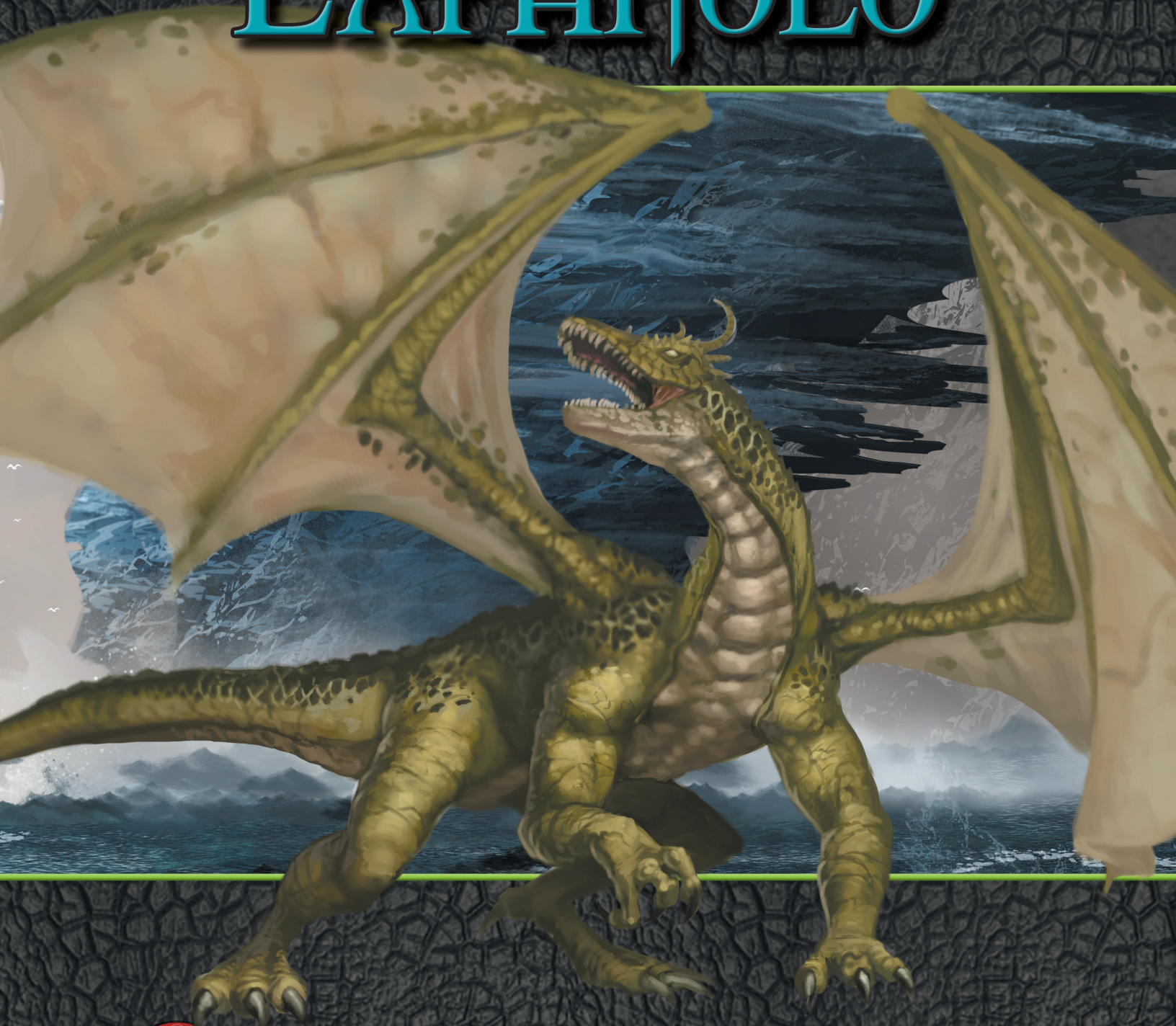


Rite Publishing Presents

IN THE COMPANY OF DRAGONS EXPANDED



BY WENDALL ROY



Rite Publishing Presents:



In the Company of Dragons - Expanded

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

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obsola siva

Here There Be Dragons

Foreword by Bill Slavicsek

Dragons. No creatures of myth and legend inspire more awe and majesty and dread. They come in all shapes, sizes, and colors, each carefully crafted to perfectly fit the fantastical world they inhabit. Whether they're from the varied settings of roleplaying games, the literary worlds of Middle Earth, Pern, and Harry Potter's England, or real-world legends, dragons fill the landscapes of the imagination like no other creature ever conceived. And that's why we find them so tantalizing.

Back in the day, I designed and wrote an experimental campaign setting for the DUNGEONS & DRAGONS Roleplaying Game. This was during that grand period when TSR, Inc. was producing boxed sets of amazing production value, each one designed to be cooler and more packed full of components than the one that came before it.

My campaign setting came in a thick black box full of lavishly illustrated booklets, hand-outs, and poster-sized maps. It won a number of awards, received a few good reviews, and helped build upon my then-developing reputation as a creator of worlds and a producer of quality material. It covered the exact topic we're here to talk about: dragons. It was called *Council of Wyrms*.

Council of Wyrms was the first of its kind—a campaign setting where the players got to take on the roles of the grand, majestic, and often terrifying chromatic and metallic dragons. It provided character creation rules, a setting where various dragons vied with each other for power and dominance, and a number of adventures to challenge the player characters as they advanced in level and competence from hatchlings to great wyrms. I had a blast putting it together, and at least a few people have had fun reading it or playing it over the years—people such as Wendall Roy and Steven D. Russell.

When Steven asked me to write this forward for the updated and expanded version of *In the Company of Dragons*, I jumped at the chance to review the manuscript and say a few words about the product you're about to read and, hopefully, play. Like any good work of fantasy, it's full of ideas and concepts designed to captivate and intrigue you. From the complex and exciting back story of the world, to the descriptions of the dragons and their society, it's jam-packed with details and imagery that excites a sense of wonder and adventure, just like it's supposed to.

Wendall told me how *Council of Wyrms* hit the store shelves while he was entrenched in the *World of Darkness* and *Shadowrun*, and that the box full of dragons helped keep him tied to fantasy, even as he was otherwise engaged with vampires, black dusters, and razor-sharp katanas. "I've been very lucky that *In the Company of Dragons* has been successful enough to warrant an expansion," Wendall told me before I began putting this forward together. "It wouldn't be what it is without *Council of Wyrms* inspiring the kid that I was to never stop dreaming about dragons." And you can see that inspiration come to life in the pages that follow, especially where it focuses on world-building for a dragon-based society. Good stuff!

Steven also shared a few kind words about *Council of Wyrms* and what it meant to his development as a gamer and an author. "I fell in love with it right away," Steven said. "It made me feel the wonder and excitement of my first roleplaying game all over again. It's that wonder that brings me back to its core themes time and time again."

Those core themes live on in this product: taking on the role of a dragon and dealing with the complexities of their society, both the good and the bad. Figuring out how to play a dragon—in many ways the epitome of every creature to ever grace a monster manual—and dealing with all the challenges they face will make you look at monsters in a completely new light. It's invigorating!

So, in case it hasn't become clear yet, with this product you get to create a play a dragon—a freaking dragon!

Just imagine: the powerful muscles rippling beneath your scales; wings strong enough to carry you aloft; claws like sword blades, teeth like spears, the ability to claw and to rend and to bite. And there, deep in your belly, the rumble of a breath weapon, ready to be unleashed when you absolutely need it—or when you just feel like cutting loose and destroying those enemies that dare stand before you. You are a dragon, and the world trembles at your approach!

That's compelling stuff, let me tell you.

So, what are you going to find in here? A lot about dragons, that's for sure—a whole lot! And not just the broad strokes. The authors dig down into the nitty-gritty, which is really where you need to go if you're going to roleplay in a unique and all-together-different kind of world from the one

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you're used to. Names, for example, are treated as a thing of great significance, and when a dragon claims or is awarded one, it's a very, very big deal. We also learn about the ins and outs of lairs and hoards, because no dragon can truly be called such without a home and treasure to call its own. And not only that, but everything that goes along with creating a character can be found within the pages that follow: racial traits, age, size, class options, archetypes, feats, and more! Everything you need to create a draconic legend-in-the-making is in here, just as the roleplaying gods intended.

Of course, no campaign setting can be called complete without a world designed to encapsulate its ideas and wonders, a place for the characters to explore and play in. For *In the Company of Dragons*, that world is the Lost Isles. This hidden land, the birthplace of dragons, is revealed in all its glory, complete with places of note, rumors to spark adventure ideas, and a unique reputation system, all specifically designed to help you build and develop your campaign. It features renowned dragons to populate and add life to the world, a

bit of history to provide background, and a section of adversaries to challenge your player characters, including giants and, a truly frightening concept, the dark mirror of dragonkind, Oblivion.

Just as my original *Council of Wyrms* inspired the imaginations of Wendall and Steven, I'm sure that *In the Company of Dragons* is going to inspire you. Whether you simply read through it for fun and entertainment, rifle through it to borrow ideas for your own games, or decide to fully embrace it and play it as written, I'm certain you're going to find something in here to spark the portion of your brain that loves to poke at the blank portions of the map and say, "Here there be dragons."

Enjoy!

Bill Slavicsek designs games, creates worlds, and writes all kinds of things. He's written a ton of Star Wars roleplaying game products and sourcebooks, designed a bunch of Dungeons & Dragons campaigns and adventures, created games such as Torg, Alternity, d20 Modern, and Castle Ravenloft, and currently serves as a senior writer for The Elder Scrolls Online: Tamriel Unlimited game.



In The Company Of Dragons Expanded

Qwilion of Questhaven

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

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

Thunders in Defiance

Introduction

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

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

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

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

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

When *Our Lady of the Rainbow Scales* created her progeny, one pool of her blood lay dark. All that had arisen from it was a twisted, stillborn creature that went unnoticed at first by *Our Mistress of Wyrms* and her children. When *Our Many-Headed Mother* finally noticed the creature, she flew to investigate but the body had vanished, replaced by a cancer of blackness that ate into the fabric of her creation. What caused the aberration and what initially masked it from *Our Empress of Eternity's* all-seeing view was not clear. Our traditional belief

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is that *Our Lady of the Rainbow Scales* was dealt a cursed wound by one of the other gods that tainted her creation of one of our kind. Regardless of the cause, the threat this blight caused to the Lost Isles was real and tangible as it continued to unravel our homeland. The first of *Our Lady of the Rainbow Scales'* children to investigate it was quickly swallowed, and then spat back out as mockeries of their former selves that resembled the stillborn creature *Our Many-Headed Mother* first noticed. Horrified, *Our Empress of Eternity* did battle with the fell naught, but its endurance eventually forced her to commit the first dragon sacrifice and give up her physical form. She bound herself to the land around the blight in a dedicated effort to save her children.

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

Physical Description

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



mirrors what is inside. If one of my brothers and sisters looks to you like a red dragon, chances are very good they are every bit the malicious, violence- and devastation-loving creature as one of our red cousins.

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

It should be noted that we breed true with our cousins from the material plane. Eggs which are raised and hatched in the Lost Isles under the auspice of *Our Lady of the Rainbow Scales* will

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emerge as a taninim, while an egg which develops in the world of the ephemerals will be one of our cousins that you refer to as “true” dragons.

There are two exceptions among us taninim. The first is the Organizers, a particular bloodline of my people with unique physical appearance and worldview. Even the most chaotic and unfettered member of this bloodline views everything as having a unique place and purpose in the world to them, and it is unnerving to them to see a creature acting against what they see as its place in reality or an item perverted from its purpose. The Organizers, also called Lung from an ephemeral title given to the first of the bloodline that explored your world, are wingless creatures whose bodies are more serpentine than the rest of us. As they gain in power, they grow elaborate horns and feathery hair around their muzzle and joints. Some even grow a luminescent pearl-like structure on their foreheads the Lung call a third eye. Legend claims the bloodline came about when one of the first taninim, in a fit of hunger, attacked a great spirit clam. This was a taboo act, as the spirit clam was one of a handful of sage spirits that anchored meaning to reality. The taninim eventually tore open and consumed the clam, but not before having both his wings ripped off in the struggle. A curse settled upon the taninim after his meal, for he had consumed the spirit clam’s magical pearl that was the core of its power. He was forever after obligated to carry out the spirit clam’s mandate of organizing the world.

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

Society

Taninim society in the Lost Isles resembles a collection of feudal landholdings. A taninim is considered master of whatever territory he is powerful enough to hold, with lesser taninim claiming fealty to him in return for the right to lair and hunt in the master’s territory, and to assist him in defense of the territory when commanded. The

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relationship between feudal lord and vassal is not always a friendly one, as taninim with conflicting personalities are willing to serve and be served as long as dominance is clearly established. Small settlements of a variety of ephemeral races live in some territories, tending food and crafting items of convenience or aesthetic value for their masters.

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

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

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

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

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

Reputation

A taninim's reputation is primarily based on his progression through dracomorphosis, and his base reputation score is equal to his levels in classes with the dracomorphosis class feature. The taninim can



also gain modifiers to reputation from his societal actions as noted in the rites section. Reputation modifiers are permanent unless otherwise noted.

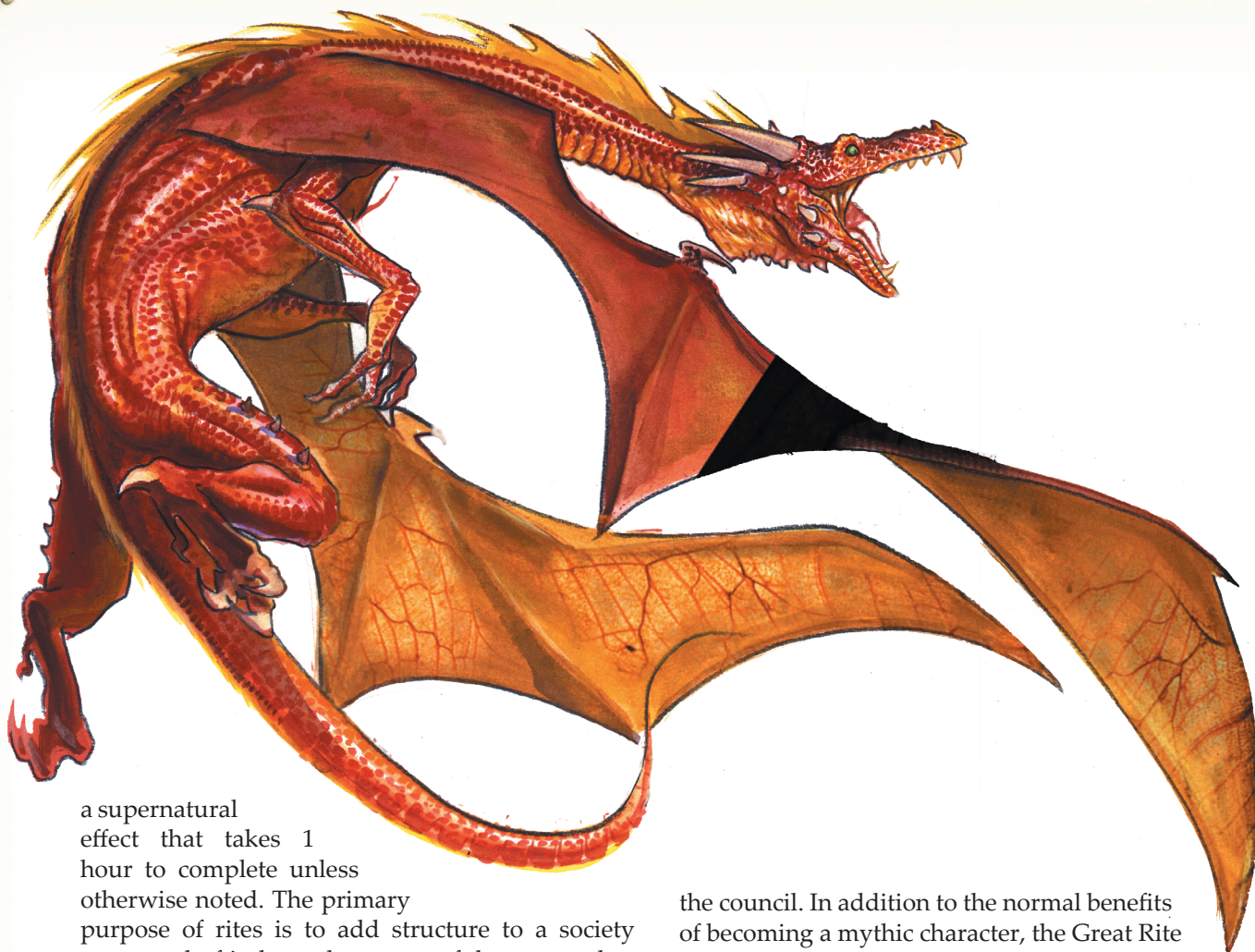
Reputation affects a number of game mechanics. A taninim who has a greater reputation score than another taninim applies the difference as a bonus on Diplomacy and Intimidate skill checks when dealing with those less reputable. Taninim with the Feykin alternate racial trait instead gain this bonus to Bluff and Diplomacy skill checks. As an optional rule, this difference in reputation scores can also be applied when the less reputable taninim is the subject of a social encounter. For an example of this optional rule, a taninim with a reputation of 14 attempting to convince his master to rule in his favor in a territorial dispute against his reputation 12 competition would gain a +2 bonus to his Diplomacy skill check to do so.

GMs are encouraged to apply reputation modifiers to any non-combat situations where they are appropriate and will not slow down the pacing of the game.

Rites

The taninim have developed a number of unique magical rituals that call upon their draconic blood and essence, collectively referred to as rites. A rite is

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a supernatural effect that takes 1 hour to complete unless otherwise noted. The primary purpose of rites is to add structure to a society composed of independent, powerful creatures but most rites can modify reputation or other game mechanics. Some rites can be performed at any time while others only take place at conclaves in the Lost Isles. Certain rites, known as great rites, can only be performed by the Elder Voice council at a grand conclave.

Great Rite of Ascension— This rite is enacted only when there is a need to appoint a new Elder Voice. All current members must coordinate to perform this great rite. A candidate for the rite is one with superior age and experience, and the decision of who to raise into their ranks is made by the Elder Voices alone. Upon completion of this great rite, the candidate ascends to position of Elder Voice granted ownership of an *Elder's pixane*, if not already in possession of the artifact as its warden.

Elder Voices are mythic heroes. A taninim gains her first mythic tier upon completion of this rite. The five Elder Voices are ranked from mythic tier 1 to 5 by tenure in the position, only advancing to the next tier when there is a vacancy of a higher rank in

the council. In addition to the normal benefits of becoming a mythic character, the Great Rite of Ascension provides Elder Voices with DR 10/epic and adds their mythic tier to their natural armor bonus.

Great Rite of Banishment— This rite is a rare punishment, seen in many ways as worse than a clean death. The taninim loses any bond he may have to a lair. He is provided a one-way travel across the Barrier and escorted out of the Lost Isles. The banished taninim may not return to the Lost Isles and cannot even find the Barrier for an amount of time set by the great rite. This could be a specific amount of time, such as 100-year banishment, or could be an indefinite banishment until the Elder Voice council removes it at a later date. The subject of this rite suffers a -4 penalty to reputation. Rites of Naming are frequently incorporated into the Great Rite of Banishment as additional punishment.

Great Rite of the Barrier— All current Elder Voices must coordinate to perform this great rite. When this great rite is enacted, it can alter the Barrier surrounding the Lost Isles in one of two ways. First, this great rite can be used to lower the Barrier completely, allowing

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unfettered access to and from the Lost Isles. This has never been done, but theoretically it would cause the portal between the Lost Isles and material plane to appear and be visible to all in a static location (most likely near Questhaven).

Secondly, the Great Rite of the Barrier can utterly lock down the Barrier to all egress. No lesser rite, such as the Rite of Raiding, can be used to cross the Barrier in either direction while it is locked in this manner. Calling, teleportation, and even summoning effects cannot cross the locked Barrier, nor can expended divine magic be regained from any deity outside the Lost Isles unless that deity takes personal action to penetrate the Barrier and bestow power upon a follower. The only mortal creatures capable of penetrating the Barrier are those of mythic tier 9 or greater. The Great Rite of the Barrier has been used for this purpose only once, during the darkest days of The Great War when the Elder Voices saw one of their members succumb to the white worm and took all measures possible to contain Oblivion to the Lost Isles.

A second performance of this grant rite will restore the Barrier to its standard rules.

Rite of Challenge– This rite is a formal declaration of conflict. Most often, this is used to challenge another taninim to a duel, but can also be used for more cerebral or subtler competition. The terms and conditions of victory are laid out during the rite by the challenger, but the venue and scope of the challenge is determined by the challenged. Challenging the vassal of a more powerful dragon is seen as an indirect challenge to the master as well, so taninim are very hesitant at making challenges to the death or using them to bully another taninim who is clearly not the challenger's equal. The taninim who loses this formal challenge suffers according to the challenge's terms, either territory, material possessions, or a –2 penalty to its reputation in any situation involving or relating to the winner. Refusing a formal challenge presented with this rite causes the challenged dragon to take a –4 penalty to reputation in situations involving or relating to the challenger.

Rite of Inner Transformation

– This rite can be performed by an individual taninim at any time. It is the rite used to change alignment or essence

as outlined by *In the Company of Dragons*. Taninim cannot change alignment without enacting the Rite of Inner Transformation. Performing the rite itself takes the standard 1 hour, but the transformation process requires a number of days equal to the taninim's character level to complete.

Rite of Investment– This rite is used to imbue a portion of the taninim's essence into its servants, transforming them into drakelings. The taninim may affect a number of hit dice of willing or unconscious humanoids or monstrous humanoids equal to the taninim's character level with a single use of this rite. Performing the Rite of Investment causes the taninim to gain a permanent negative level that cannot be negated or healed for a year and a day.

Rite of the Lair– This rite is the method by which a taninim bonds to a lair. Performing the rite takes 30 days, during which time the taninim must prevent any other dragons from entering the boundaries of the desired lair. If the lair is violated by another taninim during this time, the rite must be restarted. Once the ritual is complete, the taninim immediately gains the benefits listed under the rules for lairs. A taninim can only be bonded to a single lair, and immediately loses any existing bond to a previous lair when attempting this ritual.



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There are numerous methods that taninim use to ensure this ritual will succeed. Some seek out isolated, hidden locales to minimize the risk of territorial challenges, a strategy most often seen on less densely populated islands such as Borealis. Others rely on negotiations with neighboring taninim, or draconic allies willing to guard their bonding attempt during the Rite of the Lair. Most taninim who have found a desired lair location will declare vassalage to the master of the territory, either directly or to one of the island master's servants. Doing so not only improves the likelihood of their rite's success, but saves them from inevitable challenges for the territory in the future.

Rite of Naming— This rite can only be performed by Elder Voices, either individually at a conclave or cooperatively at a grand conclave. The Rite of Naming is used to confer names both positive and negative upon taninim, focusing the Elder Voice's power through their *Elder's pixanes' naming curse* ability. The name is considered a true name and can be used by any creature familiar with the name as firsthand knowledge of the taninim for *screaming* and similar effects. Titles and names given as punishment can include negative penalties that

are the equivalent of a *bestow curse* spell. The Rite of Naming can include a modifier to reputation anywhere from -2 to $+2$, at the GM's discretion. Only mythic sources can grant immunity to this curse, and it can only be removed by a *miracle* or *wish* spell, or by mythic effects including a reversal of the Rite of Naming cooperatively performed by all five Elder Voices.

If a name or title is being ritually given by a single Elder Voice, the target taninim can attempt to resist the ability, as a *bestow curse* spell, though it goes against taninim society to do so and would be seen as a direct challenge to the Elder Voice performing the rite. If more than one Elder Voice is cooperating to perform the Rite of Naming, the *naming curse* cannot be resisted, ignores spell resistance and any non-mythic form of resistance or immunity to curses.

Rite of Raiding— This rite can be performed if a taninim has not sworn vassalage to any master, or she can perform the rite upon one of her vassals who desires to go raiding. The Rite of Raiding provides a target taninim with the ability to pass through the Barrier and leave the Lost Isles in order to raid the material plane for adventure and treasure (including slaves). She also has the one-time ability to locate the



Barrier and re-enter the Lost Isles when she is ready to return. Raids can be undertaken individually or cooperatively with other allied taninim.

While the taninim is off raiding the material plane, she remains bonded to her lair and retains her sensory awareness of anything that occurs within it. Her territory is considered inviolate while she is away, and society frowns upon any who would take advantage of a dragon off on raid.

Rite of Rejoining– This rite can only be performed by Elder Voices, either individually at a conclave or cooperatively at a grand conclave. It is a funeral rite designed to send a deceased taninim’s spirit back to *Our Empress of Eternity*. Taninim will use this rite to honor both friends and adversaries, for every dragon life is sacred to taninim culture. During the rite, the dragons in attendance consume the physical remains of the deceased taninim. If any of the participating taninim have offspring in the next year and a day, one of the offspring is likely to share the same draconic essence as the deceased taninim. The offspring may even share memories from the deceased taninim, represented by the Fountainhead racial feat.

Rite of Renewal– This rite can only be performed by Elder Voices, either individually at a conclave or cooperatively at a grand conclave. It is a rite of birth and childrearing that is held when a taninim is prepared to lay a clutch of eggs. There are a number of eggs in a clutch equal to 1d4 plus one additional egg for every four character levels. The process of laying a clutch of eggs is spiritually draining, and results in a permanent negative level that cannot be negated or healed for a year and a day, as well as a +1 bonus to reputation.

In addition to being a ceremonial blessing of the mother and eggs, the rite bonds a taninim chosen by an Elder Voice and the parent to act as Warden for the young. A Warden gains a +2 sacred bonus to all attack rolls, damage rolls, saving throws, and skill checks when defending the eggs and later the young for a year and a day after they hatch. If any of the young are killed during this time, the Warden takes a –1 penalty to reputation for each ward that does not survive. At the end of the time of guardianship, the Warden gains a +2 bonus to reputation if all the young survived. Some Wardens continue to act as guardians and mentors to their wards while they are juveniles, but they do not gain any effects from this rite during that time.

Rite of the Skydance– This rite can only be performed by a taninim who feels the urge to mate and bear eggs, and must be performed while flying. When



the rite begins, all adult taninim within a number of miles equal to the performer’s character level are made aware of the rite, and of the distance from and direction of its performer. Any taninim who knows the true name of the rite’s performer is also aware of the performer’s identity. The performer begins a ritual flight pattern which is matched in an intricate counter flight by the suitors as they arrive. Suitors must arrive within the first hour of the rite in order to participate.

This flying dance is no more exhausting than overland flight for the performer, and if the rite goes on for more than 8 hours the remaining time is treated as a forced march. The suitors’ competitive dance, in contrast, is much more exhausting and draws on their spiritual energy to fuel the rite. Every hour that a suitor participates in this ritual, a suitor must make a Constitution check (DC 10, +1 per extra hour) or gain a temporary negative level that cannot be negated or healed by magical means. The suitor can make a Fortitude save (DC 10 + ½ the performer’s character level + the performer’s Charisma modifier) every 24 hours to remove any temporary negative levels gained from this rite. Suitors can give up and leave the ritual dance at any time.

When only one remains, that suitor must impress the performer with a display of draconic essence in order to end the ritual dance. This requires a character level check each hour (d20 + character level, DC 10 + the performer’s character level, modified by reputation) in order to impress the performer. The rite continues until the suitor succeeds or gives up. If the rite ends without a successful check, the performer gains a +1 bonus to reputation.

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The Rite of the Skydance is usually only performed by the master of a territory, or by an approved vassal, as a taninim who senses another violating her territory with this rite will inevitably investigate. While taninim culture forbids violence or interference against suitors performing in a ritual, another dragon capable of bearing eggs will take this rite as a direct territorial challenge and more likely than not attack the performer. It is not unheard of (but rare) for the master of a territory to chase off or kill an interloper and be thrown into a mating rage by the effort, co-opting the ritual dance for personal use.

Rite of Vassalage— This rite is used for one taninim to become the vassal of another. A taninim can only have one bond of fealty at a time. In order to sever a bond of fealty, the vassal must succeed at a Will save (DC 10 + ½ the master's character level + the master's Charisma modifier) and gain one permanent negative level that cannot be negated or healed for a year and a day. If the master is killed, the vassal is released from his bond without penalty.

The master gains a number of benefits in regards to her vassal. If the vassal is ever killed or reduced below 0 hit points, the master immediately becomes aware that something has happened to that vassal. The master can also send a telepathic summons to any or all of her vassals, who become aware of the direction and distance to their master. This summons has an unlimited range on the same plane, but cannot penetrate the Barrier. Vassals also suffer a -2 penalty to saving throws against the master's spells and abilities. The bond to a master can be seen on a vassal with *see alignment* or similar effects, and a taninim viewer can recognize the identity of a master that he personally knows.

Relations

The most important and perhaps the most complicated relationship taninim have is with our cousins born in your world. We do not look on them as inferior, as they become powerful and regal creatures in their own right. We also share many similarities in personality, habit and form. Dragons born outside the Lost Isles even visit and occasionally live among the taninim. A certain distance exists among the taninim and our cousins, however. The fact that we do not fit completely into their structures of color and subspecies, with our capability of even shifting our draconic essence through the ages, makes our cousins uncomfortable. Most also do not honor the Elder Voices and their

rule, explaining why so few settle in the Lost Isles. Those of us taninim who leave our home for the material plane find a similar struggle fitting in with our cousins. The cautious neutrality many of them have for us limit the bonds of kinship and alliance we can form, leaving most expatriates to wander alone without being strong enough to defend a claim to a territory.

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

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

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

Lastly, I must mention the undragon. In the center of the Lost Isles a barren islet rises from the water. A gaping maw in the rock descends into an

impenetrable blackness. This is the Well of Oblivion. It is from this the white worm comes, seeding and corrupting my kind with its touch. We watch this fissure diligently but from a safe distance, and it is expressly forbidden by the Elder Voices to walk upon the islet. All who have directly researched the Well of Oblivion to better understand its threat or learn its secrets have been lost to it. The twisted creatures we call undragon are what remain of the foolhardy among my kind. They are the perversion of the dragon spirit on every level, the worm to the wyrm. Where we defend our territory with instinctive pride and obsession, they gain pleasure in defiling a creature's home and driving the inhabitants out into the night. We covet items of beauty and value, while they are compelled to ruin or destroy any quality expression of creative energy. They pervert knowledge instead of being lured by its promises, spreading falsehoods both verbal and written to sow confusion and ignorance. They breed by finding our secret clutches of eggs, violating them with the white worm's touch.

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

Alignment and Religion

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

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



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

We venerate *Our Lady of the Rainbow Scales* simply by existing and acting true to our nature. The trappings of organized religion are the crutches of ephemeral races that lack our awe-inspiring heritage. Our rites and social activities are how we pay respect and obeisance to *Our Sovereign of Dragons*, but they seem little more than the interplay of wild and ferocious beasts to any ephemerals that happen to witness them. Our priests gain divine powers from *Our Mistress of Wyrms*, but they follow the feudal and territorial structure of taninim society instead of having a priestly hierarchy of their own.

Changing Alignment and Draconic Essence:

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

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

Our Lady of the Rainbow Scales

Our Lady of the Rainbow Scales is but one title for the creator goddess of the taninim. She has deific provenance over all things draconic and of the Lost Isles. As *Our Many-Headed Mother*, she represents the myriad personalities and alignments presented through the draconic essences. Few taninim directly venerate and draw power from their goddess by following the path of the cleric, but those who do view their fellow clerics as peers among an informal but special social group. They find sacredness in both the instinctive elements of draconic nature—such as territoriality and greed—and the structures of feudal taninim society. Many take the role of historian and preserver of taninim knowledge.

Clerics of *Our Mistress of Wyrms* can be any alignment, and identify with one particular

aspect of their goddess' personality that matches their alignment choice. Their favored weapon is a bite, and they gain Weapon Focus (bite) as a bonus feat to compensate for automatically having proficiency with their natural attack. The domains available to a cleric of *Our Empress of Eternity* are knowledge, scalykind, and strength. They also have access to any alignment-based domains which match their own alignment, but if the cleric ever changes alignment he loses access to his domain until he is the target of an *atonement* spell to correct a deliberate transgression. At the completion of the *atonement* spell, the cleric can exchange his invalid domain for a new legal domain choice.

The following subdomains are available to clerics of *Our Sovereign of Dragons*: dragon, ferocity, memory, resolve, and thought. Clerics who take the dragon subdomain gain *transformation* as a 6th-level domain spell instead of *form of the dragon I*.

Adventurers

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

Names

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



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

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

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

Lairs and Hoard

The urge to bond to a lair and reap the tangible benefits stems from the raw elemental energy contained within the draconic essence. A taninim can bond to a lair in any terrain, but they most commonly gravitate toward environments associated with their essence's type. A lair can be of virtually any size and shape, but the area to be bonded must fit within a radius of 25 feet times the taninim's character level. Any physical dimensions outside this area may be considered terrain under the taninim's authority, but not part of the bonded lair. Bonding to a lair is achieved by performing the Rite of the Lair.

The bond provides a number of benefits to the taninim. She has an innate sense of the bonded terrain, allowing her to have line of sight to all creatures in his lair for the purposes of Perception checks, regardless of intervening obstacles that would otherwise block line of sight. This allows

the taninim to ignore any concealment or total concealment a creature may have within her lair. This sense exists even when the taninim is not within her lair, emanating from a magical sensor similar to a *scrying* spell at the lair's center. Creatures with the undragon subtype are unaffected and undetectable by this sensory enhancement.

The taninim can also designate a number of hit dice of creatures up to twice her character level as guardians of her lair. An individual guardian creature's hit dice cannot exceed the taninim's character level. As a standard action, the taninim can improve the attitude of a lair guardian, similar to a druid's *wild empathy* ability but with no penalty or limitation based on the lair guardian's Intelligence. In order to be eligible to be designated as a guardian:

- The creature must be of the animal, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin type.
- The creature must consider the lair its home and have occupied it for at least 30 days.

Taninim further increase their personal power by collecting a hoard in their lairs. In order for an object to be considered part of the hoard, the taninim must have kept it with the rest of his hoard inside his lair for the past 30 days. Any object taken out of the lair no longer counts as part of the hoard until the taninim returns it to his lair for at least 30 days. Valuables to become part of a hoard can be taken from other taninim or found while adventuring within the Lost Isles, but most commonly are collected when raiding the material plane.

The taninim's sensory enhancement from her lair extends to his hoard. When a creature moves, picks up or otherwise touches an object of a hoard, the taninim is aware of this by default. Creatures that are aware of this ability can make Sleight of Hand skill checks to take an object from a hoard unnoticed, but the taninim can make a Perception skill check to detect the attempt.

If the current value of a taninim's hoard is at least 25% of the taninim's wealth by level listed in the *Pathfinder RPG Core Rulebook*, she gains a +1 luck bonus on saving throws and to AC while inside her lair, as well as a +1 luck bonus to the DC of her spells and abilities against targets within her lair. Any lair guardians who are friendly to the taninim or who are drakelings created by the taninim also gain these luck bonuses against the taninim's opponents.

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Taninim Racial Traits

+2 Constitution, +2 Charisma, and -2 Dexterity: Taninim are creatures of primal power and spirit, with superior physical health and force of personality. Their draconic shape limits fine manipulations and the precise motor skills possessed by most humanoids.

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

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

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

Dexterous Claws: Taninim have two claw secondary natural attacks that deal 1d3 points of damage. Their claws are nimble enough to manipulate manufactured tools and hold items without impairing their movement. A taninim can

even wield weapons but cannot wield a weapon in two hands, suffers a -2 penalty to all attack rolls with manufactured weapons, and can only move at half land speed while doing so.

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

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

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

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

Natural Weapon - Bite: Taninim have a bite primary attack that deals 1d6 points of damage and has reach as a creature one size larger. As dragons, taninim add 1 ½ times their Strength bonus on damage rolls with their bite attack.

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

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

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

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

Draconic Physiology

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

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

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

Age, Height and Weight

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

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

Agelessness and Experiences

As with many creatures that do not age or age slowly, the tanimim have a different perspective on life than short-lived races. This causes them to not only respond differently to many situations,

but slows the rate of mental development gained from years of experience. By default, tanimim are immune to aging and gain no aging bonuses to their mental ability scores. As an optional rule, GMs may want to have tanimim gain a +1 cumulative bonus to Intelligence, Wisdom and Charisma for every 500 years they live, despite being immune to any other effects of aging. All tanimim NPCs described in this book have been designed with this bonus.

Tanimim on Gender and Sex

Tanimim have minimal gender identity and discernment in their culture, and the concept for the most part is irrelevant to them. Tanimim have even been known to alter sex during the Rite of Inner Transformation. The sex-specific aspects of their physiology lie dormant through most of their lives, except when environment and situation compel a female tanimim to reproduce. The very structure of tanimim language highlights this, with a complex array of pronouns based heavily on reputation and standing. When one tanimim discusses another, immediately apparent are social status, territorial mastery, and the general nature of relations between those two dragons. Gender-specific titles are rarely used within the Lost Isles, mostly in ritual settings, in referring to motherhood, and in conjunction with the Rite of the Skydance.

This disregard of gender and sex is one of the reasons the instinctive, pheromone-driven tanimim response to the Skydance is so pronounced. Their rational minds become buried under overwhelming and unfamiliar biological response, a dangerous and unpredictable time for all involved. The rare decision to enact the Rite of the Skydance and mate is never made frivolously, done only when a female tanimim has a comfortably stable territory which can support the effort. These rites are declarations of power more than the constant propagation of

Table 1: Tanimim Height and Weight

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

*Tail length is equal to body length.

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species which occurs in mortal races, expanding the ritualist's reputation if no male proves her match on this primal level.

Taninim scholars do not candidly discuss any studies that have been done on sex in their race, as the topic is considered by most to be irrelevant. The decades following the destruction of The Great War saw a rise in the rate of mating rites, leading some to hypothesize that the decimation of population led to instinctive procreative urges not seen in modern taninim. Other scholars dismiss that concept, believing that a Lost Isles with greatly reduced population simply led to many more opportunities by ambitious and aggressive taninim to gain power through breeding.

Alternate Racial Traits

+2 Strength, +2 Constitution, -2 Intelligence

Brutish: Some taninim are truly specimens of physical perfection, with increased strength and agility compared to their peers but having a more

feral, instinct-driven mind. In addition to the altered ability score modifiers, these taninim gain a +2 racial bonus on saving throws against fear effects. This racial trait changes the racial ability score modifiers and replaces the superior awareness racial trait.

+2 Dexterity, +2 Charisma, -2 Wisdom

Feykin: Some taninim belong to the subspecies they call Feykin. They develop wings that are iridescent and gossamer, similar to a butterfly's, rather than traditional dragon wings. Feykin are stunted in size compared to a normal taninim. Their base speed is reduced to 20 feet, but they gain a fly speed of 60 feet with good maneuverability. Feykin are Tiny creatures and gain a +2 size bonus to AC, a +2 size bonus on attack rolls, a -2 penalty to their CMB and CMD, and a +8 size bonus on Stealth checks. They have a reach of 0 feet (5 feet with their bite attack), do not gain their claw attacks, and have the damage of their bite attack reduced by size." Replace the last sentence with, "This racial trait changes the racial ability score modifiers, modifies the dexterous claws racial trait, and replaces the glide, kinslayer, normal speed, and small racial traits. Whenever a taninim with this racial trait would increase his size from the dracomorphosis or great wyrm class features, he gains a +2 inherent bonus to Dexterity, a +1 inherent bonus to Charisma and a +1 dodge bonus to AC instead of dracomorphosis' normal abilities and bonuses. This racial trait modifies the racial ability score modifiers and dexterous claws racial trait, and replaces the glide, kinslayer, normal speed, and small racial traits.

+2 Wisdom, +2 Charisma, -2 Dexterity

Sagely: The taninim born as sages have less physical robustness than their peers, but develop a more intuitive and perceptive mental presence. In addition to the altered ability score modifiers, sagely taninim can add their Wisdom modifier instead of their Intelligence modifier to any Knowledge skill checks in which they have at least 1 rank. This racial trait changes the racial ability score modifiers and modifies the scaled hide racial trait to only provide a +1 natural armor bonus.

Arcane Focus: Taninim gain a +2 racial bonus on concentration checks made to cast arcane spells defensively. This racial trait replaces the kinslayer racial trait.

