha breath, creatures are dazzled. The naphtha cannot be extinguished by water and will even burn underwater. The draconic exemplar must have a draconic essence with the fire energy type and the breath weapon draconic weaponry to learn this gift.

*Natural Sorcery (Su)* – The draconic exemplar has unlocked his latent draconic talent for arcane spellcasting. He gains the spells known and spells per day of a 2<sup>nd</sup>-level sorcerer. The draconic exemplar gains no other class features of a sorcerer, and does not gain access from this gift to the sorcerer/wizard spell list for the purpose of using spell trigger and spell completion items. If the draconic exemplar also has levels in the sorcerer class, he increases his effective sorcerer level by 2 (to a maximum of his character level) to determine spells known and spells per day. This gift can be learned up to three times. Each additional time this gift is learned, the draconic exemplar's effective sorcerer level increases by 2 to determine spells known and spells per day. The draconic exemplar must be at least 9<sup>th</sup> level to learn this gift.

*Overland Flight (Ex)* – The draconic exemplar's speed and endurance while flying dramatically increase. He increases his base fly speed by 60 feet, and he only checks for nonlethal damage once every 2 hours instead of every hour when attempting a hustle or forced march while flying. This gift can be learned once for every size category above Medium the draconic exemplar has attained. The increase to fly speed gained from learning this gift multiple times is cumulative. The draconic exemplar must be at least 8<sup>th</sup> level to learn this gift.

Pacify the Herd (Su) – The draconic exemplar's presence is overwhelming when he flies above his prey, forcing them into inaction. The range of the draconic exemplar's frightful presence is doubled against grounded opponents while he is flying. The draconic exemplar can also force a creature that fails its save against his frightful presence to cower for 1d4 rounds in addition to being shaken for 1 round/level. The cowering condition automatically ends if the creature is attacked. The draconic exemplar must have the frightful presence draconic weaponry to learn this gift.

*Pinion (Ex)* – The draconic exemplar can immobilize his enemies with his bulk. While using behemoth, if the draconic exemplar makes a successful attack of opportunity against a creature attempting to move through a square he occupies or threatens, the creature must make a Reflex save or be affected by the crush ability of the draconic exemplar's dracomorphosis class feature. The draconic exemplar must be at least 12<sup>th</sup> level and have the behemoth draconic weaponry to learn this gift.

*Predator's Speed* (Ex) – The draconic exemplar's base speed increases to 40 feet.

*Predator's Slumber* (Ex) – The draconic exemplar is always alert to danger. He takes no penalty on Perception skill checks for being asleep.

Pulverizing Rumble (Su) – The draconic exemplar's roar shakes the very foundation of his environment. As a standard action, the draconic exemplar can use his roar to shatter the nearby ground. The pulverizing rumble can affect either the roar's normal cone-shaped area or the draconic exemplar's space and all squares he threatens. Any square whose ground surface has hardness equal to or less than the draconic exemplar's class level becomes difficult terrain. All creatures other than the draconic exemplar in the area must make a Reflex save or be knocked prone. This ability's saving throw is Constitution based. The draconic exemplar must have the roar draconic weaponry to learn this gift.

*Rebuke Spirits (Su)* – The draconic exemplar is an agent of cosmic authority and can repel or restrain



spirits. As a standard action that expends one daily use of his draconic weaponry, the draconic exemplar can activate one of two abilities. First, he can prevent all bodily contact against him from spirits for up to 1 hour, similar to the third effect of a *protection from evil* spell but not subject to spell resistance. Alternately, he can target a spirit within 60 feet to rebuke. The spirit must make a Will save or cower in place for a number of rounds equal to the draconic exemplar's Charisma modifier. For the purposes of this ability, the following creatures are considered to be spirits: creatures who are astral, ethereal, incorporeal, or who have the fey, outsider or undead type. The draconic exemplar must have the Lung alternate racial trait and the cosmic insight draconic gift to learn this gift.

*Resounding Call (Su)* – The draconic exemplar lifts his head to the heavens and projects his voice over vast distances. As a full-round action that expends one daily use of his draconic weaponry, the draconic exemplar yells out a short message in Draconic of 25 words or less that can be heard up to 1 mile away, plus 1 mile for every size category above Small of the draconic exemplar. The draconic exemplar must have the roar draconic weaponry to learn this gift.

