

Ponyfinder

Dragons of Everglow



By David Silver



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Dragons of Everglow

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Pathfinder



5th Edition



Contents

Contents

With Breath, Creation

- Dragons in Everglow
- Origin of Dragons
- The Author's Curse

Draconic Habits

- Diet
- Family
- Government
- Hoarding
- Intruder Management
- Stereotypes of other Races

Playing Dragons

Dragon Gods

- Emerald - TN

Notable Drakes

- Arcysus
- Caex "Varren" Dartak
- Gladrik
- Grand Repast
- Lord Sky
- Mountain Stream
- Quiet Scribe
- Rising Sun
- Running Magma
- Spring Shower
- Wags

Dragon Feats (PF)

- Adaptable Breath
- Altered Destiny
- Awakened Blood
- Civilized Mien
- Diverse Draconic Bloodline
- Draconic Crafter

4	Dragon's Breath	21
5	Elemental Aura	22
5	Elemental Arms	22
6	Elemental Blessing	22
6	Elemental Healing	22
7	Elemental Mastery	22
7	Enduring Breath	22
7	Explosive Breath	23
8	Impressive Mount	23
9	First Tongue	23
10	Forceful Flyby	23
12	Gem Eater	23
13	I Have Forgotten More Than You Know	23
14	Living Hoard	24
14	Living Wall	24
14	Lord of Reptiles	24
17	Lair Habits	24
17	Measured Breath	24
17	Numbing Breath	24
17	Poor Taste	25
17	Powerful Breath	25
18	Strafing Breath	25
18	Unquenchable Breath	25
18	Racial Feats (5e)	26
19	Dragon's Breath	26
19	King of Reptiles	26
19	Lair Master	26
20	New Traits (PF)	27
21	Draconic Archetypes (PF)	28
21	Draconic Druid	28
21	Class Options (PF)	28
21	Alchemist Discoveries	28
21	Kineticist Infusions	29
21	Disclaimer	30

With Breath, Creation

Dragons in Everglow

Dragons have seen it all. They were there when the elves and dwarves competed for land. They were there before either had shown their faces. They were worshipped for a time by the forest folk, enjoying celebrity status. They were living embodiments of the forces of nature and just as difficult to placate at times. Dragons were the god kings of Everglow before it ever earned the name, and this suited them nicely.

Unfortunately, all things come to an end. Even a dragon, seemingly without age, eventually meets an end. It may not be the pulling of age itself, but given enough time, even a mountain fails to survive eventually. That was just the nature of things. Still, their perception of time did not match that of those they shared space with. When the ponies first came, the dragons snorted softly, but ignored them.

When next they looked, the ponies had spread far and wide, covering the continent seemingly overnight. To a dragon, it was that fast. What is a decade or three, or even a century to such a creature? A good nap in the middle of nowhere placed the dragon beside a pony settlement when they roused.

Some dragons were irate. What was their domain, secure and quiet, had been shattered with the quick acting, quick living, quickly bothersome ponies. With the elves having departed across the sea, they had thought the continent was theirs to enjoy at their leisure, and the ponies shattered that. The griffons were no better, taking prime mountain real estate that the dragons knew as being theirs.

But for each dragon that flew into a fury, others quirked their heads with curiosity. They watched with wonder at how differently the lives of the small ponies were. They lived as humans, so fleeting a dragon could barely keep track of when one generation started and the next ended, but they were a harmonious species. They had their struggles, feuds, and hardships, but they came together in the end, and eventually banded together into an empire that put human ones to shame.

How did they work? At first, they were like an interesting species of ants, to be cultivated in a very large farm, but the interest grew over time. Though an individual pony or griffon was nothing compared to a dragon, enough of them could be a credible threat. The most violent of the wyrms selected themselves out of the population, leaving those willing to leave the fey alone.

This effected a powerful and swift change on dragonkind, the very sort they prefer to avoid. Their breeds became less important, and attitudes became harder to predict. Was that blue dragon planning malice or kindness? Its color was no longer enough to know. It could be either, a trait they perhaps learned from their new neighbors. Some blamed the fey-infused land for this shift, but it proved difficult to prove with certainty. The end result was without doubt; dragons were more than the shade of their scales.



Origin of Dragons

But where did they come from? Everglow is defined by the elemental conflict that governs it. Where earth, fire, water, and air compete in violent displays, these energies slowly took shape. Unlike proper elementals, these creatures were native to the prime plane, breathing, sleeping, eating, and making more of themselves as others did. Their longevity could be blamed on their elemental origin. A fire elemental never faced a natural end, why would a dragon forged from the same flames, even if it took a different path in part.

While the primary elements were first, they would be far from the last. Where fire met water, steam dragons emerged. Lightning dragons coiled in the sky and magma dragons swam through pits of lava, snorting gusts of heated rock. The more esoteric the elements, the more rare the dragon, but if it exists on Everglow, it could shape a dragon into being, joining the rich tapestry of wyrms that spread across the land.

The dragons created in the crucible of Everglow were not confined there. They spread across the world, where they would eventually clash with humans and other species. Regardless of where the dragon lives, they came from Everglow, if one were to trace their lineage. According to the dragons, Everglow is a name given due to the awe of a dragon's breath.

The Author's Curse

This is far from proven, but is a tale shared among dragons where lesser beings cannot listen. They say that when the Author came, that human that meddled with the very destiny of the land, she was not ignorant of dragons. How could she be? She had to know they were there. She had to know they were a real threat to any of her creations.

They were there before her. They would be there beyond her. Was she truly a god? It barely mattered as far as they saw it. Her effect, they argue, was powerful enough that she may as well have been, even if she may have long ago perished. When she wove the fabric of the land and began to create creature after creature, she began to warp the very fabric of destiny itself.

The dragons were affected, they had to be. They were rooted in the very origin of the world itself, and with its warping, they were bent off their original path. Some say this is why dragons lost their signature colors. Why else would a blue drake belch fire and a purple one rain lightning? With her touch, they were primed, and their current condition is placed at her feet. A troublesome human, making change all too quickly.

Typical.



Draconic Habits

Diet

One look at the teeth of a dragon and the first guess many would have is that a dragon devours flesh eagerly. Sharp, long, and designed for tearing, dragons can consume meat easily and many do regularly. They are not obligate carnivores, however. Some enjoy expanding their palate. As nice as a fresh cow is, properly prepared with vegetable garnishes and sides can be fantastic.

A sweet pineapple is a delightful treat on a lazy day, not to mention being usable as a taste additive to the meat. Despite their status as the apex predator of the world entire, many dragons see no reason to not enjoy a snack from any portion of the food chain that suits their fancy. It all belongs to them, in the end, so who will tell them they should not enjoy a finely aged cheese with some sweetly plucked wine to chase down the still raw and squealing prey they caught earlier in the day.

Some dragons prefer to make quite the event of every meal, even retaining assistance to ensure finely crafted food is available when they rouse from a nap. Kobolds are surprisingly useful for this endeavor. The dragon-worshipping reptiles are deeply honored to be tasked with preparing 'sacrifices' for their lords and masters. And they usually listen when told to add more or less spice to get it just right. Stupid and loud, they have their purposes.

The want for food can be a powerful magnet for dragons towards civilized land. While the wilds have more than enough raw meat for an able predator to tear into, only civilization brings out new and exciting flavors. Even a dragon that looks down its long snout at all short-lived may visit in secret to sample the delightful tastes available in their cities.

A dragon that has decreed ownership of a settlement may request prepared food intermingled with or replacing the still-living livestock that is offered to the great beast to stay its unending hunger and with it, their wrath. It would be a mistake to think a dragon with a refined palate is less dangerous. While they may be slower to devour a short-lived on the spot, saving the body to roast

slowly with a perfected batch of seasonings is a fine way to idle a day and advertise that the dragon should not be trifled with.

Family

While many dragons are content to live on their own, some decide to 'collect' one other special dragon and submit to being collected in turn. Sometimes this lasts only as long as a single day, or a season. Other times, the dragons find they are compatible and drawn together. Such a mated pair will often combine their lairs and expand the territory covered by that lair to satisfy both dragons involved.

Unlike some short-lived, dragons care little for the gender of their chosen one. If they desire to create progeny, they find a proper partner and introduce them to their living partner. If they do not get along, the search repeats until a proper match is made to create eggs with.

The fate of the eggs they create depend largely on the nature of the dragons that created it. With parents that are bonded and together, an egg will likely be raised in the communal lair, brooded over carefully until hatching. An egg that belongs to a sole mother or father is more likely to be left to its own devices. While one may think it would always be a lone mother that makes this decision, it is not uncommon for a mother dragon to deliver the created eggs to the father that wandered away, giving him the responsibility to make the final decision.