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

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

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

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

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

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

Taninim toxic blood – Type: injury; Save: Fort DC 10 + ½ the taninim's character level + the taninim's Constitution modifier; Frequency: 1/round for 6 rounds; Effect: 1 Con; Cure: 1 save.

Favored Class Options

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

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

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

Fighter: Add +1 to the fighter's CMD when resisting an overrun attempt and to determine the DC for Acrobatics skill checks made by creatures attempting to move through his space or squares he threatens without provoking an attack of opportunity.

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

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

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

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

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

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

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

Class Archetypes

The following archetypes are unique to the taninim.

Draconic Hero (Racial Archetype)

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

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Draconic Hero

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

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

Dracomorphosis (Ex): At 5th level, the draconic hero increases his size to Medium, adjusting the base damage of his natural attacks accordingly. He gains two secondary wing attacks that deal 1d4 points of damage, or gains a primary gore attack that deals 1d6 points of damage and adds 1 ½ times his Strength modifier to its damage rolls if he has the Lung alternate racial trait. The reach of his bite attack (and gore, if any) increases to 10 feet. He gains a +2 size bonus to Strength and a +2 size bonus to his natural armor bonus to AC. He gains the ability to fly with a base speed of 60 feet and average maneuverability. This flight is considered a supernatural ability.

At 10th level, the draconic hero increases his size to Large, adjusting his space and the base damage of his natural attacks accordingly. He gains a secondary tail slap attack that deals 1d8 points of damage and adds 1 ½ times his Strength modifier to its damage rolls. He gains an additional +2 size bonus to Strength, a +2 size bonus to Constitution, and reduces his Dexterity by 2. He has poor maneuverability while flying. His size bonus to his natural armor bonus to AC increases to +5.

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

The draconic hero also gains the ability to crush smaller creatures with its bulk by jumping or landing on them as a standard action. Crush attacks are effective only against opponents three or more size categories smaller than the draconic hero, and affect as many creatures as fit in his space.

Creatures in the affected area must succeed on a Reflex save (DC 10 + ½ the draconic hero's class level + the draconic hero's Constitution modifier) or be pinned, automatically taking 2d8 + 1 ½ times the draconic hero's Strength bonus bludgeoning damage. If the draconic hero chooses to maintain the pin, he must succeed at a combat maneuver check as normal. Pinned creatures take damage from the crush each round if they don't escape.

At 20th level, the draconic hero increases his size to Gargantuan, adjusting his space and the base damage of his natural attacks accordingly. His reach increases to 15 feet (20 feet for his bite attack and gore attack, if any). He gains an additional +2 size bonus to Strength, an additional +2 size bonus to Constitution, and further reduces his Dexterity by 2 (6 total). He has clumsy maneuverability while flying. His size bonus to his natural armor bonus to AC increases to +11. His crush damage increases to 4d6 + 1 ½ times his Strength bonus.

The draconic hero also gains the ability to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the draconic hero's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the draconic hero. A tail sweep automatically deals 2d6 plus 1 ½ times the draconic hero's Strength bonus bludgeoning damage. Affected creatures can attempt Reflex saves (DC 10 + ½ the draconic hero's class level + the draconic hero's Constitution modifier) to take half damage.

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

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

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

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



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Arcanist— Replace the arcanist exploits gained at 1st, 5th, 9th, 13th, and 17th level.

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

Barbarian — Modify the barbarian's rage ability to be gained at 4th level, with an effective level of the barbarian's level -3 to determine rage's effects and rounds per day. Replace the barbarian's mighty rage and tireless rage class abilities, and rage powers gained at 2nd, 10th and 18th level.

Bard — Modify the bard's bardic performance ability to be gained at 4th level, with an effective level of the bard's level -3 to determine bardic performance's effects, performances known and rounds per day. Replace the bard's versatile performance and jack of all trades class abilities.

Bloodrager— Modify bloodrage to be gained at 4th level, with an effective level of the bloodrager's level -3 to determine bloodrage's effects and rounds per day. Replace the bloodrager's blood sanctuary, mighty bloodrage and tireless bloodrage class abilities, and bloodline powers gained at 1st, 8th, and 16th level. Bloodline powers gained at 4th, 12th, and 20th level can be exchanged for a bloodline power that would normally be gained at a lower level, if desired.

Brawler— Replace the brawler's flurry, close weapon mastery and knockout class abilities, and bonus feats gained at 2nd, 11th and 20th level.

Cavalier — Replace the cavalier's cavalier's charge, expert trainer, mighty charge, mount, and supreme charge class abilities.

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

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

Fighter — Replace the fighter's weapon mastery class ability, and bonus feats gained at 1st, 6th, 12th, and 18th level.

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

Hellion — Replace the hellion class ability, the hellion talents gained at 5th and 14th level, and the hexes gained at 1st, 9th and 18th level.

Hunter — Modify the hunter's animal focus to only be usable on her animal



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

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

Investigator– Modify the investigator’s studied strike class ability to use d4s to roll studied strike damage instead of d6s. Replace the investigator’s true inspiration class ability and investigator talents gained at 3rd, 9th, and 15th level.

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

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

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

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

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

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

Shaman– Replace the wandering spirit class ability and hexes gained at 2nd, 10th, and 18th level.

Skald– Modify the skald’s raging song ability to be gained at 4th level, with an effective level of the

skald’s level -3 to determine raging song’s effects, raging songs known and rounds per day. Replace the skald’s versatile performance ability and rage powers gained at 9th and 18th level.

Slayer– Modify the slayer’s sneak attack class ability to use d4s to roll sneak attack damage instead of d6s. Replace the slayer’s master slayer class ability, and slayer talents gained at 2nd, 8th, 14th, and 20th level.

Sorcerer - The sorcerer must select the draconic bloodline. Replace the sorcerer’s bloodline powers gained at 3rd, 15th and 20th level, and bloodline feats gained at 7th, 13th and 19th level.

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

Summoner – Modify the summoner’s eidolon class feature to use an effective level of ½ the summoner’s level (minimum 1) for the purposes of determining his eidolon’s abilities, Hit Dice, and evolution pool. Replace the summoner’s aspect, greater aspect, merge forms, and twin eidolon class abilities.

Swashbuckler– Modify the swashbuckler’s panache class ability to have a maximum amount of panache equal to her Charisma modifier -1 (minimum 1). Replace the swashbuckler’s precise strike deed, swashbuckler weapon mastery, swashbuckler weapon training, and bonus feats gained at 8th and 16th level.

Taskshaper – Modify the taskshaper’s mimicry class feature to be gained at 4th level. Replace the taskshaper’s uniform class feature, ability shift power and use per day gained at 9th level, and shaped capacities gained at 2nd, 8th, 14th, and 20th level.

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

Warpriest– Modify the warpriest’s blessings ability to only grant one blessing. Replace the warpriest’s fervor ability.

Witch – Replace the witch’s hexes gained at 1st, 2nd, 8th, 14th, and 20th level.

Wizard – Replace the wizard’s arcane bond class feature, and bonus feats gained at 5th and 15th level.



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

Defiler of Lairs (Hellion Archetype)

Myth. I know first-hand that the perversion of the undragon exists, but these abominations are nothing but tales spread to frighten young dragons.

Defiler of Lairs

The forces of the Oblivion will occasionally shape a corrupted taninim into the horror known as the defiler of lairs. These undragon trample on one of the most sacred of draconic instincts—the desire to claim and bond to territory. The white worm channels power and curses into these creatures, granting them superior ability in penetrating a taninim’s lair, subverting the ritual power of the lair’s bond, and exterminating the lair’s vulnerable owner.

Recommended Patrons:
curses, deception,
insanity, occult, time

Bonus Spells: These bonus spells replace the defiler of lairs patron bonus spells at these levels: *fleshworm infestation* (11th), *mass fester* (16th)

White Worm’s Embrace

(Ex): At 1st level, the defiler of lairs loses his natural taninim bite attack, replacing it with a tongue attack. His tongue is a natural weapon that makes melee touch attacks and has a reach 10 feet greater than normal for the defiler of lair’s size. It deals no damage but allows the defiler of lairs to grab (as the universal monster ability). Creatures grappled by the defiler of lairs have their movement restricted more than normal, and cannot perform full-round actions.

In addition, when the defiler of lairs successfully makes a touch attack or is grappling an opponent with his tongue, can use one of his hexes that targets a single creature on that opponent as a swift action. The defiler of lairs also communes directly with the white worm each day to regain spell slots. This ability replaces the bonded object class ability.

Corrupting Presence (Su): At 8th level, the defiler of lairs’ very presence is aberrant to the bond between a taninim and her lair and hoard. A taninim has all luck bonuses affecting her suppressed while the defiler of lairs is within the boundaries of her lair.

In addition, when within the boundaries of a lair the defiler of lairs gains a +1 bonus to attack and damage rolls, and creatures suffer a –1 penalty to saving throws against his hexes and spells. This ability replaces the hellion talent gained at 8th level.

Scaled Juggernaut (Fighter Archetype)

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

Scaled Juggernaut

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

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

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

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

Impervious Scales (Ex): At 3rd level, the scaled juggernaut gains a +2 bonus to his existing natural armor bonus. In addition, whenever the scaled juggernaut is not wearing armor or readying a shield, he gains DR 1/-. For every four additional levels above 3rd, the bonus to natural armor increases by +2 and DR increases by +1 (maximum +10 bonus to existing natural armor bonus and DR 5/- at 19th level). This ability replaces the armor training 1-4 and armor mastery class abilities.

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

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

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

Stormclaw (Magus Archetype)

The martial application of arcane power comes naturally to dragonkind. Those among my kin who style themselves stormclaws are the epitome of this, blending the power of their spellcasting with that of their draconic form.

Stormclaw

Magic for most dragons is not a cloistered life poring over moldy tomes and meticulously deciphering formulaic structures. It is a primal, very personal endeavor, springing from the boundless well of energy at the center of their essence. Coupled with the inherent physical power of the draconic form, it is no surprise that the taninim have spent ages perfecting battle magic. The way of the stormclaw adapts the methods of the magus to take advantage of the dragon's inherent weaponry and elemental affinity.

Draconic Essence: The stormclaw gains a draconic essence appropriate to her alignment (see the draconic exemplar paragon class, draconic essence class feature, *In the Company of Dragons*). If the stormclaw already has a draconic essence gained through another class, she does not gain a second one.

Spell and Fang (Ex): At 4th level, the stormclaw can combine her arsenal of natural weapons with her spellcasting. When using spell combat and attacking only with her natural weapons, the stormclaw can make attacks with all her natural weapons except one claw (which is considered to be her free hand for spell combat purposes). Spell combat used in conjunction with this ability otherwise functions normally. This ability replaces spell recall and improved spell recall.

Imbue Natural Weapons (Su): At 5th level, when the stormclaw uses her arcane pool to grant an enhancement bonus to a weapon, she can expend an extra point from her pool to instead grant the enhancement bonus to all her natural weapons. The stormclaw uses her class level -4 to determine the enhancement bonus gained. If the stormclaw chooses to add weapon properties as part of the enhancement bonus, she must add the same properties to all her natural weapons. This ability replaces the bonus feat gained at 5th level.

Draconic Empowerment (Su): At 9th level, the stormclaw deals +1 point of damage per die rolled with any magus spell or ability with an energy descriptor matching that of her draconic essence. This ability replaces the magus arcana gained at 9th level.



Breath Weapon (Su): At 11th level, the stormclaw gains Latent Breath Weapon as a bonus feat. The stormclaw can use the feat even if she does not meet the prerequisite of having the dracomorphosis class ability, but she has an effective paragon class level equal to her class level -4 when determining the feat's effects if she does not meet the prerequisite. The stormclaw can use the breath weapon gained from this feat additional times per day by expending 2 points from her arcane pool each time. This ability replaces the bonus feat gained at 11th level and the magus arcana gained at 15th level.

Trueblood Sorcerer (Sorcerer Archetype)

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

Trueblood Sorcerer

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

Bloodline: The trueblood sorcerer must choose the draconic bloodline.

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

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

Breath Weapon (Su): At 1st level, the trueblood sorcerer gains the breath weapon associated with his draconic essence, usable as a standard action. This is either a cone or line of his draconic essence's energy type usable as a standard action that deals 1d4 or 1d6 points (as listed for the trueblood sorcerer's draconic essence) of energy damage per class level. The breath weapon's area is based on the trueblood sorcerer's size (see the draconic exemplar paragon class, breath weapon draconic weaponry class feature). Creatures in the breath weapon's area can make a Reflex save (DC 10 +

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½ the trueblood sorcerer's level + the trueblood sorcerer's Constitution modifier) for half damage. The trueblood sorcerer can use his breath weapon once every 1d4 rounds, up to a maximum number of times per day equal to 3 + his Charisma modifier. This ability replaces the bloodline powers gained at 1st and 9th level, and counts as a bloodline power for feats and abilities which modify them.

Wardrake (War Master Archetype)

I think of organized warfare as a pastime of you mortals, but some of my kind have a disturbing knack for that business. The great Elder Voice Darkened and Bloodied built her reputation on such talent. I fear the day may be fast approaching when the military abilities displayed by her and other dragons are once again needed to meet the forces of Oblivion on the battlefield.

Wardrake

The taninim have a saying that when dragons go to war, the entire world breaks. Getting dragons to coordinate in military matters is, thankfully, a near-impossible task. Even among the legions of Stormhome, military structure is little more than a lingering hereditary tradition from times past, so the path of the war master is extremely rare. The most ancient and powerful among the taninim, the Elder Voice Darkened and Bloodied, is the best known of the elusive wardrakes. With the ability to marshal dragons into a military force and enhanced ability to imbue drakeling servitors, wardrakes are specialized for the apocalyptic days when dragon armies are called forth.

Draconic Essence: The wardrake gains a draconic essence appropriate to her alignment (see the draconic exemplar paragon class, draconic essence class feature, *In the Company of Dragons*). If the wardrake already has a draconic essence gained through another class, she does not gain a second one.

Alpha Wurm (Ex): At 2nd level, the wardrake develops a nuanced skill for draconic communication and social cues. She gains a bonus equal to half her class level whenever making a Diplomacy check during social interaction with creatures of the dragon type. The wardrake can also gain a true dragon cohort with the Leadership feat, with an effective cohort level of the dragon's CR+8. True dragons serving as cohorts may only advance by aging as long as they do not exceed the wardrake's allowed cohort level. This ability replaces the consul class ability.

Dragonbred Followers (Ex): At 11th level, all humanoid and monstrous humanoid followers the wardrake gains through the Leadership feat gain the

drakeling template without the wardrake needing to perform the Rite of Investment. In addition, for every two levels above 11th the wardrake reduces the effective cohort level of any true dragon by 2 for the purposes of the Leadership feat. This ability replaces the rally class ability.

White Worm Apostate (Oracle Archetype)

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

White Worm Apostate

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

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

Recommended Mysteries: bones, dark tapestry, lore, time

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

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



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

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

The white worm apostate can move the swarm or change its direction by spending a standard action to concentrate on the swarm, otherwise it continues moving in its current direction. At 7th level, the swarm has the statistics of a centipede swarm, replacing its poison ability with consume as above. At 13th level, the swarm has the statistics of an army ant swarm. The swarm lasts for 1 round/level. This ability can be used once per day, plus one additional time per day for every 5 class levels (maximum 5/day at 20th level). This revelation must be chosen at 1st level.

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

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

Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). A paragon taninim can multiclass freely between standard character classes, prestige classes for which he qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing. Levels in the draconic exemplar

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paragon class are always considered to be advancing in a favored class. In addition to the standard options for favored class bonuses, a draconic exemplar can choose the following:

- Gain +1/4 bonus daily uses of draconic weaponry
- Gain +1/6 of a bonus draconic defense
- Gain +1/6 of a bonus draconic gift

Draconic Exemplar (Taninim Paragon Class)

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

Taninim paragons are the embodiment of draconic principle. Focusing on draconic essences, they develop the iconic personality traits and powers of true dragons as they grow in size and stature. Breath weapons of elemental death, powerful forms of tooth and claw, impenetrable hides, intrinsic arcane powers, and personalities

brimming with both the positive and negative aspects of ambition, ego and greed are all part of the taninim paragon.

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

Alignment: Any

Hit Die: d12

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

Skill Ranks per Level: 4 + Int modifier

Table 2: Draconic Exemplar Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Predator's claws, draconic essence, draconic weaponry
2nd	+2	+3	+3	+3	Draconic defense
3rd	+3	+3	+3	+3	Draconic gift
4th	+4	+4	+4	+4	Dracomorphosis
5th	+5	+4	+4	+4	Draconic defense
6th	+6/+1	+5	+5	+5	Draconic gift
7th	+7/+2	+5	+5	+5	Draconic weaponry
8th	+8/+3	+6	+6	+6	Dracomorphosis, draconic defense
9th	+9/+4	+6	+6	+6	Draconic gift
10th	+10/+5	+7	+7	+7	Draconic sorcery
11th	+11/+6/+1	+7	+7	+7	Draconic defense
12th	+12/+7/+2	+8	+8	+8	Dracomorphosis, draconic gift
13th	+13/+8/+3	+8	+8	+8	Draconic weaponry
14th	+14/+9/+4	+9	+9	+9	Draconic defense
15th	+15/+10/+5	+9	+9	+9	Draconic gift
16th	+16/+11/+6/+1	+10	+10	+10	Dracomorphosis
17th	+17/+12/+7/+2	+10	+10	+10	Draconic defense
18th	+18/+13/+8/+3	+11	+11	+11	Draconic gift
19th	+19/+14/+9/+4	+11	+11	+11	Draconic weaponry
20th	+20/+15/+10/+5	+12	+12	+12	Great wyrm, draconic defense

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Class Features

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

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

Predator's Claws (Ex): At 1st level, the draconic exemplar's claws become primary natural attacks that deal 1d4 points of damage.

Draconic Essence: The draconic exemplar embodies one particular facet of dragonkind personality. Each draconic essence is associated with a particular alignment, energy type, and true dragon type. The draconic exemplar must select an essence from the following list that has a listed alignment within one step of his alignment. He gains resist energy 5 for his draconic essence's energy type. This increases to resist energy 10 at 5th level, resist energy 20 at 10th level, and resist energy 30 at 15th level. If the draconic exemplar gains the breath weapon draconic weaponry, his draconic essence determines the shape and damage die of his

breath weapon. The draconic exemplar also gains a unique compulsion based on his draconic essence that grows harder to resist as his hereditary power grows. The DC to resist a compulsion is 10 + ½ the draconic exemplar's character level + the draconic exemplar's Charisma modifier. His physical appearance takes on aspects of the associated true dragon, with the amount of required similarity subject to GM discretion (a significant amount of visual flexibility is encouraged, particularly for draconic exemplars with the Feykin or Lung alternate racial traits).

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

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

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



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

Curious—Alignment: chaotic neutral; Energy: cold; Breath Weapon: cone (1d6); Dragon Type: lunar (outer). Compulsion: the draconic exemplar must make a Will save or attempt to converse with any creature he encounters (this always breaks any form of stealth).

Deceptive—Alignment: lawful evil; Energy: acid; Breath Weapon: cone (1d6); Dragon Type: custom (Covered in gray metallic scales with scraps of white, this muscular and squat dragon's face is shaped like a crocodiles. A pair of smooth horns flows back and away from her head, and she always smells of marsh water.) Compulsion: the draconic exemplar must make a Will save or attempt to mislead other creatures (even close friends) without speaking any word that is untrue. If she does not just withhold significant information, she will present it in a manner that someone could easily misinterpret the information. The DC increases by +4 if the creature or situation involves a black dragon whom she hates, including taninim with the devious draconic essence.

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

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

Diplomatic—Alignment: neutral; Energy: special (acid for energy resistance, slashing, piercing, and silver for breath weapon and elemental aura, subject to DR); Breath Weapon: line (1d6); Dragon Type: mithral (see the *Midgard Bestiary* by Kobold Press); Compulsion: the draconic exemplar must make a Will save every time she encounters a new creature for the first time; if she fails, she must attempt to establish a nonviolent dialog, negotiations, or a truce even if the creature is attacking her. After 1 full round (plus the surprise round if any) of being attacked the draconic exemplar gains a new saving throw.

Gluttonous—Alignment: chaotic evil; Energy: fire; Breath Weapon: cone (1d6); Dragon Type: gare (linnorm). Compulsion: the draconic exemplar must make a Will save every time he encounters an animal or magical beast, and if he fails he must attempt to kill and eat it. Special: Replace any wing attacks gained from dracomorphosis with a tail slap primary natural attack that deals 1d6 points of damage (Medium-sized, adjusted as normal). He also does not gain fly speed from dracomorphosis and cannot gain the overland flight draconic gift. He instead gains the elemental affinity (water) draconic gift at 1st level.

Greedy - Alignment: lawful evil; Energy: fire; Breath Weapon: line (1d6); Dragon Type: underworld. Compulsion: the draconic exemplar must make a Will save to give away his possessions or even trade them at a fair value.

Heroic—Alignment: neutral good; Energy: sonic; Breath Weapon: cone (1d4); Dragon Type: custom (Covered in lusterless brown scales that gleam like gold in the sunlight, this dragon is long and almost crocodilian but has two large horns that shoot out from the back of her head like twin pikes.) Compulsion: the draconic exemplar must make a Will save or attempt to defend any creature she has not identified as evil from harm. The DC increases by +4 if the creature causing the harm is a blue dragon, including taninim with the militant draconic essence.

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

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

Inquisitive—Alignment: true neutral; Energy: special (rather than resistance to an energy type, she gains a bonus to her saving throw vs. enchantment spells and effects equal to half the normal energy resistance, rounded down, and gains immunity at 20th level); Breath Weapon: cone or line (warm mist; creatures caught in the area must succeed on a Fortitude save or be affected as if by *lesser confusion* (with a caster level equal to her draconic exemplar level) for 1 round. At 7th level this increases to 1d6 rounds and acts otherwise as *confusion*.); Dragon Type: dungeon (see *Tome of*

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Horrors Complete by Frog God Games). Compulsion: the draconic exemplar must make a Will save or sit and passively watch any life and death struggle, rather than involving herself. She can move and use spells, items, or effects that help her observe the struggle, but cannot perform any other actions as she derives the greatest joy from observing combat and the struggle to overcome traps. The draconic exemplar can make a new save to end the effect at the end of any round in which an ally was attacked.

Insular—Alignment: chaotic evil; Energy: fire; Breath Weapon: cone (1d6); Dragon Type: ice (linnorm). Compulsion: the draconic exemplar must make a Will save every time he encounters an intelligent being within a wintery or arctic environment, if he fails he must destroy it. Special: Replace any wing attacks gained from dracomorphosis with a tail slap primary natural attack that deals 1d6 points of damage (Medium-sized, adjusted as normal).

Intolerant—Alignment: lawful neutral, Energy: electricity and fire (50% each, super-heated sparks); Breath Weapon: cone (1d6); Dragon Type: custom (Covered in black metallic scales with silver highlights, this dragon's face is shaped like a spear

or shovel. Large shark-fin like plates sweep down his back and neck.). Compulsion: the draconic exemplar must make a Will save or attempt to subdue, interrogate, and then eat any dwarf, or other race that is well known for mining iron ore (rock gnomes, hobgoblins, orcs, fire giants, etc.) as well as red dragons. The DC increases by +4 if the creature or situation involves a red dragon, including taninim with the destructive essence.

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

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

Narcissistic—Alignment: chaotic evil; Energy: fire; Breath Weapon: cone (1d6); Dragon Type: tor (linnorm). Compulsion: the draconic exemplar enjoys adoration and fear, and must make a Will



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save whenever she is being adored or worshiped by lesser creatures. If she fails, she refuses to harm them, allow harm to come to them, or allow anyone to stop the adoration/worship. In addition, if a creature is subject to a fear effect, she will also refuse to harm it or allow harm to come to it so long as it is subject to the effect. Special: Replace any wing attacks gained from dracomorphosis with a tail slap primary natural attack that deals 1d6 points of damage (Medium-sized, adjusted as normal).

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

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

Primeval—Alignment: chaotic evil; Energy: fire; Breath Weapon: line (1d6); Dragon Type: crag (linnorm). Compulsion: the draconic exemplar must make a Will save every time he enters urban terrain and again for every 24 hours he is within that type of terrain or become sickened until he can spend at least a week in non-urban terrain. Special: Replace any wing attacks gained from dracomorphosis with a tail slap primary natural attack that deals 1d6 points of damage (Medium-sized, adjusted as normal).

Protective—Alignment: lawful good, Energy: fire; Breath Weapon: cone (1d6); Dragon Type: custom (Covered in lusterless green scales, this dragon's face bears several horns and insect-like wings, as well as a matching spine sail along her back). Compulsion: the draconic exemplar must make a Will save or attempt to assist any creature she has not identified as evil that is helpless or asks for help. The DC increases by +4 if the creature is perceived as a child.

Proud—Alignment: lawful neutral, Energy: fire; Breath Weapon: line (1d6); Dragon Type: solar (outer). Compulsion: the draconic exemplar must make a Will save or attempt to humble any living creature attempting to issue orders or direction if it is not obviously more powerful than him.

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

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

Slothful—Alignment: chaotic evil; Energy: acid; Breath Weapon: cone or line (1d6); Dragon Type: tarn (linnorm). Compulsion: the draconic exemplar must make a Will save after combat ends, or haphazardly gather up whatever spoils are left from the battle without inventorying them and then go to sleep on top of the heap. The draconic exemplar can make another save to wake up when the 8 hours have passed, or if she takes any damage. Special: Replace any wing attacks gained from dracomorphosis with a tail slap primary natural attack that deals 1d6 points of damage (Medium-sized, adjusted as normal).

Spiteful—Alignment: chaotic evil; Energy: electricity; Breath Weapon: cone (1d6); Dragon Type: taiga (linnorm). Compulsion: the draconic exemplar must make a Will save every time he encounters an aesthetically pleasing creature with greater than animal intelligence or attempt to destroy it. This determination is usually left up to GMs, but usually includes "fair" races, such as elves and fey creatures, as well as creatures with a Charisma score 10 points higher than the draconic exemplar's. Special: Replace any wing attacks gained from dracomorphosis with a tail slap primary natural attack that deals 1d6 points of damage (Medium-sized, adjusted as normal).

Superstitious—Alignment: chaotic evil; Energy: acid; Breath Weapon: cone (1d6); Dragon Type: cairn (linnorm). Compulsion: the draconic exemplar must make a Will save or be prevented from entering a tomb or other enclosed burial site unless granted permission by the tomb's undead denizens or a creature devoted to the religion associated with the site. Special: Replace any wing attacks gained from dracomorphosis with a tail slap primary natural attack that deals 1d6 points of damage (Medium-sized, adjusted as normal).

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

Territorial—Alignment: chaotic good; Energy: fire; Breath Weapon: cone (1d6); Dragon Type: sea.

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Compulsion: the draconic exemplar must make a Will save every 24 hours he is outside the territory he considers his protectorate or become shaken.

Trifling—Alignment: lawful evil; Energy: cold; Breath Weapon: line (1d6); Dragon Type: custom (Polished horns sweep back from this dragon's flowing, reflective face, forming an impressive mane, while tall neural spurs jut backwards running from snout to tail. Her bat-like wings are sleek, as if coated in liquid metal, and her scales form gleaming plates flowing back and away from her head.) Compulsion: the draconic exemplar must make a Will save or leave an opponent defeated and alive (but often maimed) rather than killing it. She also will not allow anyone else to kill the opponent she while she is present, as she prefers to toy with her foes. The draconic exemplar must select the Capture Alive feat (see below) as her 1st level feat.

Tyrannical—Alignment: lawful evil; Energy: electricity; Breath Weapon: line (1d6); Dragon Type: custom (Covered in midnight blue scales, this dragon's face bears a sneer showing massive fangs, which complement an equally prodigious snout. Just above her glowing red eyes are two small horns and

she bears a thin, almost rat-like tail.) Compulsion: the draconic exemplar must make a Will save or attempt to take charge of any new situation or dominate any creature they first encounter. The DC increases by +4 if the creature or situation involves kobolds.

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

Watchful—Alignment: neutral; Energy: electricity; Breath Weapon: cone (1d6); Dragon Type: time (outer). Compulsion: the draconic exemplar must make a Will save or ignore any combat encounter, preferring to watch and wait. She gains a new save at the end of each round she is attacked. She ignores this compulsion if a creature or effect would interfere with the natural temporal order. If it is an ally doing so (e.g. casting *slow* or *time stop*, a time thief using a class ability, etc.), the draconic exemplar must make a Will save not to attack them. She can attempt a new save each round until successful.

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

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

Xenophobic—Alignment: chaotic evil; Energy: cold; Breath Weapon: line (1d6); Dragon Type: fjord (linnorm). Compulsion: the draconic exemplar must make a Will save every time he first encounters a non-aquatic creature or he attack it. Special: Replace any wing attacks gained from dracomorphosis with a tail slap primary natural attack that deals 1d6 points of damage (Medium-sized, adjusted as normal). He also does not gain fly speed from dracomorphosis and cannot gain the overland flight draconic gift. He gains the elemental affinity (water) draconic gift as a bonus at 1st level.

Zealous—Alignment: neutral good; Energy: fire; Breath Weapon: cone (1d6); Dragon Type: wrath (see, *Tome of Horrors Complete* from Frog God Games). Compulsion: the draconic exemplar must make a Will save when in the presence of those she considers infidels, sinners, or others who have turned their back on the path of righteousness. On a failed save, she must attempt to deliver her divine judgment upon them.

Linnorms and Outer Dragons in the Lost Isles

Linnorms are nearly unheard of in the Lost Isles, and taninim who express draconic essences with a linnorm dragon type are concentrated in a cluster of icy, barren islets far to the south of Borealis. Taninim society considers linnorms to be backwards and flawed creatures that battle beyond the point of reason and infect the very terrain itself with their spite. While the typical linnorm couldn't care less, those taninim who express a linnorm draconic essence within cultured society suffer for this prejudice, and have a -2 penalty to reputation.

Taninim with outer dragon draconic essences are equally rare. Prior to the Great War and erection of the Barrier a few outer dragons claimed a region of space called the Belt Isles far above the terrestrial lands. They and the taninim born in their territory live separately from the rest of taninim society. The two cultures know of each other and occasionally interact through envoys, but outer draconic essences tend to only express among the Belt Isles. The outer dragons did aid the other taninim during the Great War, but otherwise have kept to themselves. Their interests are different than those of other taninim, and they claim to be focused on threats from across the void and from the spaces between stars—threats that are unknown to other taninim and that even the Barrier cannot repel. GMs are encouraged to limit the number of outer dragons to one within a Lost Isles campaign unless they are exploring the strange asteroid belt above.

Draconic Weaponry: At 1st level, the draconic exemplar chooses a special attack based on his draconic physiology, chosen from the following list. At 7th, 13th, and 19th level, the draconic exemplar gains an additional special attack. He can use his draconic weaponry special attacks a number of times per day equal to his ½ his paragon class level + his Constitution modifier. Unless otherwise noted, a draconic weaponry type can only be selected once. Saving throws allowed by these abilities have a DC equal to 10 + ½ the draconic exemplar's class level + the draconic exemplar's Charisma or Constitution modifier, as noted in the ability.

Baleful Glare (Su) – The draconic exemplar's gaze has the power to stop prey in its tracks. As a standard action, the draconic exemplar can glare at his enemies. One creature within 30 feet must

make a Will save or be fascinated for 1 round/level. For every five class levels, the draconic exemplar can target an additional creature with this ability (maximum 5 at 20th level). This ability is a mind-affecting compulsion effect. The saving throw of this ability is Charisma-based.

Behemoth (Ex) – The draconic exemplar magnifies his physical presence and utilizes the bulk of his draconic body as a dangerous weapon. As an immediate action, the draconic exemplar gains a bonus equal to ½ his class level (minimum +1) to his CMD against bull rush, grab, overrun, reposition, and trip combat maneuvers. The DC of Acrobatics checks to move through squares the draconic exemplar threatens or occupies is increased by ½ his class level. He also treats creatures as if they were one size smaller to determine if they are susceptible to the crush ability of his dracomorphosis class feature. The benefits of this ability last 1 round.

Brass Wind (Su) – The draconic exemplar can call up the desert wind to serve him as a standard action. This functions as *gust of wind* (with a caster level equal to his draconic exemplar level), but any creature in its path must make a Fortitude save or be blinded for 1d4 rounds by the sand. The saving throw of this ability is Constitution-based.

The draconic exemplar must be at least 7th level and have the creative draconic essence to gain this draconic weaponry.

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

Table 3: Breath Weapon Size

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

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

Bronze Vortex (Su) – The draconic exemplar can transform in a whirlpool as a standard action for 1 round/2 levels. He can only form a whirlpool underwater and cannot leave the water in this form. He can continue to swim at his swim speed while in whirlpool form.

The whirlpool is always 5 feet wide at its base, but its height and width at the top vary via the size of the draconic exemplar and the whirlpool's width at its mouth is always equal to half of the draconic exemplar's height. The draconic exemplar controls the exact height, but it must be at least 10 feet high and cannot exceed the bottom of the body of its water and its surface.

The whirlpool form does not provoke attacks of opportunity, even if the draconic exemplar enters the space another creature occupies. Another creature might be caught in the whirlpool if it touches or enters the whirlpool, or if the whirlpool moves into or through the creature's space. A draconic exemplar in whirlpool form cannot make its normal attacks or use other draconic weaponries, and does not threaten the area around it.

Creatures one or more size categories smaller than the draconic exemplar take damage when caught in the whirlpool (equal to his normal bite attack) and may be sucked under water. An

affected creature must succeed on a Reflex save when it comes into contact with the whirlpool or take bludgeoning damage equal to the draconic exemplar's bite attack. It must also succeed on a second Reflex save or be pulled bodily and held underwater by the powerful current, automatically taking the whirlpool damage each round (and potential drowning). A creature that has a Swim speed is allowed a Reflex save each round to escape the whirlpool. The creature still takes damage but can escape if the save is successful. The saving throw of this ability is Constitution-based.

Creatures trapped in the whirlpool cannot move except to go where the whirlpool carries them. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlpool take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlpool can have only as many creatures trapped inside at one time as will fit inside the whirlpool's volume. The whirlpool can eject any carried creatures whenever it wishes as a free action, depositing them outside its space. The draconic exemplar must be at least 18th level, have the brave draconic essence, and have the elemental affinity (water) and elemental mastery (water) draconic gifts to gain this draconic weaponry.

Death Curse (Su) – When a creature slays the draconic exemplar, it becomes targeted by her death curse. The exact effects of a death curse vary,

Table 4: Death Curse Effects

Dragon Type	Curse Effect
Cairn	<i>Curse of Decay:</i> The creature takes 1 point of Constitution damage per day, and ages at an accelerated rate of 1 year per day, eventually incurring all of the penalties of old age but none of the benefits.
Crag	<i>Curse of Fire:</i> The creature gains vulnerability to fire, plus it loses all immunity and resistance to fire.
Fjord	<i>Curse of Drowning:</i> The creature can never gain the benefit of <i>water breathing</i> , and if it has this ability, it loses it as long as it suffers the curse. In addition, the creature can hold its breath only half as long as normal, and whenever the cursed creature holds its breath, it functions as if sickened.
Gare	<i>Curse of the Drowning Gasp:</i> Anytime the creature imbibes a liquid of any kind, its lungs fill with water and it begins to drown. Treat this as the spell <i>suffocation</i> , with a caster level equal to the linnorm's Hit Dice.
Ice	<i>Curse of Frost:</i> creature gains vulnerability to cold, plus it loses all immunity and resistance to cold.
Taiga	<i>Curse of Electrocution:</i> creature gains vulnerability to electricity, plus it loses all immunity and resistance to electricity.
Tarn	<i>Curse of Death:</i> The creature can no longer be affected by healing spells and does not heal damage naturally from rest.
Tor	<i>Curse of Boiling Blood:</i> the creature gains vulnerability to fire and is permanently staggered from the pain of its boiling blood.

depending upon the type of linnorm. A successful Will save negates this effect. The saving throw of this ability is Charisma-based. The draconic exemplar must be at least 13th level and have a linnorm dragon type to gain this draconic weaponry.

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



Draconic Flair (Sp) – The draconic exemplar can cast spell-like abilities based on his draconic essence. He chooses one draconic flair for which he qualifies. The list of draconic flairs is detailed at the end of the paragon class section.

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

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

Frightful Presence (Ex) – The draconic exemplar instinctively strikes fear into the hearts of his enemies. As a standard action, or as a free action as part of a charge, the draconic exemplar can make all opponents within 30 feet shaken for 1 round/level. At 8th level and every four additional levels, the

range of this ability increases by 30 feet (maximum 150 foot range at 20th level). A successful Will save negates this effect, and an opponent that succeeds on the saving throw is immune to the draconic exemplar's frightful presence for 24 hours. This ability only affects opponents with Hit Dice less than the draconic exemplar's class level. This ability is a mind-affecting fear effect. The saving throw for this ability is Charisma-based.

Primal Spelltrick (Sp) – The draconic exemplar can tap into the power of the Primal World to temporarily gain access to a spell-like ability. As a standard action, he becomes able to cast a 1st-level spell from the druid spell list or a 1st-level illusion spell from the sorcerer/wizard spell list as a spell-like ability until he sleeps for 8 hours. This spell-like ability can be cast as a standard action, or as a free action as part of choosing the spell for this ability. Each casting of the spell during this time expends one daily use of draconic weaponry. After getting a full 8 hours of sleep, this ability resets and the draconic exemplar can choose a new spell-like ability. His caster level for spell-like abilities acquired through primal spelltrick is equal to his class level, and the DCs of any saving throws are Charisma-based. This draconic weaponry may be selected multiple times, allowing the draconic exemplar to gain an additional spell-like ability

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and increasing the level of spells he can choose from for that additional ability by 2. For example, a draconic exemplar who gained primal spelltrick four times would be able to select a 1st, 1st to 3rd, 1st to 5th, and a 1st to 7th-level spell-like ability. The draconic exemplar must have the Feykin alternate racial trait to gain this draconic weaponry.

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

Roar (Su) – The draconic exemplar can utter a tremendous roar to overwhelm his enemies. As a standard action, the draconic exemplar emits a cone of sound (see breath weapon above for the size of this cone’s area). Creatures in the area are deafened for 1 round/level and staggered for 1 round/6 levels (minimum 1). A successful Fortitude save negates this effect. This is a sonic effect. The saving throw for this ability is Constitution-based.

Solar Radiation (Su) – The draconic exemplar can channel radiation harmful to living creatures. This functions like channel energy as a cleric equal to half his draconic exemplar level, except that it only deals damage to living creatures. A living creature that succeeds at a Fortitude save (rather than the normal Will save) takes half damage. This is not negative energy and it does not heal undead. The draconic exemplar must be at least 7th level and have the proud draconic essence to gain this draconic weaponry.

Sovereign Retort (Ex) – As an immediate action when the draconic exemplar takes damage from a melee attack critical hit, he can make a claw or tail slap attack against the creature that made the critical hit. The draconic exemplar must be at least 13th level and have the balanced draconic essence to gain this draconic weaponry.

Tarn Head (Ex) – As a swift action, the draconic exemplar gains a second head and an additional primary bite attack for 1 round/level. The draconic exemplar must be at least 9th level and have the slothful draconic essence to gain this draconic weaponry.

Tor Claws (Ex) – As a swift action, the draconic exemplar gains two additional arms with claw attacks for 1 round/level. All the draconic exemplar’s claw attacks become primary and she gains a climb speed equal to her base land speed when she uses all four claws to climb. This ability does not function if she is wearing any armor. The draconic exemplar must be at least 9th level, have the narcissistic draconic essence, and have the predatory claws class feature to gain this draconic weaponry.

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

Draconic exemplar poison – Type: injury; Save: Fort DC 10 + ½ the draconic exemplar’s class level + the draconic exemplar’s Constitution modifier; Frequency: 1/round for 6 rounds; Effect: 1 Str + 1 Str/6 levels; Cure: 1 save + 1 save/8 levels.

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

Aerial Evasion (Ex) – The draconic exemplar becomes more maneuverable in the air, gaining a +1 bonus for every five class levels on Fly skill checks and Reflex saving throws while flying. In addition, he can avoid damage from area-effect attacks while flying. If a flying draconic exemplar makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Aerial evasion can only be used if the draconic exemplar is wearing light armor or no armor.

All Around Vision (Ex) – The draconic exemplar’s two heads allow sight in all directions at once. While using the tarn head draconic weaponry, he gains a +8 racial bonus on Perception checks, and cannot be flanked. The draconic exemplar must be at least 11th level, have the slothful draconic essence and the tarn head draconic gift to gain this draconic defense.

