a sourcebook of oraconic legacy

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Table of Contents

| Part 1: The Legacy of Dragons | 2 |
|--|----|
| The Legacy Half-Dragon | |
| The Quarter-Dragon | 8 |
| The Greater Draconic Legacy Creature | 12 |
| The Lesser Draconic Legacy Creature | 15 |
| Draconic Legacy Sorcerers | 18 |
| Draconic Legacy Feats, Traits and Magic Items | 19 |
| Optional Rule: Random Draconic Legacy Appearance | 20 |
| Part 2: Of Birds, Bees and Dragons | |
| Legacy Half-Dragon Gestation and Birth | |
| Quarter-Dragon Gestation and Birth | |
| Greater Draconic Legacy Gestation and Birth | 25 |
| Lesser Draconic Legacy Gestation and Birth | 25 |
| Credits and OGL | |
| | |

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with the second fear among the more common humanoid races. Even the most kind-hearted dragons can strike terror into the hearts of those who dare to trespass on their domain-which only the very brave or the very foolish do willingly. Most dragons are too wrapped up in their own affairs to bother with the "lesser" beings that inhabit their world, but some find need to walk among those beings, most often using magic to remain unnoticed as they explore the mortal realm. Their motivations for doing so are as varied as the dragons themselves. Some search for treasure to add to their hoard, some for a specific bit of magic or lore. Some are simply curious. Whatever their motivations, dragons occasionally move among mortal humanoids. For some, encounters with the opposite sex are inevitable.

An interesting truth about dragon-kind is that, like fiends, dragons can breed with anything. Whereas most creatures remain genetically incompatible with beings unlike themselves, even among other humanoid races, a dragon has the unique ability to create hybrid offspring with almost any living creature capable of sexual reproduction. Few do, but the fact of their virility is a matter of record and evidenced by the vast selection of "halfdragon" creatures scattered throughout the world. While it's true that many of these hybrid monsters are created through magical experimentation and through no action by a dragon itself, some result from actual mating—which generally involves some form of shape-changing magic.

Dragons who mate with humanoids (or whatever else strikes their fancy) while under the effects of shape-changing magic always produce a very specific form of hybrid offspring. Such offspring are the "normal" half-dragons, as detailed in the Pathfinder Bestiary. Their abilities and general physical traits are almost always the same. They are strong, tough, winged and have a breath weapon like that of their draconic parent. For some reason, though, the draconic blood introduced into these mortal bloodlines tends to degenerate rapidly, with true draconic traits fading away as quickly as two generations later, leaving only sorcerers thereafter. A small handful of dragons are able to change shape under their own power, though, and it is these dragons that can have a long and lasting effect on mortal bloodlines.

While most dragons must rely on arcane magic to disguise themselves as other creatures, three types of dragons—bronze, gold and silver—gain the ability to do so naturally (or supernaturally, as the case may be) at a fairly young age. While still limited by the basic rules of arcane magic, the fact that this ability comes naturally to them makes a significant difference when it comes to mating with humanoid races. While a dragon mating under the influence of arcane magic produces a standard half-dragon, a bronze, gold or silver dragon mating under its own shape-change ability produces something known as a "legacy" half-dragon. While similar in appearance to normal half-dragons, such draconic hybrids tend to possess an even greater connection to dragonkind and can pass on their draconic heritage to their descendants in a much more significant and direct way than other types of dragons can. Interestingly, legacy half-dragons are created only when dragons mate with humanoids. Dragons paired with other creatures always produce standard half-dragons, regardless of the magical method used to create physical compatibility.

Draconic Legacy Characters

As stated, three types of dragons possess the natural ability to change shape without the use of arcane magic: bronze, gold and silver. When a dragon under the influence of its natural Change Shape ability mates with a humanoid, the offspring are referred to as having "draconic legacy."

Draconic legacy blood is extremely potent, is always dominant, and can remain in a family bloodline for many generations before disappearing. It will eventually thin, however, resulting in weaker draconic abilities and less distinct appearance characteristics in future generations.

The following represents the average chain of draconic legacy through successive generations:

- 1. **1st generation:** Legacy Half-Dragon. The result of a mating between a humanoid and a dragon using its inherent Change Shape ability.
- 2. **2nd generation:** Quarter-Dragon. The result of the mating of a half-dragon and a humanoid of the same race as its non-draconic parent (i.e., the "base creature").
- **3. 3rd-13th generations:** Greater Draconic Legacy. The result of the mating of a quarter-dragon and a humanoid, or another greater draconic legacy creature of less than 14th generation and a humanoid.
- 4. 14th-24th generations: Lesser Draconic

Legacy The result of the mating of a greater draconic legacy creature of 13th generation and a humanoid, or another lesser draconic legacy creature of less than 25th generation and a humanoid.

5. After 24 generations removed from the dragon ancestor, the individual will generally appear as a normal member of a humanoid race, with no draconic physical characteristics. Yet, the individual will have a 50% chance of becoming a sorcerer of the draconic bloodline, with a 10% decrease in chance with every successive generation (i.e., 25th generation = 50%, 26th generation = 40%, 27th generation = 30%, and so on). This means that a dragon's blood completely fades from a humanoid bloodline after 30 successive generations. (That's about 840 years, on average, for a human bloodline. Long-lived races such as elves take considerably longer since they don't breed as often.) Draconic legacy sorcerers represent a resurgence of draconic power in their bloodline that triggers their dormant physical traits, often to the point of surpassing the amount of influence possessed by their more draconically endowed ancestors. They do not, however, gain the dragon type and cannot pass on their new physical traits to their offspring. No humanoid more than 30 generations removed from her draconic ancestor can become a draconic legacy sorcerer.

The Legacy Half-Dragon

"Legacy Half-Dragon" is an inherited template that can be added to any living, corporeal, humanoid creature (referred to hereafter as the base creature). A legacy half-dragon retains all the base creature's statistics and special abilities except as noted here.

Appearance: A legacy half-dragon shares many of the dragon parent's physical traits. They all have fully realized (albeit proportional) draconic heads, complete with an array of fins and/or horns in the pattern appropriate to their draconic legacy, as well as a powerful snout full of sharp teeth. They rarely have hair of any kind. Their bodies retain an upright humanoid shape, but they are tall, powerfully built and covered in scales in the metallic hue of the dragon parent. Unless the base creature is also not a mammal, a legacy half-dragon retains normal mammalian traits, including reproductive systems. Legacy halfdragons have long wings and can sometimes sport thick tails as well. Digitigrade legs are not unheard of either. Tails and non-humanoid leg configurations are purely cosmetic and offer no modifications to the base creature's speed, attacks or movement.

Legacy Half-Dragons

CR: Same as the base creature + 3 (minimum 4)

Type: Creature type

Hight foot

changes to dragon. Do not recalculate Hit Dice, Base Attack Bonus or Saving Throws.

Silver

Bronze

Armor Class: Natural Armor bonus improves by +4.

Special Qualities and Defenses: A legacy half-dragon gains darkvision 60 feet; low-light vision; and immunity to sleep, paralysis and energy of the same type as its breath weapon.

Speed: A legacy half-dragon has wings. Unless the base creature has a better fly speed, the half-dragon can fly at twice the creature's base land speed (average maneuverability).

Melee: A legacy half-dragon has two claw attacks and a bite attack, as well as the ability to use manufactured weapons. A new claw or bite attack deals damage as appropriate for the legacy half-dragon's size (see Table 1: Legacy Half-Dragon Natural Attacks By Size, below). **Draconic Inheritance**: A legacy halfdragon retains all the special attacks and abilities of the base creature and gains a breath weapon once per day, as well as a single Draconic Inheritance ability based on its draconic legacy (see Table 2: Legacy Half-Dragon Inheritance Options, below). A legacy halfdragon may use either its standard breath weapon or its inheritance ability once per day unless otherwise noted. Once chosen, the Draconic Inheritance ability cannot be changed.

Gold

Breath Weapon: The breath weapon deals 1d6 hit points of damage per 3 Hit Dice possessed by the half-dragon (Reflex half; DC 10 + 1/2 creature's Hit Dice + creature's Con modifier). It is usable once per day.

Fast Flight (Ex): A gold legacy half-dragon that chooses this inheritance option can fly at triple its base land speed instead of double. The ability is always active and does not replace the legacy half-dragon's breath weapon.

Fog Vision (Ex): A silver legacy half-dragon

that chooses this inheritance option can see perfectly well in fog and clouds. This ability is always active and does not replace the legacy halfdragon's breath weapon.