It is also unfortunately possible for one parent to be lost to violence. In such a case, any existing eggs are more likely to be carefully tended to by the remaining parent, jealously hoarding the last remaining fragment of the departed dragon. Even formerly aloof partners tend to become interested if they learn their eggs have lost a parent.

For a dragon born alone, there is no family. They may distantly recognize their parents but will feel no need to treat them any differently for it. Dragons are great beasts, even fresh from the egg. The chances of such a wyrmling surviving on its own are quite high. Such a dragon knows how to be a dragon without tutoring, though it will have to practice on its own to perfect the art of it.

Born in the secure innards of a lair, a dragon is

immediately socialized. Such dragons typically are easier to approach later in life, already adjusted to the idea of dealing with others to get what they want. If the dragon had brothers or sisters, they will learn how to compete or bargain with peers. Their parent or parents only have so many hours in a day to give to them and learning how to get what one wants is a valuable skill.

This results in a clear division, with family-raised dragons tending to be more good aligned than those who raise themselves and believe that they are the only thing worthy of consideration. It is, unfortunately, quite difficult to tell which a dragon might be on seeing one.

Lair-born dragons are typically raised until they cease to be wyrmlings. At that point, depending on the temperament of the parents and the child, it becomes increasingly likely that the needs of the younger dragon begin to crowd against the wants of their parent(s) and eventually a parting is had. If this parting is on good terms, the parent may bequeath a small section of territory at the edge of their own, keeping them relatively close.

In vanishingly few cases do dragons reach full adulthood while still in the care of their family. These small odds are slightly elevated if the parent is dwelling in or around a city. Growing used to such crowded conditions makes dealing with their progeny less jarring. If the child refuses to leave, either due to the parent deciding its done being a parent or the younger becoming far too close to adulthood, the parent will chase them free of their territory to go find their fortunes elsewhere.

Since dragons do not die of age, they have very few habits in regard to the approach of what is generally an unexpected end of their long lives. They live as if they were immortal, which they almost are. Should a dragon learn its parent died, they will usually take interest. Depending on their temperament, this may be as simple as checking on what could be a threat to their own well-being. Others may seek revenge, searching for whoever or whatever killed their maker.

For partners, it is different. The longer the dragons had shared space and company, the sharper the blow will come and the more outraged the dragon is likely to be at the loss of their other half. It takes a great deal of effort to calm such a

dragon without the blood of all those responsible being offered as a gift.

In any event, if a dragon happens on the corpse or bones of another dragon, it is considered respectful to all dragonkind to give it a proper burial. If the dragon is known and its element clear, submerging it in that element is considered even better. To set a fire dragon to rest in an active volcano or set an ice dragon in the deepest glacier is a fitting end to such an elemental being.

It is for this reason that those wearing the skin of dragons are looked at askance. It is not the brutality that creates the animosity. Some dragons would gladly show the same. A dragon deserves a proper rest, and on the shoulders of a short-lived is unlikely to be the one they desired. In the vanishingly rare case that a dragon *did* bequeath their very flesh to be worn, such a wearer's bloodline is marked with the tremendous boon and dragons can smell the oath on them.

Dragons come in many moods and behaviors. Though most prefer the company of their own kind, some become attached to a particular short-lived. This is a doomed romance, and the dragon cannot escape the fact that they will almost assuredly outlive their partner. Despite this, love can bloom, and a family emerge. Such dragons either meet with their partner briefly, moving on without looking back, or commit to being with or near that person for the remainder of their short life.

Should young result, the hybrid is rarely regarded as a dragon to proper dragons. Even the draconic parent of such a creature will not consider it a 'proper' dragon. Their child, surely, yet not a dragon. Such children often disagree, many quite proud of their draconic heritage. This is only natural. What creature would not be proud for any amount of dragon's blood that ran through them? Their parents may accept this with kind smiles, but they know; they are not *really* dragons.

Government

Most dragons have a very clear idea of who is in charge and what laws they follow. It is unfortunate for the short-lived that this is usually the dragon themselves. Even kindly dragons are generally quite sure that they are uniquely equipped to see the entire picture that their smaller and short-sighted neighbors are simply unable to

grasp, or even glimpse much of the time.

This is not always true. The more dragons are forced into an area, due to mutual desire for resources there or outside forces restricting easy movement, the more likely it is for more and more formal hierarchies to emerge. Two dragons may decide which is stronger and may or may not struggle to test the results. Once you have more than that, their need for stability over centuries drives them to create a new order.

Even chaotic dragons loathe the idea of many dragons conspiring against them at once. Such an order is useful, setting the rules that they may later break if it proves profitable. Without rules in the first place, this advantage against their more lawful kin is lost. Besides, if one looks deep enough into the heart of the meekest dragon, they hope quietly to become the ruler of any such structure, and dream fondly of one day mounting the highest throne in any such organization they take part in.

While such councils typically take the form of a forum with one dragon serving as the moderator and final word, other structures exist, borrowing from the many ways dragons have seen, invented, and learned to use to reach quorum. It is rumored a full legislation of dragons in the east exists, with dragons representing other groups of dragons coming together to discuss matters that could easily shape their half of the world.

Though such counsels usually require outside influences to begin, once established, dragons are loathe to dissolve them. There are several councils in Everglow. The oldest is near Blaze's Roost, where the ancient and first fire dragons competed for the most violent volcano and eventually decided it should belong to all dragons, with a council to decide on matters concerning it.

Another council watches over the griffon mountains, keeping a careful eye on them. Their warlike tendencies and ability to take advantage of advanced dwarven weapons seemed like too troubling a combination when one considered their short lifespans and rapid breeding cycles. The griffons, fortunately for them, never took organized effort against the dragons, but the dragons were ready for such an event and never disbanded the council to keep them prepared.

While most such council affairs deal with internal affairs between dragons, settling disputes and deciding the laws that they will live by, they are also a perfectly ideal place to convince a number of dragons into action. This happened once, at the fall of the pony empire. Convinced with clever tongues and impassioned pleading, the council of Blaze's Roost was the first to agree to join in the effort that led to the siege of Viljatown by dragonkind and their drakehoof allies. Everglow being what it is, this is not a certain fact. In some timelines, this attack never happens, attempts to marshal the dragons thwarted or simply failing on its own.

In others, the attack goes as planned, only to be stopped cold by a surprisingly resilient empire. This is typically when one can be clear on whether or not the pony empire will see another hundred years. If they can hold back the dragons or prevent them from coming, the age of ponies will persist a bit longer. Otherwise, it serves as the final chapter on their closing book, consigning them to be a meager race among others in Everglow's ongoing history.

Non-dragons are typically not welcome at such council meetings. Friends of dragons may be permitted to attend, if they can keep their mouths shut. The sound of a short-lived during such esteemed proceedings is enough to raise the hackles of most dragons, usually resulting in the interrupter being removed and barred from the meeting. Visiting a council one has been barred from is equivalent to attacking all the dragons in attendance and will be responded to appropriately. One speaks only when a dragon asks them a question.

Luminous dragons, drakehooves, and other dragon hybrids, though dragons, are not considered 'true' dragons. They may attend such councils but must tread carefully. Impolite behavior, such as speaking out of turn, is a quick way for such a hybrid to find themselves barred from future meetings. Unlike complete outsiders, they can, carefully, propose new motions and even argue their case.

Hoarding

A habit that has stood the test of time and formed much of the mythos surrounding dragons second

to their destructive power. Dragons love to hoard things. The reasons for this are not supernatural. Being creatures of great longevity, many enjoy things that can withstand time's cruel lashes and have a spark of being as rare and valuable as they see themselves.

Exactly what a dragon may collect may vary from dragon to dragon. While valuable metals and jewels is always a reliable fallback, some dragons prefer to be more specific and more demanding in the contents of their collection. One might collect statues, even commissioning or bullying shorter-lived species to create ever more breathtaking sculptures to decorate their home.

Uncommon among collectors, some dragons prefer living things. Such dragons may become the caretakers of an entire group of animals. They may cultivate a grove of a specific tree or nap buried in cats. In either event, they draw pleasure from the presence of their chosen being, many taking on long breeding projects to create specific strains. Such projects take a long time, and they have plenty of that. Showing off the results brings great pride to such dragons.

The rarest of dragons do not collect physical things. All physical things will fade with time, but knowledge and ideas are ever-living. Such dragons may not even have a lair, preferring to travel the world in pursuit of more to add to their growing collection in pursuit of the final piece that would make it all come together. This piece may not exist, but there is only one way to know, and the dragon continues searching. A dragon may decide it wishes to know the true origin of gods. Another may wish to learn the nature of reality itself. Another decides the harming animals, no matter how insignificant, is anathema and goes to explore veganism and spread its word.