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



the draconic exemplar would suffer a partial effect from succeeding on a saving throw against an effect with the language-dependent or sonic descriptor, he instead negates the effect.

Cairn Resistance (Su) – The draconic exemplar gains resistance to negative energy, reducing damage dealt by negative energy effects by 5. This resistance increases to 10 at 8th level, 20 at 16th level, and becomes immunity to negative energy at 20th level. The draconic exemplar is also granted a save to negate energy drain effects even if they don't normally allow a save. If the spell or effect allows a save the draconic exemplar gains a +4 racial bonus to the save. The draconic exemplar must have the superstitious dragon essence to gain this draconic defense.

Copper Aura (Su) – The draconic exemplar can generate an aura of slowed time as an immediate action for a number of rounds each day equal to his draconic exemplar level. These rounds do not need to be consecutive. All creatures within 10 feet must make a Will save against the same DC as her breath weapon or be affected as per *slow* for 1 round. The draconic exemplar can dismiss the effect as a free action. The draconic exemplar must be at least 5th

level, have the witty draconic essence, and have the breath weapon draconic weaponry to gain this draconic defense.

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

Energy Resistance (Ex) – The draconic exemplar gains resist energy 5 against one energy type, chosen when this draconic defense is first gained. The draconic exemplar can choose from acid, cold, electricity, or fire. At 8th level, the energy resistance increases to 10. At 16th level, the energy resistance increases to 20. This draconic defense can be chosen multiple times, choosing a different energy type each time.

Hardened Scales (Ex) – The draconic exemplar gains DR 5/magic. This draconic defense can be taken once for every five levels the draconic exemplar possesses. Each additional time the draconic exemplar takes this draconic defense, this damage reduction increases by 5 (maximum DR 20/

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magic). If the draconic exemplar has increased to Gargantuan or larger size through dracomorphosis, weapons must be magic and piercing to overcome this damage reduction.

Lava Affinity (Ex) – The draconic exemplar can breathe and swim while submerged in lava and magma. The draconic exemplar must be at least 14th level and have the narcissistic or greedy draconic essence to gain this draconic defense.

Linnorm Healing (Su) – The draconic exemplar's body gains the ability to heal wounds very quickly, giving it fast healing 2. The draconic exemplar can heal a number of hit points equal to his normal hit point total per day, after which it ceases to function. In addition to the normal limitations of fast healing, this ability does not restore damage dealt by cold iron weapons. This ability can be selected multiple times. Each time it is selected the healing increases by 2 points per round (to a maximum of 10 points per round); this does not increase the hit point limit. The draconic exemplar must have a linnorm dragon type to gain this draconic defense.

Linnorm Freedom (Su) – The draconic exemplar can gain *freedom of movement* as the spell as an immediate action for a number of rounds each day equal to her draconic exemplar level. These rounds do not need to be consecutive. The draconic exemplar can dismiss the effect as a free action. The draconic exemplar must at least 11th level and have a linnorm dragon type to gain this draconic defense.

Linnorm Scales (Su) – The draconic exemplar changes the type of weapon that negates the DR granted by the hardened scales draconic defense from magic to cold iron (maximum DR 15/cold iron). The draconic exemplar must have a linnorm dragon type and the hardened scales draconic defense to gain this draconic defense.

Linnorm's Will (Ex) – If the draconic exemplar fails a will save against an enchantment or curse spell or effect she can attempt it again 1 round later at the same DC. This ability only grants one additional attempt per spell or effect. The draconic exemplar must be at least 11th level and have a linnorm dragon type to gain this draconic defense.

Mithral Aura (Su) – The draconic exemplar can shift his gleaming scales to blind and disorient opponents. As a swift action, he can emit an aura until the start of his next turn that forces any creature within 10 ft. to make a Fortitude save (DC 10 + ½ the draconic exemplar's level + his Constitution modifier) or be blinded and confused for 1 round. The dragon exemplar can use this

ability for a number of rounds each day equal to his draconic exemplar level. These rounds do not need to be consecutive. The draconic exemplar must be at least 14th level and have the diplomatic draconic essence to gain this draconic defense.

Mithral Fortification (Su) – The draconic exemplar gains a 25% chance of ignoring critical hits and the bonus damage from sneak attacks as though she were wearing armor with the *light fortification* property. At 10th level her chance of ignoring critical hits and sneak attacks increases to 50%, as though she were wearing armor with the *moderate fortification* property. The draconic exemplar must be at least 5th level and have the diplomatic draconic essence to gain this draconic defense.

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

No Breath (Ex) – The draconic exemplar does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing. The draconic exemplar must have an outer dragon type to gain this draconic defense.

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

Sovereign Armor (Su) – As a swift action, an draconic exemplar can cover her form in golden armor, granting her a +4 armor bonus to AC and the benefits of *resist energy* (caster level equal to her draconic exemplar level; energy type must be chosen when gaining this draconic defense). This effect lasts for a number of rounds each day equal to her draconic exemplar's class level. These rounds do not need to be consecutive. The draconic exemplar can dismiss



the effect as a free action. The draconic exemplar must be at least 8th level and have the balanced draconic essence to gain this draconic defense.

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

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

Spell Resistance (Su) – The draconic exemplar gains spell resistance equal to 3 + his class

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level. This draconic defense can be taken up to three times. Each additional time the draconic exemplar takes this draconic defense, his spell resistance increases by +4.

Taiga Spines (Ex) – The draconic exemplar is covered in hundreds of vicious spines. Any creature that makes a melee attack against him takes 1d6 points of piercing damage per attack from the his spines. A melee weapon with reach provides protection from these spines. The draconic exemplar must be at least 5th level and have the spiteful draconic essence to gain this draconic defense.

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

Time Reading (Su) – The draconic exemplar gains a racial bonus on initiative checks equal to half his draconic exemplar level (minimum +2). In addition, if he fails a saving throw and gains the paralyzed or staggered condition due to this failed save, he can attempt it again 1 round later with a +4 bonus to the save. He gets only this one extra chance to succeed on the saving throw. The draconic exemplar must have the watchful draconic essence to gain this draconic defense.

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

has attained, he reduces damage from bleed effects by an additional 1 point.

Draconic Gift: At 3rd level and every three additional levels, the draconic exemplar gains a special ability from the following list based on his draconic heritage. Many draconic gifts are augmentations or modifications of draconic weaponry; these gifts expend one daily use of draconic weaponry when used unless otherwise noted. Saving throws allowed by these abilities have a DC equal to 10 + ½ the draconic exemplar's class level + the draconic exemplar's Charisma or Constitution modifier, as noted in the ability. The draconic exemplar's effective caster level is equal to his class level if needed for any spell-like or supernatural abilities. A draconic gift can only be learned once unless otherwise noted.

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

Acidic Miasma (Su) – The draconic exemplar can use her breath weapon to create a cloud of acid that deals damage to any creature inside it. The cloud is centered on the draconic exemplar, moves with her, and has a radius of 20 feet. When it is created, anyone inside this area takes an amount of damage equal to half the draconic exemplar's breath weapon. Creatures can make the breath weapon's usual Reflex save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. A strong wind, such as that created by a *gust of wind*, disperses the cloud in 1 round. The draconic exemplar must be at least 13th level, have a draconic essence with the acid energy type, and the breath weapon draconic weaponry to gain this gift.

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Adamantine Claws (Ex) – The claws of the draconic exemplar are made of adamantine, and have the qualities of a weapon made from that material. The draconic exemplar must be at least 12th level, have the greedy or wrathful draconic essence, and have the predatory claws class feature to gain this gift.

Advanced Tarn Head (Ex) – A draconic exemplar with an active tarn head and a special attack based on the head (usually a breath weapon or gaze attack) has two special options. First, as a full-round action he can use one head to make one of those special attacks and make a bite attack with the other head (but not use his other weapons). Alternatively, as a full-round action he can make special attacks from both heads, creating adjacent cones or separate lines. If these special attacks cannot normally be made every round, the delay before they can be used again is doubled (for a breath weapon roll 2d4). The draconic exemplar must be at least 15th level and have the slothful draconic essence, the tarn head draconic weaponry, and the all-around vision draconic defense to gain this gift.

Aevum (Su) – The draconic exemplar can select an aevum as the time thief class feature of the same name (see the *Genius Guide to the Time Thief* by Rogue Genius Games), with an effective time thief level is equal to his draconic exemplar level. He can select this ability again at 12th, 15th, and 18th level, each time increasing his daily aevum pool by +1. The draconic exemplar must be at least 6th level and have the watchful draconic essence to gain this gift.

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

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

Battle Gas (Su) – As a full-round action that expends 3 daily uses of draconic weaponry, the draconic exemplar can use his breath weapon and also have it summon a cone of fear gas in addition to dealing damage. This causes a creature within the area to become frightened for 1d4+1 rounds. A successful Will save against the breath weapon's usual DC results in the subject being shaken for one round. If the target fails its save by 5 or more it is panicked for 2d6 rounds, and if it fails by 10 or more it is cowering for 3d6 rounds. A creature that makes



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its save is immune to being affected again by the draconic exemplar's battle breath for 24 hours. This is a mind-affecting fear effect. The draconic exemplar must be at least 6th level, have the heroic draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Blinding Spittle (Ex) – The draconic exemplar can spit his venom into his enemies' faces, poisoning them and impairing their vision. As a standard action expending one daily use of his draconic weaponry, the draconic exemplar can make a ranged touch attack at a target up to 10 feet away, plus an additional 10 feet for every size category larger than Small of the draconic exemplar. On a successful hit, the creature is blinded for 1 round and must make a Fortitude save or be poisoned by the draconic exemplar's poison. The draconic exemplar must have the venomous bite draconic weaponry to gain this gift.

Blindsense (Ex) – The draconic exemplar gains blindsense 30 ft. At 16th level, this improves to blindsense 60 ft.

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

Brass Storm (Su) – The draconic exemplar can create a powerful sandstorm once per day as a full-round action. This storm has a radius of 1 mile and lasts for 1 minute per 2 draconic exemplar levels. This functions as a sandstorm (See the *Pathfinder Roleplaying Game Core Rulebook*, 431), except that it is also accompanied by windstorm-level winds. The draconic exemplar must be at least 18th level and have the creative draconic essence to gain this gift.

Breath-charged Bite (Su) – The draconic exemplar can charge his bite attack with the elemental power of his breath weapon. As a standard action expending

one daily use of his draconic weaponry or as a free action after using his breath weapon that does not expend an additional use of his draconic weaponry, the draconic exemplar's bite attack deals an extra +2d6 points of his draconic essence's energy damage. The draconic exemplar's bite remains charged with energy for a number of rounds equal to his Constitution modifier. The draconic exemplar must have a draconic essence with an energy type and the breath weapon draconic weaponry to gain this gift.

Bronze Gas (Su) – The draconic exemplar's breath weapon can become a cone of repulsion gas instead. Creatures within the cone must make a Will save against the breath weapon's usual DC or be compelled to take no action except to move away from the draconic exemplar. This is a mind-affecting compulsion effect. The draconic exemplar must be at least 12th level, have the brave draconic essence, and have the breath weapon draconic weaponry to gain this gift.

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

Camouflage (Su) – The draconic exemplar selects a single terrain from the ranger's favored terrain list. Due to the color shifting nature of her scales while within that terrain, she can use Stealth to hide even if the terrain does not grant cover or concealment, though she cannot do so successfully while wearing armor or being observed by an opponent. The draconic exemplar must be at least 13th level to gain this gift.

Capsize (Ex) – The draconic exemplar can attempt to capsize a boat or ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the captain's Profession (sailor) check, whichever is higher. For each size category larger the ship is than the draconic exemplar's size, he takes a cumulative –10 penalty on the check. The draconic exemplar must be at least 12th level, be size Huge or larger, and have a swim speed to gain this gift.

Cairn Bile (Su) – The draconic exemplar's breath weapon is infused with negative energy. As a standard action that expends two daily uses of

his draconic weaponry, he can activate his breath weapon to inflict 1d4 negative levels on all creatures struck by it in addition to its normal damage. A successful Reflex save against the breath weapon completely negates the negative levels, as does the improved evasion ability. The draconic exemplar must be at least 12th level, have the superstitious draconic essence, and have the breath weapon draconic weaponry to gain this gift.

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

Chrome Crystals (Su) – The draconic exemplar’s line breath weapon can become a cone of poisonous, freezing crystals, dealing its normal damage plus inflicting the subject with a contact poison upon a failed Reflex save. The draconic exemplar must be at least 6th level, have the trifling draconic essence, and have the breath weapon draconic essence to gain this gift.

Chrome crystal poison – Type contact; Save: Fort DC 10 + ½ the draconic exemplar’s class level + the draconic exemplar’s Constitution modifier; Frequency: 1/round for 10 rounds; Effect: Dexterity damage; Cure: 1 save + 1 save/10 levels.

Table 5: Chrome Crystal Poison Damage

Draconic Exemplar Level	Dexterity Damage
6th level	1d3
13th level	1d6
19th level	1d8

Compulsive Gaze (Su) – The draconic exemplar’s baleful glare allows him to overwhelm the mind of his prey. When the draconic exemplar uses his baleful glare on a single target, instead of fascinating the creature he can instead plant a *suggestion* in its mind, as the spell. A successful Will save negates this effect. While affected by the *suggestion*, the creature is influenced by the draconic exemplar’s personality and temporarily gains his draconic

essence’s compulsion. The saving throw for this ability is Charisma-based. The draconic exemplar must have the baleful glare draconic weaponry to gain this gift.

Concentrated Breath (Su) – The draconic exemplar can focus his breath weapon into an intensified blast. As a full-round action expending one daily use of his draconic weaponry, he can use his line-shaped breath weapon. The breath weapon’s DC



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increases by 2 for the closest creature to the draconic exemplar in the area of effect, and on a failed save the creature takes an additional amount of damage equal to the draconic exemplar's class level. The draconic exemplar must have a line-shaped breath weapon to gain this gift.

Copper Gas (Su) – The draconic exemplar's line breath weapon can become a cone of slowing gas instead. Those in the cone must make a Fortitude save against her breath weapon's usual DC or be *slowed* for 1 round per draconic exemplar level. This is a poison effect. The draconic exemplar must be at least 6th level, have the witty draconic essence, and have the breath weapon draconic weaponry to gain this gift.

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

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

Crystal Cut (Ex) – All of a crystal dragon's natural attacks deal slashing damage and count as all special materials (adamantine, cold iron, silver, ect.) for the purposes of overcoming damage reduction. The draconic exemplar must be at least 12th level, have the vain draconic essence, and have the predatory claws class ability to gain this gift.

Cloud Burst (Ex) – The draconic exemplar can have her breath weapon also create an electrically charged cloud that persists in its cone shape for 1d4 rounds. Treat this as a *fog cloud* that deals electricity damage equal to half the draconic exemplar's breath weapon damage to any creature that ends its turn still within the cloud. A successful Reflex save against the breath weapon's usual DC halves the damage. The draconic exemplar cannot use her breath weapon again until the cloud dissipates. The draconic exemplar must be at least 18th level, have the adventurous draconic essence and the breath weapon draconic weaponry to gain this gift.

Cloudwalking (Su) – The draconic exemplar can tread on clouds or fog as though on solid ground. The draconic exemplar must be at least 8th level and have the honorable draconic essence to gain this gift.

Cobalt Pulse (Su) – The draconic exemplar's line breath weapon gains a magnetic pulse in addition to dealing its normal damage. The draconic exemplar makes a combat maneuver check against all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons or shields that were damaged by her breath weapon. If successful, creatures wielding metal weapons or shield are disarmed and metallic or armored creatures, disarmed weapons, and unattended objects are pushed to the end of the breath weapon's range and cannot move toward the draconic exemplar until the start of her next turn. If the magnetic pulse would cause a dangerous metal object such as a sword or anvil to enter a square occupied by a



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creature, that creature must succeed at a Reflex save against the breath weapon's usual DC or take damage as if from an improvised weapon of the object's size. Unattended objects weighing more than the draconic exemplar are not affected. This magnetism is supernatural in nature and affects all metal objects. The draconic exemplar must be at least 6th level, have the tyrannical draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Constrict (Ex) – The draconic exemplar's powerful, serpentine tail muscles allow him to crush those she grapples. Whenever the draconic exemplar successfully grapples a foe, she deals additional damage equal to the amount of damage dealt by her tail slap attack. The draconic exemplar must be at least 10th level, have a tail slap attack, have the grasping tail draconic gift, and have a linnorm dragon type to gain this gift.

Crag Lava (Su) – The draconic exemplar's line breath weapon becomes lava. This line of magma deals its normal damage but remains red-hot for 1 round after the draconic exemplar creates it. Creatures that took damage on the first round take 1d6 fire damage/3 class levels the second round, as does any creature that enters the line of lava. A successful Reflex save against the breath weapon's usual DC negates this effect. If the lava was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that does 1d6 fire damage/3 class levels to any creature passing through it that fails a Reflex save. On the third round, the line of magma cools to a thin layer of brittle stone that quickly degrades to powder and sand over the course of several hours; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses. The draconic exemplar must be at least 12th level, have the primeval draconic essence, and have the breath weapon draconic weaponry to gain this gift.

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

Destructive Crush (Ex) – When the draconic exemplar makes a crush attack, the impact kicks up debris in a 20-foot-radius burst for 1d6 rounds. The debris obscures the vision of creatures within the debris field and grants concealment (20% miss chance) for line of sight within or through the debris. The draconic exemplar can see normally within and through the debris field. A draconic exemplar must be at least 16th level to gain this gift.

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

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

Dungeon Crystal (Su) – As a standard action, the draconic exemplar can summon a *crystal ball* for 1 minute/level each day. This amount of time does not need to be consecutive, but must be used in 1-minute increments. The type of *crystal ball* granted by this ability is determined by the draconic exemplar's class level. He can summon a lesser *crystal ball* if he chooses, but it cannot be changed until a new *crystal ball* is summoned. The *crystal ball* is a mundane object if it is used by anyone other than the draconic exemplar. He can dismiss the *crystal ball* as a free action. The draconic exemplar must be at least 9th level and have the inquisitive draconic essence to gain this gift.

Table 6: Dungeon Crystal Abilities

Draconic Exemplar Level	Crystal Ball Type
9th level	standard
11th level	with <i>see invisibility</i>
13th level	with <i>detect thoughts</i>
16th level	with <i>telepathy</i>
17th level	with <i>true seeing</i>

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

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- *Air* – The draconic exemplar can see through fog, clouds and similar effects, ignoring any concealment provided by them. His maneuverability while flying improves one category.
- *Earth* – The draconic exemplar gains a burrow speed equal to ½ his base speed, and can hold his breath indefinitely while burrowing. He gains tremorsense 30 ft.
- *Fire* – The draconic exemplar can see through flames, smoke and similar effects, ignoring any concealment provided by them. He deals extra damage equal to his Charisma modifier whenever casting a spell or using a class ability that deals fire damage.
- *Water* – The draconic exemplar gains a swim speed equal to his base speed. He can breathe underwater indefinitely and can freely use his draconic exemplar class abilities while submerged.
- *Wood* – The draconic exemplar can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect the draconic exemplar normally. The draconic exemplar can choose to not leave a trail in natural surroundings and cannot be tracked when he does so.
- This gift can be gained a second time if the draconic exemplar is 12th level or higher, with affinity for a second element being gained.

Elemental Breath (Sp) – Once per day, when the draconic exemplar uses his breath weapon, he can, as a free action, summon an elemental of his chosen type within the area of effect as a *summon monster* spell with a spell level equal to half his class level. The draconic exemplar must be at least 12th level, have the breath weapon draconic weaponry, and have the elemental affinity draconic gift to gain this gift.

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

- *Air (Su)* – The draconic exemplar can change into cloudy vapor as a swift action for a number of rounds per day equal to his class level. These rounds do not need to be consecutive. This ability functions as *gaseous form* but the dragon's fly speed is unchanged.
- *Earth (Ex)* – The draconic exemplar can climb on stone surfaces as though using the *spider climb* spell, and his tremorsense increases to 60 ft.

- *Fire (Su)* – The draconic exemplar can take a standard action to move any fire effect within 10 feet, plus an additional 10 feet for every four class levels, as if he were the caster. A stationary fire effect can also be moved by this spell, but the placement must be one allowed by the spell and must remain within range of this ability.
- *Water (Ex)* – The draconic exemplar doubles his swim speed when charging, and triples the distance he can see underwater.
- *Wood (Sp)* – The draconic exemplar can cast *entangle* as a spell-like ability 3 times per day, and can move through magically manipulated foliage without taking damage or suffering impairment.

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

Fjord Fluid (Su) – The draconic exemplar's line breath weapon becomes an icy fluid. In addition to its normal damage, the freezing liquid quickly hardens to sheets of ice, causing any creature that fails its Reflex save to move at only half its normal speed for 1d4 rounds. A Strength check against the breath weapon's usual DC made as a full-round action allows a character to break free of the ice before this duration expires. The ice can also be instantly melted if the creature takes half the amount of fire damage it took as cold damage. The draconic exemplar must be at least 12th level, have the xenophobic draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Gare Steam (Su) – The draconic exemplar's cone breath weapon becomes scalding steam. In addition to its normal damage, this steam then hangs in the air for 1 round. Creatures in the area of effect or that enter the area take an additional 1d6 points of fire damage/3 class levels on the second round. A successful Reflex save against the breath weapon's usual DC negates this effect. In addition, the cloud of steam acts as the spell *solid fog*, with a caster level equal to her class level. The draconic exemplar must be at least 12th level, have the gluttonous draconic essence, and have the breath weapon draconic weaponry to gain this gift.



Gold Gas (Su) – The draconic exemplar’s breath weapon can become a cone of weakening gas instead. Those in the cone take a penalty to Strength equal to half her class level (rounded down) for 1 round per class level. The subject’s Strength score cannot drop below 1. A successful Fortitude save against the breath weapon’s usual DC negates this penalty. This penalty does not stack with itself. This is a poison effect. The draconic exemplar must have the regal draconic essence and the breath weapon draconic weaponry to gain this gift.

Gold Luck (Sp) – Once per day, the draconic exemplar can touch a gem embedded in his hide and enspell it to bring good luck. As long as the dragon carries the gem embedded in his hide and uncovered, he and every good creature within a 10 foot radius receives a +1 luck bonus on all saving throws. If he gives an enspelled gem to another creature, only that

bearer gets the bonus. The effect lasts 3 hours plus 1 hour per draconic exemplar level. The effective caster level is equal to his draconic exemplar level. The draconic exemplar must be at least 6th level and have the regal draconic essence to gain this gift.

Grasping Tail (Ex) – Whenever the draconic exemplar makes a successful attack with her tail, she can attempt a free grapple combat maneuver check that does not provoke an attack of opportunity. This ability works only on creatures of the draconic exemplar’s size or smaller. The draconic exemplar also gains a +4 bonus on grapple combat maneuver checks. The draconic exemplar must be at least 10th level, have a tail attack, and have a linnorm dragon type to gain this gift.

Humanoid Form (Su) – The draconic exemplar can assume a specific humanoid form of the same sex, chosen when this gift is first learned. The draconic

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exemplar always takes this specific form when using this ability. All dracomorphosis benefits plus all extraordinary or supernatural draconic defenses, draconic gifts and draconic weaponry are considered form-dependent abilities and cannot be used in humanoid form. This ability otherwise functions as the *alter self* spell except that the draconic exemplar does not gain the spell's size bonus to his ability scores and can remain in the humanoid form indefinitely. This ability can be used 3 times per day.

Ice Ooze (Su) – The draconic exemplar's cone breath weapon becomes a freezing, viscous ooze. In addition to its normal damage, the freezing ooze clings to those who fail their Reflex saving throw and 1 round later the ooze hardens into thick sheets of ice. Creatures that were damaged and failed their saving throw are frozen motionless unless they can break free with a combat maneuver or Escape Artist check against the same DC; these can be retried each round as a standard action. A creature frozen in the ice takes 1d6 points of cold damage at the start of its turn each round. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rounds) or dealing at least twice the draconic exemplar's level in fire damage to the frozen target. The ice crumbles away in 2d4 rounds. Creatures with the fire subtype cannot be frozen in place by this breath weapon. Flying creatures that don't have supernatural flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round. The draconic exemplar must be at least 12th level, have the insular draconic essence, and have the breath weapon draconic weaponry to gain this gift.

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

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

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

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

Lunar Bewildering (Su) – The draconic exemplar's breath shines with the alien radiance of the cosmos. A creature that fails its saving throw against the dragon exemplar's cold cone breath weapon emits light (as *faerie fire*) and is dazzled for 1d4 rounds. If the draconic exemplar is 10th level or higher, the affected creature is also confused for the same number of rounds. The draconic exemplar must have the curious draconic essence and the breath weapon draconic weaponry to gain this gift.

Molten Breath (Ex) – The draconic exemplar's breath weapon creates a cone of lava instead of fire. The damage is unchanged, but upon a failed Reflex save the lava clings to those it damages, dealing half damage each round thereafter for 1d3 rounds. After this magma cools, it crumbles to dust. The draconic exemplar cannot use its breath weapon again for at least the same number of rounds. The draconic exemplar must be at least 12th level, have the temperamental draconic essence and the breath weapon draconic weaponry to gain this gift.

Mithral Shards (Su) – The draconic exemplar's breath weapon deals bleed damage equal to half his class level in addition to the normal damage. The draconic exemplar must have the diplomatic draconic essence and have the breath weapon and razor claws draconic weaponry to gain this gift.

Naphtha Breath (Su) – The draconic exemplar can use his breath weapon to coat his enemies in a sticky, burning substance like pitch or oil. Creatures who fail their saving throw against his fire breath weapon catch on fire in addition to the breath weapon's normal damage. Each subsequent round, the creature takes 1d6 points of additional fire damage. Flammable items worn by a creature must also save or take the same damage. As a standard action, creatures on fire can make a new Reflex save against the same DC as the original to end this effect. Creatures remain on fire for a number of rounds equal to the draconic exemplar's class level or until they succeed at a Reflex save. While on fire from naphtha breath, creatures are dazzled. The naphtha cannot be extinguished by water and will even burn underwater. The draconic exemplar must have a draconic essence with the fire energy type and the breath weapon draconic weaponry to gain this gift.

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Natural Sorcery (Sp) – The draconic exemplar has unlocked his latent draconic talent for arcane spellcasting. He gains the spells known and spells per day of a 2nd-level sorcerer, with an effective caster level equal to his class level-8. The draconic exemplar gains no other class features of a sorcerer, and does not gain access from this gift to the sorcerer/wizard spell list for the purpose of using spell trigger and spell completion items. If the draconic exemplar also has levels in the sorcerer class, he increases his effective sorcerer level by 2 (to a maximum of his character level) to determine spells known, spells per day and caster level. This gift can be learned up to three times. Each additional time this gift is learned, the draconic exemplar's effective sorcerer level increases by 2 to determine spells known and spells per day. The draconic exemplar must be at least 9th level to gain this gift.

Nickel Irritant (Su) – The draconic exemplar's cone breath weapon can cause an irritating rash of pustules in addition to its normal damage. Those in the cone who fail their Reflex save and take damage suffer a penalty to Dexterity equal to half the draconic exemplar's level (rounded down) for 1 round per level. The subject's Dexterity score cannot drop below 1. This penalty does not stack

with itself. This is a poison effect. The draconic exemplar must be at least 12th level, have the deceptive draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Overland Flight (Ex) – The draconic exemplar's speed and endurance while flying dramatically increase. He increases his base fly speed by 30 feet for every size category larger than Medium that he has attained. In addition, he only checks for nonlethal damage once every 2 hours instead of every hour when attempting a hustle or forced march while flying. This gift can be learned a second time, doubling the bonus provided to fly speed. The draconic exemplar must be at least 8th level to gain this gift.

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





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

Predator’s Speed (Ex) – The draconic exemplar increases his base speed by 10 feet. This gift can be learned up to three times.

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

Primal Energy (Ex) – The draconic exemplar’s breath weapon can affect creatures normally immune or resistant to its energy type’s (acid, cold, fire, electricity, or sonic) damage. A creature immune to the draconic exemplar’s energy type still takes half damage from the breath weapon (no damage with a successful saving throw). Resistant creatures’

energy resistance is treated as 10 less than normal. If the draconic exemplar has more than one energy type (from the Complex Essence feat or another source), it chooses one of its energy types to benefit from this gift when it is first gained. The draconic exemplar must be at least 12th level, have access to the appropriate energy type via its draconic essence, and have the breath weapon draconic weaponry to gain this gift.

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

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Razor Claws (Ex) – The draconic exemplar's claws become exceptionally sharp. As a swift action after making a successful claw attack, the draconic exemplar deals bleed damage equal to half the his class level (minimum 1). The draconic exemplar must be at least 6th level and have the predatory claws class feature to gain this gift.

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

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

Rime Breath (Su) – The draconic exemplar's breath weapon covers his environment in a slick coating of ice. When the draconic exemplar uses his breath weapon to deal cold damage, creatures who fail their Reflex save become entangled and the affected area becomes coated with ice for a number of rounds equal to ½ his class level. Creatures attempting to move across the icy area at more than half speed must make a DC 15 Acrobatics skill check at the start of the movement or fall prone. The draconic exemplar must have a draconic essence with the cold energy type and the breath weapon draconic weaponry to gain this gift.

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

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

Sea Torrent (Su) – Instead of a cone of super-heated steam, the draconic exemplar can breathe a line of pressurized water. Upon a successful combat maneuver check, all creatures or objects in this area are pushed (as the push universal monster ability) to the end of the line and suffer 1d6 points of damage per 10 ft. The draconic exemplar gains a +4 bonus to this check, and if the check exceeds the CMD of a subject by 5 or more it is also knocked prone.

In the area of the sea torrent, all non-siege ranged attacks are negated, all Perception checks fail, and it automatically extinguishes all mundane flames (torches, lanterns, etc.) and all magical flames cast at a level lower than the draconic exemplar's class level.

In addition to the effects noted, the sea torrent can do anything that a line of pressurized water would be expected to do. It can overturn wooden, unsecured buoyant structures, heel over a small boat, and blow gases or vapors to the edge of its range. The draconic exemplar must be at least 6th level, have the territorial draconic essence, and have the breath weapon draconic weaponry to gain this gift.

See in Darkness (Ex) – The draconic exemplar can see perfectly in darkness, even that created by *deeper darkness*. The draconic exemplar must have an outer dragon type to gain this gift.

Shielding Aura (Su) – The draconic exemplar can wreath his body in a nimbus of energy. When activating his elemental aura, the draconic exemplar sheathes his entire body in energy. Any creature striking the draconic exemplar with a melee weapon that does not have reach, an unarmed strike or a natural weapon takes damage from the elemental aura. The draconic exemplar must have the elemental aura draconic weaponry to gain this gift.

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Silver Gas (Su) – The draconic exemplar's line breath weapon can become a cone of slowing or paralyzing gas instead. Those in the cone must make a Fortitude save against the breath weapon's usual DC or be affected as per *slow* for 1 round/ class level. If the draconic exemplar is at least 15th level, creatures can be paralyzed instead. A paralyzed creature can attempt a new saving throw each round on its turn to end the paralysis effect, instead becoming *slowed* for the remaining duration. This is a poison effect. The draconic exemplar must be at least 6th level, have the honorable draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Sky Grounding (Su) – Any flying creature damaged by the breath weapon of the draconic exemplar must make a Fortitude save against the breath weapon's usual DC or lose the ability to fly for 1d4 rounds. The draconic exemplar must be at least 18th level, have the just draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Sleep Gas (Su) – The draconic exemplar's breath weapon can become sleep gas instead. This causes a creature within the breath weapon's area to fall into a deep, magical sleep, as the *sleep* spell. On a failed Fortitude save against the breath weapon's usual DC, the creature falls asleep for a number of rounds equal to the draconic exemplar's class level. This gas can affect a number of HD equal to the draconic exemplar's class level (starting with the lowest HD first). The creature will not wake due to noise or light, but others can rouse it with a standard action. This effect ends immediately if the creature takes damage. This is a poison effect. Whether or not the save is successful, a creature cannot be affected by this gas again for 24 hours. The draconic exemplar must be at least 6th level, have the creative or intolerant draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Solar Life (Su) – The draconic exemplar can channel positive energy a number of times per day equal to 2 + half her Charisma modifier (round down), as a cleric equal to half her draconic exemplar level. This energy can be used only to heal living creatures. The draconic exemplar must have the proud draconic essence to gain this gift.

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

Sovereign Discordance (Ex) – The draconic exemplar increases the save DC of his spells, spell-like

abilities, breath weapons, and auras vs. good- or evil-aligned creatures by +2. The draconic exemplar must be at least 6th level and have the balanced draconic essence to gain this gift.

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

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

Spirit-penetrating Stare (Su) – The draconic exemplar's baleful glare allows him to look within the hearts and minds of creatures. As a standard action that expends one daily use of his draconic weaponry, he can detect the surface thoughts of a target creature as if he had concentrated on them for 3 rounds with a *Detect Thoughts* spell. The draconic exemplar must have the baleful glare draconic weaponry to gain this gift.

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

Starflight (Ex) – The draconic exemplar can survive in the void and fly at incredible speed in outer space. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the draconic exemplar knows the way to his destination. The draconic exemplar can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space. The draconic exemplar must have an outer dragon type and the overland flight draconic gift to gain this gift.

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

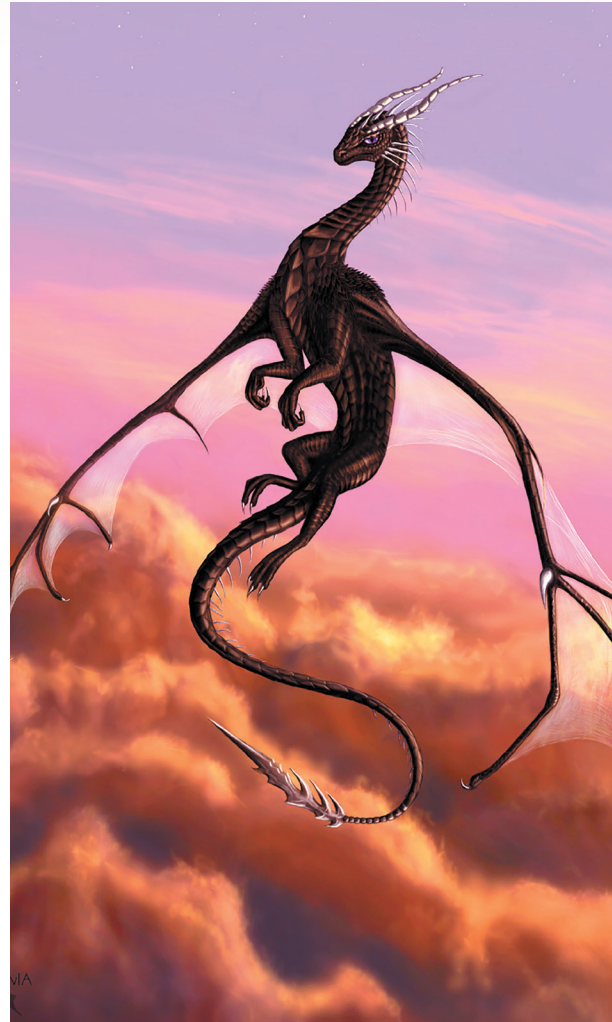
Steel Render (Ex) – The draconic exemplar has a knack for tearing through solid objects. When the draconic exemplar uses his destructive might to sunder metal armor and gives it the broken condition, the opponent wearing the armor is entangled. The opponent remains entangled until he takes off the armor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

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

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

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

Taiga Mist (Su) – The draconic exemplar's cone breath weapon becomes an electrified mist. This



mist then hangs in the air for 1d4 rounds after the draconic exemplar creates it. Creatures that end their turn in the mist take an additional 1d6 points of electricity damage/3 class levels. The mist does not hinder vision. The draconic exemplar must be at least 12th level, have the spiteful draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Tarn Fumes (Su) – The draconic exemplar's breath weapon creates toxic fumes. On the round after a creature takes acid damage from this attack, it must make a Fortitude save against the breath weapon's usual DC or suffer 2d6 points of Strength damage from the poisonous fumes. This is a poison effect. The draconic exemplar must be at least 12th level, have the spiteful draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Time Presence (Su) – The draconic exemplar's alien presence is beyond the comprehension of lesser creatures. The draconic exemplar's frightful



presence is no longer considered a fear effect, and creatures that fail their saves against it are staggered for 5d6 rounds instead of being shaken. The draconic exemplar must be at least 9th level, have the watchful draconic essence, and have the frightful presence draconic weaponry to gain this gift.

Time Shifting (Su) – The draconic exemplar can use its breath weapon to displace creatures in time instead of dealing damage. Each creature in the cone must succeed at a Will save against the breath weapon’s usual DC or be shifted forward in time a number of rounds equal to half the draconic exemplar’s level. For an affected creature, it’s as if no time passed. The draconic exemplar must be at least 15th level, have the watchful draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Tor Ash (Su) – The draconic exemplar’s cone breath weapon becomes flame and ash. One round after this breath weapon is used, the area affected by the attack becomes covered in a cloud

of thick, scorching smoke that burns both the lungs and eyes, dealing an additional 1d6 points of fire damage/3 class levels to all creatures in the area. A successful Fortitude save against the breath weapon’s usual DC negates this damage and the secondary smoke effects. Each creature that begins its turn in the smoke-covered area and breathes must make a Fortitude save each round (+ 1 to DC per previous check) or spend that round choking and coughing. Creatures that keep their eyes open for more than 1 round while in the area of the smoke who fail the Fortitude save go blind for 1d3 hours. The smoke dissipates after 2d4 rounds. This duration is halved in strong winds and quartered in more powerful winds. The draconic exemplar must be at least 12th level, have the narcissistic draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Toxic Mist (Su) – The draconic exemplar can expel his venom reserves into a cloud of poisonous mist. As a standard action that expends one daily use of his draconic weaponry, the draconic exemplar can create a 10-foot radius adjacent cloud of mist that provides concealment similar to the *obscuring mist* spell. For every size category larger than Small the draconic exemplar has attained, the cloud’s radius increases

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by 5 feet. Any creature other than the draconic exemplar entering or starting its turn within the cloud must make a Fortitude save or be affected by the draconic exemplar's poison. The toxic mist lasts for 1 round/level. The draconic exemplar cannot use his venomous bite for 1 minute after using this ability. The draconic exemplar must have the venomous bite draconic weaponry to gain this gift.

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

Trapmaster (Su) – The draconic exemplar adds 1/2 her level on all Craft (traps) and Disable Device skill checks, and on Perception skill checks made to locate traps. The draconic exemplar can use Disable Device to disarm magical traps. The draconic exemplar must have the inquisitive or witty draconic essence to gain this gift.

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

Tungsten Sandstorm (Su) – The draconic exemplar's cone breath weapon gains a blast of sand in addition to dealing its normal fire damage. The breath weapon creates a windstorm of stinging sand that deals an additional +3d6 piercing damage (halved by successful save against the breath weapon) and it blocks all vision in the area until the start of the next dragon exemplar's next turn. Creatures of Medium size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne (flying creatures suffer a –8 penalty. Creatures of Small size or smaller on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Flying creatures of Small size or smaller are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check (they suffer the same –8 penalty). The windstorm is powerful enough to bring down branches if not whole trees, it automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks

are impossible, and even siege weapons have a –4 penalty on attack rolls. Perception checks that rely on sound are at a –8 penalty due to the howling of the wind. The draconic exemplar must be at least 12th level, have the protective draconic essence, and have the breath weapon draconic weaponry to gain this gift.

True Seeing (Sp) – As a swift action, the draconic exemplar can see as a *true seeing* spell for a number of rounds each day equal to his class level; these rounds do not need to be consecutive. He can end this effect as a free action. The draconic exemplar must at least 18th level and have a linnorm dragon type to gain this gift.

Umbral Breath (Su) – The draconic exemplar's breath weapon can become a cone of weakening and blinding shadows instead of negative energy. Those in the cone are blinded and take a penalty to Strength equal to half the draconic exemplar's level (rounded down) for 1 round/ class level. The subject's Strength score cannot drop below 1. A successful Fortitude save against the breath weapon's usual DC negates the blindness and this penalty. This penalty does not stack with itself. This can be used three times per day, and is a necromancy effect. The draconic exemplar must be at least 9th level, have the sadistic draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Umbral Shadows (Su) – Any creature slain by the draconic exemplar rises as a undead shadow 1d4 rounds later, similar to a *create undead* spell with a caster level equal to her class level. Shadows created by this ability must make a Will save or be under the draconic exemplar's control. They can make a new saving throw each day to resist this control. The draconic exemplar can control a number of HD of shadows created by this ability equal to his class level. At 19th level if the slain creature had more than 8 HD it becomes an undead greater shadow (and subject to the same control above). The draconic exemplar must be at least 15th level and have the sadistic draconic essence to gain this gift.