Graceful Flight (Ex): A silver legacy half-dragon that chooses this inheritance option has an aerial maneuverability that is one

Table 1: Legacy Half-Dragon Natural Attacks By Size

| Natural Attack | Small Damage | Med. Damage | Large Damage | Damage Type | Attack Type |
|-------------------|-----------------|----------------|-----------------|----------------|----------------|
| Bite | 1d4 | 1d6 | 1d8 | B/S/P | Primary |
| Claw | 1d3 | 1d4 | 1d6 | B/S | Primary |

| Draconic Legacy | Breath Weapon | Inheritance Option 1 | Inheritance Option 2 | Inheritance Option 3 |
|--------------------|----------------------------|-------------------------|-------------------------|-------------------------|
| Bronze | 60 ft. line of electricity | Repulsion Breath | Wave Mastery | Water Breathing |
| Gold | 30 ft. cone of fire | Weakening Breath | Fast Flight | Luck |
| Silver | 30 ft. cone of cold | Paralyzing Breath | Graceful Flight | Fog Vision |

Table 2: Legacy Half-Dragon Inheritance Options

step better than normal, even if the base creature's pre-existing maneuverability is better than what is provided by this template. This ability is always active and does not replace the legacy half-dragon's breath weapon.

Luck (Sp): Once per day, a gold legacy half-dragon who this inheritance chooses option can touch a gem and enspell it to bring good luck. Any creature that carries the gem receives a +1 luck bonus on all saving throws. The effect lasts 1d3 hours plus 1 hour for every 3 Hit Dice the legacy halfdragon who made the gem has. This ability is the equivalent of a first-level spell.

Paralyzing Breath (Su): Instead of a cone of cold, a silver legacy halfdragon that chooses this inheritance option can breathe a cone of paralyzing gas once per day. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d4 rounds plus 1 round per 3 Hit Dice the half-dragon has. All other breath weapon rules apply.

Repulsion Breath (Su): Instead of a line of electricity, a bronze legacy half-dragon that chooses this inheritance option can breathe a cone of repulsion gas once per day. Targets must Will save or be compelled to do nothing but move away from the halfdragon for 1d6 rounds plus 1 round per 3 Hit Dice the half-dragon has. This is a mind-affecting compulsion effect. All other breath weapon rules apply.

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Water Breathing (Ex): A bronze legacy halfdragon who chooses this option breathes water and can speak, cast spells and use other abilities underwater. This ability is automatic and does not replace the legacy half-

dragon's breath weapon.

Wave Mastery (Su): For up to 10 minutes per 3 Hit Dice, a bronze legacy halfdragon that chooses this inheritance option gains a swim speed equal to twice its normal speed in water and can impart that speed to creatures or vessels within 50 feet. If the base

creature already has a natural swim speed, that speed is doubled instead. This inheritance ability does not replace the legacy half-dragon's breath weapon.

Weakening Breath (Su): Instead of a cone of fire, a gold legacy half-dragon that chooses this inheritance option can breathe a cone of weakening gas once per day. Creatures within the cone must succeed on a Fortitude save or take 1 point of Strength damage per 3 Hit Dice the half-dragon has (Will save for half). All other breath weapon rules apply.

Abilities: Increase from the base creature as follows: Str +8, Con +6, Int +2, Cha +2.

Skills: A legacy half-dragon with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. Racial class skills are unchanged from the base creature's.

Automatic Languages: A legacy halfdragon automatically speaks Draconic, as well as any automatic languages spoken by the base creature.

Sample Legacy Half-Dragon Character

CR 7

XP 3,200

Kalenth Parnell

Male legacy bronze half-dragon elf paladin 5 LG medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE

AC 24, touch 13, flat-footed 21 (+7 armor, +2 Dex, +4 natural, +1 dodge)

hp 57 (5d10+30)

Fort +11, **Ref** +6, **Will** +8 (+10 against enchantment spells and effects)

Immune disease, electricity, fear, paralysis, sleep

OFFENSE

Speed 20 ft., fly 40 ft. (average) (unarmored 30 ft., fly 60 ft. (average))

Melee +1 elven curve blade +12 (1d10+10/18-20) and bite +6 (1d6+3)

Ranged shortbow +7 (1d6/x3)

Special Atks breath weapon (1/day, 60 ft. line of electricity, 1d6 damage, DC 16 Reflex half, or repulsion breath), Channel Positive Energy, Power Attack (-2 to hit, +6 damage), Smite Evil 2/day

Spells Prepared (CL 2nd; concentration +5) 1st – bless, lesser restoration

STATISTICS

Str 22, Dex 14, Con 18, Int 15, Wis 13, Cha 17 Base Atk +5; CMB +11; CMD 23

Feats Dodge, Power Attack, Toughness

Skills Diplomacy +8, Fly +9, Heal +6, Knowledge (local) +3, Knowledge (nobility) +7, Knowledge (religion) +7, Perception +5, Sense Motive +6, Spellcraft +7 (+9 to identify the properties of magic items); **Racial Modifiers** +2 Perception, +2 Spellcraft (to identify the properties of magic items)

Languages Common, Celestial, Draconic, Elven, Sylvan

SQ Aura of Courage, Aura of Good, Detect Evil, Divine Bond (weapon), Divine Grace, Divine Health, Lay on Hands, Mercy (fatigued, sickened)

Gear *elven curve blade* +1, *chainmail* +1, shortbow, 20 arrows

SPECIAL ABILITIES

Aura of Courage (Su) Kalenth is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions only while Kalenth is conscious, not if he is unconscious or dead.

Aura of Good (Ex) Kalenth radiates a strong aura of good.

Breath Weapon (Su) Once per day, Kalenth may use a breath weapon that deals 1d6 electricity damage to all creatures in a 30-foot cone. A DC 16 Reflex save halves this damage. Alternatively, he may breathe a 30-foot cone of repulsion gas. Creatures that fail a DC 16 Will save are compelled to do nothing but move away from Kalenth for 1d6+1 rounds. Repulsion gas is a mind-affecting compulsion effect. This is a Constitution-based ability.

Channel Positive Energy (Su) Kalenth has the supernatural ability to channel positive energy as a 5th-level cleric. Using this ability consumes two uses of his Lay on Hands ability. This is a Charismabased ability.

Detect Evil (Sp) At will, Kalenth can use Detect Evil, as the spell. He can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, Kalenth does not detect evil in any other object or individual within range.

Divine Bond (Sp) Kalenth has a divine bond with his god that allows him to call upon the aid of that celestial spirit to enhance his weapon for 5 minutes, once per day, as a standard action. When called, the spirit causes the weapon to shed light like a torch. This spirit grants the weapon a +1 enhancement bonus. If Kalenth is using a nonmagical weapon, this bonus must be used as a +1 enhancement bonus to attack and damage rolls. If he is using a magic weapon,

however, he may use the bonus as a +1 enhancement bonus to attack and damage rolls, or to add the *defending, flaming, keen* or *merciful* magic properties to the weapon. If he adds a property the weapon already has, the property does not stack. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than the paladin, but it resumes giving bonuses if the weapon is returned to the paladin. These bonuses apply to only one end of a double weapon.

If a weapon bonded with a celestial spirit is destroyed, Kalenth loses the use of this ability for 30 days, or until he gains a level, whichever comes first.

During this 30-day period, he takes a -1 penalty on attack and weapon damage rolls.

Divine Grace (Su) Kalenth adds a +3 bonus to his saving throws (already reflected in his saving throw bonuses).

Divine Health (Ex) Kalenth is immune to all diseases, including supernatural and magical diseases.

Lay on Hands (Su) Kalenth can heal wounds (his own or those of others) by touch. He can use this ability five times per day; each use heals 2d6 points of damage. Using this ability is a standard action, unless Kalenth targets himself—in which case it is a swift action. Despite the name of this ability, he needs only one free hand to use this ability.

Alternatively, Kalenth can use this healing power to deal 2d6 damage to undead

creatures. Using Lay on Hands thus requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Mercy (Su) Whenever Kalenth uses Lay on Hands to heal damage to one target, the target is also cured of the fatigued and shaken conditions. This effect can remove these conditions if they were caused by an affliction such as a curse, disease or poison, but it does not remove the affliction itself. Such conditions return after one hour unless the affliction is removed.

Smite Evil (Su) Twice per day Kalenth can call out to the powers of good to aid him in his struggle against evil. As a swift action, he can choose one target within sight to smite. If this target is evil, Kalenth adds +3 to his attack rolls and +5 to all damage rolls made against the target of his smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon or an undead creature,

the bonus to damage on the first successful attack increases to +10. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess.

In addition, while Smite Evil is in effect, Kalenth gains a +3 deflection bonus to his AC against attacks made by the target of the smite. If he targets a creature that is not evil, the smite is wasted with no effect.

> The Smite Evil effect remains until either the target of the smite is dead or the next time Kalenth rests and regains his uses of this ability.

HISTORY

Kalenth Parnell's true parentage is a mystery. A pair of elven druids with no children of their own discovered him as a newborn abandoned in the forest. The couple adopted the tiny creature and named him "Kalenth," taking him home to their small community. This decision proved controversial at first, but Kalenth soon earned the love of the local townsfolk, as much for his cheerful personality as for his fearless defense of their homes from the dangerous creatures of the forest.