Whatever a dragon may choose to gather, it is a sure way to encourage its fury to steal or damage its collection. Even the kindest of drakes can be drawn into a rage if they discover they have been stolen from or vandalized. This is not to say that a dragon will never part with anything from its hoard. Approached carefully and with a pleasing enough offer, a dragon can consider trades. Selling one's prized possession for something equally grand is not beyond their thinking.

their chosen collection; possibly facing a personal crisis if whatever they decided to collect becomes very difficult or impossible to locate. A dragon that decided it favored different models of arquebus will be quite shocked when firearm technology moves on so quickly to other things with no regard to their feelings.

There are some short-lived that remember the old ways. Approaching a dragon's lair is entirely safe if one comes bearing a gift and expecting nothing but good will in return. To perform the ritual properly, the gift must be held high, so it can be seen from far above. If the dragon is one that swims the earth, this remains true. This act also makes the incoming supplicant in a battle un-ready position, showing they come peacefully. If a dragon favors what is offered, the next step can vary.

Some dragons will lavish such a gift-bearer with praise and good hospitality. Dragons of good alignments are more likely to fall into this camp, treating such a visitor as an honored guest to be treated with respect. More greedy and malicious dragons will still allow such a thing, and permit the person to leave peacefully, the old ways are not to be broken, but they may consider the staying of their wrath sufficient reward.

Bringing a gift the dragon finds lacking in rarity or volume can draw ire from them. While kinder dragons will often humor the gift and send the giver away as quickly as possible, more cruel beasts will loudly declare the offering to be no gift at all, but an insult, and reason enough to exact revenge.

The worst offense one can commit during such a gift-bearing is to use the dropped guard to attack the dragon or, even worse still, damage or steal from their collection. Word of such a heinous deed will inspire dragons not even friendly with the victim to attack the perpetrator and their lineage on recognition, branding their bloodline as enemies of all dragons.

Intruder Management

No matter how many arcane failsafes, devilishly cunning pitfalls and confusing tunnels they use, the short-lived simply seem unable to resist eventually coming for what the dragon has. The dragon understands this, in a way. Their collection is the best the world has ever seen, each is

quite sure. Is it that surprising that others would come for it? No, but that does not make it even slightly more acceptable.

If the dragon has minions, they are sent forth first to deter and question any such intruder. Are they simply rude, but perhaps not thieves? It's possible. Some dragons would rather not inflict great harm on those who impinge on them out of ignorance alone. For less forgiving drakes, this is a chance to measure their abilities and prepare more tailored defenses against them.

This can be the greatest difference between older and younger dragons. Younger dragons may leap into action, directly confronting any intruders they detect with claws and teeth, ready to defend what is theirs with their full physical might. Older dragons erect layers on layers of defenses. Even if they mean to destroy any that dare to intrude, there is a pleasure in watching them fail before they even arrive at the dragon's claws.

Even good-hearted dragons are not obligated to be gentle on those that intrude on their domain. If gifts are not obviously displayed, they will lose no honor among other dragons for reacting harshly to any that dare to approach them. For many dragons, their cults are considered as much a part of their collection as any other aspect of it, creating greater enmity towards any intruder that injured them on the way to the dragon.

This is another situation where kobolds and other supplicants prove useful. While a dragon can weave and channel great amounts of magic, their increasing size makes delicate work less practical over time. Small short-lived servants can assist in protecting, information gathering, and the small comforts that make it worth waking up after a little hibernation. While evil and chaotic dragons tend to scare away many servants intelligent enough to realize how the dragon will consider them, good dragons can draw other honorable souls to their service and defense. It is not unheard of for entire bloodlines to become devoted to the cause of a wyrm.

Especially useful for dragons with a poor reputation among the short-lived, cults can draw and retain people that should otherwise be intelligent enough to realize they are in a poor situation. Religion is a frighteningly powerful tool in the hands of some wyrms, good or evil, to instill values that

persist for generations and affect the mercurial nature of the short-lived in a satisfyingly impactful way.

When a dragon allies with a settlement or nation, their penchant for defenses may turn towards the benefit of their short-lived neighbors that they may consider as a living part of their collection. There are many nations in the world, but only one belongs to that specific dragon, and they would not see it harmed. Having such a great creature as a dragon declare one's town, city, or kingdom as being under its protection can be seen as a great boon, but any such place that takes advantage of this aggressively may draw the ire of their protector.

Posturing in diplomacy, using the dragon as a bargaining chip to cow others into going along is demeaning to the dragon (unless it was their idea in the first place). Upon discovery of such things, many dragons will choose to become involved, changing the leadership, abandoning their unworthy collection, or reminding them, forcefully, how little control they have over the actions of the dragon.

Kinder dragons may try to educate their wards, to teach them what they are doing is wrong and why that may be, but even they will eventually lose patience. The short-lived are too good at repeating mistakes, and eventually the dragon is forced to consider other options.

This relationship is not always one-way. A dragon who has offered protection to a city should expect warning if anyone in that city detects trouble coming for the dragon in turn. Dragon slayers often lose focus on the fact that not all dragons are hated by all people. When they come sniffing for a dragon that has proven itself a friend of a community, the community becomes a first layer of defense to confuse, attack, mislead, or otherwise thwart their attempts before the dragon is reached.



Stereotypes of other Races

These views can and do change dramatically between dragons.

Ponies: Short-lived, brash, and often loud. They can be reasoned with, if you're up for it, and a promise made to the right one can linger through many of their generations, which is nice compared to some other short-lived that think the end of one of their little lives is enough to dissolve an oath.

Draconic Sorcerers: They have the scent of dragon on them, but are they one of us? Don't be silly, of course not. They're a tiny step closer, so listen to what they have to say, if it suits you. They are less likely to be unreasonable than most.

Drakehooves: They're dragons, just... small fuzzy ones. Like pseudodragons, they sometimes think they're 'proper' dragons, but they're usually better at not making a fool of themselves. Whatever faults they have, they remain dragons.

Big Mao: They are respectful of dragons. They see us as living avatars of the elements they praise. This is entirely correct. It is a pleasure to see short-lived that understand the truth of things. Given to waxing poetic, they make fine company if you don't mind their curious philosophies.

Cloven: Given to politeness, they are among the least likely to be caught rifling through your collection. Tell them to leave, and they will go. Tell them to stay gone, and it is often the last time you will see a given goat. You have to admire that.

Flutterponies: Shorter lived than most and flighty even for the duration of their tiny lives. Ignore them, they will be gone before you return your thoughts to them.

Griffons: Militaristic, proud, and mountain loving. This puts them at odds with us. They think they own the mountains they roost on, when the dragons were there before them. Do not trust them, especially if they have a scent of your treasure.

Humanoids: They tell tales of dragons, great and majestic creatures... to be slain to prove a man worthy of being. Be wary of them. They make up for in numbers what they lack in individual power. Some of us are enamoured with these danger-

ous creatures, watch out for them. Clearly their thoughts are addled.

Kobolds: Small, loud, usually not that smart, but surprisingly clever at times. They idealize us, as is only proper. If you allow a clutch of them to call your lair home, they will defend it zealously. Often worth the trouble of having around. Just be sure to set clear boundaries.

Luminous Dragons: They are dragons, but impure. They have a whiff of pony on them, but don't remind them of it, it only agitates them. Some have delusions of living as a proper dragon. It's amusing to watch them try. They are better suited than most of our kin to living alongside the ponies.

Phoenix Wolves: What?

Purrsians: Do not suffer them. Greedy beyond reasoning, they will take what is yours and will not feel the slightest remorse. They delight in amassing wealth without limits. They should learn temperance before we level their city in the sands.

Steelhearts: Curious metal aberrations. They rarely cross our paths, and that suits us just fine. They are not short-lived, and we think this improves them. They can understand the long game and play it alongside us. It is nice, sometimes, to have a peer that can see the world through a proper lens and take time to do things right.

Sun Cats: Lions with the blessing of speech, little more. Why should we care?



Playing Dragons

This section is largely for GMs. So, you want to use a dragon in Everglow, do you? It's not so hard, just pick the dragon you want to appear, but ignore what their normal appearance and color would be. Feel free to determine it randomly or match some other aspect of the area or simply your whimsy. The dragon's color and build have nothing to do with the rest of its stats.

Of course, any limbs the dragon needs should be present. Don't describe the dragon as being without arms, then reaching out with a claw attack. Aside from that, you are free to make your dragons as they best fit the story, and even the old-time players that know the statistics for a young adult blue dragon by heart will be helpless to determine the statistics of your beast at a glance.

Feel free to use feats described elsewhere in the book to add further spice and mystery to your dragon encounters. Any interaction with a dragon should be notable and not predictable, which we hope we can avoid by unshackling them first from their color coding.