*Rime Breath (Su)* – The draconic exemplar's breath weapon covers his environment in a slick coating of ice. When the draconic exemplar uses his breath weapon to deal cold damage, creatures who fail their Reflex save become entangled and the affected area becomes coated with ice for a number of rounds equal to  $\frac{1}{2}$  his class

level. Creatures attempting to move across the icy area at more than half speed must make a DC 15 Acrobatics skill check at the start of the movement or fall prone. The draconic exemplar must have a draconic essence with the cold energy type and the breath weapon draconic weaponry to learn this gift.

Scent (Ex) – The draconic exemplar gains scent. If the draconic exemplar has the elemental mastery (water) draconic gift, he also gains the keen scent universal monster ability while underwater.

Scouring Gaze (Su) - The draconic exemplar's baleful glare becomes infused with his hereditary energy. As a standard action that expends one daily use of his draconic weaponry, the draconic exemplar gains a gaze attack with a range of 30 feet for a number of rounds equal to his Charisma modifier. Any creature that meets the draconic exemplar's gaze must make a Fortitude save or take 1d6 points of damage of his draconic essence's energy type as raw energy erupts from within. The gaze attack's damage increases to 2d6 at 8<sup>th</sup> level and to 3d6 at 16<sup>th</sup> level. The damage from this ability is doubled when the draconic exemplar actively gazes at a target as an attack action. The saving throw for this ability is Charisma-based. The draconic exemplar must have the baleful glare draconic weaponry to learn this gift.

Shielding Aura (Su) – The draconic exemplar can wreathe his body in a nimbus of energy. By expending one additional daily use of draconic weaponry when activating his elemental aura, the draconic exemplar covers his entire body in energy. Any creature striking the draconic exemplar with a melee weapon that does not have reach, an unarmed strike or a natural weapon takes damage from the elemental aura. The draconic exemplar must have the elemental aura draconic weaponry to learn this gift.

Sound Imitation (Ex) – The draconic exemplar can mimic any voice or sound it has heard by making a successful Bluff opposed skill check against a listener's Sense Motive skill check.

Speak with Reptiles (Sp) – The draconic exemplar gains the constant spell-like ability to speak with reptiles, as the *speak with animals* spell but only with reptilian animals.

Spectral Claws (Su) – The draconic exemplar can touch spirits as easily as flesh. Whenever the draconic exemplar uses his negative energy elemental aura, his natural attacks deal damage normally to incorporeal creatures. The draconic exemplar must have a draconic essence with the negative energy type and the elemental aura draconic weaponry to learn this gift.

Spirit-penetrating Stare (Su) – The draconic exemplar's baleful glare allows him to look within the hearts and minds of creatures. As a standard action that expends one daily use of his draconic weaponry, he can



detect the surface thoughts of a target creature as if he had concentrated on them for 3 rounds with a *detect thoughts* spell. The draconic exemplar must have the baleful glare draconic weaponry to learn this gift.

Stabilize Destiny (Su) - The draconic exemplar wards his surroundings against supernatural manipulations of destiny. As a standard action that expends one daily use of his draconic weaponry, he can suppress all penalties from curse effects on allies and all luck bonuses affecting his opponents within 30 feet for a number of rounds equal to his Charisma modifier. The draconic exemplar can also take a standard action that expends one daily use of his draconic weaponry to attempt to dispel a curse by touch, similar to the *remove* curse spell. The draconic exemplar must have the Lung alternate racial trait and the cosmic insight draconic gift to learn this gift.

Startling Gesture (Su) – The draconic exemplar's frightful presence can cause his enemies to stumble in their spellcasting. As an immediate action that expends one daily use of his draconic weaponry, the draconic exemplar can force an enemy spellcaster within his frightful presence ability's range to make a concentration check with a DC equal to his frightful presence's saving throw DC + the level of the spell being cast. If the enemy spellcaster fails his concentration check, the spell is interrupted and lost. The draconic exemplar must have the frightful presence draconic weaponry to learn this gift.