Although Kalenth's neighbors assumed he would never find a mate, the half-

dragon began to actively court a young elven wizard's apprentice, named Alustria, from the neighboring town when he came of age. Much to everyone's surprise, the two were soon married. The couple lived together for several decades and raised two children: a girl, Kerrianath, who left the family as a child to study martial arts (see below) and a boy, Kaleron.

After his son had grown, Kalenth became restless with agrarian life. A highly religious man with a strong sense of right and wrong, the halfdragon decided to dedicate himself to the god of justice, valor and honor and left his home to study abroad and become one of that god's paladins. A year into his studies, Kalenth received word that his



Kalenth Parnell, Legacy Half-Dragon

elven cousin Lorith had recently joined an adventuring party and had put out a call to protect a nearby city from vile goblin raiders. Kalenth chose to answer this call and took up his sword, but he arrived too late. Finding his cousin dead, Kalenth vowed

Bold

to take Lorith's place in the adventuring party and swore to protect the city from evil.

The Quarter-Dragon

"Quarter-Dragon" is an inherited template that can be added to any living, corporeal,

humanoid creature (referred to here-after as the base creature). A quarter-dragon retains all the base creature's statistics and special abilities except as noted here.

Appearance:

Quarter-dragons share many of their dragon grandparent's physical characteristics but not as strongly as their halfdragon parents do. They retain the basic head-shape of the base creature, but gain an array of horns and/or fins that resembles—but doesn't necessarily mimic—those of their draconic legacy. Their facial features usually (but not always) resemble those of the base

creature, but can take on a slightly more draconic appearance. Draconic eyes and small, sharp noses and chins are common. They sometimes have hair of a color common to the base creature or to their draconic coloration. Their bodies retain their humanoid shape and are covered in draconic scales that are smaller and thinner than that of a legacy half-dragon. If they have wings, those wings are of the same shape and type as

their half-dragon and weaker. Quarter-dragons will occasionally inherit digitigrade legs but never full tails.

CR: Same as the base creature + 2 (minimum 3) **Type**: Creature type changes to dragon with its race as a subtype. Do not recalculate Hit Dice, Base

Attack Bonus or Saving Throws. Armor Class: Natural Armor bonus improves by +3.

Special Qualities and Defenses: A quarterdragon gains darkvision 60 feet; low-light vision; and immunity to sleep, paralysis and energy of the same type as its breath weapon, if it has one.

Speed: Same as base creature. If the quarterdragon has wings, it gains a glide speed of 30 feet (poor maneuverability). If it has the Water Breathing

ability, it gains a swim speed equal to twice its normal speed and

Quarter-Dragons

Silver

does not have to make Swim checks in the water.

> Melee: A quarterdragon has two claw attacks and a bite attack, as well as the ability to use manufactured weapons. A new claw or bite attack deals damage as appropriate for the quarterdragon's size (see Table 3: Quarter-Dragon Natural Attacks By Size, below). Draconic

Inheritance: A

quarter-dragon retains all the special attacks and abilities of the base creature and gains either a breath weapon attack or a single Draconic

Inheritance ability based on its draconic legacy (see Table 4: Quarter-Dragon Inheritance Options, below). Once chosen, the Draconic Inheritance ability cannot be changed.

Breath Weapon: A quarter-dragon who selects

parent, but smaller Table 3: Quarter-Dragon Natural Attacks By Size

Bronze

| | latural ttack | Small Damage | Med. Damage | Large Damage | Damage Type | Attack Type |
|---|------------------|-----------------|----------------|-----------------|----------------|----------------|
| B | ite | 1d4 | 1d6 | 1d8 | B/S/P | Primary |
| C | law | 1d3 | 1d4 | 1d6 | B/S | Primary |

this inheritance option gains a breath weapon type of the typical of its draconic legacy. The breath deals weapon 1d6 hit points

| Draconic Legacy | Breath Weapon | Inheritance Option 1 | Inheritance Option 2 |
|--------------------|----------------------------|-------------------------|-------------------------|
| Bronze | 60 ft. line of electricity | Wings | Water Breathing |
| Gold | 30 ft. cone of fire | Wings | Luck |
| Silver | 30 ft. cone of cold | Wings | Fog Vision |

Table 4: Quarter-Dragon Inheritance Options

of damage per 3 Hit Dice possessed by the quarterdragon (Reflex half; DC 10 + 1/2 creature's Hit Dice + creature's Con modifier). It is usable once per day. In addition, the creature becomes immune to the damage type dealt by the breath weapon.

Fog Vision (*Ex*): A silver legacy quarter-dragon that chooses this inheritance option can see perfectly well in fog and clouds.

Luck (Sp): Once per day, a gold legacy quarter-dragon that chooses this inheritance option can touch a gem and enspell it to bring good luck. Any creature that carries the gem receives a +1 luck bonus on all saving throws. The effect lasts 1d3 hours plus 1 hour for every 3 Hit Dice possessed by the quarter-dragon. This ability is the equivalent of a first-level spell.

Water Breathing (Ex): A bronze legacy quarter-dragon who chooses this option breathes water and can speak, cast spells and use other abilities underwater. In addition, it gains a swim speed equal to twice its land speed.

Wings (Ex): A quarter-dragon who selects this inheritance option has wings, but they are smaller and weaker than that of their half-dragon parent. Unless the base creature has a fly speed already, a quarter-dragon can use its wings only to glide, negating damage from a fall from any height and allowing 20 feet of forward travel for every 5 feet of descent. Quarter-dragons glide at a speed of 30 feet with poor maneuverability. Even if its maneuverability improves, it cannot hover while gliding. A quarterdragon can't glide while carrying a medium or heavy load. If the quarter-dragon goes unconscious while gliding, it falls and takes falling damage as normal.

Abilities: Increase from the base creature as follows: Str +4, Con +4, Int +2, Cha +2.

Skills: A quarter-dragon with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. Racial

class skills are unchanged from the base creature's.

Automatic Languages: A quarterdragon automatically speaks Draconic, as well as any automatic languages spoken by the base creature.

Sample Quarter-Dragon Character

Kerrianath "Yukiko" Parnell CR 13

XP 25,600

Female quarter-bronze dragon elf ninja 12 LN Medium dragon (elf)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE

AC 25, touch 17, flat-footed 19 (+4 armor, +5 Dex, +4 natural, +1 Dodge, +1 deflection)

hp 114 (12d8+60)

Fort +7, **Ref** +13, **Will** +7 (+9 vs. enchantments)

Defensive Abilities improved uncanny dodge, uncanny dodge, vanishing trick; **Immune** electricity, paralysis, sleep

OFFENSE

Speed 30 ft., swim 60 ft.

Melee unarmed strike +14/+9 (1d10+1) and bite +9 (1d6) or 2 claws +14 (1d4+1) and bite +14 (1d6+1)

Ranged shuriken +14/+9 (1d2+1)

Special Atks assassinate, breath weapon, flurry of stars, ki charge, sneak attack +6d6

STATISTICS

Str 12, Dex 20, Con 17, Int 19, Wis 16, Cha 14 Base Atk +9; CMB +10; **CMD** 27

Feats Dodge, Improved Unarmed Strike, Mobility, Spring Attack, Toughness, Weapon Finesse

Skills Acrobatics +16, Bluff +13, Climb +12, Craft (alchemy) +15, Craft (traps) +15, Diplomacy +13, Disable Device +16, Disguise +17, Escape Artist +16, Intimidate +13, Knowledge (history) +12, Knowledge (local) +15, Linguistics +15, Perception +16, Sense Motive +14, Sleight of Hand +16, Stealth +16, Swim +20; **Racial Modifiers** +2 Perception

Languages Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Infernal, Orc, Sylvan, Undercommon

SQ ki pool, light steps, no trace +4, poison use, smoke bomb, unarmed combat mastery, water breathing

Gear bracers of armor +4, amulet of natural armor +1, ring of protection +1, 20 shuriken, thieves' tools, 4 doses drow poison, 2 doses giant wasp poison, 2 doses black adder venom, 300 gp

SPECIAL ABILITIES

Assassinate (Ex) Kerrianath can kill foes that are unable to defend themselves. To attempt to assassinate a target, she must first study her target for 1 round as a standard action. On the following round, if she makes a sneak attack against the target and the target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the ninja as an enemy. If the sneak attack is successful and the target of this attack fails a DC 18 Fortitude save, it dies. If the save is successful, the target still takes the sneak attack damage as normal, but it is immune to that ninja's assassinate ability for 1 day.

Breath Weapon (Su) Kerrianath can breath a 60 ft. line of electricity as a standard action. The breath weapon deals 4d6 hit points of electricity damage (DC 19 Reflex half). It is usable once per day.

Flurry of Stars (Ex) Kerrianath can expend 1 ki point from her ki pool as a swift action before she makes a full-attack attack with shuriken. During that attack, she can throw two additional shuriken at her highest attack bonus, but all of her shuriken attacks are made at a –2 penalty, including the two extra attacks.