Dragon Gods

If humans, dwarves, elves, ponies and even griffons can find themselves avatars among the planes, why not dragons? The rumors of the existence of such a being are many. They take many forms and purposes, but there is one that dragons through the world are happy to be without. They are not created at the hand of any god. They were not the divine *choice* of some far-flung entity, wrote into being to serve some grander narrative.

They are the raw elements given rise to power and intelligence through their own will, and that suits them just fine. Let the short-lived squabble about their maker and wage war about who will cast judgments on their frail souls, dragons feel self-assured in these regards. They exist because they must. They will be judged by the harshest of critics, themselves. A dragon who lives poorly will find loathing far more intensely than any other could mete on them, though if they prove to be a nuisance in the process, there are far more, less divine, means to correct it.

A dragon, given sufficient time and ambition, can reach for the infinite and ascend from the prime material plane. Being timeless creatures, one might think this would happen all too often to be comfortable, but dragons are, typically, very materialistic creatures, rooted in the realities of the world they claim dominion over. Even those with care behind their actions are concerned about the physical actions and reactions of those they attempt to shepherd. What is the use of one's afterlife when their current life, short as it is, proves trying enough to manage?

One other escape for a dragon is to go to the plane that matches their internal energy. A fire dragon living on the plane of fire can ascend in a different fashion, becoming a creature of flame entirely. This process takes 1-12 months of living on the plane. Once completed, the dragon gains the elemental subtype matching the plane they have become a member of and are considered native to that plane from that point onwards. They also cease to need to eat, breathe, or sleep, though many still enjoy doing so when the chance arrives. They become outsiders in addition to dragons, their mortal flesh giving way entirely, leaving their elemental soul behind.

One dragon known to inhabit the worlds of the beyond is Princess Luminace's companion. That great and eternal female dragon resides at Luminace's side, but not as a minion or servant. She demands the respect a dragon deserves, and receives it. She and Luminace are equals and peers, bound tight through the aeons. Dragons can bow their head towards her, and a few do, especially those of the luminous dragon's brood. She will hear their pleas and even reply, when she wishes.

Emerald - TN

Befriended by a mortal pony named Princess Luminace, Emerald seemed to see something in the idealistic unicorn. Through their shared path, she worked to shield Luminace from the worst the world had to offer, to keep that precious spark of purity alive and intact. As a god, this desire to protect what one loves remains true.

She has had few great religious movements for or against the other gods, content with her mastery of herself and her place at Luminace's side as a partner. Her likes and dislikes tend to mirror Luminace's, though she has more empathy for the darker side of the pantheon, understanding that the strength to protect cannot always come with utter purity. That is saved for what is being protected.

Among dragons, she is a rarity. She is one that accomplished her greatest wish. She not only protected her ward, but saw her ascend so high, there were no higher steps to take. As the guardian of what became a god, she stands proudly as having perfected her collection beyond any and all expectations and demands those under her to aim for just as lofty goals.

Worshippers: She is a potent force of the parent, the guardian, the defending soldier, the teacher, and any dragon that would add living things to their collection and see to their growth. Whoever would call her the highest must understand that there are others in need of direct protection and to see to their sheltering and furthering.

Revelations: She is the chill that runs down your spine when what you hold precious is being threatened or is about to put themselves in danger. She is the hunch that perhaps your ward is not as safe as it, or you, initially believed. The

most direct revelation she offers comes from the mouth of her priests, sent forward when something of great importance that could affect a great many collections is under potential threat.

Visitation: She does not often deign to touch the mortal soils. When she does, it is frequently with Luminace, ever watchful. This likelihood increases when Princess Luminace approaches anything that could act against her. Her partner remains too curious for her own good, and Emerald remains her protector. When a priest of hers has given everything for their beloved, thought of every angle, and run out of ways forward, desperate and scrambling, she may appear. She will not directly intercede, there are rules about that, but her presence can be enough to sway things in favor of her most faithful.

Favored Weapon: Natural weapons (dedicants that gain proficiency with their god's weapon gain Weapon Focus in a natural weapon of the dedicant's choice, or Improved Unarmed Strike if they have no natural weapons)

Domains: Scalykind, Strength, Protection, Community, Glory

Subdomains: Dragon, Resolve, Ferocity, Friendship, Education, Honor

Druidic Domains: Plane of Air, Plains, Serpent

Inquisitions: Conversion, Fervor, Justice, Persistence, Truth, Valor, Vengeance

Mysteries: Battle, Dragon, Elemental, Solar

Paladin Oaths: Loyalty, Vengeance

Witch Patron: Devotion, Endurance, Protection, Revenge, Storms

Variant Channeling: Air/Sky/Wind, Battle/Wrath, Bravery/Valor, Duty, Flying Creatures, Protection

Holy Symbol: A dragon looming protectively over a smaller figure. The figure can be many creatures, such as a cowering child, pony, or even another smaller dragon.

Obedience: A priest must have something they are actively guarding and keep it from harm. Provided they do not lapse from this duty and always remain within a mile of the thing, living or not, and it remains safe, they have fulfilled the obedi-

ence. The moment it comes to harm, they lose its benefit until it is restored, and an hour-long ritual of apology is performed. This ritual need not be performed in the presence of the object or creature. The dragon must forgive themselves and seek to do better. While their ward remains safe, if they would ever be surprised in the presence of their ward, they may still act, though at the end of the surprise round.

PF Boons:



- 1. Mother's Sacrifice:** When your ward would be harmed within close (25 ft. + 5 ft. / 2 levels) range, you may accept the damage yourself instead. The ward's resistances and DR apply, but yours do not. If the damage had additional effects (poison, tripping, etc.), they apply to you.
- 2. Tireless Guardian:** Once per day, you may get a full night's sleep after a full round action of gathering your will. This does not restore spells or uses of abilities, but does replenish chi, stamina, and hit points as if you had rested an entire night peacefully. This also removes the fatigued and exhausted conditions.
- 3. Bonded Success:** When your ward excels, so do you. If your ward gains a level, you enjoy 1 temporary hit point per their new level every morning and remains the entire day or until used. You gain a +1 bonus to caster level checks and a +1 morale bonus to attack rolls and saving throws. Inanimate objects can trigger this, but it is up to the GM what qualifies, such as a town growing to the next category in size. This effect remains active for a week.



5E Boons:



- 1. Mother's Sacrifice:** When your ward would be harmed within close (30 feet) range, you may accept the damage yourself instead. The ward's resistances and immunities apply, but yours do not. If the damage had additional effects (poison, tripping, etc.), they apply to you.
- 2. Tireless Guardian:** Once per day, you may get a full night's sleep after an action of gathering your will. This does not restore spells or uses of abilities but does replenish hit points as if you had rested an entire night peacefully. This lowers your exhaustion level if you had any.
- 3. Bonded Success:** When your ward excels, so do you. If your ward gains a level, you enjoy 1 temporary hit point per their new level every morning and remains the entire day or until used. You gain double proficiency on one attack roll per day. Inanimate objects can trigger this, but it is up to the GM what qualifies, such as a town growing to the next category in size. This effect remains active for a week



Notable Drakes

Arcysus

One of the earlier dragons to take true interest in the motions of ponykind, Arcysus was first made aware of it when he was awakened to find a pony draped over one of his horns. The temptation to incinerate the interloper was strong, but curiosity won out. "What are you doing here?" he asked, "And are you allergic to thunder?"

That pony was a wizard, hungry for knowledge. The green dragon did not roast him that day. They talked instead, and Arcysus learned that the pony was hungry enough for knowledge that he would put his already miserably short life on the line for it. This was confusing, but interesting. Arcysus became friends with the fuzzy intruder and eventually came to learn of the wizard's other activities.

Through trials and struggles, the dragon became commemorated in the name of a town, though the dragon itself had long since died, perished protecting the same town. It was at his funeral that the pony noted the unacceptable irony that he would outlive the potentially eternal dragon, and he bade the people remember him, to keep him alive; and so Arcysus, the town, was named.

GM Notes: Arcysus is a homebody. He prefers to be in his lair or close to it. Arcysus, the town, happens to be close to that, and he started to visit it often, declaring it to be part of his domain. Few of the ponies dared even try to resist it since he never imposed upon them other than expecting to be treated politely and with proper deference.

Caex "Varren" Dartak

Born a simple kobold, Caex was not content to live with his people. He claimed the wings on his back were a sign that he had true dragon's blood coursing through his veins. The dragon who oversaw the realm of his people laughed at such claims but welcomed his attempts to prove the merit of his words through deeds and accomplishment.

He took the more common name of 'Varren', which suited the humans that lived close by. He joined them as an adventurer, striving to build his hoard as any true dragon would. His original

dragon lord did not mind this, for it was left to him to watch over all the treasure Caex earned, for the day the little kobold finally did prove he was worthy of being called a dragon.