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

Wrath Petrification (Ex): – Any creature reduced to 0 or fewer hit points by the draconic exemplar's breath weapon must also make a Fortitude save against



the breath weapon's usual DC or be petrified as the *flesh to stone* spell. The draconic exemplar must be at least 12th level, have the wrathful draconic essence, and have the breath weapon draconic weaponry to gain this gift.

Dracomorphosis (Ex): At 4th level, the draconic exemplar increases his size to Medium, adjusting the base damage of his natural attacks accordingly. He gains two secondary wing attacks that deal 1d4 points of damage, or gains a primary gore attack that deals 1d6 points of damage and adds 1 ½ times his Strength modifier to its damage rolls if he has the Lung alternate racial trait. The reach of his bite attack (and gore, if any) increases to 10 feet. He gains a +2 size bonus to Strength and a +2 size bonus to his natural armor bonus to AC. He gains the ability to fly with a base speed of 60 feet and average maneuverability. This flight is considered a supernatural ability.

At 8th level, the draconic exemplar increases his size to Large, adjusting his space and the base damage of his natural attacks accordingly. He gains a secondary tail slap attack that deals 1d8 points of damage and adds 1 ½ times his Strength modifier

to its damage rolls. He gains an additional +2 size bonus to Strength, a +2 size bonus to Constitution, and reduces his Dexterity by 2. He has poor maneuverability while flying. His size bonus to his natural armor bonus to AC increases to +5.

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

The draconic exemplar also gains the ability to crush smaller creatures with its bulk by jumping or landing on them as a standard action. Crush attacks are effective only against opponents three or more size categories smaller than the draconic exemplar, and affect as many creatures as fit in his space. Creatures in the affected area must succeed on a Reflex save (DC 10 + ½ the draconic exemplar's class level + the draconic exemplar's Constitution modifier) or be pinned, automatically taking 2d8 + 1 ½ times the draconic hero's Strength bonus bludgeoning damage. If the draconic exemplar chooses to maintain the pin, he must succeed at a combat maneuver check as normal. Pinned creatures take damage from the crush each round if they don't escape.

At 16th level, the draconic exemplar increases his size to Gargantuan, adjusting his space and the base damage of his natural attacks accordingly. His reach increases to 15 feet (20 feet for his bite attack and gore attack, if any). He gains an additional +2 size bonus to Strength, an additional +2 size bonus to Constitution, and further reduces his Dexterity by 2 (6 total). He has clumsy maneuverability while flying. His size bonus to his natural armor bonus to AC increases to +11. His crush damage increases to 4d6 + 1 ½ times his Strength bonus.

The draconic exemplar also gains the ability to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the draconic hero's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the draconic hero. A tail sweep automatically deals 2d6 + 1 ½ times the draconic exemplar's Strength bonus bludgeoning damage. Affected creatures can attempt Reflex saves (DC 10 + ½ the draconic exemplar's class level + the draconic exemplar's Constitution modifier) to take half damage.

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

Great Wyrms (Ex): At 20th level, the draconic exemplar reaches the epitome of dragonkind. He increases his size to Colossal, adjusting his space and the base damage of his natural attacks accordingly. His reach increases to 20 feet (30 feet for his bite attack and gore attack, if any). He gains an additional +2 size bonus to Strength and further reduces his Dexterity by 2 (8 total). His size bonus to his natural armor bonus to AC increases to +14. His crush damage increases to 4d8 + 1 ½ times his Strength bonus, and his tail sweep damage increases to 2d8 + 1 ½ times his Strength bonus. The draconic exemplar also gains immunity to his draconic essence's energy type, or DR 5/ adamantine if he has the wrathful draconic essence.

Draconic Flairs

Draconic flairs are a special type of draconic weaponry that represents a specific type of dragon. A flair can be chosen by a draconic exemplar as a standard draconic weaponry, or can also be chosen in place of the draconic exemplar's draconic sorcery class feature.

As a standard action, the draconic exemplar can expend a use of its draconic weaponry to cast one of a number of spell-like abilities. The abilities available to the draconic exemplar are based on his class level, with an effective caster level equal to his class level.

Battle Flair (Sp) The draconic exemplar must have the heroic draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1 st	<i>protection from evil</i>
7 th	<i>shield other</i>
10 th	<i>heroism</i> (maximum 2/day)
13 th	<i>good hope</i> (maximum 1/day)

Black Flair (Sp) The draconic exemplar must have the devious draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>corrupt water</i> *
7th	<i>darkness</i>
10th	<i>plant growth</i>
13th	<i>insect plague</i> (maximum 2/day)

**Corrupt Water (Sp):* The draconic exemplar can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to his frightful presence) or become ruined. This ability is the equivalent of a 1st-level spell. Its range is equal to 30 ft. or that of the draconic exemplar's frightful presence whichever is greater.

Blue Flair (Sp) The draconic exemplar must have the militant draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>create water</i> *
7th	<i>ghost sound</i>
10th	<i>minor image</i>
13th	<i>hallucinatory terrain</i> (maximum 1/day)

*Alternatively, the dragon exemplar can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (as 0th level spell).

Brass Flair (Sp) The draconic exemplar must have the creative draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>speak with animals</i>
7th	<i>endure elements</i>
10th	<i>suggestion</i>
13th	<i>control winds</i>

Brine Flair (Sp) The draconic exemplar must have the power-hungry draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>speak with animals</i> (aquatic only)
7th	<i>obscuring mist</i>
10th	<i>water breathing</i>
13th	<i>control water</i>

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Bronze Flair (Sp) The draconic exemplar must have the brave draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>Speak with animals</i>
7th	<i>Fog cloud</i>
10th	<i>Create food and water</i>
13th	<i>Control water</i>

Chrome Flair (Sp) The draconic exemplar must have the trifling draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1 st	<i>Pass without trace</i>
7 th	<i>Stone shape</i> (affects ice only)
10 th	<i>Wall of ice</i> (maximum 2/day)
13 th	<i>Eyebite</i> (maximum 1/day)

Cloud Flair (Sp) The draconic exemplar must have the adventurous draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>Obscuring mist</i>
7th	<i>Fog cloud</i>
10th	<i>Stinking cloud</i>
13th	<i>Solid fog</i>

Cobalt Flair (Sp) The draconic exemplar must have the tyrannical draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>Entangle</i> (maximum 3/day)
7th	<i>Minor image</i>
10th	<i>Snare</i>
13th	<i>Plant growth</i> (maximum 2/day)

Copper Flair (Sp) The draconic exemplar must have the witty draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>Spider climb</i>
7th	<i>Grease</i>
10th	<i>Hideous laughter</i> (3/day)
13th	<i>Stone shape</i>

Crystal Flair (Sp) The draconic exemplar must have the vain draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>Color spray</i>
7th	<i>Glitter dust</i>
10th	<i>Daylight</i>
13th	<i>Rainbow pattern</i>

Dungeon Flair (Sp) The draconic exemplar must have the inquisitive draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>Detect thoughts</i>
7th	<i>Charm person</i>
10th	<i>Suggestion</i> (maximum 3/day)
13th	<i>Charm monster</i> (maximum 2/day)

Forest Flair (Sp) The draconic exemplar must have the wrathful draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>Pass without trace</i>
7th	<i>Entangle</i>
10 th	<i>Command plants</i>
13 th	<i>Tree stride</i>

Gold Flair (Sp) The draconic exemplar must have the regal draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>Detect evil</i>
7th	<i>Detect gems</i> (as <i>locate object</i> , but can only be used to locate gemstones)
10th	<i>Heroism</i> (or <i> Bless</i>)
13th	<i>Lesser geas</i>

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Green Flair (Sp) The draconic exemplar must have the imperious draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>entangle</i> (maximum 3/day)
7th	<i>charm person</i>
10th	<i>suggestion</i>
13th	<i>plant growth</i> (maximum 2/day)

Iron Flair (Sp) The draconic exemplar must have the intolerant draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>detect thoughts</i>
7th	<i>heat metal</i> (maximum 3/day)
10th	<i>stone shape</i> (maximum 2/day)
13th	<i>wall of iron</i> (maximum 2/day)

Lunar Flair (Sp) The draconic exemplar must have the curious draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>dancing lights</i>
7th	<i>life bubble</i> (see <i>Pathfinder Roleplaying Game: Advanced Player's Guide</i>)
10th	<i>moonstruck</i> (see <i>Pathfinder Roleplaying Game: Advanced Player's Guide</i>)
13th	<i>scrying</i> (maximum 3/day, at 20 th level becomes <i>greater scrying</i>)

Magma Flair (Sp) The draconic exemplar must have the primeval draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>burning hands</i>
7th	<i>scorching ray</i>
10th	<i>flame arrow</i> (3/day)
13th	<i>wall of fire</i> (1/day)

Nickel Flair (Sp) The draconic exemplar must have the deceptive draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1 st	<i>entangle</i> (maximum 3/day)
7th	<i>sicken</i> <i>entangle</i> (maximum 3/day, see <i>Pathfinder Roleplaying Game Advanced Class Guide</i>)
10th	<i>resist energy</i>
13th	<i>gaseous form</i> (maximum 2/day)

Red Flair (Sp) The draconic exemplar must have the destructive draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>detect magic</i>
7th	<i>pyrotechnics</i>
10th	<i>suggestion</i>
13th	<i>wall of fire</i> (maximum 2/day)

Sea Flair (Sp) The draconic exemplar must have the territorial draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>create water</i>
7th	<i>hydraulic push</i>
10th	<i>call lightning</i>
13th	<i>control water</i>

Sky Flair (Sp) The draconic exemplar must have the just draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>detect evil</i>
7th	<i>feather fall</i>
10th	<i>call lightning</i>
13th	<i>gust of wind</i>

Solar Flair (Sp) The draconic exemplar must have the proud draconic essence to gain this draconic weaponry.

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Draconic Exemplar Level	Spell-like Ability
1st	<i>detect magic</i>
7th	<i>searing light</i> (maximum 2/day)
10th	<i>cup of dust</i> (see <i>Pathfinder Roleplaying Game: Advanced Player's Guide</i>)
13th	<i>blight</i> (maximum 3/day)

Sovereign Flair (Sp) The draconic exemplar must have the balanced draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>detect evil/good</i>
7th	<i>calm emotion</i>
10th	<i>tongues</i>
13th	<i>sympathetic vibration</i>

Time Flair (Sp) The draconic exemplar must have the watchful draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>detect magic</i>
7th	<i>share memory</i> (see <i>Pathfinder Roleplaying Game: Ultimate Magic</i>)
10th	<i>clairaudience/clairvoyance</i>
13th	<i>legend lore</i>

Attack from Within

School: evocation; **Level:** magus 4, sorcerer/wizard 3, witch 3;

Casting Time: 1 standard action

Range: medium (100 feet + 10 feet/level)

Target: one creature or object

Duration: instantaneous

Saving Throw: Fortitude half; **Spell Resistance:** Yes

You cause an energy type to appear within a creature or object. The energy you choose at the time of casting (acid, cold, electricity, fire, or sonic) determines the spell's descriptor. The target suffers 1d6 points of damage (of the appropriate energy type) per caster level (maximum 10d6).

Tungsten Flair (Sp) The draconic exemplar must have the protective draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>discern lies</i> (maximum 1/day)
7th	<i>attack from within</i> (fire only) (maximum 3/day)
10th	<i>dispel evil</i> (maximum 1/day)
13th	<i>plant growth</i> (maximum 2/day)

Umbral Flair (Sp) The draconic exemplar must have the sadistic draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>dancing darkness*</i>
7th	<i>darkness</i>
10th	<i>vampiric touch</i> (3/day)
13th	<i>shadow conjuration</i> (1/day)

Dancing Darkness

School: evocation [darkness, shadow]; **Level:** antipaladin 1, bard 1, magus 1, shaman 1, psychic 1, sorcerer/wizard 1, spiritualist 1, witch 1

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. + 10 ft./level)

Effect: Up to four spheres, all within a 10-ft.-radius area

Duration: 1 minute/level (D)

Saving Throw: none; **Spell Resistance:** no

You create either up to four spheres of darkness that each reduce the illumination level by one step within a 20-foot-radius, or one dimly lit, vaguely humanoid shape. Each sphere must stay within a 10-foot-radius area of one another but can otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like.

The darkness can move up to 100 feet per round. The effect winks out if the distance between you and it exceeds the spell's range.

Dancing darkness can be made permanent with a *permanency* spell.

Underworld Flair (Sp) The draconic exemplar must have the greedy draconic essence to gain this draconic weaponry.

Tananim Feats

Draconic Exemplar Level	Spell-like Ability
1st	<i>soften earth and stone</i>
7th	<i>summon monster II</i> (earth elemental only)
10th	<i>stone shape</i>
13th	<i>spike stones</i>

White Flair (Sp) The draconic exemplar must have the paranoid draconic essence to gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>fog cloud</i>
7th	<i>gust of wind</i>
10th	<i>stoneshape</i> (affects ice only)
13th	<i>wall of ice</i> (maximum 2/day)

Zealous Flair (Sp) The draconic exemplar must have the zealous draconic essence to gain this draconic weaponry. Cleric and Inquisitor Draconic Heroes cannot gain this draconic weaponry.

Draconic Exemplar Level	Spell-like Ability
1st	<i>Touch of Good (Sp)</i> You can touch a creature as a standard action, granting a sacred bonus on attack rolls, skill checks, ability checks, and saving throws equal to half your draconic exemplar (minimum 1) for 1 round.
7th	<i>Strength Surge (Sp)</i> As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to 1/2 your draconic exemplar level (minimum +1) to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks.
10th	<i>Holy Lance (Sp)</i> At 10th level, you can give a weapon you touch the <i>holy</i> special weapon quality for a number of rounds equal to 1/2 your draconic exemplar level.
13th	<i>Might of the Gods (Sp)</i> At 10th level, you can add your dragon exemplar level as an enhancement bonus to your Strength score for a number of rounds per day equal to your cleric level. This bonus only applies on Strength checks and Strength-based skill checks. These rounds do not need to be consecutive.

Appendage Severing (Critical, Dragon)

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

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

Benefit: Upon taking this feat, select a melee natural attack that can deal slashing damage (bite, claw, talon, etc.) that has also been selected for the Weapon Focus feat. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit) with the selected natural attack, against an opponent at least one size category smaller than yourself, your opponent must make a successful Fortitude Save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or the attack severs one of your opponent's appendages (roll randomly if it has any) from its body. Some creatures, such as some aberrations and all oozes, have no appendages. Most other creatures, however, lose the use of that limb, suffer 2d6 points of Con damage and 1d6 Con bleed damage each round until a successful first aid Heal check or until the victim is healed for at least 1 hit point. If that limb is part of your victim's locomotion, it reduces the victim's speed by 20 ft.

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

Belly of the Beast (Dragon)

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

Prerequisite: breath weapon, Snatch

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

Breath Weapon Affinity (Dragon)

"They felt safe with my deadly breath expended, learning to their regret that its power went beyond that singular form."

Prerequisite: breath weapon, caster level 1st

Benefit: Three times per day as a free action your spells and spell-like abilities that deal the same energy type damage as your breath weapon deal an additional 1d6 points of damage per spell level upon a failed save. If the spell has no save this feat has no effect.

IN THE COMPANY OF DRAGONS, EXPANDED

Capture Alive

You have learned how to defeat your opponents without killing them.

Benefit: When you deal damage that would kill your opponent you can instead choose to withhold that damage. If the attack is appropriate (GM's discretion) you can allow your opponent to yield, render her unconscious for 1 hour for each character level you possess, leave a vicious scar, permanently blind her (or take only one eye), or remove an appendage.

Complex Essence (Dragon)

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

Prerequisite: draconic essence class feature

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

Debilitating Breath Weapon (Dragon)

"My breath burns not only flesh, but also vitality."

Prerequisite: breath weapon

Benefit: Upon taking this feat, choose Strength or Dexterity. Three times per day as a free action you deal ability damage with your breath weapon in addition to normal damage. The damage dealt to the ability score chosen at the time you take this feat is equal to half the number of dice your breath weapon uses to calculate normal damage. For example if your breath weapon deals 6d6 points of fire damage it also deals 3 points of Strength damage. A successful save against the breath weapon negates this damage, improved evasion, resistance or immunity to the breath weapon's normal damage negates this ability damage.

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

Dexterous Hindclaws (Dragon)

Your rear claws are nimble enough to wield weapons in combat.

Prerequisite: lung alternate racial trait

Benefit: Your dexterous claws racial trait applies to your rear claws as well, allowing you to wield weapons in them with a -2 penalty on attack rolls.

Double Breath Weapon (Dragon)

"Go ahead, split up, that doesn't bother me in the least."

Prerequisite: breath weapon

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

Draconic Crafting (Dragon, Item Creation)

You can create magic items with your intrinsic draconic power.

Prerequisite: dragon type, draconic sorcery class ability or character level 15th

Benefit: You can substitute this feat for any item creation feat for the purposes of magic item creation prerequisites. You must still meet any other prerequisites of creating the item.

Dreaded Presence (Dragon)

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

Prerequisite: frightful presence, Ability Focus (frightful presence), Intimidate 7 ranks, Cha 13

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

Extra Draconic Defense (Dragon)

Your draconic defenses increase in power.

Prerequisite: draconic defense class feature

Benefit: You can gain an additional draconic defense.

Special: You can take this feat multiple times.

Extra Draconic Gift (Dragon)

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

Prerequisite: draconic gift class feature

Benefit: You gain an additional draconic gift.

Special: You can take this feat multiple times.

Extra Draconic Weaponry (Dragon)

You can use your offensive draconic powers more often.

Prerequisite: draconic weaponry class feature

Benefit: You gain two additional uses per day of your draconic weaponry.

Special: You can take this feat multiple times.

Fountainhead (Dragon)

You have a strong connection to a past life who shared your draconic essence.

Prerequisite: taninim, draconic essence class ability

Benefit: You gain a +2 bonus on Will saves to resist the compulsion of your draconic essence. Once per day as a free action, you can gain a +5

racial bonus to a Knowledge skill check you are about to make, and can make the check without the usual limitation if you are untrained.

Greater Crush (Dragon)

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

Prerequisite: crush, Improved Crush

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

Guardian Menagerie (Dragon)

You can gather more guardians for your lair than other dragons.

Prerequisite: taninim

Benefit: You can designate up to four times your character level in hit dice of creatures as guardians for your lair.

Improved Crush (Dragon)

"I crushed them under my great bulk like a mill stone."

Prerequisite: crush

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

Latent Breath Weapon (Dragon)

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

Prerequisite: dracomorphosis class feature

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

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

Latent Draconic Defense (Dragon)

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

Prerequisite: dracomorphosis class feature

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

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



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Latent Draconic Gift (Dragon)

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

Prerequisite: dracomorphosis class feature

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

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

Legendary Size (Dragon)

You are a dragon of truly prodigious size.

Prerequisite: dracomorphosis class feature, character level 8th

Benefit: Increase your effective level by 2 when determining the effects of dracomorphosis. If you have at least 20 class levels in classes with the draconic hero archetype, gain the Colossal size and other benefits of the draconic exemplar's great wrym class feature. If you have at least 20 draconic exemplar class levels, gain an additional +2 size bonus to Strength and Constitution.

Mighty Claws (Dragon)

Your claws become as fearsome as your bite.

Prerequisite: taninim, Multiattack, BAB 6+

Benefit: Your claws are now primary natural attacks.

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

Mythic Breath Weapon (Dragon, Mythic)

Your breath weapon is a devastating and mythic blast of power.

Prerequisite: breath weapon

Benefit: Your breath weapon deals an additional 5 dice of damage, and bypasses energy resistance and energy immunity from non-mythic sources. As a standard action that expends one daily use of your mythic power, you can activate your breath weapon without expending any of its daily uses or waiting for any normally required delay.

Organizer's Bladeflight (Combat, Dragon)

You have adapted your weaponry skills to take advantage of your unique physiology.

Prerequisite: Dexterous Hindclaws, lung alternate racial trait, BAB 6+

Benefit: You reduce the attack roll penalties for fighting with multiple weapons by 2. In addition, you can ignore the minimum Dexterity prerequisite for Multiweapon Fighting, Two-Weapon Fighting, and any feat which has either of those feats as a prerequisite.

Sculpt Breath Weapon (Dragon)

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

Prerequisite: breath weapon, any other breath weapon feat

Benefit: Three times per day as a free action you can modify your breath weapon by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The effect can be centered anywhere in the area of its normal line or cone effect. The breath weapon works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread from anywhere along where its line would normally be.

Vorpal Severing (Critical, Dragon)

"Taking off their leader's head with my first attack, with great relish did I make a display of swallowing it down."

Prerequisite: Critical Focus, Appendage Severing (chosen natural attack), Weapon Focus (chosen natural attack), base attack bonus +18, size Large or larger

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

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

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

In The Company of Dragons: Lost Isles Campaign Setting

Introduction

The Lost Isles—heart of creation, font of power, birthplace of dragons. Veiled from the material plane by an inscrutable barrier, few mysteries of this draconic paradise have been revealed to mortals until now. The pages before you expand upon the secrets laid bare by the great bronze dragon Thunders in Defiance to fully detail the culture of the taninim, as well as the unique geography and climate of the major islands. The personalities and motives of the powers within the Lost Isles are also illuminated, both among the taninim and their most dire adversaries.

Also contained within this section is everything a gamemaster needs for running a campaign in the Lost Isles for taninim, their servants, and their enemies. The introductory rules for reputation and lairs first presented by *In the Company of Dragons* have been fully expanded into a comprehensive system for campaign play, and the unique racial magic of taninim rites are now more than thematic cultural displays, providing tangible effects when used.

The majesty and excitement of the Lost Isles are open before you. Carve out your destiny among the greatest of creatures and ensure your legacy is written in the timeless legends of dragonkind. Be bold, for greatness is measured only in claw, fang, and deed. Go forth from your lair, spread your wings, and unleash your draconic might!

Geography

The unique geography of the Lost Isles will baffle the most learned of scholars, for at first glance they appear to be a hodge-podge collection of large islands clustered together with little respect for the laws of nature and geographic formation. The topography and climate can vary so wildly from one island to another (even, in some cases, across a single island) that it is as if many warring versions of reality were all lumped together. Even the waters surrounding the islands show this morphology of nature, with a region of tropical aquatic fecundity bleeding suddenly into chilled, heavily alkaline depths with little natural explanation.

The climate effects of the Lost Isles should play havoc on the natural flora and fauna, but a wide range of species thrive in most climate zones. Their habitat range may be smaller than usual in many cases, but the creatures adapt nonetheless. This is due in part to direct intervention and cultivation by the taninim, but the abundance of life seems to mostly be supported by the islands' raw energy.

One of the driving forces behind the ecology of the Lost Isles is the taninim themselves. When a taninim creates a lair and ritually bonds to it, her essence influences the surrounding region. The more powerful the inhabitant, the greater the reach of this influence and the more substantial its impact. This is usually a gradual effect, measured in years and centuries, so the geology and ecology of the Lost Islands is relatively static despite its wild diversity. It is not unknown, however, for a tiny island or small, geographic region to appear in response to a powerful taninim presence.

Following is a list of the noteworthy islands and geographic features of the Lost Isles. These are the major regions that all taninim have either visited or of which they have common knowledge. Smaller and less well-known islands do exist, and are often the personal abode of one or more taninim.

The Barrier

Miles from the nearest land in all directions, the magical Barrier crafted by the taninim seals the Lost Isles off from the material plane. It is physically subtle, undetectable from far away. About 100 feet distant from the Barrier, a rainbow-hued shimmering can be seen. The closer one moves into it, the more intense the glow becomes until nothing but the Barrier exists a few feet away. No matter how long a creature travels into the barrier, the instant they reverse direction they quickly find themselves where they started once more. There is no known method for traversing the barrier without the blessing of the Elder Voices, either through the Rite of Raiding or the Great Rite of the Barrier. Teleportation spells may not be used to enter or leave; calling spells may be used to bring creatures to, but not from, the Lost Isles, though those called there still have the one-time ability to return to their plane of origin as normal. The Ethereal Plane

Lost Isles



and Plane of Shadow are also protected, keeping travelers from circumventing the Barrier through alternate means.

The precise nature of the Barrier defies standard categorization, and attempts to study it reveal only a magical aura of overwhelming power and unique school. What is known is the Lost Isles are not extradimensional or extraplanar; they are technically a part of the material plane, despite having their own unique planar traits and being more highly morphic in regards to weather and geography.

The spatial location of the Lost Isles is likewise a mystery, and may not be constant. From the rest of the material plane, they simply do not exist. Taninim leaving the Lost Isles through the barrier usually discover they are in an oceanic location about 30 miles distant from Questhaven, regardless of where they exited. This is not a guarantee, however, and the general nature of the spatial anomaly (or possibly the will of the Elder Voices) can deposit them elsewhere. The Barrier can be found and crossed when desired by those returning from raid at the same location where they crossed over, but appears only to that taninim and no other creature. Outcast taninim and creatures seeking to enter the Lost Isles without invitation of the Elder Voices simply cannot find it.

Borealis

Located to the south of the Earthspine and loosely connected to it by a scattered trail of tiny islands, Borealis is a massive island—nearly a continent—ruled in its entirety by the Elder Voice Winterglide. With most of its surface is covered in permafrost and ice ridges, it is a desolate and craggy terrain where most lesser lifeforms dwell beneath the surface or hidden in chill shadows, reflecting the excessively paranoid personality of the island's master. A massive, miles-wide chasm bisects the island from the west for nearly a third of its length, allowing the briny ocean waters to penetrate deep into the island's interior and form the great icy crags where Winterglide resides.

Standing in bold relief to the stark landscape is the aurora coral, which is found in abundance on its lowland areas. This vegetation has the appearance of gnarled strands of blown glass, tall as a human and lit from within by a pale glow that shifts between blue, green, and red. It is the primary food source for herbivorous life on Borealis, from a range of tiny mammals to the larger tundra hares—wooly, rabbit-like creatures the size of a goat.

Hunters of flesh vastly outnumber more peaceful life on Borealis. Scattered packs of wolves range both normal and dire range across the landscape, leading a more furtive existence than normal as they try to avoid larger predators. Glacier toads, attracted by the glow, dwell within the aurora coral forests, and are more than willing to attack smaller creatures, such as incautious taninim hatchlings. Rumors of jotun raiders surfacing from the crags and chasms are common, and below the permafrost plains lay ever-hungry remorhaz.

Humanoid communities on Borealis are few and far between—the climate is unforgiving, and far more hostile is the island's master. The handful of primitive, nomadic groups of humanoids allowed to eke out a living on the icy waste is mainly used as sport by Winterglide and his vassals.

Places of Note

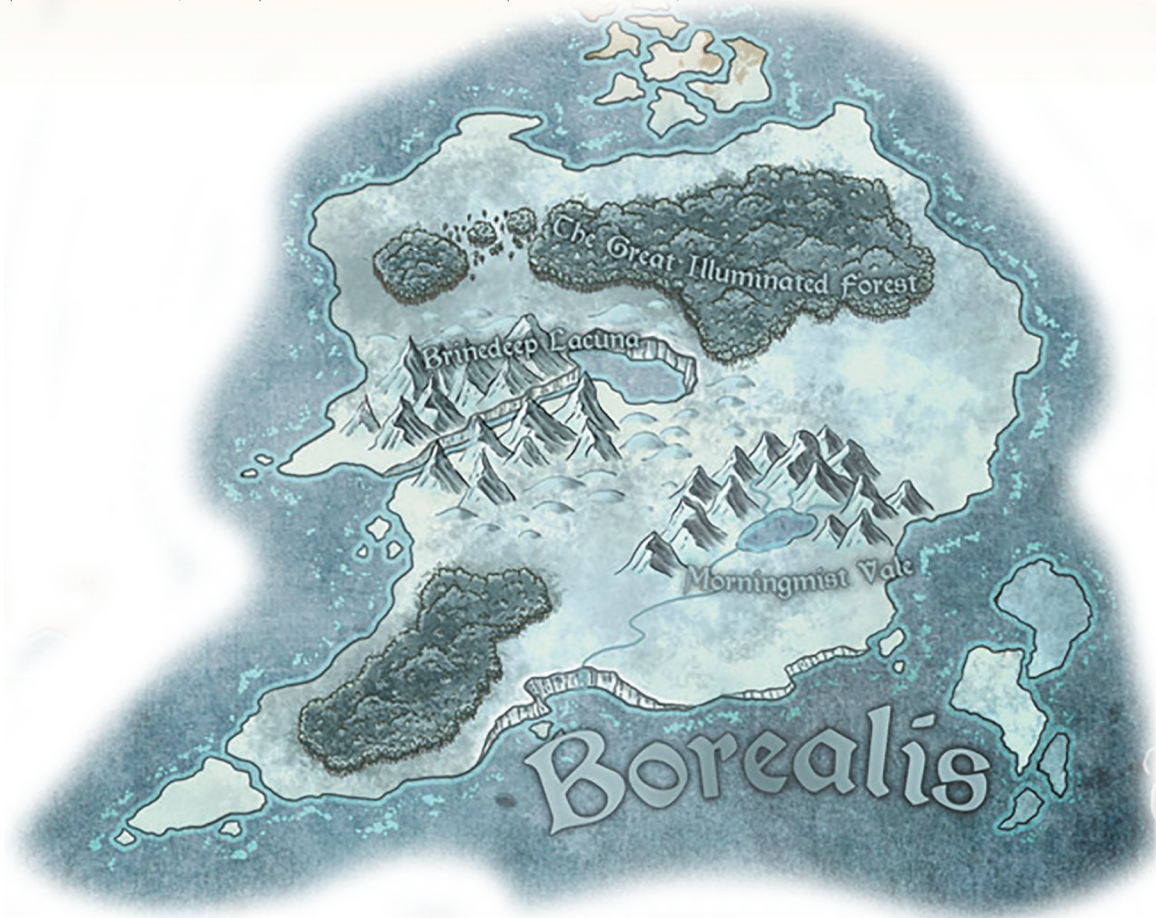
Brinedeep Lacuna

Deep in the interior of Borealis lies a brackish, milky lake that is fed from the salinized river running along the basin of Chimeshatter Cleft. Brinedeep Lacuna is the lair of Winterglide and the base of his power. It is from here that the great white dragon extends his icy reach across the continent, surrounded by the few sycophants, slaves, and playthings of his court wise or lucky enough to survive their master's paranoia. Little else survives in the Lacuna, its depths even less capable of supporting life than the rest of Borealis.

The lake itself is wide but relatively shallow, ringed by icy cliffs that are dotted with caves leading to the labyrinthine passages of Winterglide's court. Piercing the waters at odd intervals are large formations of salt crystals, spiky white columns striated with pale smears of yellows and blues. When Winterglide gathers his vassals to perform rites, it is upon these salt crystals they perch. Beneath the surface of the lacuna visibility is minimal, the sediments causing the waters to take on a semi-opaque, yellowish-white hue like curdled milk.

Winterglide's court is a sprawling complex of caverns and tunnels dug deeply into the ice and rock of the surrounding area. Accessible by tunnels in both the cliffs and beneath the lacuna's surface, it is a place that outsiders avoid unless bringing supplies for trade or vital news affecting the entirety of the Lost Isles. Messengers brave the court only at great risk to their well-being, for even the most cloying of Winterglide's vassals suffer indignities and anguish at his whim.

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In the furthest depths of the court, Winterglide has set his lair. The path to it is obscured by many false trails, and the lair itself is guarded by puissant enchantments and the most lethal of traps. No living creature is known to have witnessed the lair; Winterglide simply does not have enough trust in any being to allow it.

Chimeshatter Cleft

The massive chasm that tears through Borealis from the ocean to Brinedeep Lacuna, stretches nearly 80 miles and is bounded by sizable cliffs across its entirety. Ocean water cuts through this inland channel, replete with fish and other sea-dwelling creatures for two-thirds of its length before rapidly becoming barren as it nears its end. Chimeshatter Cleft gains its name from the unique sonic properties of the abundant quartz-like crystal deposits on the cliff faces. Emitting pure notes when struck or split, the deposits make Chimeshatter Cleft look as if a titan's axe had split open a massive geode on Borealis' surface. The crystals have an affinity for magical energies, and are particularly prized as a material base for crafting quality magical items.

Chimeshatter Cleft is the most densely populated area in all of Borealis. This is due mainly to the

relative bounty of food and other resources compared to the rest of the island, as well as the ready supply of chimeshatter crystal for magical experimentation. The cleft is also the nexus for Borealis' largest export: magic. Winterglide's vassals are known among the taninim to be some of the most powerful purveyors of arcane magic in the Lost Isles, bartering their talents in item creation, divination, and even battle magic to their fellows.

The Cleft is split into four primary territories ruled over by some of Winterglide's strongest vassals. Apogee (draconic hero stormclaw 14, sadistic essence, CE), Curled in Contemplation (draconic hero diviner 14, power-hungry essence, N), Fish Spitter (draconic exemplar 13, witty essence, CN), and Frostbite (draconic exemplar 15, paranoid and territorial essence, CN) are all clutch-mates. Wardened and reared by Winterglide, they were pushed out of his court and granted mutual territorial rights to the Cleft as soon as their burgeoning growth caused Borealis' master to fear their motives. They cohabitate in Chimeshatter Cleft operating as a sort of magical trading cartel—in a cold war with each other, but presenting a unified face to foreigners in need of their vassals' services.

The Great Illuminated Forest

The northern third of Borealis is covered in badlands carved through the permafrost-covered rock. A dense growth of aurora coral blankets the stratified crags of the area, forming one giant forest of flickering, pale illumination. The taninim in the area pay little more than lip service in fealty to each other and Winterglide's court, showing their subservience only when Borealis' master comes calling. For the most part they avoid others of their kind and are content to live out primal lives of hunting and lounging among the coral.

The nominal ruler of the Great Illuminated Forest is Conquers Radiantly (scaled juggernaut 11, vain essence, CN), an egotistic and bombastic vassal of Winterglide who is far less competent than he believes in managing the territory. As long as his vassals are stoking his ego, Conquers Radiantly is relatively blind to the anarchic squabbling of the taninim in his forest. The self-aggrandizing crystal dragon spends far more effort in maintaining the appearance of propriety to the court at Brinedeep Lacuna than he does in managing the forest's growing problems. In particular, Conquers Radiantly would prefer to forget about the increasing number of jotun sightings in recent years.

Morningmist Vale

A small range of mountains curls about a quiet valley in southeastern Borealis. Icy waters roll out of the mountains to feed a crystalline lake in the center of the valley, a starkly pristine landscape that is home to the only permanent humanoid settlement on Borealis. It is here in the most resource-rich corner of the island that the dwarves of Morningmist operate their mithril mines and fish the lake's ironscale pike. Aggressions by the island's taninim are rare here due in part to the steady output of the industrious dwarves, causing the valley's inhabitants to only suffer when Winterglide feels the need to make sure that Morningmist remembers the island's true master.

The relative placidity of Morningmist Vale is due mainly to the watchful eye of its protector, Oathbound (draconic exemplar 17, honorable essence, LG), her loyal vassals, and her small army of drakeling dwarves. Officially a vassal of Winterglide, the great silver dragon has made the vale her home for more than four hundred years. Her essence has attracted a number of Borealis' more orderly and peaceful taninim to her and gradually shaped the surrounding territory.

Oathbound maintains the peace of Morningmist Vale in two ways. First, she has built up a significant base of power with physical, magical, and economic might making it very painful to Winterglide's power base to outright crush this growing area of order and cooperation, even if it gnaws at his insecurities. Doing so would go against his place above normal taninim society, and expose Borealis' master to the many real and imagined enemies in the Lost Isles that would love to see the most unstable Elder Voice fall. Second, Oathbound is a loyal vassal despite being the polar opposite in personality: she does everything she can to build up the legacy of Morningmist Vale within the confines of Borealis' savage law, has never failed to follow Winterglide's edicts, and she spends one day every lunar cycle braving cruelties at his court in Brinedeep Lacuna.

Rumors

The veneer of stability on Borealis has been peeling for ages. Winterglide's grasp on the island is never openly questioned, but whispered voices in chill shadows wonder how long until one or more of his ambitious progeny move against Brinedeep Lacuna. The tension between Winterglide and Oathbound is always a simmering, barely-contained conflict between opposing personalities that threatens to boil over and disrupt all of Borealis' society. Rumors that the four warlord siblings of the Chimeshatter Cleft were birthed from one of Oathbound's clutches does little to defuse any of these tensions.

Giants have been spotted in the Great Illuminated Forest in growing numbers, and display a measure of coordination and strength unusual for their kind. At least three of Conquers Radiantly's vassals, all capable adult taninim, have been found butchered and their lairs violated, ostensibly at the meaty hands of jotun. The crystal taninim would rather stare at his own reflection in the glowing coral than tackle the issue head on, but it is a problem that will only get worse. Some say the giants roam across the Lost Isles in a kingdom deep beneath the earth, breeding in numbers that will burst forth and overwhelm the dragons. Others look across the waters at Stormhome, to Winterglide's greatest rival among the Elder Voices, and question the most ancient of dragons that brought the jotun to the Lost Isles in the first place. A few even turn a conspiratorial eye on Winterglide himself, suggesting that the conniving and paranoid sovereign of Borealis is manipulating the giants to move against the Great Illuminated Forest for his own inscrutable motives.

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Earthspine

Earthspine rises from the ocean and sprawls across the Lost Isles in a majestic and enormous mountain range. The largest of the islands curls across the center of the archipelago and forms the traditional nexus of taninim society. Legend has it that when *Our Lady of the Rainbow Scales* imbued the land with her essence, the earth rose up in imitation of her resting body in response.

More taninim reside on Earthspine than any other island. This is partly due to the island's size, but also because the land is packed with resources. The mountains are rich with minerals, precious metals, gemstones, and other valuable commodities that make them desirable territory for hoard-loving dragons, and the surrounding ocean is similarly abundant. Earthspine also houses Worldmount, where the Elder Voices gather conclaves to discuss the most pressing of issues and perform the grandest of rites.

The wildlife of Earthspine has great variety, and most creatures common to temperate hills and mountain regions can be found on the island. Two species are particularly valued, considered both hunting and eating delicacies by the taninim—the blink ram, a meaty species of mountain goat with capabilities similar to a blink dog, and the copperflash gar, a lightning-fast fish that can grow up to 300 lbs. in size.

The majority of Earthspine is ruled over by the seasoned brass dragon Heart of the Mountains who, despite being the most junior of the Elder Voices, has proven to be extremely adept at juggling the personalities of his powerful peers. His

approach to authority is more “claws-off” than his contemporaries, and his vassals have a great deal of autonomy in managing their own territories. Heart of the Mountains earnestly believes that Elder Voices should be above and beyond the squabbles of taninim society, but more importantly he finds fights over land and prestige to be banal.

Places of Note

Copperflash Bay

Copperflash Bay is nestled in the crook of mountains that curl out from Worldmount, and is the richest hunting grounds for the coveted copperflash gar. A vigorous breeze sweeps across the bay constantly, creating white-capped waves that entice the gar into grand, acrobatic leaps. The colors of the bay seem particularly vibrant, from the water, to the shoreline, the foliage, and even the creatures which populate it. A sense of invigoration permeates everything, as if the bay were itself saturated with the energy of creation.

Heart of the Mountains claims Copperflash Bay as his personal territory, and it is his essence which fills the region. When he is not swept up in the affairs of office or more pressing matters, he can often be found sunning himself leisurely on the beaches of the bay with his vassals. Other taninim visit these coveted hunting grounds only by Heart of the Mountain's invitation, and he wields this powerful boon masterfully in his negotiations as Elder Voice.

The beaches of Copperflash Bay are seen as a diplomatic meeting ground by taninim society. When powerful factions or individuals need to hold talks on neutral ground, they may request a favor to use Heart



of the Mountains' territory. No betrayal of the Elder Voice's peace at such meetings has ever succeeded, and no offending taninim has survived the repercussions.

Humanoid settlements are built into the foothills of the bay, housing the personal servants of Earthspine's ruler. The settlements focus on artisan crafting, supplying goods and labor that may require tiny hands to create or are beneath taninim dignity to perform. In exchange, the humanoids live a reasonably safe, modest life in servitude.