Improved Uncanny Dodge (Ex) Kerrianath cannot be flanked. This defense denies another ninja (or rogue) the ability to sneak attack Kerrianath by flanking her, unless the attacker has at least four more ninja (or rogue) levels than she does.

Ki Charge (Su) Kerrianath can invest a portion of her ki into a single thrown weapon, such as a shuriken, and throw it as a standard action. The thrown weapon explodes on impact in a 5-foot burst, dealing 3d6 points of fire damage. Creatures caught in the blast receive a DC 18 Reflex save to halve the damage. If the thrown weapon hits a creature, that creature takes a –2 penalty on the saving throw. If the thrown weapon misses, treat it as a thrown splash weapon. Using this ability expends 1 ki point from her ki pool.

Ki Pool (Su) Kerrianath has a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in her ki pool is 8. As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start. She also reduces the DC of Acrobatics skill checks made to jump by ½ (although she still cannot move farther than her speed allows).

By spending 1 point from her ki pool, Kerrianath can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, Kerrianath can spend 1 point from her ki pool to give herself a +4 insight bonus on Stealth checks for 1 round. Each of these powers is activated as a swift action.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Light Steps (Ex) Kerrianath can move while barely touching the surface underneath her. As a fullround action, she can move up to twice her speed,

ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, Kerrianath ignores any mechanical traps that use a location-based trigger.

No Trace (Ex) The DC to track Kerrianath using the Survival skill increases by +4. In addition,

her training gives her a +4 insight bonus on Disguise skill checks (factored into above statistics) and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round.

Poison Use Kerrianath is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

Smoke Bomb (Ex) This ability Kerrianath to throw a smoke bomb that creates a cloud of smoke with a 15-foot radius. This acts like the smoke from a smokestick. She can center this smoke on herself, or throw the bomb as a ranged touch attack with a range of 20 feet. Using this ability is a standard action. Each use of this ability uses up 1 ki point.

Sneak Attack If Kerrianath can catch an opponent when he is unable to

defend himself effectively from her attack, she can strike a vital spot for extra damage.

Kerrianath's attacks deal extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when she flanks her target. This extra damage is 6d6. Bonus damage from sneak attacks is precision damage. Should Kerrianath score a critical hit with a sneak attack, this precision damage is not multiplied. Ranged attacks count as sneak attacks only if the target is within 30 feet.

(such as a sap, whip, or unarmed strike), Kerrianath can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual –4 penalty.

Kerrianath must be able to see the target well enough to pick out a vital spot, and must be able to reach this spot. She cannot sneak attack while striking a creature that has concealment. Unarmed Combat Mastery Kerrianath deals damage with her unarmed strikes as if she were a level 8 monk.

Uncanny Dodge (Ex) Kerrianath can react to danger before her senses would normally allow her to do so. She cannot be caught f lat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if

> immobilized. She can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

> Vanishing Trick (Su) As a swift action, Kerrianath can disappear for 1 round per level. This ability functions as *invisibility*. Using this ability uses up 1 ki point.

Water Breathing (Ex) Kerrianath breathes water and can speak, cast spells and use other abilities underwater.

HISTORY

Kerrianath is the first child of the legacy half-dragon Kalenth Parnell and the elf wizard Alustria. Born in a small druidic community, Kerrianath probably would have followed her mother's path and studied the arcane arts had it not been for the arrival of a mysterious stranger on her ninth birthday. Called X'ien Wei, and hailing

from the mysterious Orient, the kindly old man convinced the Parnells that it was their daughter's destiny to follow him and learn the ways of the monk. Little did they realize, however, that X'ien Wei was the last surviving master of an ancient group of exiled warrior-assassins called the Dragon Lotus Clan. Thus, Kerrianath left her home and family to become a Ninja of the Dragon Lotus.

Nearly fifty years later, after X'ien Wei's death from extreme old age, Kerrianath, now called "Yukiko," returned to the village seeking answers about her past. Although her particular discipline taught detachment from familial ties, she was curious about her origins and sought to reconnect with her



Kerrianath Parnell, Quarter-Dragon

family. After spending some weeks with her mother, she left the village in search of her father, who had left some years earlier to become a paladin of the god of justice and honor. She tracked Kalenth down only to discover that the half-dragon had

recently perished in battle against evil giants. Vowing vengeance, Yukiko joined her father's adventuring party and took up his quest to protect the realm from the forces of evil.

Some years later, Yukiko had a brief encounter that left her pregnant—an encounter she **Greafer Draconic**

refused to discuss with anyone. She took a leave of absence from her party and returned to her ancestral home to give birth to her daughter. After the birth, she left the child, who bore strong draconic inheritance of her own, with her remaining family and returned to her life as an adventurer.

Today, Master Yukiko runs a small monastery hidden deep within the mountains, where she passes on the secrets of the Dragon Lotus Clan to a new generation.

The Greater Draconic Legacy Creature

"Greater Draconic Legacy" is an inherited template that can be added to any living, corporeal, humanoid creature (referred to hereafter as the base

creature). A greater draconic legacy creature retains all the base creature's statistics and special abilities except as noted here.

Appearance: Greater draconic legacy creatures share some of their draconic ancestor's physical traits, but those traits are strongly integrated with the traits of the base creature. Such characters' heads are completely humanoid in shape, though usually topped with a small array of horns and/or fins that loosely resemble those of their draconic legacy. as strongly as their quarter-dragon parent's. They usually have hair of a type and color natural to the base creature, but metallic-colored hair is not unusual. Their bodies retain the base creature's humanoid shape and are covered in a thin layer of draconic scales across the back, shoulders, arms and legs. The have claws and sharp fangs, but lack jaws powerful enough to make real use of them. Any wings or tails they have are always small and vestigial. They never have digitigrade legs.

> CR: Same as the base creature + 1 (minimum 2) Type: Creature type changes to dragon with its race as a subtype. Do not recalculate Hit Dice, Base Attack Bonus or Saving Throws.

ArmorClass:NaturalArmorbonusimproves by +1.

Silver Special Qualities and Defenses: A greater draconic legacy creature gains darkvision 60 feet and low-light vision, as well as a +2 to saves against sleep, paralysis and energy of the same type as its draconic legacy's breath weapon (see Table 6: Greater Draconic Legacy Inheritance Options, below).

Speed: Same as base creature

Melee: A greater draconic legacy creature has two claw attacks, as well as the ability to use manufactured weapons.

A new claw attack deals damage as appropriate for the creature's size (see Table 5: Greater Draconic Legacy Claw Attacks By Size, below).

Draconic Inheritance: A greater draconic legacy creature retains all the special attacks and abilities of the base creature and gains either a breath weapon or a Draconic Inheritance ability based on its draconic legacy (see Table 6: Greater Draconic Legacy Inheritance Options, below). Once chosen, the Draconic Inheritance ability cannot be changed.

Breath Weapon: A greater draconic legacy creature that selects this inheritance option gains a breath weapon of the type typical of its draconic

Their facial features are generally angular and can be somewhat draconic, but not

| n Attack Damage | | | | Table 5: Greater Draconic Legacy Claw Attacks By Size | | | | | |
|-----------------|----------------|-------|-----------------|---|----------------|--------------------|--|--|--|
| | Med. Damage | | Large Damage | Damage Type | Attack Type | 1d6 dam Dice | | | |
| ot Claw 1d3 | 1d4 | v 1d3 | 1d6 | B/S | Primary | by drac | | | |

Legacy

legacy. The breath weapon deals 1d6 hit points of damage per 3 Hit Dice possessed by the greater draconic legacy

Bronze

Gold

creature (Reflex half; DC 10 + 1/2 creature's Hit Dice + creature's Con modifier). It is usable once per day. In addition, the creature Table 6: Greater Draconic Legacy Inheritance Options be-comes immune to the damage type dealt by the breath weapon.

Fog Vision (Ex): A silver draconic legacy creature that chooses this inheritance option can see perfectly well in fog and clouds.

Luck (Sp): Once per day, a gold draconic legacy creature that chooses this inheritance option can touch a gem and enspell it to bring good luck. Any creature that carries the gem receives a +1 luck bonus on all saving throws. The effect lasts 1d3 hours plus 1 hour for every 3 Hit Dice possessed by the greater draconic legacy character. This ability is the equivalent of a first-level spell.

Water Breathing (Ex): A bronze draconic legacy creature who chooses this option breathes water and can speak, cast spells and use other abilities underwater. In addition, it gains a swim speed equal to twice its land speed.

Abilities: Increase from the base creature as follows: Str +4, Con +2, Int +2, Cha +2.

Skills: A greater draconic legacy creature with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. Racial class skills are unchanged from the base creature's. Furthermore, all greater draconic legacy creatures gain racial skill bonuses according to their draconic legacy as follows: bronze +4 Swim checks; gold +4 Appraise checks; silver +4 Fly checks.