Steel Render (Ex) – The draconic exemplar has a knack for tearing through solid objects. When the draconic exemplar uses his destructive might to sunder metal armor and gives it the broken condition, the opponent wearing the armor is entangled. The opponent remains entangled until he takes off the armor or it is repaired. The draconic exemplar must have the destructive might draconic weaponry to learn this gift.



Stunning Blow (Ex) – The draconic exemplar's destructive might can be focused directly on his enemies. When the draconic exemplar uses his destructive might to bull rush a creature or sunder an object in its possession, the creature must make a Fortitude save or be stunned for 1 round. The saving throw for this ability is Constitution-based. The draconic exemplar must be at least 8<sup>th</sup> level and have the destructive might draconic weaponry to learn this gift.

Stupefying Breath (Su) – The draconic exemplar's euphoric breath weapon has memory-altering qualities. Creatures affected by the draconic exemplar's fey breath retain no memory of what they experienced when the effect ends. The draconic exemplar must have the fey breath draconic weaponry to learn this gift.

Sweeping Breath (Su) – The draconic exemplar can sweep his breath weapon over larger areas. As a fullround action that expends two daily uses of his draconic weaponry, the draconic exemplar can cause a lineshaped breath weapon to be a cone-shaped breath weapon with the same range. He can instead cause a cone-shaped breath weapon to affect a half-circle with the same range. The draconic exemplar cannot use his breath weapon for 4 rounds after using this ability. The draconic exemplar must be at least 12<sup>th</sup> level and have the breath weapon draconic weaponry to learn this gift.

Toxic Mist (Su) – The draconic exemplar can expel his venom reserves into a cloud of poisonous mist. As a standard action that expends one daily use of his draconic weaponry, the draconic exemplar can create a 10-foot radius adjacent cloud of mist that provides concealment similar to the *obscuring mist* spell. For every size category larger than Small the draconic exemplar has attained, the cloud's radius increases by 5 feet. Any creature other than the draconic exemplar entering or starting its turn within the cloud must make a Fortitude save or be affected by the draconic exemplar's poison. The toxic mist lasts for 1 round/level. The draconic exemplar cannot use his venomous bite for 1 minute after using this ability. The draconic exemplar must have the venomous bite draconic weaponry to learn this gift.

Trample (Ex) – The draconic exemplar mows down bystanders while thrashing about the battlefield. Whenever the draconic exemplar makes a successful overrun combat maneuver, he can make a free claw attack at his full base attack bonus against the overrun creature. The draconic exemplar must have the rampage draconic weaponry to learn this gift.

*Trickster's Vanishing (Sp)* – The draconic exemplar can cast *invisibility* as a spell-like ability 3 times per day. At  $12^{th}$  level, the draconic exemplar can instead cast *greater invisibility*. The draconic exemplar must have the Feykin alternate racial trait to learn this gift.

Unfettered Rampage (Ex) – The draconic exemplar moves in unpredictable ways while rampaging. When the draconic exemplar uses rampage, he can make one turn up to 90 degrees as part of his charge's movement. The draconic exemplar must have the rampage draconic weaponry to learn this gift.



**Dracomorphosis (Ex):** At 4<sup>th</sup> level, the draconic exemplar increases his size to Medium, adjusting the base damage of his natural attacks accordingly. He gains two secondary wing attacks that deal 1d4 points of damage, or gains a primary gore attack that deals 1d6 points of damage if he has the Lung alternate racial trait. The reach of his bite attack (and gore, if any) increases to 10 feet. He gains a +2 size bonus to Strength and a +2 size bonus to his natural armor bonus to AC. He gains the ability to fly with a base speed of 60 feet and average maneuverability. This flight is considered a supernatural ability.

At 8<sup>th</sup> level, the draconic exemplar increases his size to Large, adjusting his space and the base damage of his natural attacks accordingly. He gains a secondary tail slap attack that deals 1d8 points of damage. He gains an additional +2 size bonus to Strength, a +2 size bonus to Constitution, and reduces his Dexterity by 2. He has poor maneuverability while flying. His size bonus to his natural armor bonus to AC increases to +5.