Buried beneath the sands of Copperflash Bay is the main entrance to Heart of the Mountains' lair. Taninim give the section of beach where it is located a wide berth, for despite the brass taninim's gregarious nature it is still the marked lair of an Elder Voice. Any creature attempting to burrow from the beach to the subterranean caverns beneath Worldmount without invitation will find itself confronted by a stunning array of security measures procured from Heart of the Mountains' many allies and brokered favors.

Fallen Scale Peaks

The expanse of mountains westward from Worldmount is known as the Fallen Scale Peaks. Individual taninim here hold sway over little more than their personal lair, and fealty and alliances are counted in days more often than years. Any conflict that breaks into true violence will inevitably draw spectators—territorial disputes and squabbles are so common here that entrepreneurial taninim will set up "mountain justice wagers"—impromptu gambling pools setting odds on the outcomes of the conflict.

Many have made a name for themselves among the rough-and-tumble contests of the Fallen Scale Peaks, but it is rare to see a taninim with enough ambition, cunning, and might to carve out large swathes of territory. The more power a taninim accumulates, the more his neighbors band together to maintain the anarchic status quo. Heart of the Mountains was the only one to ever do so, and cynical voices say that Earthspine's sovereign still exerts more control over the mountains from behind the scenes than most realize.

The Fallen Scale Peaks are also home to the blink rams famous through the Lost Isles. Young taninim raised in the mountains hone their hunting skills against this hard-to-catch delicacy, developing some of the fastest reflexes known to dragonkind. The succulent lure of blink ram flesh also draws jotun up from deep within the mountains, though, and the giants are just as happy to brutalize weak taninim or plunder a lair. The dragons have never been able to fully rid Earthspine of the beasts despite multiple campaigns of extermination.

Mischief's Berth

A rocky expanse of beach and scrub known as Mischief's Berth covers the far western shores of Earthspine. It has been claimed as territory by Hundred Claws (lung draconic hero swashbuckler 11, militant essence, NE), a vassal to the famous taninim known as the Nacre Scoundrel, Leaping Surf (see Dragons of Note). The Berth is managed as a haven for outcasts and malcontents who chafe at taninim society but have not yet committed acts to warrant banishment from the Isles. Young taninim who have trouble claiming territory of their own and cannot find a liege they find acceptable are particularly drawn to living among the taninim of Mischief's Berth.

The taninim under fealty to Hundred Claws are given much leeway in their actions, only required to provide mutual assistance to their comrades against outside forces and to raid on behalf of the Nacre Scoundrel. They are a raucous bunch amongst themselves, much like a juvenile version of the clannish territorial fights in the Fallen Scales to the east.

Windscour Cliffs

On the western edge of Earthspine where the Fallen Scale Peaks meet Mischief's Berth, a lonely set of cliffs looks out northward across the ocean to Stormhome. No taninim claw has touched these cliffs for ten years, and the winds sweeping off the ocean cause a mournful wail to issue from the few cave mouths set into the cliffside.

The Windscour Cliffs are the territory of the exile Thunders in Defiance, and were once home to him as well as a handful of loyal vassals. The noble bronze dragon was banished from the Lost Isles but allowed to keep his lair and surrounding territory. Immediately after the great rite of banishment was performed upon him at conclave, every single one of his vassals ceded their territory to him in protest of the Elder Voices' decision. No taninim has moved to claim the cliffs for themselves while Thunders in Defiance is absent to directly challenge. For many this is a show of respect to the bronze exile, but even the greediest of dragons knows the Windscour Cliffs are considered inviolate by the ruler of Earthspine himself.

The only sentient creature that lives within the Windscour Cliffs is a bronze human drakeling known only as the Fisher Who Waits. Middle-aged in appearance, this hermit serves as caretaker to Thunders in Defiance's lair until the day his master returns. He can frequently be seen fishing in silence off the coast at the base of the cliffs.

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Worldmount

Worldmount is the tallest peak on Earthspine, located in the middle of the island, above Copperflash Bay. It is considered the core of taninim society, not just for its centrally-located position in the Lost Isles but because it is the site where the Elder Voices host conclaves to discuss matters of import to all taninim and to conduct grand rites.

A massive crater sculpted by environment and claw sits at the top of this mountain, evidence of volcanic activity so ancient that it is outside of remembered taninim history. The very rock of Worldmount and breeze blowing through its peak thrum with energy—the latent residue of the most powerful of draconic rituals. The potent location also serves as a site for Heart of the Mountains' personal rituals; as seneschal of Worldmount, he wields power greater than would be expected by the most junior of the Elder Voices. Great responsibility comes with that title as well, for it is the seneschal's duty to maintain the purity and security of Worldmount.

Rumors

For every voice that publicly praises the master of Earthspine, three mutter in secret about the lack of oversight he provides to the center of taninim society. The Fallen Scales taninim squabble more fervently than ever, the Nacre Scoundrel's pirates make a mockery of tradition both in Mischief's Berth and in the Fireflowers, and on top of everything the jotun infestation is in a state of resurgence.

Taninim have been spotted visiting with the Fisher Who Waits. What is discussed with the drakeling hermit is matter of much conjecture, but rumors abound regarding the mysterious servant. Some say that he is still in contact with his exiled master in some unknown manner, and others hint that there may be more to the drakeling than meets the eye.

The Grand Ocean

Much of what lies beneath the waves surrounding the Lost Isles is a mystery to the average taninim. Until recent times—the past century or so—the waters were considered one sovereign territory under the taninim known as Leviathan and are still referred to as "The Ocean" or "The Grand Ocean."

Leviathan was an Elder Voice, the most recent to vacate that post due to her death after finally succumbing to a wasting, cursed wound inflicted by the forces of Oblivion during The Great War. Since then, most of the ocean depths have become unclaimed territory. Few pockets of taninim civilization remain, mostly solitary, antisocial dragons claiming whatever territory they can reach, but for the most part the waters are the lawless territory of the Nacre Scoundrel and his vassals.

Places of Note

The Fireflowers

The Fireflowers are a cluster of small islands to the east of Earthspine. All display some measure of volcanic activity, making the area geographically unstable. The largest of the Fireflowers, Everbloom, is in a constant state of seismic unrest and houses the lair of Leaping Surf, also known as the Nacre Scoundrel. The Fireflowers serve as a base of operations for his piratical vassals, and it is from here they launch most of their raids. Leaping Surf's vassals raid not only into the material plane, but range across the oceans of the Lost Isles to harass coastal and marine dragons, challenging their dominance and territorial rights.



Jetsam

Scattered to the southwest of the Lost Isles is a jumble of tiny islands known derisively as Jetsam by taninim society. Little is known of these islands, for most dragons do not see value in them. Dragons once settled isolated territory throughout Jetsam, at the height of



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Leviathan's power when the oceans were more difficult to cross, but that time is long gone and all that remains are scattered ruins. The islands are now a place of exile and a crucible to test young taninim, populated with societal castoffs, wild creatures and the occasional backwater linnorm. No dragons of note claim territory in Jetsam, but those interested in history and archaeological research will send underlings or (more rarely) personally explore the ruins of the past.

Rumors

The remnants of Leviathan's vast empire contain many hidden secrets, from abandoned lairs to forgotten caches of artifacts and knowledge. Adventurous taninim are lured to these lost ruins by the promise of power and treasure, but have to contend with the Nacre Scoundrel's pirates for what approximates salvage rights. Some abandoned lairs are rumored to have new owners—sea creatures from the deep unknown, of questionable origin and considerable might.

Leaping Surf's ability to push the boundaries of the already loose structure of taninim law and to flout tradition among his territory without being directly punished by the Elder Voices surprises many taninim. Particularly baffling is the fact that the Nacre Scoundrel is an Organizer, commonly known to be compelled to fit into their destined role within taninim society. Is he acting on his own agenda, or is he perhaps a tool of one or more of the Elder Voices? What is known is that if any dragon is in a position to control the entirety of the oceans of the Lost Isles once more, it is Leaping Surf.

Stormhome

No land in the Lost Isles has seen as much conflict as Stormhome. Its skies are constantly laden with dark, roiling storm clouds and choking expanses of ash, every region of the island epitomizes geographic and climatic extremes, and at times it seems as if the terrain is at war with itself. Much of this is due to the influence to the island's mistress, the Elder Voice Darkened and Bloodied. She is the oldest living taninim, has never been bested in personal conflict, and is a living legend as the heroic commander of taninim during The Great War.

Despite the underlying violence of the land, Stormhome is not a barren place like Borealis. It teems with a staggering variety of wildlife, artificially supported by Stormhome dragons frequently grabbing breeding stock when

raiding the outside world. Every species thriving on Stormhome is larger and more aggressive than normal; this includes the dragons who lair on this island, who develop well-honed survival skills and are inured to both environmental hardships and the dangers of wild beasts. Those who lack such hardiness do not survive here for long.

Humanoid communities are common on Stormhome. The majority of these populations are human, as they are seen as the most pliable, adaptable, and relatively docile species. Most are little more than internment camps for slave labor and production, guarded by loyal drakelings created from the strongest of the community's population. Occasionally settlements of humanoids will be raised as a small private army by Stormhome's taninim, and then set at each other in bloody competition.

The feudal system of the island is influenced by a hereditary martial tradition kept alive since The Great War. Darkened and Bloodied organizes her vassals along a military structure, with her most powerful vassals appointed the title of Marshal and having direct oversight of a legion garrisoning and populating a particular geographic region of the island. Punishment for disobedience to the chain of command is swift, severe, and arguably worse than what a taninim could expect from discipline at a grand conclave.

Places of Note

Charhall

A caldera nearly two miles wide rises from the landscape of Stormhome, its jagged and cracked rim all that remains of the lofty mountain Skypiercer, once renowned as the highest peak



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in the Lost Isles. The rough basalt surface of the caldera is pockmarked with hewn tunnel entrances that have been artificially shaped like jagged, circular maws designed both to intimidate and to provide a defensive advantage and the surface itself is covered with patterned claw marks—the sign of numerous conclaves and gatherings held by Darkened and Bloodied for her vassals.

A perpetual cloud of ash swirls in the air above Charhall, occasionally filtering down to cover the ground with fine particulate. This cloud was created during the darkest hours of The Great War, when the undragon threw their might against Stormhome and Skypiercer exploded. The cloud has been suspended over Charhall since that day, more than a millennium ago.

Charhall's tunnels lead to a regal and spacious complex of caverns excavated by dragons and finished by humanoid hand, prominently featuring stonework lit from within by flame. Darkened and Bloodied holds court here when necessary, but when she is not sleeping on her prodigious hoard the Elder Voice prefers to spend her time strategizing, honing her martial talents, and hunting. Her consort Ashbather (see *Dragons of Note*) acts as seneschal in her stead more often than not, a fact galling to many of her subjects, as Ashbather is no taninim, but a true red dragon born outside the Lost Isles.

Built into the southern facing of the caldera is a grim settlement of humans known as Cinderslope. Here the mistress of Stormhome conducts her breeding experiments, attempting to create a strong yet authority-craving species of slave-soldier. A merciless training regimen keeps the population relatively low. The most successful are chosen to become drakelings and join her Bloodguard; those who manage to survive to adulthood without passing muster work the mines and forges supplying Charhall.

The lands south of Charhall are populated and maintained by the taninim of the First Legion, commanded by the Marshal Compelling Silence (draconic exemplar 16, regal essence, LN). While not entirely comfortable with the many darker aspects to his mistress' personality, Compelling Silence has absolute respect for her personal power and leadership abilities. He brooks no base or degrading behavior from the dragons of his legion, and the taninim of southern Stormhome tread carefully when they want to perform shady deeds.

Glassdust Waste

The northern portion of Stormhome is covered by the Glassdust Waste, an arid expanse of black sand and scrub. Frequent lightning storms sweep through the area, creating irregular patches of dark glass

wherever they strike the desert. Springs of fresh water bubble up from a series of underground rivers, forming a handful of oases surrounded by patches of greenery and rendering the region habitable.

This wild area is the most populated of the island and home to both the Second and Third Legions. The Second Legion, commanded by the Marshal Shakes the Earth (draconic exemplar 11, wrathful essence, CE), is renowned for the individual strength of its dragons. The Third, commanded by the Marshal Unseen Grace (draconic exemplar 12, militant essence, LE), has an equally widespread reputation for superb tactical coordination. In reality, there is little difference between the two legions besides names and labels. The taninim of the Glassdust Waste have a strong loyalty to their particular legion, however, and the rivalry leads to a great amount of competition and conniving between the two groups.

Nomadic groups of gnolls are allowed to roam the Glassdust Waste, as they are used for a popular competition among the local taninim. Teams of eight gnolls are conscripted, trained into personal war bands, and forced to compete against each other in battle to earn prestige for their taninim master. Despite having a bleak future, the gnoll nomads usually accept this fate because they have no way to escape the waste, nor do they have the numbers to threaten most adult dragons. On the rare occasion when a gnoll band has rebelled, its members have all been crushed and eaten.

The Plains of Sacrifice

A blighted land spreads out in a swath north from Charhall all the way to the Glassdust Waste. Known as the Plains of Sacrifice, this was the land over which The Great War was waged. Recovery from the taint of Oblivion has been slow, and while hints of the original rolling grasslands and forest exist, nothing quite grows properly here. Trees develop weeping abscesses or withered limbs, and the wildlife suffers a range of deformities and skin lesions. Remains of taninim both pure and corrupted are shallowly buried by time, and brave explorers of this region still stumble across exposed remains on a regular basis.

The ground in the region is peppered with barrow-like mounds known as blight boils. These range in size from a hatchling to an adult dragon, and make current restoration efforts of the area impossible. While most of the blight boils are dormant, some react to the nearby presence of taninim by erupting in foul energy and releasing screaming entropies—incorporeal entities that

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can consume a dragon from within in a gruesome physical display. The Second and Third Legions have ostensibly been tasked with the restoration and cleansing of the Plains of Sacrifice, but it is a very slow and methodical process that neither of the legions have any urge to rush.

Rumors

The rumors which surround Darkened and Bloodied are almost too many to list. The mistress of Stormhome was the first dragon to bring jotun slaves to the Lost Isles, and some consider her responsible for the centuries they have plagued the taninim. While the rare band of jotun is spotted on Stormhome, it is with neither the frequency nor coordination they are confronted on the other islands. Some think this anomaly is more than coincidence.

Ashbather's position of authority is a source of discontent for many taninim, and the ancient red dragon is well aware of this. Moving against him would mean crossing the most ancient of taninim as well, so Ashbather abuses this loaned authority whenever he can get away with it. If any of her vassals ever move against Darkened and Bloodied, her outsider consort will inevitably be the catalyst.

Reports of unnatural creatures being spotted in the Plains of Sacrifice have increased in recent decades. Rumors abound of powerful, ancient undragon hidden in the blight, curled beneath the earth in their foul nests since the years of The Great War, and the few taninim closest to the blight have reported strange, unidentified tracks around the entrances to their lairs.

Verdance

The lush, green foliage of Verdance can be seen for miles from the shore. The entirety of the island is one gigantic forest, mostly of a temperate climate but with shifts both cold and tropical in unexpected, isolated regions. Verdance simultaneously appears wild-grown and meticulously cultivated to the trained eye, as if a being had used nature itself as a subtle tool to craft in detail its own personal playground.

This is not far from the truth. The master of Verdance is the Elder Voice Gardener, and the island is his obsession. Every detail from foliage type and placement to wildlife population levels is altered and monitored by the island's sinuous green dragon master.

Verdance's wildlife is maintained in an ecosystem more harmonious than any other island. Few of the island's predators can threaten a dragon, and

only pose a threat to the settlements of humanoid servitors, while the foliage is designed to provide ample sustenance of vegetarian and insectivorous fare. Hazardous plant species are rare, except in areas where Gardener or the island's draconic bureaucracy have restricted access.

The taninim of Verdance are known to be some of the most well-fed in all the Lost Isles, but they pay for this by living on the most structured and culturally prohibitive island. Verdance's master extends his compulsion for order to taninim society, so all formalities are practiced in the fealty between master and vassal under his watch.

Places of Note

Dreamglade

In the northern reaches of Verdance, the forest begins to grow together in ways that makes travel challenging for many taninim. Witch lights drift between the trees, and fey creatures peer from the undergrowth. This is the Dreamglade, where most Feykin taninim call home, or at least sanctuary. Regardless of where they travel and live throughout the Lost Isles, Feykin share a connection to this region.

First folk ambassadors can be found in the Dreamglade, the only creatures with an as-yet unknown ability to enter and leave the Lost Isles without going through the Barrier. Attempts to research this ability and the existence of an alleged portal to the Primal World have all failed, with all potential evidence vanishing the instant it is. In response to this, Gardener has appointed one of his vassals, Leafroller (draconic hero bard 15, brave essence, LG), to restrict any attempts by first folk to leave the Dreamglade.



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Harvest

This small human settlement is the only place on Verdance with an active lumber industry, carefully restricted and guided by draconic oversight to ensure proper use of the forest. The taninim Paints the Sky (draconic exemplar 10, just essence, LG) maintains her lair nearby and is nominally in charge of the territory, but as of late she must host unwelcome visitors. A squad from Stormhome's Third Legion led by the Centurion Never Smiles (draconic exemplar 8, imperious essence, LE) is encamped in her territory. The foreign taninim were grudgingly requested by Gardener to assist with jotun raids against Harvest's production, but it is still uncertain from where in the forests the giants are raiding.

Lakes of Repose

Three lakes of perfect symmetry and crystal clarity border a hillock sprouting an ancient tree that stretches far above the forest canopy and has been cultivated with care and magic to be the living lair of Gardener. Each of the lakes is stocked with stunningly beautiful fish and imbued with a unique magical energy that affects those bathing or swimming in their waters. One lake facilitates the healing of physical injuries and maladies, one provides a feeling of bliss and reduces mental traumas, and the third allows a bather to have precognitive daydreams. Conclaves on Verdance are held at the base of Gardener's tree and are usually lightly attended, very personal affairs involving only those required for a rite.

An arboreal settlement is arranged in a ring around the lakes, where Gardener's elven drakeling servants reside. The elves worship the green master of Verdance, and serve him with an almost disturbing devotion. As a coming-of-age ritual, each generation of elves is subjected to the Rite of Investment and transformed into drakelings.

Rumors

All is not perfect despite all efforts to make it so in this structured paradise. Gardener's vassals chafe under his cumbersome interpretation of taninim tradition, and the feudal bureaucracy creates a storm of petty maneuverings and power-plays among the island's inhabitants. Verdance's dragons temper their enjoyment of the island's bounty with a nuanced political dance. The contests rarely boil over into the publicly raw violence seen on other islands, but shadow wars between powerful taninim and their proxies can be just as lethal.

The question of the wisdom in allowing the presence of foreign taninim at Harvest is rippling across Verdance. Many of Gardener's vassals feel they were not given enough opportunity to solve their jotun problem, and why their control-obsessed master would cede ground to a rival Elder Voice is baffling. All agree the problem needs to be solved before Never Smiles and his squad get too comfortable in the forest.

The Well of Oblivion

This island is known only by its most noted, horrific feature, which is more than enough for most taninim. It is little more than an outcropping of mottled rock jutting out of the ocean north of Earthspine, but even the waters reflect the taint of the undragon. The whole of the island, as well as the nearby sea, is a putrescent green and purple. Around the edge of the islet is a series of bones bored into the rock, a physical focus for the ritual enacted by the pre-history ancestors of modern taninim to seal the well and contain Oblivion.



Places of Note

Rainmaker's Lament

Taninim do not step foot on the islet containing the Well of Oblivion. The last to do so was the mighty Rainmaker during The Great War, and a monument known as Rainmaker's Lament stands as stark reminder why none have done so since.

Just past the ritual bone ward, the preserved remains of Rainmaker's original body are visible to those approaching the islet. The corpse is hunched over on the ground, its jaws split asunder, neck torn halfway along its length, and forelegs partially sucked inside the body from the corrupted thing that tore its way out. The corpse has an appearance that is at once stony but slick, like hard rubber. It has lain as a grim mockery of the taninim for a millennium, untouched by time and the elements.

The Well

At the center of the island is a vast cavity that extends down into blackness. No light has ever penetrated the darkness, nor has any magical vision or divination succeeded in revealing anything about what lies beneath. All that is known is the well's place in taninim myth, and the fact that the first undragon crawled from its depths.

Rumors

Every now and then rumors of activity at the Well of Oblivion run their course through part or all of taninim society. Since the Bloody Conclave brought first-hand accounts of the undragon back into the public eye, talk has only increased of strange shapes moving on the island or discordant, ululating singing issuing forth from the Well.

The Elder Voice Infinite has been spotted more than once over the past decade floating off the coast of the Well of Oblivion, quietly studying the islet for long tracts of time. Why he does so is a matter of conjecture, but it does not appear to be something he has discussed with even the other Elder Voices. As the least public and least understood of that august group, Infinite's motives are suspect to many taninim.

True Dragons in the Lost Isles

It is possible for true dragons to live among the taninim and make the Lost Isles their home. The two species should be considered cousins at the very least, for the main differentiator between whether a dragon will be a taninim or true dragon depends on where it hatches. A dragon egg which hatches within the Lost Isles will birth a taninim, and one which hatches outside the Lost Isles will birth a true dragon (with its subspecies dependent on parentage and possibly environment).

In reality, perhaps two dozen true dragons make the Lost Isles their home, most of who are bound in fealty or companionship to a particularly powerful taninim. This rarity is caused for the most part by the limited ability of true dragons to amass power and advance within taninim society, something few dragons can abide. True dragons are more fixed in form, lacking the mutable draconic essence which powers much of taninim spirituality and ritual. They can live among taninim, can perform the Rite of Challenge and Rite of Vassalage, and can even be the subject of rites, but lack the ability to perform other rites integral to taninim society. True dragons

can earn a reputation, but as they grow based solely on aging their base reputation score is equal to their CR-2 and cannot be increased above a maximum equal to their hit dice.

Elder Voices

The five Elder Voices that preside over the Lost Isles are ancient, powerful creatures. They have attained their position through both their own ambition and merit in the eyes of their society. The position of Elder Voice confers upon them a measure of mythic power, derived from *Our Lady of the Rainbow Scales* and directly from the Lost Isles. Details of all five of the current Elder Voices follow.

Darkened and Bloodied

Hero of The Great War, the Great General, Master of Stormhome, the Trollgorger – these are just a few of the many titles earned by the most senior of the Elder Voices. She is the oldest known living taninim, survivor and victor of innumerable battles. Darkened and Bloodied has been brood mother to at least three clutches of eggs, and outflew all her suitors (with two dying from exhaustion) the last time she performed a Skydance nearly a century ago. The majority of taninim society, friend and rival alike, regard her as the pinnacle of draconic achievement.

Darkened and Bloodied has a striking and commanding physical presence, being a massive yet athletic black dragon of unmatched size covered in dense scales and heavy dermal plating. Her scales are dully finished as if covered in soot and shot through with veiny crimson highlights. Scratches and scars mar her entire body, yet she carries herself as if every past injury were unfelt. Her skull-like muzzle is made all the more unsettling by roughly-healed scarring that pulls the left side of her maw into a permanent scowl, and the remains of her left eye socket puckered around a mulberry-colored, pentacle-shaped glowing gemstone. She is never without Authority, a starkly-designed rune blade that she wields with considerable skill.

The Master of Stormhome has one overarching goal which consumes her days: dominion over the Lost Isles. Her ambition is well-known, but even so the rest of the powers in the Lost Isles still struggle to keep up with all of Darkened and Bloodied's machinations. She lives and breathes tactical acumen, and is usually three steps ahead of her competitors. Whenever something unexpected shakes up a region of the Lost Isles, paranoid minds point to Stormhome. They are correct more often than not.

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Despite the Great General's skill at trickery and political maneuverings, she has outsmarted herself with overly complicated schemes before. One such time was her decision to not only enslave giants, but to use the Rite of Investment upon a small group of them. The rebellion of the jotun galls Darkened and Bloodied like little else, and is one of the main reasons she has the Three Legions of Stormhome periodically coordinate in jotun extermination exercises. Darkened and Bloodied earned the title Trollgorger during the jotun uprising for her habit of swallowing live *osoem* jotun, to both feed her taste for their flesh and to symbolically consume the invested drakeling essence. She never accounted for the death of every single jotun drakeling and, while it is improbable that any of her creations survived the uprising, Darkened and Bloodied is not one to leave loose ends untied.

Darkened and Bloodied CR22/MT5

Female tananim war master (draconic hero wardrake) 20

CN colossal dragon

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, *see invisible*; Perception +33

DEFENSE

AC 34, touch 1, flat-footed 34 (-1 Dexterity, +6 armor, +27 natural, -8 size)

hp 325 (20d10+205+15 temporary, -5 for *barbules of physical perfection* +6)

Fort +24, **Ref** +20, **Will** +25

DR 10/epic; **Defensive Abilities** *draconic reservoir* (cold 60, electricity 60), hard to kill, recuperation, mythic saves; **Immune** acid, fire, paralysis, sleep

OFFENSE

Speed 30 ft., fly 180 ft. (clumsy)

Melee +3 *dragonbane vorpal* colossal adamantine longsword +37/+37/+32/+27 (6d6+17/17-20 plus *vorpal*), bite +36 (4d8+21 plus grab), 2 wings +36 (2d8+14), tail slap +36 (4d6+21)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks battle tactics (swift action; assault, assault tactics, countering tactics, covering maneuvers, deployment, goad (DC 24), individual tactics, guarded tactics, heroic tactics, raid tactics, 41 rds/day), breath weapon (70-ft. cone, 23d6 fire damage, or 140 ft.-line, 23d6 acid damage, Reflex DC 28 half, usable every 1d4 rounds and 2/day), crush (Large creatures, DC 29, 4d8+21), fleet warrior, grab, maximized critical, mythic power (13/day, surge +1d8), swallow whole (23d6 total acid and/or fire damage, Large creatures, AC 23, 31 hp), tail sweep (Medium creatures, DC 29, 2d8+21)

TACTICS

Before Combat: Darkened and Bloodied always has followers and vassals nearby, and is prepared for almost all her rivals' strategies due to her Machiavellian planning. If she is expecting to go into direct battle, she will have the following spells cast on her by a 15th level arcane caster: *draconic reservoir (cold)*, *draconic reservoir (electricity)*, *keen edge* on her longsword, and *greater heroism*. Darkened and Bloodied is almost always under the effect of a *misdirection* from an 11th level caster to have her lies be undetectable, courtesy of her cohort. *These effects are included in her stat block.*

During Combat: When surrounded by her followers and vassals, Darkened and Bloodied will use covering maneuvers or deployment battle tactics to support her allies while delaying an action to respond where needed once she determines the enemies' capabilities. She will then use her fleet warrior ability and full array of battle tactics to focus on dangerous opponents and act wherever she thinks is tactically efficient. As long as her forces seem to have the upper hand, she

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is content to let her followers and vassals do the heavy lifting until her involvement in the combat will both decide the fight and advance any of her myriad political schemes.

When only accompanied by a small retinue, Darkened and Bloodied will attempt to shock and overwhelm her enemies as quickly as possible. Against Gargantuan or larger foes, she will first activate her countering tactics battle tactic as a swift action, use her fleet warrior ability to engage whatever enemy she decides is the most dangerous yet vulnerable to her melee damage, then use amazing initiative to unleash one of her breath weapons. If faced with smaller foes, she will forego the battle tactics in order to use fleet charge instead. Her bonus attack will be made with her bite (and free grab). She will activate amazing initiative to use a breath weapon, and then make a full attack on an opponent. She will swallow any Large sized or smaller creature unless it appears extremely competent in melee combat, trusting in her DR and resistances to keep them in her belly. Larger and more dangerous opponents remain grappled in her mouth to be used as a meat shield.

In the first round she engages in melee combat, Darkened and Bloodied will spend one use of mythic power to activate her Mythic Power Attack and gain a +18 bonus on damage rolls (+27 for bite and tail slap) with no penalty on attack rolls for 1 minute. *This bonus is not included in her stats.*

Morale: Darkened and Bloodied has a *contingency* spell (CL 15th) placed on her to *teleport* to her lair if she is reduced to 0 hit points or less. She will not retreat before that time unless clearly overwhelmed by her opponents.

STATISTICS

Str 38, **Dex** 8, **Con** 28, **Int** 19, **Wis** 18, **Cha** 24

Darkened and Bloodied has a +4 inherent bonus to Strength, and +4 to all mental ability scores due to age.

Base Atk +20; **CMB** +42; **CMD** 51 (55 vs. trip)

Feats Belly of the Beast, Complex Essence (temperamental), Hover, Latent Breath Weapon, Latent Draconic Gift (blindsight, overland flight), Leadership, Legendary Size, Multiattack^M, Mythic Breath Weapon^M, (B)Power Attack^M, Snatch^M Mythic feats

Skills Appraise +32, Bluff +39, Diplomacy +39 (+53 vs. dragons), Fly +10, Intimidate +34 (+38 vs. dragons), Knowledge (arcana) +28, Knowledge (nobility) +29, Linguistics +13, Perception +33, Sense Motive +33, Spellcraft +28; **Racial Modifiers**

+2 Knowledge (arcana, identify dragons only), +2 Perception, +2 Sense Motive

Dragon Culture Reputation 26; devious and temperamental essence

Languages Common, Draconic, Giant, Goblin

SQ cohort, enhanced NPC, esprit de corps, followers, kinslayer, lasting tactics, mark of quality, overland flight, perspicacity

Combat Gear +3 *dragonbane vorpal* colossal adamantine longsword; **Other Gear** *barbules of physical perfection* +6, *cords (cloak) of resistance* +5, *Elder's pixane*, *headband of mental superiority* +4, *mulberry pentacle ioun stone* (implanted in left eye socket), *ring of greater inner fortitude*, *ring of regeneration*, *spectral shroud*

BASE STATISTICS

Without her combat preparation, Darkened and Bloodied has the following statistics:

hp 310 (20d10+205, -5 for *barbules of physical perfection* +6); **Fort** +20, **Ref** +16, **Will** +21; **Defensive Abilities** hard to kill, recuperation, mythic saves; **Immune** acid, fire, paralysis, sleep; **Melee** +3 *dragonbane vorpal* colossal adamantine longsword +33/+33/+28/+23 (6d6+14/19-20 plus *vorpal*), bite +32 (4d8+21), 2 wings +32 (2d8+14), tail slap +32 (4d6+21); **CMB** +46; **Skills** Appraise +29, Bluff +35, Diplomacy +35 (+49 vs. dragons), Fly +6, Intimidate +30 (+34 vs. dragons), Knowledge (arcana) +24, Knowledge (nobility) +25, Linguistics +9, Perception +29, Sense Motive +29, Spellcraft +224

SPECIAL ABILITIES

Battle Tactics Darkened and Bloodied can start a battle tactic as a swift action and maintain it each round as a free action. She cannot have more than one battle tactic in effect at one time. Targets must be able to hear her for tactics to have any effect, and are language-dependent. Some battle tactics also have visual components, requiring targets to have line of sight to Darkened and Bloodied for the tactic to have any effect. Darkened and Bloodied can use the following battle tactics:

- *Assail (Ex)* – Any foes that Darkened and Bloodied sees are considered flanked when threatened by two of her allies for the first attack each ally makes in a round.
- *Assault tactics (Ex)*: All allies within 60 feet deal an additional 1 hit point of damage for each die of damage they deal, to a maximum of +10. This tactic has visual components.
- *Countering tactics (Ex)* – Darkened and Bloodied can make a Knowledge (nobility) check each

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round and compare it to every opponent she can see and to which she has line of effect. If the check hits a DC of 10+target's hit dice or level, that target gains no benefit from morale bonuses, luck bonuses, or battle tactics; cannot flank; and suffers a -4 penalty to all attacks of opportunity. A creature Darkened and Bloodied fails to affect with countering tactics remains immune to any further use of the ability by her for 24 hours.

- *Covering maneuvers (Su)* – Any affected allies adjacent to at least one additional ally receive a +4 morale bonus to AC, CMD and Reflex saving throws. This tactic has visual components.
- *Deployment (Ex)* – All allies Darkened and Bloodied sees gain a +15 foot enhancement bonus to their base movement if they take a double move or run action.
- *Goad (Su)* – One target within 60 feet must make a DC 24 Will save or be unable to delay or ready actions. The target is allowed a new saving throw at the beginning of every turn. Goad is an enchantment (compulsion) mind-affecting ability.
- *Guarded tactics (Ex)* – All allies within 60 feet can use Darkened and Bloodied's CMD in place of their own. This tactic has visual components.
- *Heroic tactics (Ex)* – All allies within 60 gain use of one of Darkened and Bloodied's combat feats, as long as they meet the feat's prerequisites. She can change what feat her allies gain access to as a move action.
- *Individual tactics (Ex)* – Darkened and Bloodied can grant an ally within 30 feet the use of up to 3 of her combat feats. She can change what feats the ally gains as a move action while maintaining the tactic. The ally must meet feat prerequisites. This tactic has visual components.
- *Raid tactics (Ex)* – All allies within 60 feet ignore penalties from confused, exhausted, fatigued, frightened, shaken, and sickened conditions. These conditions are not removed, but they have no effect on creatures for the duration of raid tactics. Each round Darkened and Bloodied maintains the raid tactics, she expends two rounds of her battle tactics. This tactic has visual components.

Cohort Darkened and Bloodied's cohort is the red dragon Ashbather (see Dragons of Note).

Enhanced NPC Darkened and Bloodied's stats are built using a 20-point buy, and she has as much gear as a PC of her level. These advantages increase her total CR by +1.

Esprit de Corps (Ex): All of Darkened and Bloodied's followers gain a +2 morale bonus to attack rolls, damage rolls, CMD, saving throws, and skill checks when they are within 60 feet of her. If they are currently suffering any fear effects and within 60 feet of her, they may attempt a new save to resist those effects (against the original DC) once a round.

Fleet Warrior (Ex) When making a full attack, Darkened and Bloodied can move up to her speed either before or after her attacks. This movement provokes attacks of opportunity as normal.

Followers (Ex) Darkened and Bloodied gains followers from the Born Leader war master talent, Crusader mythic path ability, and the Leadership feat. She has 405 1st-level, 39 2nd-level, 21 3rd-level, 12 4th-level, 6 5th-level, and 6 6th-level followers. Most of her followers of 4th level or higher are tanim draconic exemplars, while the majority of her lower-level followers are bugbears and hobgoblins with the drakeling template. Thanks to the Agents war master talent, she has followers covertly inserted into every community within the Lost Isles.

Hard to Kill (Ex) Darkened and Bloodied automatically stabilizes when reduced below 0 hit points. She does not die until her negative hit points are equal to or greater than double her Constitution score.

Kinslayer (Ex) Darkened and Bloodied gains a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the abilities of dragons.

Lasting Tactics (Ex) Darkened and Bloodied can have a battle tactic's effect continue for 2 rounds after she stops maintaining it, even if she begins a new tactic. These 2 rounds count against her daily total.

Mark of Quality (Ex) Darkened and Bloodied gains a +6 circumstance bonus on attack rolls with masterwork weapons and natural weapons, a +6 circumstance bonus to skill checks when using a masterwork tool kit or similar item, and a +6 circumstance bonus to her natural armor bonus when unarmored. She also increases the maximum Dex bonus of any worn armor by 6. *This ability is already included in her stats.*

Maximized Critical (Ex) Whenever Darkened and Bloodied scores a critical hit, the weapon's base damage result is always the maximum possible. This doesn't affect bonus dice added to the damage from another effect.

Meat Shield (Ex) As an immediate action while grappling a target and attacked with a melee or ranged attack, Darkened and Bloodied can attempt a grapple combat maneuver against the grappled target. If successful, the incoming attack targets the grappled opponent instead of her. If Darkened and Bloodied fails, the grappled opponent breaks free from the grapple and the incoming attack targets her as normal.

Mythic Power (Su) Darkened and Bloodied can use her mythic power in the following ways:

- *Amazing Initiative (Ex)* – She can expend one use of her mythic power as a free action on her turn to take an additional standard action that turn. This additional standard action can't be used to cast a spell. She cannot gain an extra action in this way more than once per round.
- *Fleet Charge (Ex)* – She can expend one use of her mythic power as a swift action to move up to her speed, making a single melee or ranged attack at her highest attack bonus at any point during this movement. She gains a +5 bonus to the attack roll. Damage from this attack bypasses all damage reduction. This is in addition to any other attacks she makes this round.
- *Mythic Breath Weapon (Su)* – She can expend one use of mythic power as a standard action to use her breath weapon without expending its daily use or requiring the usual 1d4 rounds of time between uses.
- *Surge (Su)* – She can expend one use of mythic power as an immediate action to gain a +1d8 surge bonus to a roll she has just made.

Mythic Saves (Ex) Whenever Darkened and Bloodied succeeds at a saving throw against a non-mythic spell or special ability, she suffers no effects.

Overland Flight (Ex) Darkened and Bloodied only checks for nonlethal damage every 2 hours when attempting a hustle or forced march while flying.

Perspicacity (Ex) Darkened and Bloodied may use her Perception bonus in place of her Appraise or Sense Motive bonus. *This ability is already included in her stats.*

Precision (Ex) When Darkened and Bloodied makes a full attack, her attack bonus on additional attacks gained by having a high base attack bonus is 5 higher. *This ability is already included in her stats.*

Recuperation (Ex) Darkened and Bloodied is restored to full hit points after 8 hours of rest so long as she is living. She can also expend one use of mythic power and rest for 1 hour to regain a number of hit points equal to half her full hit points, plus regain the use of any non-mythic class features limited to a number of uses per day.

Gardener

This obsessive and controlling green dragon has served on the Elder Voice council since the last days of The Great War. A consistent voice for conservative formality and tradition, he masks his own plots and ambitions within the bureaucratic framework of tanim society and is the undisputed master of self-serving pedantic application of the law.

Gardener's visage is the embodiment of formality. His serpentine, finely-scaled body is patterned in hues of green that give him the appearance of rich jade in sunlight. Artistically coordinated *arcane marks* placed upon his scales flatter and highlight his features, and he is bedecked in impeccably fitted and ostentatious vestments and ornamental banners. Pristine and aesthetically composed by his bevy of drakeling attendants, his physical symmetry is flawless to the point of annoyance.

Gardener's peers believe that his attention is completely absorbed by the recent disturbances to his personal playground of Verdance, and while it is true he devotes a good amount of energy to puppetmastery on his home island this is a gross underestimation of Gardener's abilities. His methodology may be diametrically opposed to that of Darkened and Bloodied, but if anyone can match the political maneuverings of the Eldest of Elders it is the Master of Verdance. He is more aware than most realize of the complex plots knotted and tangled through the Lost Isles.

Gardener is also the most accomplished spellcaster in the Lost Isles, a fact that any dragon wishing to oppose him is best to remember. His meticulous terraforming and ecological management of Verdance is not just to satisfy his draconic compulsions, but has created several nexi of power that he and his most trusted vassals can utilize. It is the ancient green's belief that similar methods can be used to heal the blight of Oblivion, and it his long-term goal to similarly re-structure and purify the entire Lost Isles.