Automatic Languages: A greater draconic legacy creature automatically speaks Draconic, as well as any automatic languages spoken by the base creature.

| Draconic Legacy | Breath Weapon | Inheritance Ability |
|--------------------|----------------------------|------------------------|
| Bronze | 60 ft. line of electricity | Water Breathing |
| Gold | 30 ft. cone of fire | Luck |
| Silver | 30 ft. cone of cold | Fog Vision |



Sample Greater Draconic Legacy Character

Alianath Parnell

XP 9,600

Female greater bronze draconic legacy elf sorcerer 10

CG medium dragon (elf)

Init +6; **Senses** darkvision 60 ft, low-light vision; **Perception** +10

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 deflection) hp 75 (10d6+40) Fort +8, Ref +5, Will +10 (+12 against enchantment spells and effects) Defensive Abilities +2 to saves against electricity

and paralysis; **Immune** sleep; **Resist** electricity 10

OFFENSE

Speed 30 ft. Melee 2 claws +12 (1d6) Special Atks breath weapon (2/day, 60 ft. line, 10d6 electricity, DC 20 Reflex half) Spells Known (CL 10th; concentration +15)

> 5th (4/day) – cone of cold (DC 20) 4th (6/day) – charm monster (DC 19), fear (DC 19), wall of ice (DC 19) 3rd (7/day) – arcane eye, dispel magic, fly (DC 18), lightning bolt (DC 18) 2nd (7/day) – eagle's splendor (DC 17), false life, invisibility (DC 17), resist energy (DC 17), rope trick 1st (8/day) – disguise self, feather fall (DC 16), identify, mage armor (DC 16), shield, shocking grasp

0 (at will) – arcane mark, detect magic, disrupt undead, message, prestidigitation, ray of frost, read magic, resistance (DC 15), touch of fatigue

Bloodline draconic (bronze)

STATISTICS

CR 10

Str 11, Dex 14, Con 16, Int 12, Wis 16, Cha 20 Base Atk +6; CMB +6; CMD 23

Feats Combat Casting, Defensive Combat Training, Eschew Materials, Great Fortitude, Improved Initiative, Spell Penetration

Skills Bluff +13, Diplomacy +10, Knowledge (arcana) +9, Knowledge (planes) +6, Perception +10, Spellcraft +9 (+11 to identify the properties of magic items), Swim +4; **Racial Modifiers** +2 Perception, +2 Spellcraft (to

identify the properties of magic items), +4 Swim

LanguagesAbyssal,Common, Elven, DraconicSQBloodlineArcana(electricity spells deal +1point of damage per die)

Gear belt of mighty constitution +2, amulet of natural armor +1, ring of protection +1, lesser metamagic rod of extend, 2 potions of cure serious wounds

HISTORY

Alianith Parnell is the only child of Kerrianath "Yukiko" Parnell. Raised by her mother's elven relatives, Alianith grew up knowing very little about her mother, and nothing of her father. While her foster parents were largely successful in fostering their own attitudes and beliefs in Alianith distraught by how Kerrianath had turned outthey could not quench Alianith's desire to know her birth parents. Having pieced together her mother's identity through village records and a burgeoning talent for arcane magic,

Alianath Parnell, Greater Draconic Legacy

Alianith left the village as an adolescent, unable to wait any longer to find her true parentage.

As with many desires, the realization of her dream was a far cry from Alianith's hopes. While the reunion between mother and daughter was heartfelt,

familiarity quickly bred contempt. Yukiko's discipline and amorality, which were core pillars of the Dragon Lotus Clan philosophy, were fundamentally incompatible with Alianith's carefree benevolence. Moreover, Yukiko's desire for her daughter to study martial arts clashed with Alianith's interest in her arcane abilities, which were now truly flourishing.

These differences led to discussions, which led to debates, which led to arguments. After three months of fighting with her mother, Alianith realized the futility of further attempts to connect to a relative to whom she couldn't relate, and left. Throwing in with an adventuring party, she resolved to focus solely on making her own way in the world. In truth, although she has trouble admitting it to herself, Alianith is hoping that her adventuring life will provide clues to her father's identity, which or other her mother stubbornly refused

to reveal.

The Lesser Draconic Legacy Creature

"Lesser Draconic Legacy" is an inherited template that can be added to any living, corporeal, humanoid creature (referred to hereafter as the base creature). A lesser draconic legacy creature retains all the base creature's statistics and special abilities except as noted here.

Appearance: Lesser draconic legacy creatures show only a vague hint of their draconic ancestor's physical traits, all but lost in the traits of the

base creature. T Their heads are completely humanoid in shape, although most still sport small, vestigial

horns along the hairline. Their facial features are fairly angular, giving them a sometimes sharp or "severe" countenance. They almost always have hair of a type and color natural to the base creature. Their bodies retain the base creature's humanoid shape and size and are sometimes covered in a scale-like pattern of color (matching their draconic legacy color) across the back, shoulders arms and legs and sometimes the head. They have claws and sometimes can have vestigial tails, but never wings or digitigrade legs.

> **CR**: Same as the base creature + 1 (minimum 1) **Type**: Creature type changes to dragon with

its race as a subtype. Do not recalculate Hit Dice, Base Attack Bonus or Saving Throws.

Armor Class: Same as base creature, if any.

Special Qualities and Defenses: A lesser draconic legacy creature gains low-light vision and gains a +2 to saves against sleep, paralysis and energy of the same type as its draconic legacy's breath weapon (electricity for bronze, fire for gold and cold for silver).

Speed: Same as base creature. Melee: A lesser draconic legacy creature has two claw attacks as well as the ability to use manufactured weapons. A new claw attack deals damage as appropriate for the creature's size (see Table 7: Lesser Draconic Legacy Claw Attacks By Size, below).

Draconic Inheritance: A lesser draconic legacy creature retains all the special attacks and abilities of the base creature and gains a Draconic Inheritance ability based on its draconic legacy (see Table 8: Lesser Draconic Legacy Inheritance Options, below).

Fog Vision (Ex): A silver draconic

legacy creature that chooses this inheritance option can see perfectly well in fog and clouds.

Luck (Sp):

Once per day, a gold draconic legacy creature that chooses this inheritance option can touch a gem and enspell it to bring good luck. Any creature that carries the gem receives a +1 luck bonus on all saving throws. The effect lasts 1d3 hours plus 1 hour for every 3 Hit Dice possessed by the lesser draconic legacy character

Lesser Draconic Legacy

Silver

| able 7: Le | sser Draconi | c Legacy Cla | aw Attacks | By Size |
|------------|--------------|--------------|------------|---------|
| | | | | |

| Natural | Small | Med. | Large | Damage | Attack |
|---------|--------|--------|--------|--------|---------|
| Attack | Damage | Damage | Damage | Type | Type |
| Claw | 1d3 | 1d4 | 1d6 | B/S | Primary |

Table 8: Lesser Draconic Legacy Inheritance Abilities

| Draconic Legacy | Inheritance Ability |
|--------------------|------------------------|
| Bronze | Water Breathing |
| Gold | Luck |
| Silver | Fog Vision |

that created the gem. This ability is the equivalent of a first-level spell.

Water Breathing (Ex): A bronze draconic legacy creature who chooses this option breathes water and can speak, cast spells and use other abilities underwater. In

addition, it gains a swim speed equal to twice its land speed.

Abilities: Increase from the base creature as follows: Str +2, Int +2.

Skills: A lesser draconic legacy creature with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. Racial class skills are unchanged from the base creature's. Furthermore, all lesser draconic legacy creatures gain racial skill bonuses according to their draconic legacy as follows: bronze +4 Swim checks; gold +4 Appraise checks; silver +4 Fly checks.



Automatic Languages: A lesser draconic legacy creature automatically speaks Draconic, as well as any automatic languages spoken by the base creature.

Sample Lesser Draconic Legacy Character

Dannel Kayne TelfordCR 8XP 4,800

Male lesser bronze draconic legacy human rogue 8 NG medium dragon (human)

Init +4; **Senses** low-light vision; **Perception** +11 (+15 to locate traps)

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 armor) **hp** 60 (10d8+24)

Fort +5, Ref +11, Will +4

Defensive Abilities Evasion, Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge, +2 to saves against cold, paralysis and sleep

OFFENSE

Speed 30 ft., swim 60 ft.