GM Notes: Excitable and with a sizable deficiency to overcome, Caex started by wielding a blade far larger than is practical for such a small creature. Large enough to be heavy for a human to consider, he uses it with an eager glee and high-pitched war cries whenever the cause for battle is present. Easily hired with the promise of adventure, he cares more for the accumulation of wealth and fame than any feeble concern of petty morality.

Gladrik

A sinuous serpent of silver scales, Gladrik is not known to many, but her impact on the tides of history is vast and terrible. One of the most ancient of wyrms, she determined that all short-lived were a threat to dragonkind, and the only safe way to keep their numbers down was to keep them at one another's throats. She resides where the pony, orc, and human lands meet, and ensures that their hatred burns hot and ready to spill blood.

Unlike some dragons, she dislikes shedding great amounts of life herself. One carefully ended life can do so much more, she has learned. The casual murder of a merchant and leaving traces of another race's involvement is far more effective, and less risky, than trying to sack towns and cities on her own. To her, all short-lived are brutal and terrible things, and the only answer to their own problem.

GM Notes: Gladrik is a mastermind that could be behind many a foul thing, especially if it results in the loss of many lives of those she deems insufficient, which would be anything not a dragon. She avoids contact with other dragons, laboring on her plan of genocide quietly in her own lair. Visitors are not welcome, but powerful ones may see use against other, more troubling, threats. She is likely to move if her home is discovered.

Grand Repast

He insists his name is far more glorious in the older variants of draconic. Others are unsure there is such a thing. This rotund adult acid dragon

with orange scales takes no greater pleasure in the world than to consume things. To have sweet new tastes pass over his tongue is what he lives for, and the frighteningly potent acids in his belly means he can try many things others would balk at. He has no reservation about sampling intelligent meals, especially rare species.

His unending hunger would, one might think, drive him to hostility with the short-lived, but he finds them delightful. Their constantly evolving flavors and recipes makes them immediately worth keeping around. He will wander into cities in the appearance of a local nobile, flashing coins and jewelry without shame to secure the latest and greatest in meal options. It is during these visits that he listens for news of strange and new creatures to seek out and try a bite of.

GM Notes: Is the PC party home to an especially rare species? Grand Repast can become an easy foe to introduce, drawn to see just how they taste when properly prepared. He's certain whatever strange creature they are, they must have an exquisite flavor worth savoring.

Lord Sky

Ruler of no nation, this dragon's scales shine with a milky spread of colors from red to blue depending on the angle he is viewed from. He claims dominion over the sky entire, which includes the land rude enough to reach towards it. This view has put him into conflict with the griffons, who claim it is *they* who own the mountains. He disagrees, strongly, with violence.

Like a natural disaster, his coming is implacable, raining fire and lightning with equal talent. He comes when the weather is dark and the winds tremendous, making counter attacks against him unwieldy at best. When even ballista bolts are tossed aside in the wind, he has free reign to express his displeasure on anyone unfortunate enough to be in his path.

GM Notes: A classic dragon, Lord Sky is not terribly interested in being reasoned with or diplomatic overtures. If you are within his realm, prepare to be torn asunder by his claws if his elemental mastery doesn't do you in long before that. He does accept offerings, though the griffons do not tend to offer any, another reason to destroy them. His favorite treats are fine bits of art made of

stone, metal, or gems. Ideally, they should be in his likeness.

Mountain Stream

A vast and powerful beast, Mountain was the first dragon to consider a pony as a worthy consort. Father of drakehooves as a whole, he did not and could not claim to be the literal father of them all, for there were other dalliances that other dragons committed on their own. Despite this, he fancied himself a father figure to them all and cares for their collective well-being. His domain, an active volcano near Blaze's Peak, is a welcome place for all drakehooves.

When they began to plot against ponykind, he counseled them against it, and did not take part in the eventual battle that would result, but he also did not stop them. They were his children, he reasoned, but they were also grown enough to make their own decisions. He made his opinion known but did little else to stop them in most timelines.

GM Notes: Unlike many elder wyrms, Mountain is easily approachable. A kind being at heart, any that come without malice will find him an easy conversational partner. He does not understand the short lives of non-dragons entirely, but attempting to grapple with it is something he enjoys, and he will gladly spend a spare month or two arguing philosophy if enticed. He is not an adventurer, and it is unlikely he could be lured into adventure. His second shape, when not a stupendously massive fire dragon, is that of a cheerful and somewhat large earth-bound pony. His brand in that form is that of his volcano home.

Quiet Scribe

She was born to two other luminous dragons in the middle of Viljatown. She took to pony life eagerly, and her mother's love of Princess Lumina became her own. As an adult, she joined the library of the goddess and put the whole of her attention on gathering and organizing information. The discovering of lost knowledge, in particular, fascinated her. With the permission of the head librarian, she wanders afield to try to find more stubborn facts and details to bring home for all to enjoy.

GM Notes: Raised with wizardly leanings, she devours any arcane knowledge she can get her

scaled hands on. Friendly, her main character flaw comes in the fact that she will explain anything to anyone, usually without being asked. If a party she is with sees an interesting variation of a monster or something of historical note, she will start explaining exactly what it is and its contextual importance. Aside from that, she is loyal and brave, ready to assist against the odds to win the day.

Rising Sun

A Big Mao from the east, he was fascinated from a young age with the flights of dragons. The majesty of their movements and the power they shared with their innate bond with the elements compelled him to learn more. He approached them with his head low and his ears open. He bade them to speak of their greatest victories and most cherished tales. He learned and he listened. Then he began to sing. He earned the name of Dragon Chanter, though it is one he only rarely uses himself. There are some stories the dragons insisted he never repeat, and he is a bear of his word, keeping silent, but whenever the ways of dragons and the short-lived cross, he is ready to offer guidance, that the tangled paths may emerge whole and well.

Among dragons, he is accepted as a friend, but it is clear that he is no dragon. The fact that he accepts his lesser status speaks well for him, and most dragon circles will tolerate his presence, allowing him to listen intently. He never speaks out of turn, another point in his favor, and his welcome remains warm.

GM Notes: Rising Sun is likely to become involved if dragons are already involved. This becomes doubly true if the actions of a dragon or short-lived is about to cause harm to the other. He endeavors to bring peace between them through education and impassioned pleas. He is unlikely to join an adventuring party for longer than it would take to resolve such an issue.

Running Magma

A drakehoof, she always saw herself as a dragon that happened to have some impurities rather than a pony. Favoring her draconic side strongly, she eschewed being around ponies much of the time, instead working on gaining standing with dragon circles where she could. She lies at

a nexus of possibilities. Through her actions or inactions, the pony empire finishes its fall or rises again.

With her warning of the drakehoof and dragon combined forces, if she delivers it, and it is listened to, ponies have time to prepare and react to the event. In some instances, she falls under the sway of the agitators, eager to lash out against the ponykind she has written off as inferior, and she flies into battle with the rest to see the end of the once mighty empire.

In others she learns that her other half is not entirely without merit and sends the course of history down a brighter path for ponykind. In the most optimistic possibilities, she serves as a bridge, helping both species come closer together and reach for the future.

GM Notes: Running Magma, in any timeline, is quite convinced that dragons are superior, and that she is one of those before anything else. The main variance is in how much she deems ponies, or anything else, are worthy of consideration. Haughty, but clever, if she can be lured towards the promise of treasure, she proves a capable combatant and able troubleshooter, able to defeat locks and traps.

Spring Shower

A drakehoof born in the far east, she never thought much about ponies on account of there not being many of them so far distant from Everglow. She accepted the role of an elemental guardian of water. Dwelling in a fresh spring, she guards it against pollution and exploitation while blessing those that come peacefully with a gentle touch of her horn.

Kind to those she favors, she shows her displeasure indirectly. Direct combat is not how she handles things, calling in other fey and other dragons to show the wrath of nature on those she feels are deserving of it. If asked about what she is, she will respond simply that she is a kirin. In relation to ponies, the idea baffles her. Are humans related to monkeys? One could argue it, but it would be just as rude. She is a kirin, and proud of the fact.