At 12<sup>th</sup> level, the draconic exemplar increases his size to Huge, adjusting his space and the base damage of his natural attacks accordingly. His reach increases to 10 feet (15 feet for his bite attack and gore attack, if any). He gains an additional +2 size bonus to Strength and further reduces his Dexterity by 2 (4 total). His size bonus to his natural armor bonus to AC increases to +8.

The draconic exemplar also gains the ability to crush smaller creatures with its bulk by jumping or landing on them as a standard action. Crush attacks are effective only against opponents three or more size categories smaller than the draconic exemplar, and affect as many creatures as fit in his space. Creatures in the affected area must succeed on a Reflex save (DC 10 +  $\frac{1}{2}$  the draconic exemplar's class level + the draconic exemplar's Constitution modifier) or be pinned, automatically taking 2d8 + 1  $\frac{1}{2}$  times the draconic hero's Strength bonus bludgeoning damage. If the draconic exemplar chooses to maintain the pin, he must succeed at a combat maneuver check as normal. Pinned creatures take damage from the crush each round if they don't escape.

At 16<sup>th</sup> level, the draconic exemplar increases his size to Gargantuan, adjusting his space and the base damage of his natural attacks accordingly. His reach increases to 15 feet (20 feet for his bite attack and gore attack, if any).

He gains an additional +2 size bonus to Strength, an additional +2 size bonus to Constitution, and further reduces his Dexterity by 2 (6 total). He has clumsy maneuverability while flying. His size bonus to his natural armor bonus to AC increases to +11. His crush damage increases to 4d6 + 1  $\frac{1}{2}$  times his Strength bonus.

The draconic exemplar also gains the ability to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the draconic hero's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the draconic hero. A tail sweep automatically deals  $2d8 + 1 \frac{1}{2}$  times the draconic exemplar's Strength bonus bludgeoning damage. Affected creatures can attempt Reflex saves (DC 10 +  $\frac{1}{2}$  the draconic exemplar's class level + the draconic exemplar's Constitution modifier) to take half damage.

**Draconic Sorcery (Su):** At 10<sup>th</sup> level, the draconic exemplar can use spell trigger and spell completion magic items as if he had access to the sorcerer/wizard spell list. His effective caster level when using these magic items is equal to his class level.

**Great Wyrm (Ex):** At 20<sup>th</sup> level, the draconic exemplar reaches the epitome of dragonkind. He increases his size to Colossal, adjusting his space and the base damage of his natural attacks accordingly. His reach increases to 20 feet (30 feet for his bite attack and gore attack, if any). He gains an additional +2 size bonus to Strength and further reduces his Dexterity by 2 (8 total). His size bonus to his natural armor bonus to AC increases to +14. His crush damage increases to 4d8 +  $\frac{1}{2}$  times his Strength bonus, and his tail sweep damage increases to 2d8 + 1  $\frac{1}{2}$  times his Strength bonus. The draconic exemplar also gains immunity to his draconic essence's energy type, or DR 5/adamantine if he has the wrathful draconic essence.

# Janinim Feats

The following feats are designed for taninim (and other dragons) or with taninim in mind. They draw on these characters' unique origins and artificial nature to grant them expanded abilities.

Some of these feats are marked with the dragon feat type, which indicates that only taninim or other creatures with the dragon type are eligible to select them. A taninim can take one of these feats as a bonus feat gained from a class feature, such as from the fighter or wizard class. The class feature that grants the extra feat must be referred to as a "bonus feat" in the class'



level progression table. Otherwise, you cannot use this opportunity to select a taninim feat. For example, the ranger gains combat styles that provide the equivalent of a feat, but that class feature is not specifically called a bonus feat.

**SUGGESTED MONSTER FEATS:** The following monster feats from the *PFRPG Core Rulebook* are recommended to be made available to taninim characters and follow all the rules for taninim feats: Ability Focus, Awesome Blow, Flyby Attack, Hover, Improved Natural Armor, Improved Natural Attack, Multiattack, Snatch, Wingover.

#### **Appendage Severing (Critical, Dragon)**

"My bite took their champion's arm and his glowing sword."