Melee masterwork short sword +11/+6 (1d6+2/19–20) and claw +5 (1d4+1)

Ranged +1 composite [+2] shortbow +9/+9/+4 (1d6+2/x3)

Special Atks Sneak Attack +4d6

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 15, **Wis** 13, **Cha** 12 **Base Atk** +6; **CMB** +8; **CMD** 22

Feats Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse

Skills Acrobatics +13, Appraise +11, Bluff +10, Diplomacy +10, Disable Device +18, Disguise +10, Escape Artist +12, Knowledge (dungeoneering) +11, Knowledge (local) +11, Perception +11 (+15 to locate traps), Sense Motive +10, Sleight of Hand +12, Stealth +13, Swim +15; **Racial Modifiers** +4 Swim

Languages Common, Draconic, Goblin, Halfling

SQ Rogue Talents (Bleeding Attack, Fast Stealth, Surprise Attack, Trap Spotter), Water Breathing

Gear *chain shirt* +2, masterwork short sword, *composite* [+2] *shortbow* +1, *cloak of resistance* +1, masterwork thieves' tools

SPECIAL ABILITIES

Evasion (Ex) Dannel can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if Dannel is wearing light armor or no armor. When helpless, Dannel does not gain this benefit. **Improved Uncanny Dodge (Ex)** Dannel cannot be flanked. This defense denies another rogue the ability to sneak attack Dannel by flanking him, unless the attacker has at least twelve rogue levels

Rogue Talents Dannel has the following rogue talents:

Bleeding Attack (Ex) Dannel can cause living opponents to bleed by hitting them with a sneak attack. This attack causes targets to take 4 additional points of damage each round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Fast Stealth (Ex) Dannel can move at full speed using the Stealth skill without penalty.

Surprise Attack (Ex) During the surprise round, opponents are always considered flat-footed to Dannel, even if they have already acted.

Trap Spotter (*Ex*) Whenever Dannel comes within 10 feet of a trap, he receives an immediate Perception skill check to notice the trap.

Sneak Attack If Dannel can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

Dannel's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when Dannel flanks his target. This extra damage is 4d6. Should Dannel score a critical hit with a sneak attack,

this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (such as a sap, a whip or an unarmed strike), Dannel can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

Dannel must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment.

Trap Sense (Ex) Dannel has an intuitive sense that alerts him to danger from traps, giving him a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Trapfinding Dannel adds +4 to Perception skill checks made to locate traps and to Disable Device skill checks (already reflected in his statistics). He can use Disable Device to disarm magic traps.

Uncanny Dodge (Ex) Dannel can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if he is immobilized. He can also still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

HISTORY



Dannel Telford, Lesser Draconic Legacy

woman who conjured up a thick fog to cover their escape. The woman, named Melia, appointed herself Dannel's surrogate parent and began to teach him a more disciplined method of fighting his battles. She instructed him in tactics that would let him truly harm his enemies instead of just being a thorn in their side.

Now on his way to being a full-fledged freedom fighter, Dannel is a force to be reckoned with, though he prefers to strike from ambush (usually from an aquatic position that lets him retreat underwater). He keeps in regular contact with Melia, viewing her as something between a big sister and a possible love interest. He has no idea that she's his many-times-removed great-grandmother, the bronze wyrm Melianalath, keeping an eye on her progeny.

Dannel Kayne Telford was raised in a kingdom under siege during a long war with an expansionist empire. By the time he was a teenager, the foreign occupiers had won and set up vassals in positions of power throughout the land, including Dannel's hometown. When his parents were executed for "inciting rebellious attitudes among the populace" by publicly reminiscing about how things were before the occupation, Dannel swore that he'd see his home liberated or die in the attempt.

Starting out with a campaign of mischief and harassment against the ruling powers, Dannel made a greater and greater nuisance of himself, and seemed likely to end up dying the same way his parents had. Yet, while fleeing a patrol of soldiers he'd been pelting with rocks, he was saved by a

Draconic Legacy Sorcerers

esides being dominant, potent and genetically resilient, draconic legacy blood is also extremely magical. As such, sorcerers can appear at any point in a draconic

legacy bloodline. These sorcerers will always be of the Draconic type, unless some other type of resilient blood, such as elemental, fey or infernal, has been introduced into the mix. In these cases, one dominant bloodline may out-dominate the other, causing a draconic legacy creature to develop sorcerous abilities from another source. These cases are, of course, extremely rare. The vast majority of draconic legacy sorcerers will be of the draconic bloodline.

Draconic legacy sorcerers of the draconic bloodline must, of course, choose the same bloodline dragon type as their established dragon ancestor, that being silver, gold or bronze. The abilities provided by the sorcerer's draconic bloodline interact with the Draconic Legacy template as follows.

Claws: If the draconic legacy creature already has claws, the claws inflict base damage according to the template. These claws are permanent, not restricted by rounds-per-day and cannot be retracted or dispelled. Once the damage dice provided by the class exceeds that of the template, then the draconic legacy creature may choose to increase the damage of his claws for rounds-per-day as set forth in the class description.

For example, a medium-sized, 8th-level draconic legacy half-dragon sorcerer with a 15

Charisma has permanent claws that do 1d4 damage. For 5 minutes per day (3 + Charisma bonus), she can increase this damage to 1d6 as a free action.

All other traits provided by the class, such as claws counting as magic for purposes of overcoming damage resistance and other level-based abilities, apply as normal. Classprovided abilities are supernatural (Su) while the claws themselves are extraordinary (Ex).

Dragon Resistances: If the draconic legacy creature is already immune to the energy type of its breath weapon, ignore the resistance part of this power. The Natural Armor bonus applies as listed.

Breath Weapon: If the draconic legacy creature already has a breath weapon, it gains a second use of the breath weapon per day. For both uses, use the best damage code provided by either the template or the class. For instance, a draconic legacy half-dragon's breath weapon does 1d6 per 3 Hit Dice, once per day, meaning it does 1d6 at 1st, 2d6 at 3rd and 3d6 at 6th. If all of its Hit Dice are in the sorcerer class, its breath weapon damage will jump to 9d6 at 9th, twice per day, as the breath weapon provided by the class is equal to 1d6 per sorcerer level. The DC of the Reflex save remains the same unless the creature's Hit Dice are higher than its sorcerer level, in which case, use the higher of the two. All other aspects of the sorcerer's breath weapon apply at the appropriate levels. Note that this does not allow a draconic legacy creature to use its Draconic Inheritance ability twice per day. It gains either two uses of its breath weapon or one use of its breath weapon and one use of its inheritance ability, per day.

Wings: Draconic legacy creatures that already have wings provided by the template use the better speed and/or maneuverability between the template and the class, once the class provides wings. Draconic legacy sorcerers of the appropriate level can dismiss their wings as a free action, as per the class ability.

Power of Wyrms: Draconic legacy creatures that already possess immunity to paralysis, sleep and energy damage of the same type as their breath weapon gain, instead, a second Draconic Inheritance ability as listed in their template description. Otherwise, this ability is applied as listed.



Draconic Legacy Feats

The following feats are available to draconic legacy characters.

Agile Flyer

You are more maneuverable in the air than most of your kind.

Prerequisite: Natural fly speed

Benefit: Your flying maneuverability increases one step, increasing the bonus you receive to your Fly skill checks by the appropriate amount. (See the Pathfinder Roleplaying Game Core Rulebook for details.)

Special: You may take this feat multiple times, each time increasing your maneuverability rating one step. You may not increase your maneuverability past Perfect.

Elemental Aura

You can radiate an aura of the same type of energy as your breath weapon, causing pain to those around you.

Prerequisites: Half-dragon or draconic legacy creature, breath weapon

Benefit: As a standard action, by expending one use of your breath weapon, you can radiate an aura that deals 1 point of damage of the same type as your breath weapon to all creatures within 5 feet of you (no save). This aura lasts for 1 minute per point of Constitution modifier (minimum 1 minute), but may be dismissed at will by you at any time as a free action.

Greater Draconic Inheritance

You have a stronger connection to your draconic side than others of your kind do.

Prerequisite: Legacy half-dragon OR quarterdragon OR greater draconic legacy creature

Benefit: You gain a second Draconic Inheritance ability of your choice.

Special: The Draconic Inheritance you select must be one appropriate to your draconic ancestry. You may take this feat multiple times; each time you may take a different Draconic Inheritance.

Multiple Breath Weapon

You are able to use your breath weapon more often.

Prerequisites: Half-dragon or draconic legacy creature, breath weapon

Benefit: You may use your breath weapon 3 times per day.

Normal: You may use your breath weapon only once per day.

Throwback

For unknown reasons, the blood of your distant draconic ancestor runs exceptionally strong in you.

Prerequisite: 1st level

Benefit: You may gain a Draconic Legacy template one degree greater than normal based on how many generations removed you are from your dragon ancestor. For example, if you were twenty generations removed from your dragon ancestor, you would normally qualify only for the Lesser Draconic Legacy template. With this feat, you could take the Greater Draconic Legacy template instead.

Special: Your progeny do not gain any benefit of your having an advanced draconic legacy. Their own draconic legacy is calculated normally based on how many generations removed they are from their dragon ancestor.

Weapon of Breath

You are able to imbue a melee weapon with the power of your breath weapon.