GM Notes: Spring Shower is usually met as a gentle presence, unless she determines that they

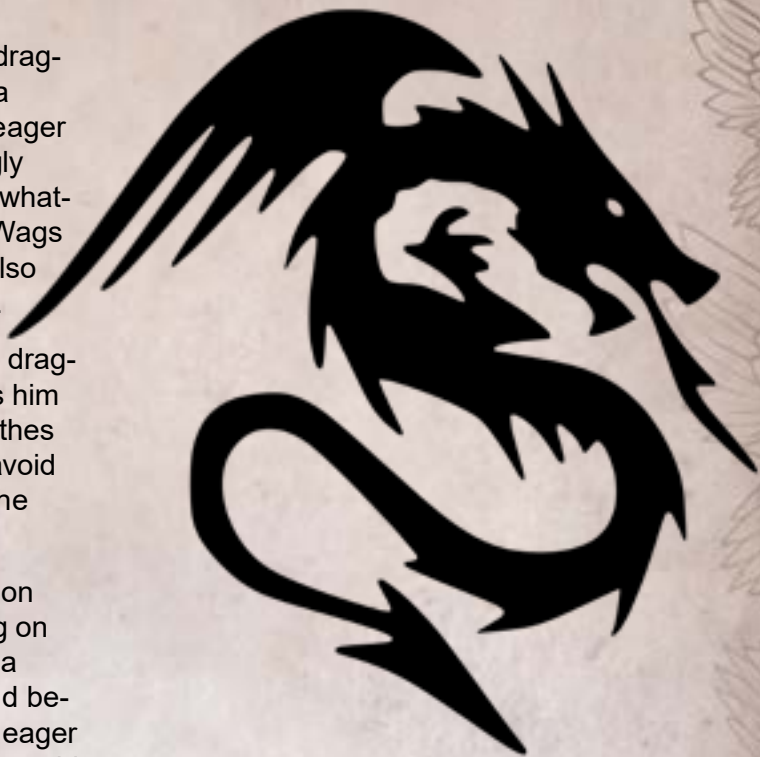
are a despoiler of her lands. If violence erupts, she is likely to flee at the first opportunity, to seek help from larger and more powerful creatures.

Wags

A shame on many other dragons, this blue dragon is beloved by most who meet him. With a great wagging tail and a bright smile, he is eager to meet new people. Excitable and seemingly without an urge to collect anything save for whatever bone he's working on at the moment, Wags is a loyal guardian to his community while also being a great draconic dog in temperament.

Despite his 'debasing' behavior, he is a true dragon, immune to the touch of cold, which suits him well in the chilly climate he lives in. He breathes fire when angered, but has been taught to avoid catching buildings, carts, or nice people in the blast.

GM Notes: Wags is distrustful of other dragons and those that carry their blood, often hiding on first detecting them. Carefully introduced to a friendly creature, he will warm up quickly and began expecting to be adored in return for his eager presence and loyal defense. Befriended, he could join an adventuring party. Despite his simple behaviors, he does know good from evil, and will separate from a group that regularly behaves in unkind ways around him.



Dragon Feats



Any time a reference to level is made in this section, you may add any hit dice you may have outside of class levels to determine your total level.

Adaptable Breath

When you see a dragon breathe fire, you expect fire again. This may be a fatal mistake.

Prerequisites: Dragon, breath weapon.

Benefit: You may alter your breath to deal acid, cold, electricity, or fire damage. If you do this, its cooldown until the next time you can use your breath weapon is increased by an extra round if it was measured in rounds, an extra minute if it was measured in minutes, or an extra hour if measured in hours. If you had a limited number of times you could use the attack per day, you must use an additional use.

Altered Destiny

The true destiny of dragons was lost to you. Your rump is adorned with a brand, laid down by the accursed Author.

Prerequisites: Dragon, does not normally have a spiritual tribe or brand of destiny.

Benefit: You gain a brand of destiny. You may select a spiritual tribe as if you were a pony, gaining its effects. Though this is typically a born condition, a dragon's deviated fate can become apparent or be made manifest later in their life.

Awakened Blood

Your lingering dragon hints have grown more powerful

Prerequisite: Draconic bloodline.

Benefit: You are considered a dragon for qualifying for feats, classes, spells, and equipment. How these things work when used by or against you is also affected, treating you as a dragon whenever a different effect would occur when doing so.

Civilized Mien

While the form of a dragon is truly perfect and all should consider themselves lucky to behold it,

some are too timid to bear such magnificence. You can hide it, if you must.

Prerequisite: Dragon.

Benefit: You gain a specific second form you can assume or dismiss as a standard action. This can be a humanoid or fey form. This works as per *alter self*, but does not modify your statistics. This is a supernatural ability.

Diverse Draconic Bloodline

Not every dragon matches their offense with their defense.

Prerequisites: Dragon, breath weapon and elemental immunity or resistance that shares the same element.

Benefit: You may change your breath attack or elemental immunity and resistances. You may select from acid, cold, electricity, or fire. If you have a vulnerability to an element you are rendered immune to with this feat, the immunity prevails, and you take no damage from the element.

Draconic Crafter

When you have so many years, you may consider putting the production of your greatest works in the hands of the greatest person you know; yourself.

Prerequisite: Dragon.

Benefit: When making a roll for crafting or magic item creation, you gain a +1 competence bonus per 3 ranks you have in that skill in return for doubling the base time the crafting takes.

Dragon's Breath

You have draconic blood, but no breath attack? Are you done being laughed at?

Prerequisites: Dragon, must not have a breath attack.

Benefit: You gain a breath attack. As a standard action you breathe either a 30-foot cone or 60-foot line of the same type of energy as your energy resistance or immunity. If you have no resistance or immunity, you must select acid, cold, electricity, or fire. Creatures in the area take 1d6 damage per two hit dice, with a Reflex save

(DC 10 + 1/2 your hit dice + your Constitution modifier) for half damage. You can use this as many times per day as your Constitution modifier (minimum 1).

Special: This feat qualifies you for feats requiring the Elemental Belly feat.

Elemental Aura

Your elemental attunement has reached the level that it can bleed out in hostile waves.

Prerequisites: Character level 3rd, dragon.

Benefit: Any creature adjacent to you at the start of your turn takes 1d6 points of damage of the element you are attuned to. If you are not attuned (natural breath weapon and/or resistance and/or immunity) to any element, you may select from acid, cold, electricity, or fire. If you would later gain such attunement, it must match what you selected here. If you qualify for more than one element, you must select one to use with this feat. If you are 10th level or higher, this increases to a 10-foot radius around you. At 15th level, this becomes 2d6 damage. You may stop and start this effect as a free action.

Elemental Arms

You don't always have to belch out your displeasure at a situation. There are other methods.

Prerequisites: Dragon, breath weapon.

Benefit: You may, as a swift action, empower your natural attacks with your breath weapon. Hits with your natural attack are enhanced as if by flaming, adding 1d6 points of elemental damage per 3d6 of your own breath attack (minimum 1d6) to each hit. The damage is of the same type as your breath weapon. This remains until the start of your next turn and is considered a use of your breath weapon, possibly triggering cooldowns or daily limitations.

Elemental Blessing

While it is fine that a fire dragon may reside in an active magma flow, what of their collection?

Prerequisites: Character level 3rd, dragon.

Benefit: Any item that you possess shares your resistances and immunities gained by merit of

being a dragon (including feats that require being a dragon). As a move action, you can extend this to a creature within 30 feet, causing them to dimly glow the color of the element(s) you've given them protection against. This continues until you end it as a free action, or they move more than 100 feet away from you. Any creature selected with the Living Hoard feat is protected by this as if they were a possession.

Elemental Healing

You relish in the bath of your native element even more than is usual for a dragon.

Prerequisites: Dragon, elemental attunement (breath weapon or elemental resistance/immunity).

Benefit: When you would take damage from your attuned element (before considering resistances or immunities), you gain 1 temporary hit point per 4 points of damage you would have taken. These remain for one hour.

Elemental Mastery

Born of the elements, your call still holds sway over those forces.

Prerequisites: Dragon; elemental breath weapon, resistance, or immunity.

Benefit: With a firm command, you can, as a standard action, order a creature that has a subtype that matches your breath weapon or racial energy resistance or elemental immunity. This functions as *command* but is not subject to spell resistance and does not require a saving throw. Once a creature has been subjected to this, they are immune to further uses of this ability from you for 24 hours.

Enduring Breath

A true dragon can exhale great elemental destruction many times a day. Why not you?

Prerequisites: Dragon, breath weapon with a limited number of uses.

Benefit: Your breath attack will become usable again after 1d4 rounds. If you had abilities that required multiple uses of the breath weapon to function, they instead delay when you can use the power by 1 round per additional use.

Explosive Breath

With practice, you can allow the air itself to explode with your power.

Prerequisites: Dragon, breath weapon.

Benefit: Instead of your breath attack creating an area of effect starting at you, you create an angry ball of elemental energy, creating a burst anywhere in an area equal to twice the normal range of your breath attack. It covers a radius of 10 feet. At 5th and 10th level, this radius increases by 5 feet, to a total of 20 feet. If you do this, the cooldown until the next time you can use your breath weapon is increased by an extra round if it was measured in rounds, an extra minute if it was measured in minutes, or an extra hour if measured in hours. If you had a limited number of times you could use the attack per day, you must use an additional use. You must have line of effect to the origin of the burst.

Impressive Mount

If you carry something precious, do not allow it to come to easy harm.

Prerequisites: Dragon, Large size or larger.