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Gardener

CR21/MT3

Male taninim sorcerer (draconic hero trueblood sorcerer) 20

LN gargantuan dragon

Init +7; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, *see invisibility*; Perception +24

DEFENSE

AC 33, touch 11, flat-footed 33 (+6 armor, +5 deflection, +16 natural, -4 size)

hp 254 (20d6+189, -5 for *barbules of physical perfection* +4)

Fort +15, **Ref** +6, **Will** +18; +8 vs. spells and spell-like abilities

DR 10/epic; **Defensive Abilities** *displacement*, hard to kill, *invisibility*, recuperation, *shocking image*;

Immune paralysis, sleep; **Resist** acid 30; **SR** 32

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee *greater magic fang* bite +17 (4d6+14), 2 claws +7 (2d6+3), 2 wings +7 (2d6+3), tail slap +7 (2d6+9)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, 20d6 acid damage, Reflex DC 29 half, usable every 1d4 rounds and 15/day, debilitating 10 Str 3/day), crush (Medium creatures, DC 29, 4d6+9), mythic power (9/day, surge +1d6), tail sweep (Small creatures, DC 29, 2d6+9), toxic blood (9/day)

Spell-Like Abilities (CL 20th; concentration +34)
3/day – *entangle* (DC 25)

Spells Known (CL 20th +5 for energy descriptor, +3 for polymorph subschool; concentration +34)

9th (6/day)—*dominate monster* (DC 33), *overwhelming presence* (DC 33), *time stop*^M, *wish*

8th (7/day)—*form of the dragon III*, *protection from spells*, *stormbolts* (DC 32), *summon monster VIII*

7th (7/day)—*forcecage* (DC 31), *form of the dragon II*, *grasping hand*, *greater scrying* (DC 31), *greater teleport*, *moment of prescience*

6th (7/day)—*acid fog*, *chain lightning*^M (DC 30), *form of the dragon I*, *greater dispel magic*

5th (7/day)—*baleful polymorph* (DC 29), *caustic blood* (DC 29), *feblemind* (DC 29), *spell resistance*, *wall of sound*

4th (8/day)—*confusion* (DC 28), *detect scrying*^M, *dimensional anchor*, *fear* (DC 28), *shocking image*, *speak with plants*

3rd (8/day)—*fireball* (DC 27), *force punch* (DC 27), *fly*, *slow* (DC 27), *suggestion* (DC 27)

2nd (8/day)—*detect thoughts*, *ghoul touch* (DC 26), *pilfering hand*, *resist energy*, *shatter* (DC 26), *whispering wind*

1st (8/day)—*ear-piercing scream* (DC 25), *feather fall*, *heightened awareness*, *mage armor*, *memory lapse* (DC 25), *vanish*

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*, *touch of fatigue*^M mythic spells

Bloodline draconic

TACTICS

Before Combat: Gardener always has the following spell effects cast before an encounter: *heightened awareness*, *moment of prescience*, mythic *detect scrying*, and *protection from spells*. He will

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prepare for impending combat by casting the following spells (in order): *vanish*, *shocking image*, *spell resistance*, *fly*, two *summon monster VIII* spells to summon elder elementals, and an *intensified caustic blood*. Gardener has a fondness for lightning and mud elementals, but will summon whatever he feels is most advantageous given his knowledge of the environment and enemies. He will then activate his *cloak of displacement*.

He is accompanied at most times by a retinue of 5-10 elven drakeling servants, some of whom are competent bodyguards. *These effects are included in his stat block.*

During Combat: Gardener will first cast *time stop*, casting it as a mythic spell if he has a competent and powerful ally who would also benefit from its use. If he is missing any of his combat preparation spells, he will cast them as listed. He will repeat *time stop* if necessary to further prepare. Gardener will then spend the remaining rounds of *time stop* preparing the battlefield with *acid fogs*, *forcecages*, and *walls of sound* as he sees fit.

Once *time stop* ends, Gardener will usually open combat with *focused overwhelming presence* and give whichever opponent he assesses as the greatest threat the higher DC. He will also take a swift action to activate arcane metamastery to apply intensified metamagic to all eligible spells for the next 10 rounds. On the next round, Gardener will order allies and summoned elementals to perform coup de graces on any helpless opponents while he blasts his enemies with a *quickenened lingering fireball* and an *empowered focused chain lightning*. If any active opponent is augmented by numerous and/or powerful spell effects, he will instead use targeted *greater dispel magic* in order to apply his Destructive Dispel feat.

Gardener will eliminate his enemies as expeditiously as possible, preferring damage-dealing spells but using *dominate monster* and *feblemind* to neutralize individually powerful enemies. He will supplement this with his breath weapon, applying the effect of his Debilitating Breath Weapon feat early on in combat against martially proficient foes. He will expend all of his 5th level spell slots on *quickenened ear-piercing screams* in any round where he has no other use for a swift action. Gardener will always reserve one 9th level spell slot in case of a catastrophic situation which may require a *wish*.

Gardener tries to be frugal with his uses of mythic power, but will use wild arcane to cast any high-level sorcerer spell that will be particularly more effective than his spells known.

Morale: Gardener has a *contingency* spell (CL 20th) placed on him to *teleport* to his lair if he is reduced to 0 hit points or less, or rendered helpless. He will retreat from most combats if reduced below 20 hit points.

STATISTICS

Str 22, Dex 10, Con 29, Int 21, Wis 22, Cha 38

Gardener has +5 inherent bonuses to Constitution and Charisma, and a +3 bonus to all mental ability scores due to age.

Base Atk +10; CMB +20; CMD 35 (39 vs. trip)
Feats Debilitating Breath Weapon, Destructive Dispel, Empower Spell, Expanded Arcana, Extra Path Ability (Arcane Metamastery)^M, Improved Initiative, Intensified Spell, Latent Draconic Gift (elemental affinity-wood, elemental mastery-wood), Lingering Spell, Mythic Spell Lore^M, Quicken Spell^M Mythic feats

Skills Appraise +9, Bluff +18, Diplomacy +15, Fly +7, Intimidate +18, Knowledge (arcana) +30, Knowledge (geography) +30, Knowledge (nature) +30, Knowledge (planes) +30, Perception +24, Sense Motive +14, Spellcraft +30, Use Magic Device +18;
Racial Modifiers Perception +2, Sense Motive +2

Dragon Culture Reputation 23; imperious essence
Languages Common, Draconic, Elven

SQ competent caster, diminished spellcasting, eldritch metabolism, elemental mastery, enhanced NPC, *moment of prescience*, permanent spells, powerful spellcasting

Combat Gear *cloak of displacement*, *greater focused metamagic rod*; **Other Gear** *barbules of physical perfection* +4, *Elder's pixane*, *headband of mental superiority* +6, *ring of protection* +5, *ring of spell knowledge IV* (*speak with plants*)

BASE STATISTICS

Without his combat preparation, Gardener has the following statistics:

Defensive Abilities hard to kill, recuperation; **SR** -; **Speed** 30 ft., fly 60 ft. (clumsy); **Skills** Fly -5

SPECIAL ABILITIES

Competent Caster (Ex) Gardener automatically succeeds at concentration checks to cast arcane spells of 8th or lower level.

Diminished Spellcasting Gardener casts one less spell per day of each level known. *This ability is already included in his stats.*

Eldritch Metabolism (Su) Gardener has scale components which replace material components and foci for spells and have hardness 16 and 20 hit points. He has at least five scale components for any

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spell with a material component and/or focus with negligible cost. He has costly scale components for the following spells: *forcecage* (10 charges), *protection from spells* (10 charges), and *wish* (2 charges).

Elemental Mastery (Ex) Gardener can move through normal or magically manipulated foliage at full speed without taking damage or suffering impairment. He can also choose to not leave a trail in natural surroundings and cannot be tracked when he does so.

Enhanced NPC Gardener's stats are built using a 20-point buy, and he has as much gear as a PC of his level. These advantages increase his total CR by +1.

Hard to Kill (Ex) Gardener automatically stabilizes when reduced below 0 hit points. He does not die until his negative hit points are equal to or greater than double his Constitution score.

Moment of Prescience (Sp) Gardener can gain a +20 insight bonus on a single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternately, he can gain a +20 insight bonus to AC against a single attack. The spell is discharged after one use.

Mythic Power (Su) Gardener can use his mythic power in the following ways:

- *Amazing Initiative (Ex)* – He can expend one use of his mythic power as a free action on his turn to take an additional standard action that turn. This additional standard action can't be used to cast a spell. He cannot gain an extra action in this way more than once per round.
- *Surge (Su)* – He can expend one use of mythic power as an immediate action to gain a +1d6 surge bonus to a roll he has just made.
- *Wild Arcana (Su)* – He can expend one use of mythic power as a standard action to cast any sorcerer spell without expending a spell slot. He gains a +2 bonus to caster level for the spells effects. He can apply metamagic feats to the spell as long as its total adjusted level is 9th or lower.

Permanent Spells Gardener has the following spells made permanent with *permanency* as a 20th level caster: *arcane sight*, *greater magic fang* on his bite attack, *see invisibility*, and *tongues*.

Powerful Spellcasting (Su) Gardener has a +4 bonus on caster level checks to overcome spell resistance.

Recuperation (Ex) Gardener is restored to full hit points after 8 hours of rest as long as he is living. He can also expend one use of mythic power and rest for 1 hour to regain a number of hit points equal to

half his full hit points, plus regain the use of any non-mythic class features limited to a number of uses per day.

Toxic Blood (Ex) As a swift action while injured, Gardener can coat a claw or wielded weapon with his toxic blood.

Type–injury; *save* DC 29; *frequency* 1/round for 6 rounds; *effect* 1 Constitution damage; *cure* 1 save. The save DC is Constitution-based.

Heart of the Mountains

The youngest of the Elder Voices, Heart of the Mountains is still an experienced taninim with more than six centuries under his wing. It is easy for his rivals to forget this, due to his informal, jovial nature and the light touch with which he rules Earthspine. However, even those in direct opposition to Heart of the Mountain find their tempers blunted in his presence.

Part of Heart of the Mountains' calming effect is his youthful appearance. Despite having the colossal size of a dragon of his age and stature, everything about this Elder Voice's physical presence is vibrant and hale. His scales are thick, yet look ornamental, like brightly polished brass plates with stylistic ridges and wavy edges. Four horns spiral back from his regal head, dotted with polished nodules that resemble fine pearls. He is slow to anger but quick to laugh, and his relaxed body language reflects that.

Heart of the Mountains allows the factionalized groups of dragons populating Earthspine to live in anarchy on the surface, mainly because he feels territorial squabbling is proper dragon nature. The Master of Earthspine is always present behind the scenes, however, and little happens on his island of which he is not aware. Any time there a major conflict begins to develop, it is somehow conveniently defused without Heart of the Mountains' direct intervention. He also grants material plane raiding rights to the dragons in his territory more frequently than his peers, which both acts as an outlet for his vassals' ambitions and has turned Earthspine into the economic center of the Lost Isles. It is a testament to his leadership abilities that he has always been able to band the disparate dragons of Earthspine together against interlopers from other islands when truly necessary.

The many alliances that Heart of the Mountains maintains are his bane, as well. Some of his known ties to taninim of ill repute diminish his standing and appear unbecoming of an Elder Voice. He is known to have associated with the Nacre Scoundrel, Leaping Surf, in his pre-Elder Voice years and they are rumored to still be close companions.

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Heart of the Mountains

CR21/MT1

Male taninim draconic exemplar 20

CG colossal dragon (earth, water)

Init +2; **Senses** blindsense 60 ft., darkvision 120 ft., superior low-light vision, tremorsense 30 ft.; Perception +17

DEFENSE

AC 39, touch 9, flat-footed 37 (+2 Dexterity, +6 armor, +5 deflection, +24 natural, -8 size)

hp 304 (20d12+204, -10 for *barbules of missile nullification* and *barbules of physical perfection* +6)

Fort +28, **Ref** +21, **Will** +18; +4 Reflex vs. damaging area effects while flying

DR 10/epic; **Defensive Abilities** aerial evasion, hard to kill, *spell turning*; **Immune** fire, paralysis, sleep; **SR** 27

OFFENSE

Speed 30 ft., burrow 15 ft., fly 60 ft. (good), swim 30 ft.

Melee bite +26 (4d8+18), 2 claws +26 (4d6+12), 2 wings +24 (2d8+6), tail slap +24 (4d6+18)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks crush (Large creatures, DC 29, 4d8+18), concentrated breath, draconic weaponry (breath weapon, destructive might, elemental aura, frightful presence, shielding aura), fling, mythic power (5/day, surge +1d6), naphtha breath, stunning blow, tail sweep (Medium creatures, DC 29, 2d8+18)

TACTICS

Before Combat: Heart of the Mountain will use his *wand of heroism* on himself and activate the *spell turning* ability of *Leviathan's band* whenever expecting trouble. He will call in favors as needed with other dragons to gain their assistance. Heart of the Mountains always has a *charmed* elder water elemental nearby or directly accompanying him. *These effects are included in his stat block.*

During Combat: Heart of the Mountains is a negotiator first, warrior second. When combat is inevitable, he will take to the skies unless at an apparent aerial disadvantage, where he makes liberal use of his breath weapon and flyby attacks



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while protected against ranged weapons by his *barbules of missile nullification*. He will switch to fighting on or under land, or take the fight to the water, as needed to outmaneuver his enemies and support allies. Heart of the Mountains is not a complex tactician, but is efficient and opportunistic in the use of his draconic weaponry and gifts.

In the first round he engages in melee combat, Heart of the Mountains will spend one use of mythic power to activate his Mythic Power Attack and gain a +18 bonus on damage rolls (+27 for bite and tail slap) with no penalty on attack rolls for 1 minute. *This bonus is not included in his stats.*

Morale: Heart of the Mountains will retreat from most combats when reduced below 50 hit points.

STATISTICS

Str 34, **Dex** 14, **Con** 28, **Int** 11, **Wis** 9, **Cha** 23

Heart of the Mountains has a +1 bonus to all mental ability scores due to age.

Base Atk +20; **CMB** +42; **CMD** 57 (61 vs. trip)
Feats Ability Focus (breath weapon), Extra Draconic Gift (fling, shielding aura), Flyby Attack, Hover, Legendary Size, Multiattack, Mythic Breath Weapon^M, Persuasive, Power Attack^M, Wingover^M
Mythic feats

Skills Appraise +6, Bluff +32, Climb +18, Diplomacy +40, Fly +12, Intimidate +16, Knowledge (arcana) +6, Knowledge (geography) +6, Knowledge (local) +16, Knowledge (nature) +10, Knowledge (planes) +6, Perception +17, Sense Motive +19, Survival +5, Swim +26; **Racial Modifiers** Fly +4, Perception +2, Sense Motive +2, Swim +8

Dragon Culture Reputation 21; creative essence
Languages Common, Draconic

SQ draconic sorcery, elemental affinity, enhanced NPC, mountaineer

Combat Gear *barbules of missile nullification*, *wand of heroism* (CL 5th, 25 charges); **Other Gear** *barbules of physical perfection* +6, *bracelet of bargaining*, *cords (cloak) of resistance* +5, *Elder's pixane*, *eyes of the dragon*, *headband of aerial agility* +6, *Leviathan's band* (combined *ring of spell turning* and *ring of water elemental command*), *ring of protection* +5

BASE STATISTICS

Without his combat preparation, Heart of the Mountains has the following statistics:

Fort +26, **Ref** +19, **Will** +16; **Melee** bite +24 (4d8+18), 2 claws +24 (4d6+12), 2 wings +22 (2d8+6), tail slap +22 (4d6+18); **Skills** Appraise +4, Bluff +30, Climb +16, Diplomacy +38, Fly +10, Intimidate +14, Knowledge (arcana) +4, Knowledge (geography)

+4, Knowledge (local) +14, Knowledge (nature) +8, Knowledge (planes) +4, Perception +15, Sense Motive +17, Survival +3, Swim +24

SPECIAL ABILITIES

Concentrated Breath (Su) Heart of the Mountains can choose to increase the activation time of his breath weapon to a full-round action. When he does so the DC increases to 33 for closest creature in the area of effect, and on a failed save the creature takes an additional 20 points of fire damage.

Draconic Sorcery (Su) Heart of the Mountains can use spell completion and spell trigger items as a sorcerer. His effective CL is 20th.

Draconic Weaponry Heart of the Mountains can use this ability 20/day for the following effects:

- *Breath Weapon (Su)* 140-ft. line, DC 31, 25d6 fire, usable every 1d4 rounds.
- *Destructive Might (Ex)* As a swift action after successfully hitting a creature with a claw, tail slap or wing buffet, Heart of the Mountains can attempt a bull rush combat maneuver that does not provoke attacks of opportunity. As a swift action after successfully hitting a creature with a bite or claw, Heart of the Mountains can attempt a sunder combat maneuver that does not provoke attacks of opportunity against an object in the creature's possession.
- *Elemental Aura (Su)* As a swift action, Heart of the Mountains can cause his natural attacks to deal +5d6 points of fire damage for 1 round.
- *Frightful Presence (Ex)* As a standard action or a free action as part of a charge, Heart of the Mountains can make all opponents within 150 feet shaken for 20 rounds. A successful DC 26 Will save negates this effect and renders the creature immune to Heart of the Mountains' frightful presence for 24 hours. Creatures with 20 or more hit dice are immune to this ability. This is a mind-affecting fear effect. The save DC is Charisma-based.
- *Shielding Aura (Su)* Heart of the Mountains can choose to expend one additional daily use of his draconic weaponry when activating his elemental aura to wreath his body in energy. Any creature striking him with a melee weapon that does not have reach, an unarmed strike or a natural weapon takes 5d6 points of fire damage.

Elemental Affinity (Ex) Heart of the Mountains can breathe underwater and hold his breath indefinitely while burrowing. He can freely use his draconic exemplar class ability while submerged.

Enhanced NPC Heart of the Mountains' stats are built using a 20-point buy, and he has as much gear as a PC of his level. These advantages increase his total CR by +1.

Fling (Ex) When Heart of the Mountains uses his destructive might to bull rush a creature, double the distance the creature is moved. If the creature is bull rushed into a solid object or obstacle, it is knocked prone and takes damage as if it had fallen the distance pushed.

Hard to Kill (Ex) Heart of the Mountains automatically stabilizes when reduced below 0 hit points. He does not die until his negative hit points are equal to or greater than double his Constitution score.

Mountaineer (Ex) Heart of the Mountains is immune to altitude sickness and does not lose his Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces.

Mythic Power (Su) Heart of the Mountains can use his mythic power in the following ways:

- *Mythic Breath Weapon (Su)* – He can expend one use of mythic power as a standard action to use his breath weapon without expending its daily use or requiring the usual 1d4 rounds of time between uses.
- *Rally (Su)* – He can expend one use of mythic power as a swift action to give himself and each ally within 30 feet the option to reroll any one d20 roll after the roll is made. The granted reroll must be used before the beginning of Heart of the Mountain's next turn, and the result of the reroll must be taken, even if it is lower.
- *Surge (Su)* – He can expend one use of mythic power as an immediate action to gain a +1d6 surge bonus to a roll he has just made.

Naphtha Breath (Su) Creatures failing a saving throw against Heart of the Mountains' breath weapon catch on fire for 20 rounds. Each subsequent round, the creature takes 2d6 points of additional fire damage. Flammable items worn by the creature must also save or take the same damage. While on fire from naphtha breath, creatures are dazzled. Creatures on fire can take a standard action to make a new Reflex save against the breath weapon's DC to end this effect. Naphtha breath cannot be extinguished by water and will even burn underwater.

Steel Render (Ex) When Heart of the Mountains uses his destructive might to sunder metal armor and gives it the broken condition, the opponent wearing the armor is entangled. This effect lasts until the armor is removed or repaired.

Stunning Blow (Ex) When Heart of the Mountains uses his destructive might to bull rush a creature or sunder an object in its possession, the creature must make a DC 29 Fortitude save or be stunned for 1 round.

Infinite

The enigmatic Organizer known as Infinite is one of the few dragons over a millennia in age in the Lost Isles, appointed to the Elder Voice council in the aftermath of The Great War to fill one of the three vacancies. He is the oldest among the Organizers, revered and respected by all of that bloodline, and a contemporary of Darkened and Bloodied. Throughout the centuries he has sometimes acted as foil to the Master of Stormhome, but occasionally stood silent while she pushed the boundaries of her position's power.

Infinite is an iconic-looking and ancient sovereign dragon, long and sinuous in form, covered in smooth, delicate-looking golden scales. An ornate crown of horns bedecks his head, shining iridescent in the light cast from a radiantly glowing pearl set in his forehead. Golden bells marked with auspicious symbols are braided into his bone-white whiskers, and he is never without a steel staff forged in the shape of three intertwined serpentine dragons.

Of all the Elder Voices, Infinite's motives are the least understood by taninim society at large. As the Eldest Organizer, Infinite views everything in the Lost Isles as having a specific purpose. While that seems simple enough for others to understand on the surface, his views on a particular taninim or course of action are known to change due to factors he rarely shares. Infinite is most likely to support a taninim's cause the closer it is to the basics of draconic existence: territoriality and possessiveness, amassing of power and hoarding of wealth, and the pursuit of knowledge. Even this is not a surety; Infinite's judgements have baffled taninim society on more than one occasion. He is one of the staunchest supporters of Leaping Surf, defending his position simply by stating, "Every dragon has a true purpose." His silent interest in the Well of Oblivion in recent years has alarmed some, and would probably alarm more if they knew the Elder Voice's true motives. No matter how Infinite scrutinizes the Well, it does not seem out of place or purpose according to his Organizer's sight; he suspects that the White Worm can deceive even his gifted vision, but is intrigued by what alternate meanings this portent could have.

Infinite claims no territory, and has no known lair. It is rumored that he maintains a small lair

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of magically condensed cloud floating above the Lost Isles, but no other taninim has witnessed this location firsthand. Infinite is an itinerant wanderer with a knack for being present at momentous events, a respected (if not always welcome) guest with a tendency to show up unexpectedly.

Infinite CR 21/MT 4

Male taninim draconic exemplar 20

N colossal dragon

Init +8; **Senses** darkvision 60 ft., *foresight*, improved spatial sense, low-light vision, *see invisibility*; Perception +33

DEFENSE

AC 30, touch 9, flat-footed 30 (+6 armor, +5 deflection, +2 insight, +15 natural, -8 size)

hp 325 (20d12+200, -5 for *barbules of physical perfection* +6)

Fort +20, **Ref** +14, **Will** +21; +4 vs. gaze attacks and blinded, +4 Reflex vs. damaging area effects while flying
DR 10/epic; **Defensive Abilities** aerial evasion, *displacement*, hard to kill, recuperation; **Immune** paralysis, sleep, sonic; **Resist** acid 20, cold 20, electricity 20, fire 20

OFFENSE

Speed 30 ft., fly 180 ft. (poor)

Melee bite +27 (4d8+21/19-20), 2 claws +27 (4d6+15/19-20), gore +27 (4d6+21/19-20), tail slap +22 (4d6+21)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite and gore)

Special Attacks crush (Large creatures, DC 28, 4d8+18), draconic weaponry (baleful glare, breath weapon, breath-charged bite, frightful presence, rebuke spirits, spirit-penetrating stare, stabilize destiny, startling gesture, venomous bite), mythic power (11/day, surge +1d8), punishing blow, tail sweep (Medium creatures, DC 28, 2d8+18)

Spell-Like Abilities (CL 20th; concentration +25)

At will – *light* (target self only)

Spells Known (CL 12th; concentration +17)

3rd (4/day) – *displacement*

2nd (6/day) – *heightened awareness*, *see invisibility*

1st (7/day) – *alarm*, *feather fall*, *liberating command*, *true strike*

0 (at will) – *arcane mark*, *detect magic*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*

TACTICS

Before Combat: Infinite has *foresight* and *heightened awareness* spells active at most times. He will prepare for combat by casting *see invisibility* and *displacement*. These effects are included in his stat block.

During Combat: Infinite will strike as hard and aggressively as possible in the first round of combat, attempting to decisively end the fight before it begins. A typical first round for Infinite would be: activate his amazing initiative to use his debilitating maximized breath weapon on as many enemies as possible and activate his breath-charged bite as a free action, then use Flyby Attack to move within reach of an isolated or weak-looking opponent while hitting his enemies with a *mage's disjunction* or *prismatic spray* on his way past, and finally making a sudden attack against the isolated foe. If facing a single opponent he believes can be overwhelmed in melee, Infinite will instead use his amazing initiative to close to melee range and make a full attack, using his swift action for a venomous bite if possible. He will also look for an opportunity to charge and activate his frightful presence early in combat. After the opening salvo, Infinite will take a more studied and guarded approach to combat. If concerned about enemy spellcasters, he will reserve his immediate actions for his startling gesture; otherwise, it will be saved for mythic surges as needed.

In the first round he engages in melee combat, Infinite will spend one use of mythic power to activate his Mythic Power Attack and gain a +18 bonus on damage rolls (+27 for bite and tail slap) with no penalty on attack rolls for 1 minute. This bonus is not included in his stats.

Morale: Infinite will use *time stop* to retreat from most combats if reduced below 30 hit points.

STATISTICS

Str 35, **Dex** 10, **Con** 26, **Int** 18, **Wis** 28, **Cha** 20

Infinite has a +2 inherent bonus to Constitution, and a +2 bonus to all mental ability scores due to age.

Base Atk +20; **CMB** +43; **CMD** 55 (59 vs. trip)

Feats Debilitating Breath Weapon, Extra Draconic Gift (cosmic insight, spirit-penetrating stare, stabilize destiny, startling gesture), Extra Path Ability (Maximized Critical)^M, Flyby Attack, Improved Critical (bite, claw, gore), Power Attack^{MM} Mythic feats

Skills Appraise +19, Diplomacy +18, Fly +19, Knowledge (arcana) +34, Knowledge (dungeoneering) +15, Knowledge (history) +34, Knowledge (geography) +15, Knowledge (nature) +15, Knowledge (planes) +34, Knowledge (religion) +15, Perception +33, Sense Motive +31, Spellcraft +27; **Racial Modifiers** +4 Fly, +2 Perception, +2 Sense Motive; **Special** Wisdom modifier replaces Intelligence for Knowledge skills (already included)
Dragon Culture Reputation 25; balanced essence

Languages Common, Draconic
SQ draconic sorcery, elemental affinity, enhanced NPC, overland flight, lung, sagely, skylord, ultimate versatility

Combat Gear *Eternal Empress' Tail* (see below), *Rainbow Lady's circlet* (combined *eye of elemental focus* and *headband of mental superiority* +6); **Other Gear** *barbules of physical perfection* +6, *Elder's pixane*, *last leaves of the autumn druid*, *ring of protection* +5, *ring of the purification edict*, *vambraces of mighty claws* +3, *veils of suppression*

Eternal Empress' Tail (lesser artifact)

Slot none; **CL** 20th; **Weight** 8 lbs.; **Aura** strong varied

DESCRIPTION

This steel staff has been forged and sculpted in the shape of three intertwined dragons. Their eyes glow with arcane might.

The *Eternal Empress' Tail* holds 10 charges as a normal staff and allows the use of the following spells:

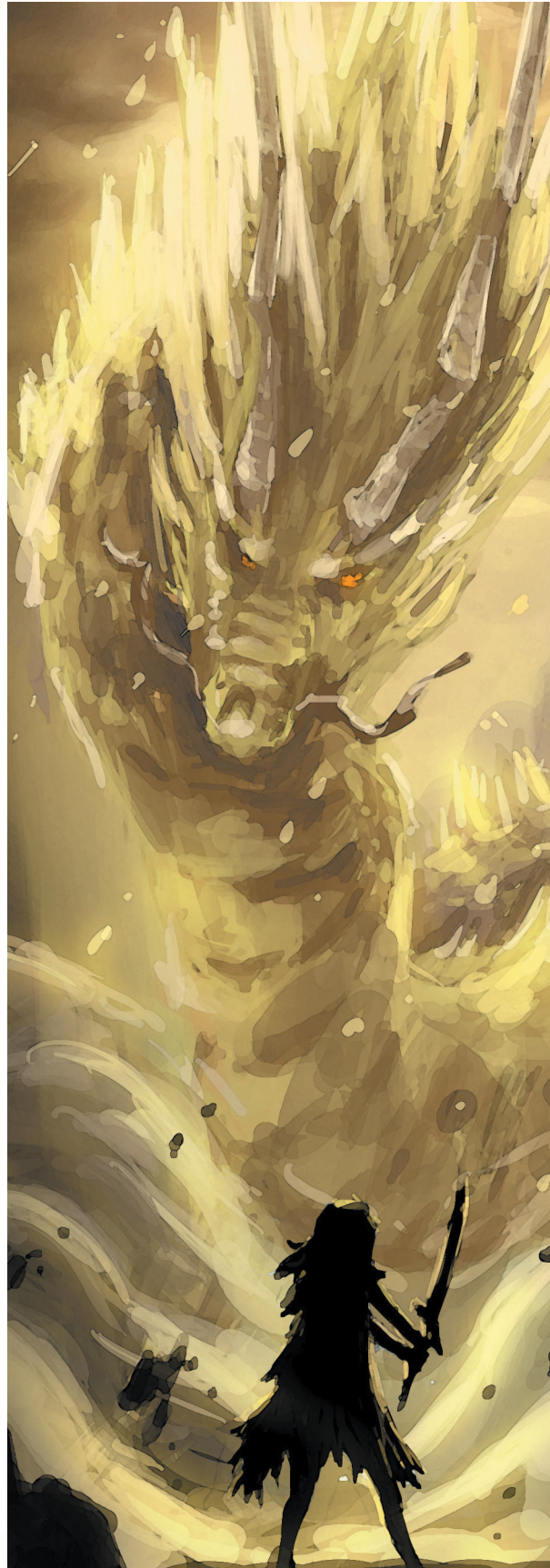
- *control weather, mythic* (1 charge)
- *foresight* (1 charge)
- *mage's disjunction* (1 charge)
- *prismatic spray* (1 charge)
- *temporal stasis* (1 charge)
- *time stop* (2 charges)

The staff's bonded mythic creature can expend one use of mythic power to teleport the staff to his waiting hand, as if using *teleport object*. He can also use the staff to maximize the damage from any breath weapon he possesses. The staff can augment a breath weapon 3/day. The *Eternal Empress' Tail* is intelligent, with Int 12, Wis 12, and Cha 18. It has a neutral alignment, communicates by speech or telepathy, understands Common and Draconic, and has an Ego of 28. It has a special purpose of defending the servants and interests of *Our Many-Headed Mother*, and targets an effect similar to *implosion* (DC 32) 1/round on any non-dragon who attempts to hold or utilize it.

BASE STATISTICS

Without his combat preparation, Infinite has the following statistics:

Init +4; **Senses** darkvision 60 ft., improved spatial sense, low-light vision; Perception +31 **Defensive Abilities** aerial evasion, hard to kill, recuperation; **Skills** Knowledge (arcana) +32, Knowledge (dungeoneering) +13, Knowledge (history) +32, Knowledge (geography) +13, Knowledge (nature) +13, Knowledge (planes) +32, Knowledge (religion) +13, Perception +31



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SPECIAL ABILITIES

Draconic Weaponry Infinite can use this ability 19/day for the following effects:

- *Baleful Glare (Su)* As a standard action, Infinite can fascinate up to 5 creatures within 30 feet for 20 rounds. A successful DC 25 Will save negates this effect.
- *Breath Weapon (Su)* 70-ft. cone or 20-foot radius spread with range 400 ft. 3/day, DC 28, 20d4 sonic, debilitating 10 Dex 3/day, usable every 1d4 rounds.
- *Breath-Charged Bite (Su)* As a standard action, Infinite can charge his bite attack with energy to deal +2d6 points of sonic damage for 8 rounds. This ability can be activated as a free action that does not expend a daily use of draconic weaponry whenever Infinite uses his breath weapon.
- *Frightful Presence (Ex)* As a standard action or a free action as part of a charge, Infinite can make all opponents within 150 feet shaken for 20 rounds. A successful DC 25 Will save negates this effect and renders the creature immune to Infinite's frightful presence for 24 hours. Creatures with 20 or more hit dice are immune to this ability. This is a mind-affecting fear effect. The save DC is Charisma-based.
- *Rebuke Spirits (Su)* As a standard action, Infinite can activate one of two effects. He can prevent all bodily contact against him from spirits for 1 hour, similar to the third effect of a *protection from evil* spell but not subject to spell resistance. Alternately, he can force a spirit within 60 feet to make a DC 25 Will save or cower in place for 4 rounds. For the purpose of this ability, the following creatures are considered spirits: creatures who are astral, ethereal, incorporeal, or who have the fey, outsider or undead type. The save DC is Charisma-based.
- *Spirit-Penetrating Stare (Su)* As a standard action, Infinite can detect the surface thoughts of a target creature as if he had concentrated on them for 3 rounds with a *detect thoughts* spell.
- *Stabilize Destiny (Su)* As a standard action, Infinite can suppress all penalties from curse effects on allies and all luck bonuses on enemies within 30 feet for 4 rounds. He can also take a standard action to attempt to remove a curse by touch, similar to the *remove curse* spell.
- *Startling Gesture (Su)* As an immediate action, Infinite can force a spellcasting opponent

within 150 feet to make a concentration check against a DC of 25+the level of spell being cast. If the opponent fails the concentration check, the spell is interrupted and lost.

- *Venomous Bite (Ex)* As a swift action when damaging a creature with his bite attack, Infinite can poison them.

Elemental Affinity (Ex) Infinite can see through fog, clouds and similar effects, ignoring any concealment provided by them.

Enhanced NPC Infinite's stats are built using a 20-point buy, and he has as much gear as a PC of his level. These advantages increase his total CR by +1.

Hard to Kill (Ex) Infinite automatically stabilizes when reduced below 0 hit points. He does not die until his negative hit points are equal to or greater than double his Constitution score.

Lung (Ex) Infinite belongs to the taninim known as Organizers or Lung. He can manipulate manufactured tools and hold items in his rear claws without impairing his movement.

Maximized Critical (Ex) Whenever Infinite scores a critical hit, the weapon's base damage result is always the maximum possible. This doesn't affect bonus dice added to the damage from another effect.

Mythic Power (Su) Infinite can use his mythic power in the following ways:

- *Amazing Initiative (Ex)* – He can expend one use of his mythic power as a free action on his turn to take an additional standard action that turn. This additional standard action can't be used to cast a spell. He cannot gain an extra action in this way more than once per round.
- *Sudden Attack (Ex)* – He can expend one use of mythic power as a swift action to make a melee attack at his highest attack bonus with a +4 bonus to the attack roll, rolling twice and taking the better result. This is in addition to any other attacks he makes this round. Damage from this attack bypasses all damage reduction.
- *Surge (Su)* – He can expend one use of mythic power as an immediate action to gain a +1d8 surge bonus to a roll he has just made.

Overland Flight (Ex) Infinite only checks for nonlethal damage every 2 hours when attempting a hustle or forced march while flying.

Poison (Ex) Bite-injury; save DC 28; frequency 1/round for 6 rounds; effect 4 Strength damage; cure 3 consecutive saves. The save DC is Constitution-based.

Punishing Blow (Ex) Any opponent Infinite hits with a melee or ranged attack loses the benefits of regeneration and fast healing for 1 round. In addition, if Infinite confirms a critical hit against the target, it loses the benefit of its damage reduction for 1 round. A creature whose regeneration cannot be suppressed or ignored is immune to this effect.

Recuperation (Ex) Infinite is restored to full hit points after 8 hours of rest as long as he is living. He can also expend one use of mythic power and rest for 1 hour to regain a number of hit points equal to half his full hit points, plus regain the use of any non-mythic class features limited to a number of uses per day.

Sagely Infinite can add his Wisdom modifier instead of his Intelligence modifier to any Knowledge skill checks in which he has at least 1 rank. *This ability is already included in his stats.*

Skylord (Ex) Infinite gains a +1 racial bonus on attack rolls and a +2 dodge bonus to AC against other flying creatures.

Ultimate Versatility (Ex) Once per day, Infinite can temporarily change one decision made for one of his class features for 4 minutes. During this time, he is treated as if he always had the new class feature. This doesn't affect any prepared spells or spells Infinite has already cast. If the new ability is limited in uses per day, he receives half the normal number of uses (minimum 1). Infinite cannot use this ability to change feats or skills, as he has gained none of his from class features.

Winterglide

Winterglide has been the Master of Borealis for half a millennium, an Elder Voice for nearly as long, and in that time his influence has infected all aspects of the island. Whether through sheer force of personality or an unknown supernatural means, he has had more of an immediate and tangible effect on his environment than the average taninim. Servitors and vassals of Winterglide mirror his paranoia, embroiled in intrigue and seeing fangs in the shadows as they attempt to curry favor from their lord. The very land itself exists in a constant state of predatory hunger and prey-minded threat.

Spending much of his time holding court in the center of his web at Brinedeep Lacuna has had an effect on the seasoned white dragon's physical appearance. While as sizable and outwardly powerful as the other Elder Voices, his body lacks some of its expected grace. His ivory armored plating is tinged with pale blues and yellows, encrusted sediment from the salt- and mineral-

rich waters of the lacuna. He appears haggard and always on edge, his eyes protruding slightly from their sockets.

Winterglide exerts little energy in the affairs of other islands other than in his role as an Elder Voice, and then only when a matter arises that affects the Lost Isles as a whole. His attention is focused on Borealis and he is embroiled in an immeasurable number of plots, some at odds with each other, most in an attempt to maintain an icy grip on the land and treasures he suspects the entirety of the Lost Isles covets. Because of this, Borealis has steadily grown in mass during his reign—other taninim may use social or physical prowess to become masters of their destiny, but Winterglide relies on sheer malevolent ego as his primary weapon.

This is not to say that the Master of Borealis is entirely inward-looking. The magical artisans and mercenaries among his vassals provide a steady flow of rumors and information from the other islands, and Winterglide has also devoted more resources to exploring the vast depths of the oceans once ruled by Leviathan than any of his peers.

Winterglide CR21/MT2

Male taninim draconic exemplar 20

CE colossal dragon

Init +7; **Senses** blindsense 60 ft., darkvision 60 ft., *invisibility*, keen scent, low-light vision, scent, spatial sense; Perception +23

DEFENSE

AC 41, touch 10, flat-footed 40 (+1 Dex, +6 armor, +5 deflection, +2 insight, +25 natural, -8 size)

hp 311 (20d12+196, -15 for *barbules of physical perfection* +6, *barbules of spell storing*, and *Winterglide's barbules*)

Fort +26, **Ref** +18, **Will** +18; +5 vs. mind-affecting

DR 10/epic and piercing; **Defensive Abilities** hard to kill, *kinetic reverberation*; **Immune** cold, paralysis, sleep; **SR** 27

OFFENSE

Speed 40 ft., fly 60 ft. (clumsy), swim 40 ft.

Melee bite +29 (4d8+21), 2 claws +29 (4d6+14), 2 wings +24 (2d8+7), tail slap +24 (4d6+21)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks crush (Large creatures, DC 29, 4d8+21), draconic weaponry (breath weapon, elemental aura, frightful presence, rampage), mythic power (7/day, surge +1d6), rime breath, swallow whole (25d6 cold damage, Large creatures, AC 22, 31 hp), tail sweep (Medium creatures, DC 29, 2d8+21), trample (draconic gift, claw +29, 4d6+14)

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TACTICS

Before Combat: Winterglide will become *invisible* and use a *greater scale of the fallen raider* to prepare for battle. He spends most of his time in his lair at Brinedeep Lacuna and will be difficult to draw into combat outside that environment. More than any other taninim's lair, Winterglide's lair should be considered to be heavily fortified, trapped, warded and tailored to an exacting degree to supplement his combat abilities. *These effects are included in his stat block.*

During Combat: Winterglide prefers to use hit and run tactics in combat whenever possible. The watery depths of Brinedeep Lacuna and similar environments are particularly suited to his fighting style, for his keen scent and blindsense allow him to locate enemies within its murkiness and his +3 *heartseeker vambraces of mighty claws* let him unerringly attack pinpointed enemies, while his

fleet charge and Swim-By Attack feat let him vanish back into the depths after striking. The icy tunnels of his outer lair and audience chamber are also designed to limit any mobility advantage skilled flying opponents may have against him.

A typical first round for Winterglide will be a swift action to rampage from ambush using his fleet charge, activating his frightful presence, and taking free claw attacks on overrun enemies on his path to biting and grabbing his primary target. He will then use Swim-By Attack to unleash his breath weapon on as many foes as possible while trying to move out of their sensory range. Against numerous smaller foes, on his next turn he will swallow the grabbed creature and attempt to hide from the rest of his enemies while repositioning and digesting his victim.

Morale: Winterglide has a *contingency* spell (CL 20th) placed on him to cast *etherealness* if he is reduced below 20 hit points.

STATISTICS

Str 38, Dex 12, Con 28, Int 16, Wis 13, Cha 17

Winterglide has a +1 bonus to all mental ability scores due to age.

Base Atk +20; CMB +45; CMD 60 (64 vs. trip)

Feats Belly of the Beast, Draconic Crafting, Extra Draconic Gift (icewalking, startling gesture, trample, unfettered rampage), Improved Initiative, Legendary Size, Mythic Breath Weapon^M, Snatch, Swim-By Attack^M Mythic feats

Skills Bluff +23, Diplomacy +14, Fly +0, Intimidate +20, Knowledge (arcana) +26, Knowledge (geography) +7, Linguistics +7, Perception +23, Sense Motive +23, Spellcraft +26, Stealth +25, Swim +26; **Racial Modifiers** +2 Perception, +2 Sense Motive

Dragon Culture Reputation 22; paranoid essence

Languages Aquan, Common, Draconic
SQ adamantine mind, deadly dodge, draconic sorcery, elemental mastery, enhanced NPC, icewalking, lithe movement, predator's slumber

Combat Gear *greater scales of the fallen raider* (3), +3 *heartseeker vambraces of mighty claws*; **Other Gear** *barbules of physical perfection* +6, *barbules of spell storing (foresight)*, *crystal ball with true seeing*, *Elder's pixane*, *headband of mental superiority* +4, *ring of invisibility and x-ray vision*, *ring of protection and resistance* +5, *Winterglide's barbules*

Winterglide's Barbules

Slot shoulders; **CL** 20th; **Weight** 5 lbs.; **Aura** strong abjuration

DESCRIPTION

These barbules are five spikes of magically hardened bone anchored into each of Winterglide's shoulders. Intricate stygian carvings bedeck the bones, but are mostly hidden by a crust of mineral sediment.