Prerequisites: Half-dragon or draconic legacy creature, breath weapon

Benefit: As a standard action, by expending one use of your breath weapon, you may grant a melee weapon the ability to deal an additional 1d4 points of damage of the same type as your breath weapon on a successful hit. For example, if you have a breath weapon that deals fire damage, you could use this feat on a short sword, enabling it to inflict an additional 1d4 points of fire damage on a successful hit. This additional damage lasts for 1 minute (10 rounds) and does not stack with properties, spells or other effects that grant it additional damage of the same type. This extra damage is not multiplied on a critical hit.

Draconic Legacy Traits

Only half-dragons, draconic legacy characters or sorcerers with the dragon bloodline may select one of these traits.

Draconic Xenophilia: Dragons are well known for their being attracted to creatures outside of their species, and you have inherited that same lust for exotic partners. You gain a +1 trait bonus on Bluff and Diplomacy rolls against creatures that would be sexually attracted to you and are not of your species (e.g. are neither draconic nor of your non-draconic race). One of these skills (your choice) is always a class skill for you.

Dragon Magic: You have an instinctive insight into how magic operates, simply knowing what seems right and what doesn't. You gain a +1 trait bonus to Knowledge (arcana), Spellcraft or Use Magic Device (your choice). The selected skill is always a class skill for you.

Graceful Aging: While you do not grow stronger as you age the way a true dragon does, you do find that the ravages of time are gentler with you than with most mortals. The penalties to physical ability scores are reduced by 1 at each age category. For example, you take a -0 penalty to Strength, Dexterity

and Constitution when you reach middle age; a -1 penalty at old age and a -2 penalty at venerable age. The bonuses to your mental ability scores are unaffected.

Hoardseeker: You have always been good with money, and have a knack for knowing just how much something would go for on the open market. You gain a +2 trait bonus on all Appraise checks. If you have 10 or more ranks in Appraise, this bonus rises to +4.

Restful Slumber: You rest as deeply as a dragon on its hoard, letting your body relax and heal to a near-supernatural degree. You regain 1 additional hit point from natural healing. If you undergo complete bed rest for an entire day and night, you regain 2 hit points instead.

Supercilious: You are very proud, a residual trait from the justified pride of nature's original success story, so you give little import to the demands of others. You gain a +1 trait bonus to Will saves against compulsion spells and effects.

Draconic Legacy Magic Items

The following magic items are related to dragons and draconic legacy, but are useable by nearly anyone.

Hat of Racial Purity

Aura faint illusion; CL 3rd Slot head; Price 900 gp; Weight –

DESCRIPTION

This item appears similar to a hat of disguise, but is much more limited in purpose. If the wearer is a creature of mixed race (e.g. half-orcs, half-dragons, aasimars, etc.) this hat allows them to appear as though they were of their parents' race, as per alter self.

The hat can only change a character's apparent race; no other details of their appearance can be altered (save for the hat itself, which can be made to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on). Further, their appearance is limited to the race of their humanoid parent; it cannot make the wearer appear as though they were of another creature type. For example, a human half-dragon wearing a hat of racial purity could appear as though fully human, but not as a dragon. If the wearer has parents of two or more humanoid races, they may look like either of them (e.g. a half-orc could look like a human or an orc).

CONSTRUCTION

Requirements Craft Wondrous Item, alter self; Cost 450 gp

Staff of the Dragon

Aura strong abjuration, evocation, and transmutation; CL 13th

Slot none; Price 104,000 gp; Weight 5 lbs.

DESCRIPTION

Originally created by imposters who wished to present themselves as having a draconic legacy, many half-dragons now make use this staff to augment their natural powers. This staff is made of metal or painted wood corresponding to its dragon type, and has the following powers:

- *Resist energy* (1 charge)
- *Dragon's breath** (2 charges)
- Form of the dragon I (3 charges)

A staff of the dragon is always keyed to a specific type of dragon, and its spell types function for the corresponding type of dragon chosen (e.g. a staff of the gold dragon would be keyed to fire for resist energy and gold dragons for dragon's breath and form of the dragon).

CONSTRUCTION

Requirements Craft Staff, *dragon's breath, form of the dragon I, resist energy;* **Cost** 52,000 gp *from the *Advanced Player's Guide* by Paizo Publishing.

Ring of Draconic Presence

Aura faint necromancy; CL 5th Slot ring; Price 20,000 gp; Weight –

DESCRIPTION

This ring has the phrase "fear me" inscribed upon it in Draconic. When worn, all creatures that come within 10 ft. of the wearer must make a DC 13 Will save or be affected by a scare spell. A creature that succeeds on the saving throw is immune to this effect for 24 hours.

CONSTRUCTION

Requirements Forge Ring, scare; Cost 10,000 gp

Optional Rule: Random Draconic-Legacy Appearance

Although most Draconic-Legacy creatures will always have certain physical traits in common, specific appearance can vary wildly from individual to individual. To find your Draconic-Legacy character's specific traits, consult the list below and then roll d100 on Table 9: Random Draconic-Legacy Appearance, below, to determine the variation. Note that all draconic features mimic those of the ancestor dragon type (gold, silver or bronze).

- Legacy Half-Dragon: Snout, draconic eyes, full scales, ridged skull, full horn array, fins, plus one roll on the table.
- Quarter-Dragon: Draconic eyes, full scales, full horn array, ridged skull, plus one roll on the table.
- Greater Draconic Legacy: Vestigial fangs, light scales, medium horn array, plus one roll on the table.
- Lesser Draconic Legacy: One roll on the table.

Table 9: Random Draconic Legacy Appearance

| | | | rr | | |
|---------------------------|--------------------|-------------------------------|------------------------------|--|--|
| Legacy Half- Dragon | Quarter- Dragon | Greater Draconic Legacy | Lesser Draconic Legacy | Feature | |
| 1 | 1 | 1 | 1 | No additional features | |
| 2-60 | 2-10 | - | - | Digitigrade legs. Your feet are elongated and you walk or your thick, clawed toes, giving your legs a "backwards" appearance. You cannot wear normal shoes made for humanoids. | |
| 61-71 | - | - | _ | Tail, heavy. You have a large, muscular tail lined with fin or ridges. You can move it as you would any other limbut it is too cumbersome to use as an attack. | |
| - | 11-45 | 2-30 | 2-10 | Metallic-colored hair. Your hair is either silver, gold or bronze-colored, depending on your draconic heritage, and has a metallic sheen. | |
| - | 46-52 | - | - | Snout. Your face appears more draconic than humanoid, making it possible for you to be mistaken for a half-dragon. | |
| - | 53-63 | 31-41 | 11-20 | Wings, vestigial . You have a small set of draconic wings resembling those of your draconic heritage. They are too small to provide any benefit (characters with the Wings inheritance option may re-roll this result). | |
| 72-98 | 64-98 | 42-52 | 21-35 | Tail, light. You have a long, thin, draconic tail. You can move it as you would any limb, but it is not prehensile and is too weak to grant you an extra attack. | |
| - | - | 53-63 | - | Scales. Your entire body is covered in smooth, sma draconic scales. They are too thin to provide any protection | |
| - | - | 64-74 | 36-56 | Draconic eyes. Although proportional to your head, you have the unmistakable eyes of a dragon. | |
| - | - | 75-85 | - | Ridged skull. Your head is covered with ridged boney plates, like the top of a dragon's head. | |
| - | - | 86-90 | - | Full horn array. You sport a full array of draconic horns on your head, resembling those of your draconic legacy. | |
| - | - | 91-98 | - | Fins. You have a line of draconic fins that protrude from your head and back and run the length of your spine (and tail, if you have one). | |
| - | - | - | 57-61 | Medium horn array. You sport a set of multiple draconic horns that are not as large or prominent as a full array, but still noticeable from a distance. | |
| - | - | _ | 62-72 | Light scales. Part of your body, likely the head, neck, back, chest and/or shoulders, is covered in a light pattern of draconic scales. They are too thin to provide any protection. | |
| - | - | - | 73-92 | Horns, vestigial. You have 2-4 small, draconic horns that protrude from your skull along or just below your hairline. | |
| - | - | _ | 93-98 | Fangs, vestigial. You have sharp incisors that give you a somewhat bestial appearance, but are not sharp enough to be used as weapons. | |
| 99 | 99 | 99 | 99 | Roll twice. Re-roll any repeat results or a result of 99 or higher. | |
| 100 | 100 | 100 | 100 | Roll three times. Re-roll any repeat results or a result of 99 or higher. | |



Part Ewo: Of Birds, Bees and Dragons

with another species, dragons face a distinct challenge in the lack of a humanoid body and humanoid reproductive system, not to mention the usual difference is size between adult dragons and most other creatures. This is easily overcome, however, with the use of their Change Shape ability or, should they not possess such, shape-changing spells. Alter self, beast shape (should the object of their affection be an animal or beast) and polymorph will get the job done, provided they have compensated for the limited duration. Of course, the *wish* spell, limited or otherwise, can provide a way around this entire problem, but then, there are very few dragons capable of casting that level of magic. As mentioned, bronze, gold and silver dragons overcome this obstacle naturally and that, plus their general well-mannered disposition toward humanoids, makes them likely candidates for the creation of draconic legacies.