**Prerequisites:** Critical Focus, Weapon Focus (chosen natural attack), base attack bonus +15, size Large or larger

**Benefit:** Upon taking this feat, select a melee natural attack that can deal slashing damage (bite, claw, talon, etc.) that has also been selected for the Weapon Focus feat. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit) with the selected natural attack, against an opponent at least one size category smaller than yourself, your opponent must make a successful Fortitude Save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or the attack severs one of your opponent's appendages (roll randomly if it has any) from its body. Some creatures, such as some aberrations



and all oozes, have no appendages. Most other creatures, however, lose the use of that limb, suffer 2d6 points of Con damage and 1d6 Con bleed damage each round until a successful first aid Heal check or until the victim is healed for at least 1 hit point. If that limb is part of your victim's locomotion, it reduces the victim's speed by 20 ft.

**Special:** If you have the swallow whole ability and use Appendage Severing with your bite attack, the appendage and anything it was attending (sword, ring, bracer, boot, etc.) is automatically swallowed, suffering the appropriate effects each round.

#### **Belly of the Beast (Dragon)**

"I took the would-be thief up in my jaws like a hawk seizes a rabbit; I consumed her, sending her down into the furnace of my dragon's fire."

**Prerequisites:** Breath weapon, snatch, size Large or greater

**Benefit:** A snatched opponent held in your mouth can be swallowed as if you possessed the swallow whole ability. In your stomach the opponent suffers the damage normally dealt by your breath weapon each round (no save).

#### **Breath Weapon Affinity (Dragan)**

"They felt safe with my deadly breath expended, learning to their regret that its power went beyond that singular form." **Prerequisites:** Breath weapon, caster level 1st **Benefit:** Three times per day as a free action your spells and spell-like abilities that deal the same energy type damage as your breath weapon deal an additional 1d6 points of damage per spell level upon a failed save. If the spell has no save this feat has no effect.

#### **Complex Essence (Dragon)**

You embody more than one of the aspects of draconic personality.

Prerequisite: draconic essence class feature

**Benefit:** You can select a second draconic essence that has an alignment matching yours. You are treated as having both of your draconic essence's energy types for meeting draconic gift prerequisites. If an ability references your draconic essence's energy type, you can use either energy type. Your physical appearance reflects both of your associated dragon types. You gain the compulsions of both of your draconic essences.

#### **Debilitating Breath Weapon (Dragon)**

#### "My breath burns, not only flesh, but also vitality." **Prerequisite:** Breath weapon

**Benefit:** Upon taking this feat, choose Strength or Dexterity. Three times per day as a free action you deal ability damage with your breath weapon in addition to normal damage. The damage dealt to the ability score chosen at the time you take this feat is equal to half the number of dice your breath weapon uses to calculate

normal damage. For example if your breath weapon deals 6d6 points of fire damage it also deals 3 points of Strength damage. A successful save against the breath weapon negates this damage, improved evasion, resistance or immunity to the breath weapon's normal damage negates this ability damage.

**Special:** You can select this feat a second time dealing the damage to both Strength and Dexterity at the same time.

#### **Double Breath Weapon (Dragon)**

"Go ahead, split up, that doesn't bother me in the least." **Prerequisite:** Breath weapon

**Benefit:** Three times per day as a free action you can break up one breath weapon into two separate attacks, though each must be used as part of the same standard action. These two breath weapon attacks cause only half damage, and both blasts can be directed separately.

#### **Dreaded Presence (Dragon)**

"I let out a great roar and all save their holy warrior fled from me."

**Prerequisites:** Frightful presence, Ability Focus (frightful presence), Intimidate 7 ranks, Cha 13

**Benefit:** If a subject fails its save against your frightful presence it is frightened regardless of its Hit Dice. Creatures that make their saves are shaken for 1 round.

#### **Extra Draconic Defense (Dragon)**

Your draconic defenses increase in power. **Prerequisite:** draconic defense class feature **Benefit:** You can gain an additional draconic defense. **Special:** You can take this feat multiple times.

#### Extra Draconic Gift (Dragon)

You have learned to use more gifts of your draconic heritage.