Benefit: When you are serving as a mount, your rider occupies a specific place within your squares. You must make this selection at the start of your turn and it remains valid until the start of your next turn. This limits the rider's ability to make strikes on the far side of you, but also protects them from potential harm. You may opt to not specify, in which case standard riding rules apply for positioning.

First Tongue

Though some scholars insist that draconic could not have been the first language, dragons scoff at such claims. Draconic is the tongue of magic.

Prerequisites: Spellcraft 5 ranks, dragon, draconic language.

Benefit: You can interfere with spoken spells with a cruel twist of the draconic language. Whenever a spell or spell-like ability with a verbal component is used within 60 feet of you and you successfully identify it, you may force the caster to make a concentration check against a DC of

15 + your ranks in Spellcraft + your Intelligence Modifier. This counts as an attack of opportunity. On a failure, you distort the magic. You can decrease the area of the spell by 25%, reduce its duration by 25%, cause it to do 25% less damage, or reduce its saving throw DC by 1. If the victim fails by 10 or more or rolls a natural 1 when it would have failed anyway, double this effect.

Forceful Flyby

The power beneath your wings is enough to send things sailing away in disarray.

Prerequisites: Dragon, winged flight.

Benefit: As a standard action, you may move up to your fly speed. Anyone you fly within 5 feet of is subject to powerful winds, allowing you to bull rush or trip them as you move past. Your movement provokes attacks of opportunity normally, but your maneuvers do not. For every size category above Large you are, you can influence creatures 5 feet further away. You can only influence a creature once per such action.

Gem Eater

Dragons love gems, some perhaps a bit too much, devouring them rather than enjoying their lustre. You are what you eat.

Prerequisites: Con 13, dragon.

Benefit: Your diet has manifested in a soft sheen to your scales. Your natural armor increases by 1. At 10th level, you gain DR 1/Adamantine. This DR increases by 1 at 14th and 18th level. If you have damage reduction due to a class feature or racially, you may change this damage reduction to match its type and stack with it. It can only be changed this way one way at a time and this choice cannot be altered.

I Have Forgotten More Than You Know

Eternal creatures, dragons know a great deal. Even wyrmlings emerge with knowledge that would seem beyond them.

Prerequisites: Int 13, dragon.

Benefit: When making a skill check, you may assume you have at least 1 rank per 4 character

levels. This does allow you to make trained only attempts, using your simulated ranks. These ranks do not exist outside of the moment you make a skill check.

Living Hoard

You have formed a bond with something that doesn't have the dignity to be eternal and unchanging. Its growth and change intrigues you, perhaps.

Prerequisite: Dragon.

Benefit: Select a creature when you take this feat. You are constantly aware of their condition as if a *status* spell were in effect. You know what direction they are in, provided you are both on the same plane. If you are 7th level or higher, you may treat this as *greater status*, allowing you to cast spells on your bonded target.

Living Wall

Nothing gets past you without your permission.

Prerequisites: Dragon, Large size or larger.

Benefit: Any attack that passes through your square must consider you as hard cover. You may allow friendly attacks to pass with only soft cover. If this causes an attack to be against something other than you and it faces total cover, you become the target. You can halt the progress of bursts and similar effects trying to pass through your squares, as if you were a stone wall.

Lord of Reptiles

Dragons are the uttermost pinnacle of your kind. Sometimes you need to remind them of that fact.

Prerequisites: Character level 6th, dragon.

Benefit: With a mighty roar and a standard action, you can attempt to sway all reptiles and kobolds within 10 feet per level. Those who hear it must make a Will saving throw against $10 + \frac{1}{2}$ your level + your Charisma modifier. Those who fail are either shaken, panicked, bolstered (+1 morale bonus to weapon attack and damage rolls per 5 character levels), or charmed (as if by *charm monster*). Positive effects are do not require a saving throw. The same effect must be used on all targets. You can use this once per hour.

Lair Habits

You understand the ways another may try to protect what is theirs. You've used them yourself.

Prerequisite: Dragon.

Benefit: If your Perception bonus +10 is sufficient to notice a trap, you notice it. Searching for traps or secret doors takes half the usual time for you. If a trap or secret door cannot be interacted with immediately, but you have detected it, you get a hunch where the mechanism may be to do so, if one exists.

Measured Breath

Not every effort has to leave you heaving for air if you do it properly.

Prerequisites: Dragon, breath weapon.

Benefit: Whenever you make a breath attack, you may reduce the damage dice by 1 size (d20 → d12 → d10 → d8 → d6 → d4 → d3 → 1) to reduce its waiting time by 1 unit. You may reduce the damage dice as many times as desired, to a minimum of 1 damage per die. (1 round if measured in rounds, 1 minute if measured in minutes, 1 hour if measured in hours, etc.)

If your breath attack is limited by number of uses, you may instead reduce your damage dice by 2 sizes to avoid expending a use, even allowing you to possibly use your breath without uses remaining provided all uses required are avoided.

Numbing Breath

Dragons deserve all the power; this is beyond debate. Remind lesser creatures of this fact.

Prerequisites: Dragon, breath weapon.

Benefit: Instead of dealing damage or its other usual effect, you can sap the vitality of those caught in your breath attack. Any creature subjected to it must make a Fortitude save instead of a Reflex save against your breath attack. On a failure, they take 1d4 Strength damage. On a success, they take 1 Strength damage. If they fail by 10 or more, this amount is doubled. If they succeed by 10 or more, they take no ability damage. At 6th level, you may instead deal Dexterity damage. At 12th level, you may instead deal Constitution damage.

If you alter your breath attack with this ability, its cooldown until the next time you can use your breath weapon is increased by an extra round if it was measured in rounds, an extra minute if it was measured in minutes, or an extra hour if measured in hours. If you had a limited number of times you could use the attack per day, you must use an additional use.

Poor Taste

Something about you is just repellant the dragon-kind. You or someone of your line offended them, but not enough to warrant a summary destruction.

Prerequisite: Must not be a dragon.

Benefit: Dragons find your presence unappealing. You smell bad and taste worse. Given the option, they will avoid engaging you in combat when there are other options. Dragons begin as unfriendly, but will typically not attack, preferring instead to be rid of you and take a long bath afterwards.

Powerful Breath

Within you burns an elemental fury that yearns to be released.

Prerequisites: Dragon, breath weapon.

Benefit: Your breath weapon gains 1 die of damage for every 3 levels or hit dice you have, to a maximum of your level or hit dice.

Strafing Breath

The image of a dragon setting the field ablaze

with their power as they soar past is a powerful one.

Prerequisites: Dragon, breath weapon, flight.

Benefit: Instead of creating a cone or line originating from your stationary position, you can aim your breath downwards as you fly overhead. This allows you to create a line along the path that you travel as a full-round action that allows you to move up to your fly speed and use your breath attack at once. If your breath is a cone, the line becomes 5 feet wider for every 15 feet wide it would normally be. The ground must be within range of your breath attack. If you fly further than the normal range of your breath attack, the DC of your breath attack decreases by 3. This reduction repeats for every increment of your breath's normal range that you strafe.

If you alter your breath attack with this ability, the cooldown until the next time you can use your breath weapon is increased by an extra round if it was measured in rounds, an extra minute if it was measured in minutes, or an extra hour if measured in hours. If you had a limited number of times you could use the attack per day, you must use an additional use. You must have line of effect to the origin of the line.

Unquenchable Breath

When forces would limit the potency of your breath, you resist them mightily.

Prerequisites: Dragon, breath weapon.

Benefit: When the die size of your breath weapon would be reduced, you ignore one step.



Racial Feats



Dragon's Breath

Prerequisite: Dragon

You have gained the proper elemental fury of a dragon's breath, either enhancing your own or seemingly from scratch, drawing on your draconic heritage.

- If you already had a breath weapon, it gains a recharge of 5-6.
- If you did not have a breath weapon, you gain one as a dragonborn of the color of your choice, and it has a recharge of 5-6.
- You may increase the damage of your breath weapon by 2 dice or double its area of effect. You must complete a short or long rest to do this again.

King of Reptiles

Prerequisite: Dragon

With a deafening roar, you can remind others of their natural place in the food chain, with you at the top.

- With a mighty roar and an action, you can attempt to sway all reptiles and kobolds within 60 feet of you. Those who hear it must make a Will saving throw against 8 + your proficiency modifier + your Charisma modifier. Those who fail are either

frightened, bolstered (+1 bonus to weapon attack and damage rolls), or charmed. Positive effects do not require a saving throw. The same effect must be used on all targets. This can be used again after a short rest.

- When making a skill check you do not have proficiency in, you may add half your proficiency bonus.
- You gain a specific second form you can assume or dismiss as an action. This can be a humanoid or fey form. This is a magical ability.

Lair Master

Prerequisite: Dragon

You know the flow of lairs, and their power. You can disrupt that flow when it suits you.