My Father's Horns

For reasons known only to the dragons themselves, most dragons that choose to mate with a humanoid in order to create half-dragon offspring are almost always male. While a female dragon under the influence of shape changing magic can become pregnant as per a normal member of the species she's impersonating, any reversion to her normal form immediately ends the pregnancy. This is true even if the dragon is impersonating another egglaying species, such as lizardfolk. The transformation from one species to another simply destroys any unborn fetus or fertilized eggs she is carrying. Most scholars speculate, however, that the female aversion to carrying another species' offspring is instinctual rather than based on any fear of losing the child due to reversion back to her natural form.

Congratulations! It's a Dragon!

Humanoid women were not meant to carry draconic babies. As such, women carrying the children of dragons are in for a rough ride. Half-dragon pregnancies are not easy. The gestation period is

long, the side effects are unusual and varied (GM's discretion), and the baby's physiognomy takes its toll on the mother's general health.

But as difficult as the pregnancy is, it's a dream compared to the actual birth. Half-dragons, especially legacy half-dragons, carry many of their father's physical traits, including scales, horns, wings and sometimes, even tails. While many of these traits are considerably less pronounced on a half-dragon newborn, they can still cause severe damage to the mother during the birthing process. Most mothers of half-dragon infants who attempt to give birth to their children without magical assistance do not survive the labor. Those who do are usually rendered barren by the process. The timely application of healing magic can often make the difference between life and death during a half-dragon birth.

GMs or players who wish to play through a half-dragon pregnancy should refer to Table 10: Legacy Half-Dragon Gestation & Birth, below.

Gestation Period. Some races handle the carrying and birthing of a legacy half-dragon infant better than others. Dwarves, for instance, being tough, hearty folk tend to weather the storm better than halflings or gnomes whose small frames and fragile natures make carrying a half-dragon child to term extremely difficult. Regardless, every race finds the natural gestation period extended by at least a month, usually more. Unfortunately, once past the normal gestation period for that race, it's difficult for the mother (or those caring for her) to tell how much longer it will be. They can only wait it out.

Chance to Term. As noted, humanoid women were not designed to carry draconic children. As such, carrying a half-dragon child to term is not guaranteed by any means. Even under constant medical care and supervision, a mother's body might simply reject her half-dragon fetus, causing a miscarriage or stillbirth. In game terms, at the GM's option, when the mother reaches the midpoint of her pregnancy, the GM should roll d% to determine the chance of the fetus being carried to term. If the roll fails, the child doesn't survive the pregnancy.

Duration of Labor. All mothers attempting to give birth to half-dragon children are in greater danger than normal mothers of their race due to the draconic physiognomy of their baby. As such, they must make a Fortitude save every 4 hours they are in labor against a cumulative 1d6 points of damage. The damage increases by 1d6 with each roll. The DC of the save starts at 5 and increases by five cumulatively for each successive save made regardless of success



or failure. A successful save halves the damage taken in that 4-hour period. For this reason, many women do not survive the birth of their half-dragon child without the help of a skilled healer or cleric with curative spells.

Mothers who are also draconic bloodline sorcerers gain a +4 racial bonus to their saves against damage caused by their labor.

| Mother's Race | Gestation Period | Chance to Term | Duration of Labor | | | | |
|------------------|------------------|-------------------|----------------------|--|--|--|--|
| Dwarf | 11 + 1d4 months | 80% | 8 + 8d6 hours | | | | |
| Elf | 24 + 2d6 months | 85% | 6 + 4d6 hours | | | | |
| Gnome | 6 + 2d4 months | 60% | 6 + 4d6 hours | | | | |
| Half-Elf | 9 + 1d6 months | 75% | 8 + 5d6 hours | | | | |
| Half-Orc | 9 + 1d4 months | 80% | 8 + 6d6 hours | | | | |
| Halfling | 9 + 1d4 months | 45% | 6 + 5d6 hours | | | | |
| Human | 9 + 1d6 months | 95% | 8 + 5d6 hours | | | | |

Legacy half-dragon females who become pregnant by a member of their non-draconic parent's race produce what is known as a quarter-dragon (see Part One: Draconic Legacy Characters). As quarterdragons are less draconic than their parent, pregnant half-dragons have an easier time of it. Their draconic bodies tend to accept the draconic fetus and are better equipped to handle what would normally be a difficult birth. Also, quarter-dragons have a much

less pronounced connection to their dragon ancestor and, as such, inflict less damage on their mothers during birth.

Females of normal races who carry the children of legacy half-dragons still have difficulties, but to a lesser degree than those carrying half-dragons.

GMs or players who wish to play through a quarter-dragon pregnancy should refer to Table 11: Quarter-Dragon Gestation & Birth, below.

Details are as listed with half-dragons except as follows:

Duration of Labor: All mothers attempting to give birth to quarter-dragon children must make a Fortitude save every 4 hours they are in labor against a cumulative 1d4

damage. The damage increases by 1d4 with each roll.



All other notations regarding this aspect of quarter-dragon birth is as half-dragons, above.

Note that if the mother of a quarter-dragon is, herself, a half-dragon, refer to the row indicated by her base race (the race of her non-draconic parent). Increase the Chance to Term rate by 5% (to a maximum of 99%). Furthermore, all damage taken by a legacy half-dragon in labor is automatically halved

and successful Fortitude saves negate the Table 11: Quarter-Dragon Gestation & Birth damage taken that hour.

Each successive generation of draconic legacy (see Part One: The Legacy of Dragons) inherits less and less of their dragon ancestor's physical heritage. As a result, the pregnancy and birthing process becomes much less uncomfortable and dangerous for the mother.

GMs and players wishing to play through a greater draconic legacy pregnancy should refer to Table 12: Greater Draconic Legacy Gestation & Birth, below. Those wishing to play through a Lesser Draconic Legacy pregnancy should refer to Table 13: Lesser Draconic Legacy Gestation & Birth, below.

Details are as listed with quarterdragons. If the mother of a draconic legacy character is, herself, a quarter-dragon or a draconic legacy character, the rules that apply to half-dragon mothers, as listed above, also apply here.

| Mother's Race | Gestation Period | Chance to Term | Duration of Labor |
|------------------|--------------------|-------------------|----------------------|
| Dwarf | 11 mo. + 1d4 weeks | 90% | 8 + 6d6 hours |
| Elf | 24 mo. + 2d6 weeks | 95% | 6 + 3d6 hours |
| Gnome | 6 mo. + 2d4 weeks | 70% | 6 + 3d6 hours |
| Half-Elf | 9 mo. + 1d6 weeks | 85% | 8 + 4d6 hours |
| Half-Orc | 9 mo. + 1d4 weeks | 90% | 8 + 4d6 hours |
| Halfling | 9 mo. + 1d4 weeks | 55% | 6 + 3d6 hours |
| Human | 9 mo. + 1d6 weeks | 99% | 8 + 4d6 hours |

Table 12: Greater Draconic Legacy Gestation & Birth

| 0, | | | | |
|------------------|--------------------|-------------------|----------------------|--|
| Mother's Race | Gestation Period | Chance to Term | Duration of Labor | |
| Dwarf | 11 mo. + 1d2 weeks | 95% | 8 + 4d6 hours | |
| Elf | 24 mo. + 1d6 weeks | 99% | 6 + 3d6 hours | |
| Gnome | 6 mo. + 1d4 weeks | 80% | 6 + 2d6 hours | |
| Half-Elf | 9 mo. + 1d4 weeks | 95% | 8 + 3d6 hours | |
| Half-Orc | 9 mo. + 1d2 weeks | 95% | 8 + 3d6 hours | |
| Halfling | 9 mo. + 1d2 weeks | 65% | 6 + 2d6 hours | |
| Human | 9 mo. + 1d4 weeks | 99% | 8 + 3d6 hours | |

Table 13: Lesser Draconic Legacy Gestation & Birth

| Mother's Race | Gestation Period | Chance to Term | Duration of Labor |
|------------------|--------------------|-------------------|----------------------|
| Dwarf | 11 mo. + 1d2 weeks | 99% | 8 + 4d6 hours |
| Elf | 24 mo. + 1d4 weeks | 99% | 6 + 1d6 hours |
| Gnome | 6 mo. + 1d2 weeks | 90% | 6 + 2d6 hours |
| Half-Elf | 9 mo. + 1d2 weeks | 99% | 8 + 3d6 hours |
| Half-Orc | 9 mo. + 1d2 weeks | 99% | 8 + 3d6 hours |
| Halfling | 9 mo. + 1d2 weeks | 75% | 6 + 2d6 hours |
| Human | 9 mo. + 1d2 weeks | 99% | 8 + 3d6 hours |

ChILDREN OF WVRMS



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26

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