**Prerequisite:** draconic gift class feature **Benefit:** You gain an additional draconic gift. **Special:** You can take this feat multiple times.

#### Extra Draconic Weaponry (Dragon)

You can use your offensive draconic powers more often. **Prerequisite:** draconic weaponry class feature **Benefit:** You gain two additional uses per day of your draconic weaponry.

**Special:** You can take this feat multiple times.

#### **Greater Crush (Dragon)**

"You might think falling atop of your enemies requires no skill, you would be right; falling atop you enemies to their utter defeat, is a different matter." **Prerequisites:** Crush, Improved Crush

**Benefit:** You gain a +2 bonus to the grapple check when using your crush ability. In addition, when using your crush attack, you deal triple damage on the first round of the attack.

#### **Improved Crush (Dragon)**

"I crushed them under my great bulk like a mill stone." **Prerequisite:** Crush

**Benefit:** You gain a +2 bonus to the grapple check when using your crush ability. In addition, when using your crush attack, you deal double damage on the first round of the attack.

#### Latent Breath Weapon (Dragon)

The primal energy of your heritage manifests as a breath weapon.

Prerequisite: dracomorphosis class feature

**Benefit:** You gain a breath weapon, similar to the taninim paragon draconic weaponry. Your effective taninim paragon level is equal to your level in classes that grant you dracomorphosis -2 (minimum 1<sup>st</sup>) for purposes of determining the breath weapon's damage and saving throw DC. You can use your breath weapon once per day.

**Special:** You can take this feat multiple times. Each additional time you take this feat gives you one extra use of your breath weapon per day.

#### Latent Draconic Defense (Dragon)

You exhibit some of the traditional defenses of your race's paragons.

**Prerequisite:** dracomorphosis class feature

**Benefit:** You gain a draconic defense, similar to the taninim paragon class feature. Your effective taninim

paragon level is equal to your level in classes that grant you dracomorphosis for purposes of meeting any prerequisite of your chosen draconic defense.

**Special:** You can take this feat one time for every five levels you have in classes that grant the dracomorphosis ability.

#### Latent Draconic Gift (Dragon)

You gain one of the hereditary gifts of your race's paragons.

Prerequisite: dracomorphosis class feature

**Benefit:** You gain a draconic gift, similar to the taninim paragon class feature. Your effective taninim paragon level is equal to your level in classes that grant you dracomorphosis for purposes of meeting any prerequisite of your chosen draconic gift.

**Special:** You can take this feat one time for every five levels you have in classes that grant the dracomorphosis ability.

#### Mighty Claws (Dragon)

Your claws become as fearsome as your bite.

**Prerequisite:** claws alternate racial trait, Multiattack, BAB 6+

**Benefit:** Your claws are now primary natural attacks.

**Normal:** The claws gained from the claws alternate racial trait are secondary natural attacks.

#### **Sculpt Breath Weapon (Dragon)**

"I am not some barbarian with a hammer, but an artist with a brush."

**Prerequisites:** Breath weapon, any other breath weapon feat

**Benefit:** Three times per day as a free action you can modify your breath weapon by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-

foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The effect can be centered anywhere in the area of its normal line or cone effect. The breath weapon works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread from anywhere along where its line would normally be.

#### Vorpal Severing (Critical, Dragon)

"Taking off their leader's head with my first attack, with great relish did I make a display of swallowing it down." **Prerequisites:** Natural attack (slashing), Critical Focus, Appendage Severing (chosen natural attack), Weapon Focus (chosen natural attack), base attack bonus +18, size Large or larger

**Benefit:** Upon taking this feat, select a melee natural attack that can deal slashing damage (bite, claw, talon, etc.) that has also been selected for the Weapon Focus and Appendage Severing feat. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), with the selected natural attack, against an opponent at least one size category smaller than yourself, your opponent must make a successful Fortitude Save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or the attack severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads are cut off.

**Special:** If you have the swallow whole ability and use Vorpal Severing with your bite attack, the head and anything it was attending (helm, circlet, mask, earrings, etc.) is automatically swallowed, suffering the appropriate affects each round.



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