- When a lair action is either within 60 feet of you or its effect would manifest within 60 feet of you, you may, as a reaction, force the user to make a Charisma saving throw against 8 + your proficiency bonus + your Charisma modifier or the effect fails to occur.
- Increase your Charisma or Wisdom score by 1, to a maximum of 20.



New Traits



All race traits listed here are available to dragons.

Arcane Master (Race): Your eclectic magical tastes cannot be fully satisfied with only one specific regiment. Who decided which spells belong to what school of learning and what authority do they have over you? For every level of spell you can normally use or infusion you can prepare, you can learn one spell not normally on your list, but still within your type of magic (arcane, divine, or occult for examples). You must use the highest level the spell is available within your tradition (arcane, divine, etc.) for what level you cast and/or prepare it as. You must follow the usual rules for your class for obtaining the spell. This does not give you additional known spells for spontaneous casters, simply expands your selection.

Born Alone (Race): You had no parents that you knew, born from an egg in the wilderness with only your own skills and natural abilities to defend yourself. You've survived this far; it must be working out. Gain a +1 trait bonus to Fortitude or Will saves.

Gem Connoisseur (Race): You love gems, not unusual for your kind. Just holding one is enough to give a hint to its worth. You may make an Appraise check without effort as a free action on

any gem you hold. If you fail, you simply don't get a concrete feeling on the value of the gem. You may actively use Appraise if your automatic sense fails. You may not attempt an automatic sensing on the same gem for 24 hours.

Known Guardian (Race): You have long stood vigil over a settlement or other important place or artifact, and people recognize you, even if you aren't doing that anymore. The starting disposition of people within your home nation is improved by one step.

Large Family (Race): Unlike many of your kind, you were raised with many brothers and/or sisters. This advanced socialization burned into your mind that you were never alone and could not afford to believe you ever acted without being seen. You gain a +1 trait bonus to Diplomacy and Sense Motive. One of these becomes a class skill for you.

Precise Breath (Race): You cultivated an unending want for precision where your attack normally calls for blanket destruction. You may declare one square within your breath attack as unaffected by your attack.

Silent Flight (Race): With wings spread, you can glide, dart, and bob silently. You may move at full speed while flying and using Stealth.



Running Magma

Draconic Archetypes

Draconic Druid (Druid)

Dragons are a force of nature, reshaping, destroying, or upholding the patterns of a place as they see fit. Just as worthy of consideration as the storms and winds that shape the world, some druids turn their thoughts to the ancient elemental beasts that call it their kingdom.

Dragon's Empathy: Draconic druids gain a +1 bonus to Diplomacy and Sense Motive rolls against dragons. This bonus increases by 1 per 3 druid levels. This replaces wild empathy.

Draconic Shape: When using wildshape, draconic druids may not assume the form of a plant. They may use *form of the dragon* instead at the same tier (*plant shape I* becomes *form of the dragon I*, and so on). This alters wildshape. When using wildshape to become an animal, they do so as a druid of two levels lower, delaying when they can employ their wildshape until 6th level.



Class Options

Alchemist Discoveries

These discoveries were perfected by dragons. Most of them rely on basic biology inherent to dragons, and are quite difficult to find, if they even function, for non-dragons.

Aging Elixir (Su): For most races, this would be madness. For dragons, common sense. While under the effects of your mutagen, you advance in age, becoming more powerful as a result. Your size increases by one category in addition to the other effects of your mutagen. The DC of natural abilities such as breath weapons or fear auras is increased by 1. This increases by an additional 1 for a greater mutagen, and again for true mutagen. Mercifully, mutagens you prepare that others drink do not age them, even if they are also both dragons and alchemists.

Alchemical Breath (Su): You have integrated your breath weapon with your bombs. You may expend a breath attack while using a bomb, causing it to behave as if your alchemist level were one higher per 4 alchemist levels. You must be at least 4th level before selecting this discovery.

Draconic Breath Control (Ex): While making a breath attack, you may specify shorter ranges than your maximum. This choice must be made before any damage or saving throws are made. If you reduce your range by half or more, increase the DC of the attack by 2.

Draconic Bombs (Ex): When preparing a bomb, you can lace it with drugs anathema to your own kind, causing it to use d8s instead of d6 for damage against dragons, while only using d4s for damage to any other

creature. This bomb cannot be stacked with other bomb modifying techniques with a similar caveat.

Enhanced Flight (Ex): Strange alchemical practices have seeped into your wings, enhancing them in wondrous ways. Your fly speed increases by 10 feet and your flight maneuverability by one step. You must have natural flight to select this discovery.

Explosive Breath (Su): You can use your bombs to replenish your internal elemental fury. As a move action, you can create and consume a bomb, restoring your breath weapon. If it had limited uses, you regain one. If it had a recharge, that recharge immediately ends.

Sharpened Eyes (Ex): Dragons are already famous for their uncannily long range of sight. With the proper tinctures, you have honed your own to a razor's edge. You can see twice as far in all conditions. The penalty for Perception checks of a visual nature for distance should be factored as if the distance was halved.

Wrapped in Scales (Ex): A regular diet of flesh toughening solutions has gifted you with exceptionally tough scales, even if you had none before. Your natural armor increases by 1 and you gain energy resistance 5 against the element of your choice.

Kineticist Infusions

Effects that require triggering a breath attack require that you have a breath attack available. If you are out of uses or it is in cooldown, you may not use related infusions.

Dragon's Breath

Element universal; **Type** form infusion; **Level** 1; **Burn** -1

Associated Blasts any; **Saving Throw** none

You may use your breath attack as you create a blast, triggering its cooldown or expending a use to increase the flow of elemental power in your kinetic manipulation.

Elemental Blessing

Element any; **Type** utility (Sp); **Level** 3; **Burn** 1

Prerequisites breath attack

By accepting one point of burn, you may shield the touched creature from any one element you are capable of creating with your breath attack. You must use your breath attack as you do this, triggering its cooldown or expending a use as needed to create the desired element. Until you next recover from your burn, the target gains 10 resistance to the element. This increases by 5 for every level of infusion you can use beyond 3.

Fortified Breath

Element universal; **Type** form infusion; **Level** 4; **Burn** 0

Associated Blasts any; **Saving Throw** none

By accepting a burn while you use a breath attack, you may increase its potency, increasing its damage dice by the dice you'd normally get for a simple blast you know, to a maximum of your level. This burn can be mitigated with the gather power ability.

Wings of Power

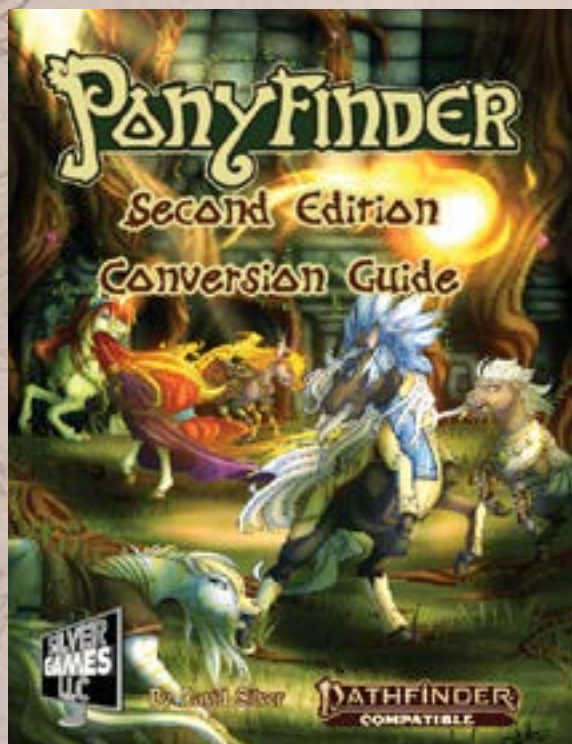
Element any; **Type** utility (Sp); **Level** 1; **Burn** 0

Prerequisites Natural flight

You can use your elemental power to aid in your natural flight, increasing your fly speed by 10 feet. Doing so is a free action, but precludes you using any other blast or talent during that round. If you've already used a talent or blast, you may not use this. For every 2 elemental levels you have, increase this speed increase by 5 feet.



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They rule over the air, land, sea, and anywhere else they cast their eyes. They gather what pleases them, for few are those that can demand they stop. Wise, greedy, generous, bloodthirsty and saintly are but some of the words laid at their claws, but they outlast those that whisper them. They are dragons. They are eternal. Let us take a closer look at them, their culture, their life, and how they prosper in a world filled with short-lived lunatics.

With dozens of new feats and options for both player dragons and antagonists for GMs to use, we breathe some life into your draconic encounters. They are the apex predator of the world, they deserve a little love.

Spread your wings today, and let's explore their side of things.