Implanting (wearing) or removing these barbules takes 1 minute. When implanted, the barbules deal 5 hit points of damage to the wearer that cannot be prevented or healed until the barbules are removed.

These custom barbules were personally crafted by Winterglide from the stolen remains of Leviathan. They provide him with a continuous *mind blank* effect and grant him a +20 competence bonus to Stealth skill checks.

BASE STATISTICS

Without his combat preparation, Winterglide has the following statistics:

Defensive Abilities hard to kill; **SR** none; **Speed** 40 ft., fly 60 ft. (clumsy); **Skills** Fly -5

SPECIAL ABILITIES

Adamantine Mind (Ex) Winterglide gains a +2 bonus on saving throws against mind-affecting effects. Whenever he succeeds at a save against a mind-affecting effect, the effect's creator must succeed at a Will save (same DC) or be stunned for 1 round.

Draconic Gift (trample) (Ex) Whenever Winterglide successfully overruns an opponent, he can make a free claw attack at that opponent.

Draconic Sorcery (Su) Winterglide can use spell completion and spell trigger items as a sorcerer. His effective CL is 20th.

Draconic Weaponry Winterglide can use this ability 20/day for the following effects:

- *Breath Weapon (Su)* 70-ft. cone, DC 29, 25d6 cold, usable every 1d4 rounds.
- *Frightful Presence (Ex)* As a standard action or a free action as part of a charge, Winterglide can make all opponents within 150 feet shaken for 20 rounds. A successful DC 23 Will save negates this effect and renders the creature immune to Winterglide's frightful presence for 24 hours. Creatures with 20 or more hit dice are immune to this ability. Winterglide treats his fleet charge mythic champion path ability as a charge for the purposes of activating frightful presence. This is a mind-affecting fear effect. The save DC is Charisma-based.
- *Rampage (Ex)* As a free action as part of a charge, Winterglide can charge through difficult terrain and squares occupied by allies, and can make

one turn up to 90 degrees as part of his charge's movement. He can also charge through any number of squares occupied by enemies by making free overrun combat maneuver checks that do not provoke attacks of opportunity. Each enemy to be overrun after the first gains a cumulative +2 bonus to CMD. Winterglide treats his fleet charge mythic champion path ability as a charge for the purposes of activating rampage.

- *Startling Gesture (Su)* As an immediate action, Winterglide can force a spellcasting opponent within 150 feet to make a concentration check against a DC of 23+the level of spell being cast. If the opponent fails the concentration check, the spell is interrupted and lost.

Elemental Mastery (Ex) Winterglide doubles his swim speed when charging and triples the distance he can see underwater.

Enhanced NPC Winterglide's stats are built using a 20-point buy, and he has as much gear as a PC of his level. These advantages increase his total CR by +1.

Hard to Kill (Ex) Winterglide automatically stabilizes when reduced below 0 hit points. He does not die until his negative hit points are equal to or greater than double his Constitution score.

Icewalking (Ex) Winterglide can move across icy surfaces without penalty and does not need to make Acrobatics skill checks to run or charge on ice. He can also climb on horizontal and vertical ice-covered surfaces, similar to *spider climb* but only on icy surfaces.

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

Mythic Power (Su) Winterglide can use his mythic power in the following ways:

- *Amazing Initiative (Ex)* – He can expend one use of his mythic power as a free action on his turn to take an additional standard action that turn. This additional standard action can't be used to cast a spell. He cannot gain an extra action in this way more than once per round.
- *Deadly Dodge (Ex)* – He can expend one use of his mythic power as a swift action to gain a +4 dodge bonus to AC until the start of his next turn. Any creature missing a melee attack on Winterglide during this time provokes an

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attack of opportunity from him. He can choose to either take the attack of opportunity or force the attacker to reroll the attack and change the target to a creature of his choice that is adjacent to Winterglide and within the attacker's reach. This reroll uses the same modifiers as the initial attack roll.

- *Fleet Charge (Ex)* – He can expend one use of his mythic power as a swift action to move up to his speed, making a single melee or ranged attack at his highest attack bonus at any point during this movement. He gains a +2 bonus to the attack roll. Damage from this attack bypasses all damage reduction. This is in addition to any other attacks he makes this round.
- *Mythic Breath Weapon (Su)* – He can expend one use of mythic power as a standard action to use his breath weapon without expending its daily use or requiring the usual 1d4 rounds of time between uses.
- *Surge (Su)* – He can expend one use of mythic power as an immediate action to gain a +1d6 surge bonus to a roll he has just made.

Predator's Slumber (Ex) Winterglide takes no penalty on Perception skill checks for being asleep.

Rime Breath (Su) Winterglide's breath weapon coats the affected area and creatures in ice for 10 rounds. Creatures who fail their saving throw against his breath weapon become entangled. Creatures attempting to move across the icy area at more than half speed must make a DC 15 Acrobatics skill check at the start of the movement or fall prone.

Dragons of Note

Dragons are, by nature, all notable personalities. It takes truly exceptional individuals to earn a reputation (or notoriety) large enough to stand out and be known by all the inhabitants of the Lost Isles. The dragons detailed in this section have all performed deeds above and beyond that of their peers.

Ashbather

An oddity among the Lost Isles, Ashbather is the most notorious true dragon to have settled among the taninim, mainly due to the power he wields as consort of Darkened and Bloodied. He is as malicious, destructive, sadistic, and power-hungry as one would expect of a red dragon of his age and abilities. No love is lost between Ashbather and the rest of Darkened and Bloodied's vassals, and on the

rare occasions when the Master of Stormhome's judgement is questioned, Ashbather is inevitably at the center of the complaint.

Ashbather revels in his duties as seneschal of Charhall. He could have more autonomy if he carved out his own territory in the material plane, but riding along in the wake of the Great General has given him unprecedented power over other dragons. He confines his plotting and ambition to manipulating the dragons of Stormhome, and to the court of Charhall in particular. Contrary to his nature, Ashbather is loyally subordinate to Darkened and Bloodied for one simple reason—the red dragon is utterly enamored and obsessed with her. His draconic greed has been oriented towards claiming the role of her favored consort for the better part of a century and shows no sign of waning. Darkened and Bloodied in turn uses her favorite toy as an extension of her own will—as attack dog, bodyguard, distraction, and scapegoat as it suits her needs.

Ashbather

CR 17

CE Gargantuan dragon (fire)

Init +3; **Senses** dragon senses, smoke vision; Perception +28

Aura fire (10 ft., 1d6 fire), frightful presence (240 ft., DC 24)

DEFENSE

AC 37, touch 6, flat-footed 37 (-1 Dexterity, +1 dodge, +27 natural, +4 shield, -4 size)

hp 283 (21d12+147)

Fort +19, **Ref** +12, **Will** +18

DR 10/magic; **Immune** fire, magic missile, paralysis, sleep; **SR** 28; **Special** displacement, fire shield (warm)

Weaknesses vulnerability to cold

OFFENSE

Speed 70 ft., fly 280 ft. (clumsy)

Melee bite +33 (4d6+21/19-20), hasted bite +33 (4d6+21/19-20), 2 claws +33 (2d8+15), 2 wings +31 (2d6+9), tail slap +31 (2d8+21)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC 27, 16d10 fire and 8 Strength), crush (Medium creatures, DC 27, 4d6+18), manipulate flames, tail sweep (Small creatures, DC 27, 2d6+18)

Spell-Like Abilities (CL 21st; concentration +25)

At will – detect magic, pyrotechnics (DC 16), suggestion (DC 17), wall of fire

Spells Known (CL 11th; concentration +15)

5th (4/day)—teleport, wall of force

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4th (7/day)—*dimensional anchor, fire shield, greater invisibility*

3rd (7/day)—*dispel magic, displacement, haste, tongues*

2nd (7/day)—*compassionate ally* (DC 16), *detect thoughts, glitterdust* (DC 16), *misdirection, resist energy*

1st (7/day)—*alarm, grease* (DC 15), *magic missile, shield, true strike*

0 (at will)—*arcane mark, bleed, light, mage hand, mending, message, open/close, prestidigitation, read magic*

TACTICS

Before Combat: Ashbather will prepare for combat by casting the following spells as time permits: *shield, displacement, fire shield* (warm), and *haste*. If he knows he will be facing an enemy that deals energy damage other than cold, he will supplement or replace the *fire shield* with the appropriate *resist energy*. If he is in a position to ambush enemies, he will also cast *greater invisibility* on himself before attacking. *These effects are included in his stat block.*

During Combat: Ashbather enjoys terrorizing and absolutely crushing the morale of his opponents. He uses *wall of force* to separate and isolate enemies, *teleporting* to weakened pockets of them and annihilating them with his melee attacks and breath weapon. He prefers to use his debilitating breath weapon early against any foes not apparently immune to fire. *Compassionate ally* will be cast on any martially strong characters to make them heal their injured allies and group Ashbather's

opponents together for additional breath weapons. Ashbather's *staff of curses* is mostly used out of combat in his seneschal duties, but will be used to put an *ill omen* on enemies prior to his hostile spells or breath weapon if the red dragon is not pressed for more efficient use of his actions.

Morale: Ashbather will engage enemies only on his own terms. That means a combat most likely within Darkened and Bloodied's lair, where he can call upon some of her military might as seneschal of Charhall and manipulate the fiery terrain. He has less taste for battle outside of Charhall against any opponents whose strength is close to his own, fleeing when reduced below 100 hit points. Ashbather always reserves one 5th-level spell to *teleport* away from a failing combat.

STATISTICS

Str 35, Dex 8, Con 25, Int 18, Wis 19, Cha 18

Base Atk +21; CMB +37; CMD 47 (51 vs. trip)

Feats Critical Focus, Debilitating Breath Weapon, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike

Skills Appraise +26, Bluff +28, Diplomacy +26, Fly +9, Intimidate +28, Knowledge (arcana) +26, Perception +26, Sense Motive +26, Spellcraft +26, Stealth +11, Use Magic Device +19

Dragon Culture Reputation 15; Vassal to Darkened and Bloodied



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Languages Common, Draconic, Dwarven, Giant, Orc
Combat Gear *amulet of mighty fists +3, staff of curses* (10 charges)

BASE STATISTICS

Without his combat preparation, Ashbather has the following statistics:

AC 32, touch 5, flat-footed 32; **Immune** fire, paralysis, sleep; **Special** --; **Melee** bite +32 (4d6+21/19-20), 2 claws +32 (2d8+15), 2 wings +30 (2d6+9), tail slap +30 (2d8+21); **CMD** 46

SPECIAL ABILITIES

Fire Aura (Su) Ashbather is surrounded by an aura of intense heat. All creatures within 10 feet take 1d6 points of fire damage at the beginning of the dragon's turn.

Manipulate Flames (Su) Ashbather can control any fire spell within 80 feet as a standard action. This ability allows him to move any fire effect in the area, as if he were the caster. This ability also allows him to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, Ashbather can control any new fire spell cast within his area of control, as if he were the caster. He can make all decisions allowed to the caster, including canceling the spell if he so desires.

Smoke Vision (Ex) Ashbather can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Cackleberry

Cackleberry is the most well-known Feykin in the Lost Isles. He plays the fool and provocateur better than any of his bloodline, roaming as he desires through other dragons' territories with impunity. Wherever Cackleberry goes, trouble inevitably follows. Many dragons would love nothing better than to be rid of this bite-sized menace, but he is grudgingly given hospitality due to his experience, knowledge of rumors and secrets, and the fact that dragons that directly cross him have a tendency to suffer bouts of horrid luck.

The tiny little dragon shares many of the physical characteristics of faerie dragons of the material plane, but his scales are the metallic browns, blues and greens of copper streaked with a heavy patina. Instead of the traditional butterfly wings, Cackleberry sports four transparent, gossamer wings like those of a dragonfly. Flashes of rainbow color swirl in his otherwise draconic eyes.

Cackleberry was once a vassal of Gardener, assigned the task of being an ambassador to the Primal World and the first watcher over the

Dreamglade. The relationship between the two dragons apparently soured centuries ago due to some private matter related to the First Folk. Precisely what transpired between them is a matter of much speculation, but the faerie dragon renounced his vassalage and the two have never been witnessed in the same place since. Some rumors claim the dispute was a ruse and that Cackleberry is still an independent agent of his former master, but it is a fact that Gardener has never allowed a Feykin to hold authority over territory anywhere near the Dreamglade since the falling-out.

Cackleberry

CR 17

Feykin taninim draconic exemplar 17

CN tiny dragon

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 29, touch 23, flat-footed 18 (+7 Dexterity, +4 armor, +4 dodge, +2 natural, +2 size)

hp 139 (17d12+34, -5 for *barbules of spell storing*)

Fort +12, **Ref** +17, **Will** +10

DR 5/magic; **Defensive Abilities** aerial evasion, baffled eardrums, *greater invisibility*, nictating membranes; **Immune** paralysis, sleep; **Resist** acid 30; **SR** 24

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee bite +18 (1d4-1), 2 claws +18 (1d3-1)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with bite)

Special Attacks draconic weaponry (baleful glare, compulsive gaze, primal spelltrick II, scouring gaze)

Spell-Like Abilities (CL 17th; concentration +26)

3/day — *entangle* (DC 18, quickened), *greater invisibility*

Spells Known (CL 12th; concentration +21)

3rd (5/day) — *slow* (DC 20)

2nd (7/day) — *hideous laughter* (DC 19), *steal voice* (DC 19)

1st (8/day) — *ear-piercing scream* (DC 18), *mage armor*, *memory lapse* (DC 18), *negative reaction* (DC 18)

0 (at will) — *ghost sounds*, *light*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*

TACTICS

Before Combat: Cackleberry will have an active *mage armor* spell in most situations. If given time to prepare for combat, he will cast *greater invisibility* on himself. *These effects are included in his stat block.*

During Combat: Cackleberry avoids combat unless necessary, preferring to manipulate adversaries

through his social skills, spells and abilities. When forced into combat, he will cast a quickened *entangle* if his opponents are on the ground and activate his scouring gaze. He will then use his spells to toy with enemies, using his mobility and flyby attack to confound them. If presented with any real danger, Cackleberry immediately goes for the *disintegrate* from his *staff of many rays*.

Morale: Cackleberry will usually flee when reduced below 70 hit points. His memory is expansive, as is his capacity for spite, and he will continue to make existence as miserable as possible for creatures who threaten him.

STATISTICS

Str 8, Dex 24, Con 14, Int 14, Wis 10, Cha 28
Base Atk +17; CMB +14; CMD 31 (35 vs. trip)
Feats Antagonize, Extra Draconic Gift (compulsive gaze, scouring gaze, sound imitation, trickster's vanishing), Flyby Attack, Go Unnoticed, Improved Initiative, Quickened Spell-Like Ability (*entangle*)
Skills Bluff +30, Diplomacy +30, Fly +30, Knowledge (arcana) +10, Knowledge (history) +6, Knowledge (geography) +6, Knowledge (local) +15, Knowledge (nature) +15, Perception +20, Sense Motive +12, Spellcraft +10, Stealth +30; **Racial Modifiers** +4 Fly, +2 Perception, +2 Sense Motive
Dragon Culture Reputation 17; witty essence
Languages Common, Draconic, Elven, Sylvan
SQ draconic sorcery, elemental mastery, enhanced NPC, skylord, sound imitation
Combat Gear *barbules of spell storing (malicious spite, chest slot, 10 charges), staff of many rays*; **Other Gear** *cloak of resistance +3, headband of alluring charisma +4, ring of freedom of movement, ring of mind shielding, stormlure*

BASE STATISTICS

Without his combat preparation, Cackleberry has the following statistics:

AC 25, touch 23, flat-footed 14; Defensive Abilities aerial evasion, baffled eardrums, nictating membranes

SPECIAL ABILITIES

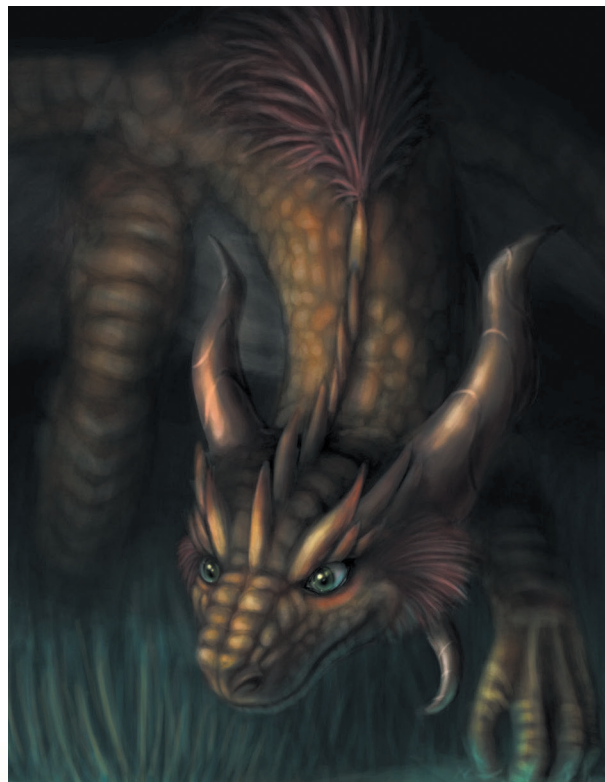
Aerial Evasion (Ex) Cackleberry has the evasion ability while flying.

Baffled Eardrums (Ex) Cackleberry can reroll the saving throw against an effect that causes blindness, a gaze attack, a figment, or a pattern 2/day.

Draconic Sorcery (Su) Cackleberry can use spell completion and spell trigger items as a sorcerer. His effective CL is 17th.

Draconic Weaponry Cackleberry can use this ability 17/day for the following effects:

- **Baleful Glare (Su)** As a standard action Cackleberry can fascinate up to 4 creatures within 30 feet for 17 rounds. A successful DC 27 Will save negates this effect.
- **Compulsive Gaze (Su)** As a standard action Cackleberry can plant a *suggestion*, as the spell, in the mind of a creature within 30 feet. A successful DC 27 Will save negates this effect. While affected by the *suggestion*, the creature also gains the compulsion of the witty draconic essence.
- **Primal Spelltrick II (Sp)** As a standard action Cackleberry gains an illusion spell from the sorcerer/wizard spell list or a druid spell as a spell-like ability for the day. Each casting of the spell expends one daily use of draconic sorcery. Primal spelltrick can be used 2/day to gain a 1st- and a 2nd-level spell-like ability. The spell-like abilities have CL 17th, and any saving throw DC is Charisma-based.
- **Scouring Gaze (Su)** As a standard action Cackleberry can gain a gaze attack with a range of 30 feet for 7 rounds. Any creature meeting his gaze must make a DC 27 Fortitude save or take 3d6 acid damage. When Cackleberry actively gazes at a creature as an attack action, the gaze instead deals 6d6 acid damage.



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Elemental Mastery (Ex) Cackleberry can move through normal or magically manipulated foliage at full speed without taking damage or suffering impairment. He can also choose to not leave a trail in natural surroundings and cannot be tracked when he does so.

Enhanced NPC Cackleberry's stats are built using a 20-point buy, and he has twice as much gear as is normal for an NPC of his level. These advantages increase his total CR by +1.

Nictating Membranes (Ex) Cackleberry can reroll the saving throw against a language-dependent or sonic effect 2/day.

Skylord (Ex) Cackleberry gains a +1 racial bonus on attack rolls and a +2 dodge bonus to AC against other flying creatures.

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

Crackling Lapis, Collector of Stories

Crackling Lapis is an eccentric and notorious taninim widely known across the Lost Isles by his title Collector of Stories. He has amassed a surprising amount of personal power for a dragon less than two centuries old, mainly due to a life of frequent adventure and travel outside the Lost Isles. Over the decades, Crackling Lapis has developed an obsession with adventurers, witnessing their exploits, collecting their tales, and even fabricating adventures if there isn't one at hand. He is known outside the Lost Isles by multiple aliases, each a loquacious gnome that sponsors adventuring guilds of all stripes. The stories and secrets he extracts from their members get added to his sprawling collection, then used to barter favors and influence with mortals and taninim alike.

The elaborate lair of the Collector of Stories lies hidden along the coastal edge of The Great Illuminated Forest on Borealis. It is a labyrinthine series of subterranean caverns filled with a staggering array of traps, puzzles, and guardian creatures. Crackling Lapis has sworn vassalage to a less powerful but politically influential dragon: the narcissistic and buffoonish Conquers Radiantly. Crackling Lapis finds the lesser taninim comically easy to manipulate, and rarely has to interact with or submit to Winterglide, leaving him with the situation. The Elder Voice council would pay much greater attention to Crackling Lapis' dealings if they were aware of his greatest desire—he constantly seeks ways to sneak mortal adventurers through the Barrier to brave the challenges of the Lost Isles.

Crackling Lapis is long and serpentine, with wings smaller than average for his size. Glistening grey scales cover his body, edged and shot through with the brilliant blue markings that lend him his name.

Crackling Lapis

CR 15

Male taninim draconic exemplar 15

LN Huge dragon

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; **Perception** +15

DEFENSE

AC 25, touch 9, flat-footed 25 (+0 Dexterity, +2 armor, +1 deflection, +10 natural, +4 shield, -2 size)
hp 195 (15d12+90, -5 for *barbules of physical perfection*)
Fort +17, **Ref** +10, **Will** +11; +10 vs. enchantment spells/effects
DR 10/magic; **Immune** paralysis, sleep; **SR** 22

OFFENSE

Speed 30 ft., fly 60 ft. (poor)

Melee bite +21 (2d8+9), 2 claws +22 (2d6+6), 2 wings +19 (1d8+3), tail slap +19 (2d6+9)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks crush (Small creatures, DC 22, 2d8+9), draconic weaponry (breath weapon, dungeon flair, razor claws)

Spells Known (CL 7th; concentration +11)

2nd (4/day) – *arcane lock* (DC 16)

1st (7/day) – *alarm, shield, silent image* (DC 15)

0 (at will) – *daze* (DC 14), *detect magic, ghost sound* (DC 14), *light, mending, read magic*

TACTICS

Before Combat: If Crackling Lapis is expecting immediate danger, he will cast *shield* on himself. *This effect is included in his stat block.*

During Combat: Crackling Lapis prefers to avoid combat. When forced directly into combat, he will attempt to *charm* and *confuse* opponents to sow chaos among his enemies and use his *staff of belittling* to weaken them. He will then pick off the easiest targets with his formidable physical abilities. If the compulsion of his draconic essence limits his direct response to opponents attacking him in melee, he will first use a *greater scale of the raider* to protect himself and then seek opportunities to escape harm while trying to overcome his compulsion.

Morale: Crackling Lapis will always be on the lookout for opportunities to flee combat unless he is defending his lair. Even when a fight is on his terms, he prefers to solve problems through means other than direct combat.

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STATISTICS

Str 20 (22), **Dex** 8 (10), **Con** 20 (22), **Int** 12, **Wis** 10, **Cha** 18

Base Atk +15; **CMB** +23; **CMD** 33 (37 vs. trip, +2 vs. smaller humanoids or +4 vs. Acrobatics)

Feats Antagonize, Draconic Crafting, Extra Draconic Gift (humanoid form), Improved Initiative, Multiattack, Power Attack, Skill Focus (Stealth), Weapon Focus (claw)

Skills Bluff +7, Climb +10, Craft (traps) +14, Diplomacy +18, Disable Device +18, Fly +0, Intimidate +18, Knowledge (arcana) +5, Knowledge (dungeoneering) +7, Knowledge (local) +5, Perception +15 (+22 traps), Sense Motive +6, Spellcraft +5, Stealth +16, Survival +4; **Racial Modifiers** +2 Perception, +2 Sense Motive; **Special** +10 to Knowledge skills while wearing mask

Dragon Culture Reputation 15; Vassal to Conquers Radiantly; inquisitive essence

Languages Common, Draconic

SQ detect valuables, draconic sorcery, dungeon crystal, enhanced NPC, humanoid form, lithe movement, trapmaster

Combat Gear lesser scales of the fallen raider (2), staff of belittling, trap-stealer's rod; **Other Gear** barbules of physical perfection +2, cloak of resistance +2, mask of a thousand tomes (dragon-designed, occupies headband slot), ring of protection +1, verminslayer greaves

SMALL HUMANOID STATISTICS

In Small humanoid form, Crackling Lapis has the following statistics:

AC 20, touch 12, flat-footed 20; **hp** 165; **Fort** +15, **Ref** +12; **DR** none; **SR** none; **Speed** 20 ft.; **Melee** none; **Space** 5 ft.; **Reach** 5 ft.; **Special Attacks** draconic weaponry (dungeon flair); **Str** 14, **Dex** 12, **Con** 14; **Skills** Climb +7, Craft (traps) +7, Disable Device +13, Fly +10, Perception +15, Stealth +26; **CMB** +17; **CMD** 29; **SQ** detect valuables, draconic sorcery, dungeon crystal, enhanced NPC, humanoid form

SPECIAL ABILITIES

Detect Valuables (Sp) Crackling Lapis can cast *locate object* as a spell-like ability at will. He can only detect gemstones, precious metals and objects worth at least 100gp.



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Draconic Sorcery (Su) Crackling Lapis can use spell completion and spell trigger items as a sorcerer. His effective CL is 15th.

Draconic Weaponry Crackling Lapis can use this ability 12/day for the following effects:

- *Breath Weapon (Su)* 50-ft. cone or 100-ft. line, Fort DC 22, *confused* for 1d6 rds, usable every 1d4 rounds.
- *Dungeon Flair (Sp)* Cast one of the following (CL 15th): *charm monster* (DC 17, maximum 3/day), *charm person* (DC 15), *detect thoughts* (DC 15), *suggestion* (DC 16, maximum 2/day). A creature that successfully saves against one of these spell-like abilities is immune to that ability for 24 hours.
- *Razor Claws (Ex)* As a swift action after making a successful claw attack, Crackling Lapis can deal 7 bleed damage to the creature struck.

Dungeon Crystal (Su) Crackling Lapis can summon a *crystal ball* with *detect thoughts* or *see invisibility* for 15 minutes each day. This amount of time does not need to be consecutive, but must be used in 1-minute increments. He can dismiss the *crystal ball* as a free action. To any creature other than Crackling Lapis, the *crystal ball* is a mundane object.

Enhanced NPC Crackling Lapis' stats are built using a 20-point buy, and he has twice as much gear as is normal for an NPC of his level. These advantages increase his total CR by +1.

Humanoid Form (Su) Crackling Lapis can take the form of a male gnome with wild, vibrantly blue hair and pale skin. This ability can be used 3/day.

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

Trapmaster (Su) Crackling Lapis gains a +7 bonus on Craft (traps) and Disable Device skill checks, and on Perception checks to locate traps. This bonus is already included in stats. He can also use Disable Device to disarm magic traps.

Everwinding Tail, The Rusted Rune

The taninim known as Everwinding Tail is a hermit and wanderer with no permanent home in the Lost Isles. Also known as the Rusted Rune, he spends as much time abroad studying mortals and uncovering knowledge of novel magical traditions

as he does with his own kind. With no designs on territory, a political agenda, or physical wealth, Everwinding Tail is viewed as a harmless curiosity by most of taninim society. His obsession with rare or unique forms of magic, particularly those based on runes and script, is all that ever causes him to overstay his welcome in another dragon's territory.

One of the most knowledgeable scholars in the Lost Isles concerning the jotun there, Everwinding Tail has a fascination bordering on blasphemy in the creatures. He is far from the only taninim to seek information on the giants, but his motivations would make him many powerful enemies if they were known. Everwinding Tail is fascinated by the tenacity of the jotun and sees similarities between them and his own kind in the morphic ways they express their heritage. Some powerful magic must surely be involved in their blood, or perhaps the Lost Isles themselves act as a catalyst. His desire to watch the jotun grow and evolve flies directly in the face of the Elder Voices' standing orders to exterminate all giant-kin.

The Rusted Rune is wingless and serpentine, with an abnormally long tail even for one of the Organizers. His fine scales are a rich burgundy with a metallic sheen, edged in brass highlighting, while his underbelly is offset in an equally metallic yellow. He has curving horns with wide, beveled sections reminiscent of a mountain goat.

Everwinding Tail

CR 13

Male taninim arcanist (draconic hero) 11 /
cyphermage (draconic hero) 2

CN Large dragon

Init +3; **Senses** darkvision 60 ft., low-light vision;
Perception +10

DEFENSE

AC 21, touch 10, flat-footed 21 (-1 Dexterity, +4 armor, +2 deflection, +7 natural, -1 size)

hp 119 (13d6+65)

Fort +9, **Ref** +4, **Will** +10

Immune paralysis, sleep; **Resist** fire 20

OFFENSE

Speed 30 ft., fly 60 ft. (poor)

Melee bite +8 (2d6+3), gore +8 (1d8+2), 2 claws +3 (1d6+1), tail slap +3 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite and gore)

Spells Prepared(CL 13th,+2 to penetrate spell resistance; concentration +18, +20 to cast defensively)

6th (4/day)—*forceful hand* (CMB +22/CMD 32)

5th (5/day)—*hold monster* (DC 22), *rune of ruin* (DC 22)

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4th (5/day) —*dimension door*, *dragon's breath* (DC 21), *shadow conjuration* (DC 21)

3rd (6/day) —*explosive runes* (DC 19), *greater stunning barrier* (DC 19), *slow* (DC 19)

2nd (6/day) —*detect thoughts*(DC 19), *mirror image*, *pilfering hand*, *resist energy*

1st (6/day) —*blurred movement*, *magic missile*, see *alignment*, *vanish*

0 (at will) —*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 17), *message*, *open/close*, *read magic*, *spark*

TACTICS

Before Combat: If Everwinding Tail is expecting immediate danger, he will cast the following spells on himself: *greater stunning barrier*, *mirror image*, and *blurred movement*. These effects are included in his stat block.

During Combat: Everwinding Tail will immobilize and hinder opponents with nonlethal spells, taking any opportunity to flee and avoid violence. If forced into a violent confrontation, however, he will use his spells and scrolls to isolate enemies and eliminate them one by one.

Morale: Everwinding Tail will flee combat if reduced below 20 hp.

STATISTICS

Str 14, **Dex** 8, **Con** 18, **Int** 21 (25),

Wis 10, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 18

(22 vs. trip)

Feats Cypher Magic, Cypher Script, Eschew Materials, Improved Initiative, Latent Draconic Gift (humanoid form), Latent Draconic Gift (imbued spirit—Intelligence), Scribe Scroll

Skills Bluff +8, Diplomacy +19, Fly +5, Knowledge (arcana) +23, Knowledge (history) +15, Knowledge (local) +15, Knowledge (planes) +23, Linguistics +15, Perception +10, Profession (scribe) +5, Sense Motive +8, Spellcraft +23, Stealth +11, Survival +5, Swim +10, Use Magic Device +19;

Racial Modifiers +2 Perception, +2 Sense Motive

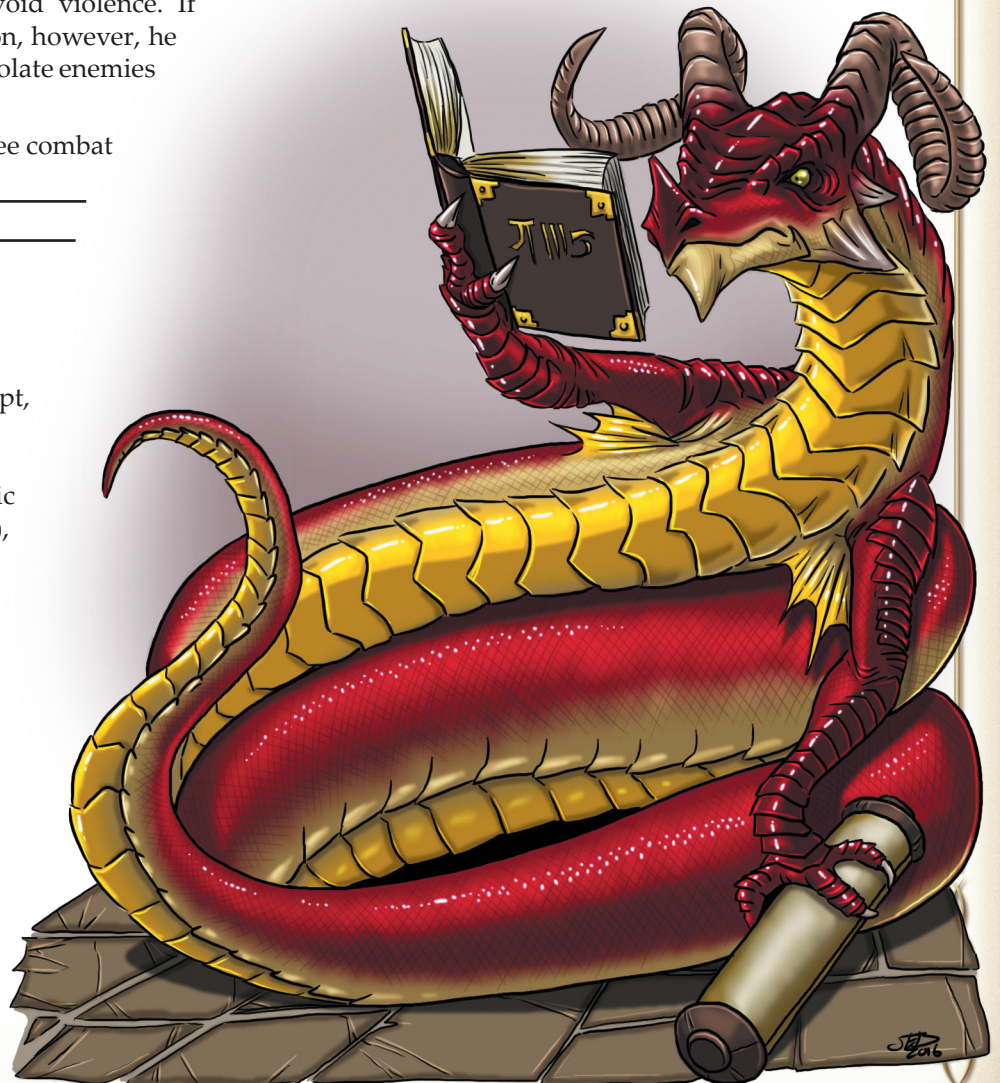
Dragon Culture

Reputation 12; Vassal to none; creative essence

Languages Abyssal, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Infernal, Orc, Sylvan

SQ arcane focus, arcane reservoir (8 pts), arcanist exploits (dimensional slide, quick study, spell thief, spell tinkerer), consume spells, enhance scroll, enhanced NPC, humanoid form, lung, powerful spellcasting, swift scroll

Combat Gear *scroll of break enchantment*, *scroll of greater dispel magic*, *scroll of mage's private sanctum*, *scroll of maze*, *scroll of remove curse*, *scroll of summon monster*, *scroll of teleport*; **Other Gear** *amulet of natural armor +2*, *bracers of armor +4*, *headband of vast intelligence +4*, *treeform cloak*, *spellbook*, 2 scroll boxes



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MEDIUM HUMANOID STATISTICS

In Medium humanoid form, Everwinding Tail has the following statistics:

Init +4; **AC** 18, touch 12, flat-footed 18; **hp** 106 (13d6+52); **Fort** +8, **Ref** +5; **DR** none; **SR** none; **Speed** 30 ft.; **Melee** none; **Space** 5 ft.; **Reach** 5 ft.; **Spells** concentration +18, +20 to cast defensively, -1 to all DCs/CMB/CMD; **Str** 10, **Dex** 10, **Con** 16, **Int** 19 (23); **Skills** Fly +8, Knowledge (arcana) +22, Knowledge (history) +14, Knowledge (local) +14, Knowledge (planes) +22, Linguistics +14, Spellcraft +22, Stealth +16, Swim +6, Use Magic Device +19; **CMB** +6; **CMD** 16

SPECIAL ABILITIES

Arcane Focus Everwinding Tail gains a +2 bonus on concentration checks to cast spells defensively (already included).

Arcane Reservoir (Su) Everwinding Tail has a pool of magic energy that starts with 8 points each day when he prepares spells and has a maximum capacity of 14 points. As a free action when casting an arcanist spell, he can spend 1 point to increase the caster level by 1 or increase the spell's DC by 1. He can expend no more than 1 point from his reservoir on a given spell in this way.

Consume Spells Everwinding Tail can take a move action to expend one of his arcanist spell slots and add a number of points to his arcane reservoir equal to the level of the spell slot consumed. This ability can be used 3 times per day.

Enhance Scroll (Su) As a swift action, Everwinding Tail can cause any scroll he reads to function using his caster level rather than the scroll's caster level. He can use this ability once per day.

Enhanced NPC Everwinding Tail's stats are built using a 20-point buy, and he has twice as much gear as is normal for an NPC of his level. These advantages increase his total CR by +1.

Humanoid Form (Su) Everwinding Tail can take the form of a male human with reddish-brown skin and dark hair peppered with metallic brass highlights. This ability can be used 3/day.

Lung (Ex) Everwinding Tail belongs to the taninim known as Organizers or Lung. He can manipulate manufactured tools and hold items in his rear claws without impairing his movement.

Powerful Spellcasting (Ex) Everwinding Tail has a +2 bonus on caster level checks to overcome spell resistance (already included).

Swift Scroll (Ex) Everwinding Tail does not provoke attacks of opportunity when retrieving a stored scroll. If he moves at least 10 feet, he may retrieve a scroll as a free action as part of his move.

Grey Eyes, the Vengeful Star

The elusive outer dragons inhabiting the Belt Isles far above Earthspine are little more than rumor to most taninim, but if any of these stellar cousins have a widespread reputation, it is the centuries-old veteran known as The Vengeful Star. Grey Eyes is the Belt Isles' emissary to the Elder Voice council; though he spends the majority of his time among his



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own kind, he is well-versed in taninim tradition. A justice-oriented and altruistic voice of reason, Grey Eyes counts the Elder Voice Infinite as his closest ally on the council.

One of the few outer dragons with reputation among taninim society, Grey Eyes is known as a creature of many roles and he has undergone the Rite of Inner Transformation multiple times, with his only constants being his proud draconic essence and his insistence on being vassal to none. He has alternately been a brood mother, a sire of clutches, and a Warden to the offspring of at least one Elder Voice; sometimes a staunch traditionalist, and at others an advocate of new causes. Wielding taninim law like a surgeon's scalpel, he is just as often aloof and ambivalent about taninim politics as he is passionately litigating a cause. This is due to his strong—yet unpredictable—precognitive abilities, and to his exposure of what lies in the space between stars. If any accurate description can be given for the motives of this alien, legal mastermind of a dragon, it is that he desires a strong and cohesive taninim society.

Grey Eyes' proud, solar dragon essence is strongly reflected in his appearance—his burnished, radiant body pulses with the light of a sun, and his eyes are featureless, dark voids lit from within as space is lit by the ambient light of a star.

Grey Eyes CR 14

Male taninim diviner (draconic hero) 14

LG Large dragon

Init +8; **Senses** darkvision 60 ft., low-light vision, see in darkness; **Perception** +16

DEFENSE

AC 25, touch 20, flat-footed 25 (-1 Dexterity, +3 armor, +2 deflection, +8 natural, +4 shield, -1 size)

hp 114 (14d6+56)

Fort +12, **Ref** +8, **Will** +14

Defenses no breath; **Immune** paralysis, sleep; **Resist** fire 20

OFFENSE

Speed 30 ft., fly 60 ft. (poor)

Melee bite +10 (2d6+6), 2 claws +5 (1d6+2), 2 wings +5 (1d6+2), tail slap +5 (1d8+6)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks foretell

Wizard Spells Prepared (CL 14th, +4 to penetrate spell resistance; concentration +24)

7th – *greater arcane sight*, *greater scrying*

6th – *battlemind link*, *chain lightning* (DC 22/20), *disintegrate* (DC 22), *greater dispel magic*

5th – *dismissal* (DC 21), *phantasmal web* (DC 21), *teleport*, *trace teleport*

4th – *calcific touch* (DC 20), *dragon's breath* (DC 20), *lesser globe of invulnerability*, *scrying* (DC 20), *stoneskin*

3rd – *chain of perdition* (DC 19), *haste*, *protection from energy*, *tongues*, *wind wall* (DC19)

2nd – *communal protection from evil*, *darkness*, *detect thoughts* (DC 18), *locate object*, *mirror image*, *see invisibility*

1st – *adhesive spittle* (DC 17), *anticipate peril*, *color spray* (DC 17), *feather fall*, *shield*, *silent image* (DC 17)

0 (at will) – *detect magic*, *message*, *prestidigitation*, *read magic*

TACTICS

Before Combat: Grey Eyes will cast *anticipate peril*, *greater arcane sight*, *shield*, and *trace teleport* before any encounter he suspects has a decent chance of becoming violent. If combat is imminent, he will supplement this with *mirror image*, as well as *protection from energy* if he expects combat from a particular energy-using opponent. *These effects are included in his stat block.*

During Combat: Grey Eyes uses his spells and foretell ability to support his allies. Against lesser enemies, he will attempt to incapacitate them with his less-lethal spells.

Morale: Grey Eyes will retreat if reduced below 20 hp, or if he has expended his most powerful spells and feels outmatched. He is more likely to retreat when alone, as he is both too proud and altruistic to abandon allies.

STATISTICS

Str 18, **Dex** 8, **Con** 17, **Int** 19 (23), **Wis** 10, **Cha** 12
Base Atk +7; **CMB** +18; **CMD** 28 (32 vs. trip)

Feats Combat Casting, Hover, Improved Initiative, Latent Draconic Defense (no breath), Latent Draconic Gift (see in darkness), Latent Draconic Gift (solar life), (B) Scribe Scroll, Spell Penetration

Skills Diplomacy +12, Fly +10, Intimidate +12, Knowledge (arcana) +15, Knowledge (history) +10, Knowledge (local) +11, Knowledge (planes) +15, Perception +16, Sense Motive +10, Spellcraft +20;

Racial Modifiers +2 Perception, +2 Sense Motive +2
Dragon Culture Reputation 16; Vassal to none; proud essence

Languages Auran, Celestial, Common, Draconic, Ignan, Infernal

SQ arcane focus, channel energy (4d6), enhanced NPC, knowledge is power, powerful spellcasting, prescience

Combat Gear *wand of resilient sphere* (CL 7th, 20 charges); **Other Gear** *amulet of natural armor* +1, *bracers of armor* +3, *cloak of resistance* +5, *headband of vast intelligence* +4, *ring of protection* +2, spell component pouch and any costly material components needed, spellbook with spells as needed

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SPECIAL ABILITIES

Arcane Focus Grey Eyes gains a +2 bonus on concentration checks to cast spells defensively (already included).

Channel Energy Grey Eyes can channel positive energy to heal living creatures as a 7th-level cleric due to his solar life draconic gift. Channel energy can be used 2/day.

Enhanced NPC Grey Eyes' stats are built using a 20-point buy, and he has twice as much gear as is normal for an NPC of his level. These advantages increase his total CR by +1.

Foretell (Su) Grey Eyes can mutter a prediction of the future that causes him to emit a 30-ft. aura of fortune. It grants him and allies a +2 luck bonus on ability checks, attack rolls, caster level checks, saving throws, and skill checks. Alternately, he can cause enemies to suffer a -2 penalty on these rolls instead. Foretell can be used 14 non-consecutive rds/day.

Knowledge is Power (Ex) Grey Eyes adds his Intelligence modifier to CMB, CMD and Strength checks to break or lift objects (already included).

Powerful Spellcasting (Ex) Grey Eyes has a +2 bonus on caster level checks to overcome spell resistance (already included).

Prescience (Su) Grey Eyes can roll a d20 as a free action at the beginning of his turn. At any point before his next turn, he can use the result of this roll as the result of any d20 he is required to make. Prescience can be used 9/day.

Leaping Surf

Leaping Surf, the Nacre Scoundrel and Plundering Terror, is arguably the most powerful taninim not bound directly or indirectly by the vassalage of taninim society to one of the Elder Voices. He is an Organizer, but outwardly exhibits few of that bloodline's common personality traits. His pirates roam the waters of the Lost Isles with near impunity, much to the chagrin of taninim with coastal territory. Protected to a certain extent by both Infinite and Heart of the Mountains, Leaping Surf has not yet had the Elder Voice council make a serious effort to corral the activities of his dragons.

Leaping Surf's striking and resplendent physical appearance have earned him the title of the Nacre Scoundrel. He has the sleek body common to many water-oriented dragons, his scales iridescent like polished mother-of-pearl. Ornamental kelp and shells from rare aquatic life have been woven into his whiskers as decoration. His claws have had

detailed patterns etched into their surface, filled with gold filigree then lacquered, and they flash in the sunlight when Leaping Surf employs his wild, chaotic fighting style.

Leaping Surf's desire to rule the oceans of the Lost Isles is common knowledge. Less well known is the effort he puts into reclaiming artifacts and secrets from Leviathan's former empire. Some of the ruins buried in the ocean depths predate The Great War, from times outside the memory of any living taninim. The knowledge contained within them could bring Leaping Surf not only power, but an even deeper understanding of the nature of dragons and insight into their genesis. Being seeker of this knowledge is the Nacre Scoundrel's true purpose, known only to himself and to Infinite. His forces compete directly with those of the Elder Voice Winterglide's in this underwater arena. While their struggle is the closest currently to outright war among taninim factions in the Lost Isles, it is still a relatively private competition known only to the Elder Voices and a handful of other dragons. Were it to become public knowledge, it would force the claws of the Elder Voice council, a situation none of them apparently want to see.

Leaping Surf

CR 18

Taninim draconic exemplar 18

CG Gargantuan dragon (water)

Init +6; **Senses** darkvision 60 ft., improved spatial sense, keen scent, low-light vision, scent; **Perception** +17

DEFENSE

AC 27, touch 8, flat-footed 27 (-2 Dexterity, +4 armor, +4 deflection, +15 natural, -4 size); **Special** +2 bonus to AC vs. dragons

hp 207 (18d12+90)

Fort +16, **Ref** +10, **Will** +13

DR 2/- vs. dragons; **Defensive Abilities** reflective scales; **Immune** paralysis, sleep; **Resist** fire 30; **SR** 29

OFFENSE

Speed 40 ft., fly 60 ft. (clumsy), swim 40 ft.

Melee bite +24 (4d6+14 plus *cruel*), 2 claws +24 (2d8+10 plus *cruel*), gore +24 (2d8+10 plus *cruel*), tail slap +19 (2d8+14 plus *cruel*)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite and gore)

Special Attacks crush (Medium creatures, DC 20, 4d6+12), draconic weaponry (blinding spittle, frightful presence, rampage, venomous bite), tail sweep (Small creatures, DC 20, 2d8+12), trample (draconic gift, claw +24, 2d8+10 plus *cruel*)

Spells Known (CL 10th; concentration +12)

2nd (4/day)—*create treasure map*, *mirror image*

1st (7/day)—*adhesive spittle* (DC 13), *anticipate peril*, *disguise self*

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *open/close*, *read magic*, *resistance*

TACTICS

Before Combat: Leaping Surf will drink his *potion of barkskin* and then cast the following spells to prepare for combat: *anticipate peril*, *mirror image* and *resistance*. These effects are included in his stat block.

During Combat: Leaping Surf relishes combat, leaping into the fray with joy and abandon. On the first round of combat, he prefers to charge into his enemies using *rampage*, *frightful presence* and *Stunning Attack*, attempting to strike as many opponents as possible with his free claw attacks. He will then focus attacks on frightened foes to take advantage of his *cruel* weapon ability, supplementing his melee attacks with his *blinding spittle*, *wand of wandering star motes* held in a rear claw and *adhesive spittle* as necessary to neutralize problematic enemies. If he is facing multiple foes unaffected by his *frightful presence*, he will repeat his *rampage* to stun as many as possible every 2-3 rounds. While he is a skilled combatant, he makes little attempt to coordinate with others; his vassals attempt to keep up.

Morale: Leaping Surf will flee when reduced to 40 hit points or less.

STATISTICS

Str 27, **Dex** 6, **Con** 18, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +18; **CMB** +30 (+32 overrun); **CMD** 38 (42 vs. trip)

Feats Ability Focus (*frightful presence*), *Dreaded Presence*, *Extra Draconic Gift* (*blinding spittle*, *natural sorcery*, *trample*), *Improved Initiative*, *Improved Overrun*, *Power Attack*, *Stunning Assault* (DC 28)

Skills *Diplomacy* +18, *Fly* +11, *Intimidate* +18, *Knowledge (arcana)* +5, *Knowledge (geography)* +10, *Knowledge (nature)* +10, *Perception* +17, *Survival* +5, *Swim* +20, *Use Magic Device* +23;

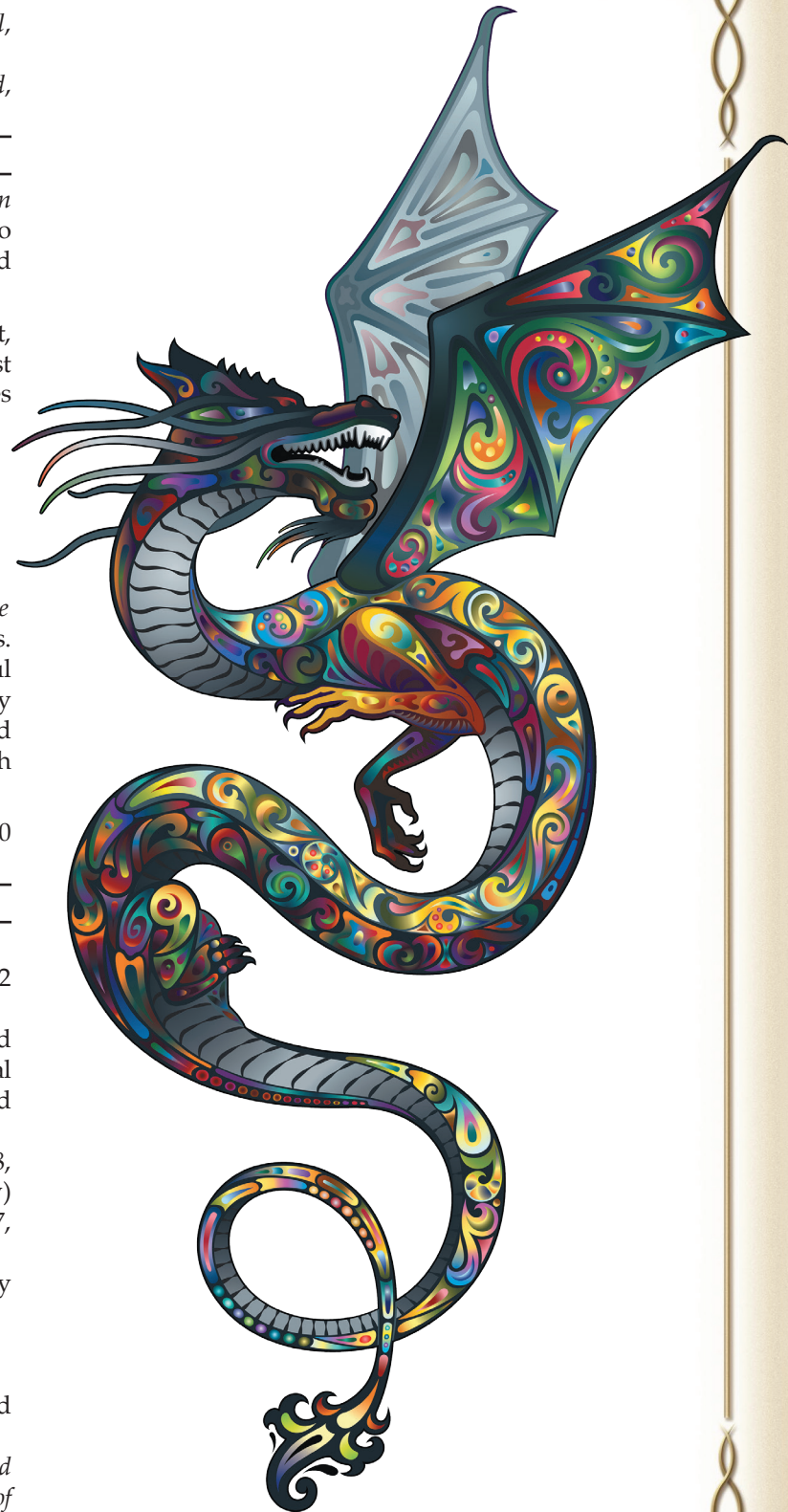
Racial Modifiers +2 *Knowledge (arcana, identify dragons only)*, +8 *Swim*

Dragon Culture *Reputation* 18; *territorial essence*

Languages *Common*, *Draconic*

SQ *draconic sorcery*, *elemental mastery*, *enhanced NPC*, *kinslayer*, *lithe movement*, *lung*

Combat Gear *cruel amulet of mighty fists* +2, *wand of wandering star motes* (CL 7th, 15 charges), *potion of barkskin*, *potion of cure serious wounds*; **Other Gear** *dragon-defiant bracers of armor* +4, *ring of protection* +4, *ring of spell knowledge II*, *treasure hunter's goggles*, *unfettered vest (shirt)*



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BASE STATISTICS

Without his combat preparation, Leaping Surf has the following statistics:

Init +2; **AC** 25, touch 8, flat-footed 25 (-2 Dexterity, +4 armor, +4 deflection, +13 natural, -4 size); **Fort** +15, **Ref** +9, **Will** +12

SPECIAL ABILITIES

Draconic Gift (trample) (Ex) Whenever Leaping Surf successfully overruns an opponent, he can make a free claw attack at that opponent.

Draconic Sorcery (Su) Leaping Surf can use spell completion and spell trigger items as a sorcerer. His effective CL is 18th.

Draconic Weaponry Leaping Surf can use this ability 13/day for the following effects:

- *Frightful Presence (Ex)* As a standard action or a free action as part of a charge, Leaping Surf can make all opponents within 120 feet frightened for 18 rounds. A successful DC 25 Will save negates this effect and renders the creature immune to Leaping Surf's frightful presence for 24 hours. Creatures with 18 or more hit dice are immune to this ability. This is a mind-affecting fear effect. The save DC is Charisma-based.
- *Rampage (Ex)* As a free action as part of a charge, Leaping Surf can charge through difficult terrain and squares occupied by allies. He can also charge through any number of squares occupied by enemies by making free overrun combat maneuver checks that do not provoke attacks of opportunity. Each enemy to be overrun after the first gains a cumulative +2 bonus to CMD.
- *Venomous Bite (Ex)* As a swift action when damaging a creature with his bite attack, Leaping Surf can poison them.

Elemental Mastery (Ex) Leaping Surf doubles his swim speed when charging and triples the distance he can see underwater.

Enhanced NPC Leaping Surf's stats are built using a 20-point buy, and he has twice as much gear as is normal for an NPC of his level. These advantages increase his total CR by +1.

Kinslayer (Ex) Leaping Surf gains a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the abilities of dragons.

Lithe Movement (Ex) Leaping Surf can move through areas at least half his size at normal speed

and takes only a -2 penalty to attack rolls and a -2 penalty to AC when squeezed into such an area. He can move through a space at least one-quarter of his size using the normal penalties for squeezing into a space.

Lung (Ex) Leaping Surf belongs to the taninim known as Organizers or Lung. He can manipulate manufactured tools and hold items in his rear claws without impairing his movement.

Poison (Ex) Bite-injury; *save* DC 23; *frequency* 1/round for 6 rounds; *effect* 4 Strength damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Ripples in the Pond

The priests who venerate *Our Empress of Eternity* stand apart from the rest of their kind. They do not have a formal hierarchy, but Ripples in the Pond stands out as the most powerful of their number. Her age is unknown, and it is possible that she could eclipse even Darkened and Bloodied in years. She has certainly lived multiple draconic lifetimes, and in many guises. Twice she has been offered a position on the Elder Voice council, and twice she has refused.

Ripples in the Pond has never been granted additional names and titles, but she has been known by multiple pseudonyms while exploring the possibilities of draconic existence. By enacting the Rite of Inner Transformation, Ripples in the Pond has forcefully changed her personality, worldview, and physical presence many times. Whenever she decides that she has gained as much insight as she can from her current existence, she casts her persona aside like a shed skin. It is said that she has experienced every draconic essence at least once.

While some of Ripples in the Pond's incarnations have been deeply involved in taninim politics, her most recent persona was content to establish small, pristine grotto lair on the shores of Verdance and live a somewhat antisocial existence marveling at the sum of all she had learned. What is significant about her is that five years ago she seems to have completely vanished. Her lair was found abandoned, her treasures and valuables left unguarded within. Where Ripples in the Pond has gone and just precisely who she is now is a matter of great conjecture among the taninim rumormongers.

These stats reflect the last known incarnation of Ripples in the Pond. GMs should adjust her alignment, draconic essence, prepared spells, and tactics as best fits their campaign.

Ripples in the Pond CR 20

Female taninim cleric (draconic hero) 20
 NG gargantuan dragon
Init +1; **Senses** darkvision 60 ft., low-light vision, spatial sense, *true seeing*; Perception +28

DEFENSE

AC 26, touch 6, flat-footed 26 (-3 Dexterity, +8 armor, +3 deflection, +12 natural, -4 size)
hp 190 (20d8+80, 20 temporary)
Fort +25, **Ref** +12, **Will** +32
Defensive Abilities *freedom of movement*, *winds of vengeance*; **Immune** paralysis, sleep; **Resist** sonic 30; **SR** 32

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)
Melee bite +24 (4d6+16), *divine power* bite +24 (4d6+16), 2 claws +22 (2d6+9), 2 wings +22 (2d6+9), tail slap +22 (2d8+16)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60-ft. cone, DC 23, 18d4 sonic damage, 1/day)

Domain Spell-Like Abilities (CL 20th; concentration +35)
 20 rds/day – remote viewing (*clairvoyance/clairaudience*)

At will – lore keeper (gain info with successful touch attack as Knowledge skill check with a result of 46)

Cleric Spells Prepared (CL 20th; concentration +35)
 9th – *energy drain*, *etherealness*, *miracle*, *summon monster IX*, *winds of vengeance*

8th – *antimagic field*, *euphoric tranquility* (DC 29), *stormbolts* (2, DC 29), *summon monster VIII*

7th – *circle of clarity*, *control weather*, *destruction* (DC 28), *greater restoration*, *repulsion* (DC 28), *summon monster VIII*

6th – *greater dispel magic* (2), *heal*, *quest*, *wind walk*, *word of recall*

5th – *ancestral memory*, *breath of life*, *cleanse*, *greater command* (DC 26), *spell resistance*, *true seeing*

4th – *communal protection from energy*, *control summoned creature* (DC 25), *debilitating portent* (DC 25), *divine power*, *freedom of movement*, *spiritual ally*

3rd – *aura sight*, *chain of perdition* (2), *daylight*, *dispel magic*, *magic circle against evil*, *prayer*

2nd – *bull's strength*, *calm emotions*, *grace* (2), *lesser restoration* (2), *shield other*

1st – *command* (DC 22), *comprehend languages*, *deathwatch*, *entropic shield*, *liberating command*, *sanctuary* (2)

0 (at will) – *detect magic*, *guidance*, *purify food and drink*, *read magic*

Domain Knowledge

TACTICS

Before Combat: Ripples in the Pond will prepare for combat by casting the following spells as time permits: *winds of vengeance*, *spell resistance*, *true seeing*, *freedom of movement*, *bull's strength*, and *divine power*. These effects are included in her stat block.

During Combat: The tactics employed by Ripples in the Pond depend upon her current alignment and essence. With a vain essence, she prefers to focus her attacks on the flashiest and most attention-grabbing opponents. She has plenty of spellpower capable of resolving encounters through combat or nonviolent methods, and is more mobile than most dragons of her size thanks to her Hover and Flyby Attack feats, as well as *winds of vengeance*.

Morale: Ripples in the Pond's morale is also dependent on her alignment and essence. With a vain essence, she will not easily suffer the embarrassment of retreating from an encounter that turns violent. Even if overpowered, she must resist her draconic essence's compulsion in order to flee from combat if she has at least 10 hit points.

STATISTICS

Str 24, **Dex** 4, **Con** 18, **Int** 18, **Wis** 32, **Cha** 22

Ripples in the Pond has a +2 inherent bonus to Wisdom, and a +4 bonus to all mental ability scores due to age.



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Base Atk +15; **CMB** +26; **CMD** 33 (35 vs. trip)

Feats Combat Casting, Divine Protection, Flyby Attack, Hover, Improved Initiative, Latent Breath Weapon, Latent Draconic Defense (spatial sense), Latent Draconic Gift (imbued spirit), Multiattack, Sacred Summons

Skills Appraise +12, Diplomacy +19, Fly +22, Knowledge (arcana) +34, Knowledge (dungeoneering) +17, Knowledge (geography) +12, Knowledge (history) +31, Knowledge (local) +21, Knowledge (nature) +12, Knowledge (planes) +17, Knowledge (religion) +34, Linguistics +9, Perception +28, Sense Motive +24; **Racial Modifiers** +2 Perception, +2 Sense Motive; **Special** Wisdom modifier replaces Intelligence for Knowledge skills (already included)

Dragon Culture Reputation 22; vain essence
Languages Abyssal, Celestial, Common, Draconic, Elven, Infernal, Giant, Sylvan

SQ enhanced NPC, spontaneous casting (positive)

Other Gear +5 *ghost touch studded leather armor, bracelet of friends, cloak of resistance +5, headband of mental superiority +4, nullifying amulet of mighty fists, ring of protection +3, spiritualist rings*

BASE STATISTICS

Without her combat preparation, Ripples in the Pond has the following statistics:

Senses darkvision 60 ft., low-light vision, spatial sense; **hp** 170 (20d8+80); **Defensive Abilities** -; **SR** -; **Speed** 30 ft., fly 60 ft. (clumsy); **Melee** bite +16 (4d6+7), 2 claws +14 (2d6+2), 2 wings +14 (2d6+2), tail slap +14 (2d8+7); **Str** 20; **CMB** +24; **CMD** 31; **Skills** Fly +6

SPECIAL ABILITIES

Enhanced NPC Ripples in the Pond's stats are built using a 20-point buy, and she has twice as much gear as is normal for an NPC of her level. These advantages increase her total CR by +1.

Spontaneous Casting (Positive) Ripples in the Pond can "lose" any prepared cleric spell that is not an orison or domain spell in order to cast any cure spell of the same level or lower.

Thunders in Defiance

Thunders in Defiance is a dragon of many titles, not all of them glorious. Most recently he has been given the epitaph The Disrespectful Outcast, part of his punishment for the events which transpired at The Bloody Conclave. The Bronze Bulwark is currently exiled and absent from the Lost Isles, but his presence is still felt as the aftershocks of his banishment continue to affect current events. He was

one of Heart of the Mountains' most loyal vassals, and the loss of him to banishment was a setback to the Master of Earthspine's plans at the time.

With an earnestness and passion that outweighs his political acumen and overall intellect, Thunders in Defiance bears some resemblance to a youthful and vibrant bronze true dragon. He is broadly built, with thick, wide slabs covering much of his body like organic plate mail. Prodigious amounts of spiny protrusions jut from his back, extremities, and the edges of his armor plating.

Thunders in Defiance is not just exiled. He has been tasked with a covert mission by Heart of the Mountains to discover more evidence of an undragon presence outside the Lost Isles. It is possible that other taninim, particularly one or more of the Elder Voices, have dredged up what Thunders in Defiance is doing while exiled, but the Master of Earthspine has tried to keep the matter to himself. Complicating things for the Bronze Bulwark is the fact that he has decided to share some knowledge of the Lost Isles with a handful of mortals. While bridging the gulf between the Lost Isles and the material plane may become critical if the undragon have indeed escaped the Barrier, the isolationist dragons of the Lost Isles will not take some of their secrets becoming common knowledge lightly.

Thunders in Defiance

CR 13

Male taninim draconic exemplar 13

LG huge dragon (water)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 26, touch 15, flat-footed 26 (-1 Dexterity, +2 armor, +8 deflection [touch only], +17 natural, -2 size); **Special** +2 insight bonus to AC vs. smaller humanoids

hp 157 (13d12+78, -5 for *barbules of spell storing*)

Fort +14, **Ref** +9, **Will** +11

DR 5/magic; **Defensive Abilities** enchanted scales, spiny, vascular fortitude; **Immune** paralysis, sleep; **Resist** electricity 20

OFFENSE

Speed 30 ft., fly 60 ft. (average), swim 30 ft.

Melee bite +21 (2d8+14/19-20), 2 claws +21 (2d6+10/19-20), 2 wings +16 (1d8+5/19-20), tail slap +16 (2d6+14/19-20)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks bottleneck, bullying bulk, draconic weaponry (behemoth, breath weapon, pulverizing rumble, roar), improved crush, pinion



TACTICS

Before Combat: Thunders in Defiance will activate his *ring of the savage beast* in anticipation of battle. If surprised, attacked unexpectedly by what he considers a dangerous threat or multiple enemies, or attacked in humanoid form, he will *teleport* to a safe location. He has a defense-focused personality, but if he desires combat he will then prepare and *teleport* back to assault his enemies. *These effects are included in his stat block.*

During Combat: Thunders in Defiance is not a master strategist when dealing with unfamiliar factors, but knows his how to utilize his physical capabilities well with the surrounding terrain. He prefers to fight on the ground where he can best use his bottleneck and pulverizing rumble abilities to control combat. Behemoth and crush will be used to incapacitate spellcasters or massed enemies that are Medium sized or smaller. His *fortuitous* second attack of opportunity will be used against the first opponent provoking one unless Thunders in Defiance thinks he is being distracted to create an opening for a more dangerous opponent. He makes judicious use of *teleport* to optimally reposition against mobile opponents

when necessary. Thunders in Defiance will fight from the air if his enemies do not exhibit strong ranged or spellcasting abilities, picking off the most dangerous threats with his breath weapon. He will also engage isolated flying opponents who appear weak in melee combat. Aquatic terrain will be used in a manner similar to land if possible, but he tries to avoid combat in open water unless his opponents do not appear to be competent in aquatic environments.

Morale: In most situations, Thunders in Defiance will retreat when reduced to 30 or fewer hit points, *teleporting* if necessary to guarantee a safe escape. He will fight to the death when defending something or someone vital to his mission, but otherwise considers his duty to bring proof of undragon in the material plane back to his master of utmost importance.

STATISTICS

Str 28, Dex 8, Con 18, Int 8, Wis 13, Cha 14
Base Atk +13; CMB +23 (+25 crush); CMD 33 (36 vs. trip, +2 vs. smaller humanoids or +4 vs. Acrobatics)
Feats Dazing Assault, Extra Draconic Defense (thickened scales), Extra Draconic Gift (bottleneck, humanoid form, resounding call), Improved Crush, Power Attack

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Skills Diplomacy +13, Fly +9, Intimidate +12, Knowledge (arcana) +4, Knowledge (history) +4, Perception +22, Sense Motive +11, Survival +5, Swim +21; **Racial Modifiers** +2 Knowledge (arcana, identify dragons only), +8 Swim

Dragon Culture Reputation 11; Vassal to Heart of the Mountain; brave essence

Languages Common, Draconic

SQ draconic sorcery, enhanced NPC, humanoid form, kinslayer, resounding call

Combat Gear *barbules of spell storing* (teleport, chest slot, 10 charges), *fortuitous keen amulet of mighty fists, ring of the savage beast*; **Other Gear** *cords (cloak) of fangs, eyes of the eagle, headband of unshakeable resolve, verminslayer greaves*

BASE STATISTICS

Without his combat preparation, Thunders in Defiance has the following statistics:

AC 23, touch 13, flat-footed 23; **Melee** bite +19 (2d8+11), 2 claws +19 (2d6+8), 2 wings +14 (1d8+4), tail slap +14 (2d6+11); **Str** 24, **Int** 10; **Skills** Knowledge (arcana) +5, Knowledge (history) +5, Swim +19; **CMB** +22; **CMD** 31

In humanoid form and unprepared, Thunders in Defiance has the following statistics:

AC 13, touch 11, flat-footed 13; **hp** 144; **Fort** +13, **Ref** +11; **DR** none; **Defensive Abilities** none; **Speed** 30 ft.; **Melee** none; **Space** 5 ft.; **Reach** 5 ft.; **Special Attacks** none; **Str** 18, **Dex** 12, **Con** 16, **Int** 10; **Skills** Knowledge (arcana) +5, Knowledge (history) +5, Swim +8; **CMB** +18; **CMD** 28; **SQ** draconic sorcery, enhanced NPC, humanoid form

SPECIAL ABILITIES

Bottleneck (Ex) Thunders in Defiance can form a bottleneck whenever he uses his behemoth draconic weaponry and occupies all squares in a line between two parallel walls. He gains a +4 dodge bonus to AC and no creature can pass through squares he occupies. He cannot make wing buffet or tail slap attacks, but can make 5 attacks of opportunity per round (Con-based). He can stay in the bottleneck until he moves or ends the bottleneck as a free action.

Bullying Bulk (Ex) As a swift action whenever he successfully makes a melee attack against an adjacent smaller creature, Thunders in Defiance can push the creature back 5 feet. He is also considered gargantuan for the purposes of the Intimidation skill.

Draconic Sorcery (Su) Thunders in Defiance can use spell completion and spell trigger items as a sorcerer. His effective CL is 13th.

Draconic Weaponry Thunders in Defiance can use this ability 10/day for the following effects:

- **Behemoth (Ex)** As an immediate action, Thunders in Defiance can gain a +6 bonus to CMD against bull rush, grab, overrun, reposition, and trip combat maneuvers. The DC of Acrobatics checks to move through squares he occupies or threatens increases by 6. He treats creatures as one size smaller for his crush ability. The effects of behemoth last for 1 round.
- **Breath Weapon (Su)** 100-ft. line, DC 20, 13d6 electricity, usable every 1d4 rounds.
- **Pulverizing Rumble (Su)** As a standard action, Thunders in Defiance can shatter any ground with a hardness of 13 or less, either in squares he occupies and threatens or in a 50-ft. cone. All other creatures in the area must succeed on a DC 20 Reflex save or be knocked prone. This is a sonic effect.
- **Resounding Call (Su)** As a full-round action, Thunders in Defiance can yell out a message in Draconic that can be heard up to 4 miles away.
- **Roar (Su)** 50-ft. cone, DC 20, staggered 1 round and deafened 13 rounds. This is a sonic effect.

Enchanted Scales (Su) Thunders in Defiance has a +8 deflection bonus (1/2 natural armor) against touch attacks.

Enhanced NPC Thunders in Defiance's stats are built using a 20-point buy, and he has twice as much gear as is normal for an NPC of his level. These advantages increase his total CR by +1.

Humanoid Form (Su) Thunders in Defiance can take the form of an attractive male human with dark hair and bronzed skin. This ability can be used 3/day.

Improved Crush (Ex) As a standard action while flying or jumping, Thunders in Defiance can land on Small or smaller enemies and crush all within his space. Affected creatures take 4d8+26 bludgeoning damage and must succeed on a DC 20 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If Thunders in Defiance chooses to maintain the pin, he must succeed at a combat maneuver check. Pinned creatures take 2d8+13 bludgeoning damage each round if they don't escape.

Kinslayer (Ex) Thunders in Defiance gains a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the abilities of dragons.

Pinion (Ex) When Thunders in Defiance is using behemoth and makes a successful attack of opportunity against a creature moving through a square he occupies or threatens, the creature must succeed on a DC 20 Reflex save or be affected by his crush ability.

Spiny (Ex) Any creature striking Thunders in Defiance with a natural or unarmed attack takes 1 point of piercing damage.

Vascular Fortitude (Ex) Thunders in Defiance reduces any bleed hit point damage by 4.

Timeless Laughter, The Ribald Jokester, Master of the Esoteric, Warden of Wardens, Hoarder of Titles

Timeless Laughter, the gregarious and garrulous dragon known most commonly as The Ribald Jokester, has been entertaining the Lost Isles for nearly four centuries. Well-loved, particularly by the young taninim who serve Heart of the Mountains, Timeless Laughter is known as a skilled satirist and joke-teller extraordinaire. His ability to bring this knowledge to bear in the most surprising ways—largely due to his staggeringly large library of odd and seemingly inconsequential bits of trivia—has given him an advantage in more than one verbal sparring match or negotiation.

The truest root of this knowledge is Timeless Laughter's strong tie to a long-deceased past life: the once-greatest Elder Voice Rainmaker. She too was known as a consummate humorist who found joy even in the dark times. Her influence upon Timeless Laughter shines through, and is apparent to the most ancient of the taninim, including the Elder Voices. Because of this they are careful in their dealings with The Ribald Jokester, granting him much latitude in his actions.

Timeless Laughter is also known as the Warden of Wardens. He not only has acted as Warden to more clutches of hatchling taninim than any other, but he is well-known for sponsoring promising young taninim and encouraging their potential. He considers it an important role in keeping taninim society strong.

This burly dragon has broad scales of a supersaturated dark blue, as if the depths of the ocean had been concentrated into a pigment. The copper of his draconic essence is visible only on the edges and highlights of his robust body, where the blue appears worn away by time. His visage is extremely expressive, rarely without some amount of a toothy grin. Timeless Laughter lairs within the Fireflowers, having sworn vassalage to the mighty draconic pirate Leaping Surf in exchange for uncontested territory. His lair is an idyllic marine grotto, as well-stocked with unique guardians as it is with esoteric books, scrolls, and etchings.

Timeless Laughter

CR 16

Male taninim draconic exemplar 16

NG Gargantuan dragon

Init -2; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +12

DEFENSE

AC 26, touch 5, flat-footed 26 (-2 Dexterity, +4 armor, +1 deflection, +17 natural, -4 size)

hp 177 (16d12+80, -20 for *barbules of bladedancing*, *physical perfection*, and *spell storing*)

Fort +15, **Ref** +8, **Will** +14; +2 to resist his draconic essence's compulsion, +4 vs. gaze attacks and blinding effects

DR 5/magic and piercing; **Defensive Abilities** baffled eardrums, copper aura; **Immune** paralysis, sleep

OFFENSE

Speed 30 ft., burrow 15 ft., fly 60 ft. (clumsy), swim 30 ft.

Melee bite +17 (4d6+7 plus grab), 2 claws +17 (2d8+5 plus grab), 2 wings +12 (2d6+2), tail slap +12 (2d8+7), and Gargantuan +1 *dancing planar warhammer* +21 (4d6+6/x3)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks acid pool (25-ft. radius, 120 ft. range), crush (Medium creatures, DC 22, 4d6+7), draconic weaponry (baleful glare, breath weapon, copper flair), scouring gaze (DC 23, 3d6 acid damage), swallow whole (16d6 acid damage, Medium creatures, AC 18, 17hp), tail sweep (Small creatures, DC 22, 2d8+7)

TACTICS

Before Combat: Timeless Laughter will always have an active *mage armor* spell. If combat is imminent and it would suit his current environment, he casts *spider climb* and *grease* on himself. Mage armor is included in his stat block.

During Combat: Timeless Laughter enjoys picking off and swallowing Medium or smaller opponents through a combination of his Flyby Attack, Snatch and Belly of the Beast feats ("For they are crunchy and good with ketchup," he is fond of saying.) Unless he is seriously and immediately pressed by a powerful group of enemies, he will take time to brandish his Gargantuan +1 *planar warhammer* (which he refers to as his "banhammer") and set it *dancing* against his foes. He will use his scouring gaze plus his *slowing* and acid pool breath weapon to separate and impede the coordination of multiple opponents. He saves his copper aura to weaken any physically powerful opponents with multiple attacks that close to melee range.

Morale: Timeless Laughter will flee if reduced to 20 hp or less.

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STATISTICS

Str 18 (20), **Dex** 4 (6), **Con** 18 (20), **Int** 10, **Wis** 18, **Cha** 20

Base Atk +16; **CMB** +25 (+29 grapple); **CMD** 32 (36vs. trip)

Feats Belly of the Beast, Extra Draconic Gift (primal energy), Flyby Attack, Fountainhead, Guardian Menagerie, Power Attack, Snatch

Skills Diplomacy +24, Fly -13, Knowledge (arcana) +11, Knowledge (geography) +11, Knowledge (history) +11, Intimidate +20, Perception +12, Perform (comedy) +15, Sense Motive +12, Swim +17, Use Magic Device +10; **Racial Modifiers** +2 Knowledge (arcana, identify dragons only), +8 Swim; **Special** uses Wis modifier instead of Int modifier on trained Knowledge checks

Dragon Culture Reputation 18; Vassal to Leaping Surf; witty essence

Languages Common, Draconic

SQ draconic sorcery, elemental affinity, enhanced NPC, kinslayer, mountaineer, primal energy

Combat Gear *barbules of bladedancing*, *barbules of spell storing (dimension door, CL 8th, chest slot)*, *barbules of spell storing (mage armor, CL 8th, shoulders slot)*, Gargantuan +1 *planar warhammer*, *veils of suppression*; **Other Gear** *amulet of natural armor +1*, *barbules of physical perfection +2*, *ring of protection +1*

SPECIAL ABILITIES

Acid Pool (Su) Timeless Laughter can use his breath weapon to create a pool of acid. The pool deals damage as the breath weapon when created to any creature in its area. At the end of Timeless Laughter's turn and each round thereafter, the pool's damage is halved until the result would be less than 1d6, at which point the pool dissipates. Any creature that starts its turn touching the pool takes damage (Reflex half).

Baffled Eardrums (Ex) Timeless Laughter can reroll a saving throw against a spell or effect with the language-dependent or sonic descriptor twice per day. In addition, whenever he would suffer a partial effect from succeeding on a saving throw against an effect with the language-dependent or sonic descriptor, he instead negates the effect.

Copper Aura (Su) Timeless Laughter can generate an aura of slowed time as an immediate action for 16 rounds/day. These rounds do not need to be consecutive. All creatures within 10 ft. must make a Will DC 22 save or be *slowed* for 1 round. Timeless Laughter can dismiss this effect as a free action.

Draconic Sorcery (Su) Timeless Laughter can use spell completion and spell trigger items as a sorcerer. His effective CL is 16th.

Draconic Weaponry Timeless Laughter can use this ability 13/day for the following effects:

- *Baleful Glare (Su)* As a standard action, gaze at up to 4 creatures within 30 feet, Will DC 23, fascinated for 16 rounds; if only one creature targeted, can implant *suggestion* instead of fascinating.
- *Breath Weapon (Su)* 120-ft. line, Fort DC 22, 16d6 acid damage; or 60-ft. cone, Fort DC 22, *slowed* for 16 rounds. Usable every 1d4 rounds.
- *Copper Flair (Sp)* Cast one of the following (CL 16th): *grease* (DC 16), *hideous laughter* (DC 17, 3/day), *spider climb*, *stone shape*. A creature that successfully saves against one of these spell-like abilities is immune to that ability for 24 hours.

Elemental Affinity (Ex) Timeless Laughter can hold his breath indefinitely while burrowing, can breathe underwater and can freely use his draconic exemplar class abilities while submerged.

Enhanced NPC Timeless Laughter's stats are built using a 20-point buy, and he has twice as much gear as is normal for an NPC of his level. These advantages increase his total CR by +1.

Kinslayer (Ex) Timeless Laughter gains a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the abilities of dragons.

Mountaineer (Ex) Timeless Laughter is immune to altitude sickness and does not lose his Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces.

Primal Energy (Ex) Creatures with immunity to acid still take half damage from Timeless Laughter's breath weapon (or no damage on a successful save), and creatures with acid resistance treat their resistance as 10 points lower against his breath weapon. This also applies to acid damage dealt to swallowed creatures or by Timeless Laughter's scouring gaze ability.

Scouring Gaze (Su) Timeless Laughter can expend one daily use of his draconic weaponry as a standard action to gain a gaze attack with a range of 30 ft. for 5 rounds. Any creature that meets his gaze must make a Fortitude save or take 3d6 points of acid damage. This damage is doubled when Timeless Laughter actively gazes at a target as an attack action.



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Walker in Thought, The Roaring Magistrate

Walker in Thought is a resplendent gold dragon of conservative, subdued temperament. She is known as a collector of secrets, gaining her name from the commonly-held belief that the secrets of other taninim she uncovers could only be obtained from their thoughts and dreams. Walker in Thought doles her trove of information out sparingly, using the power of knowledge to maintain the draconic ideal and provide both strength and stability to taninim society. A devout adherent to *Our Lady of the Rainbow Scales*, Walker in Thought manipulates other taninim with the goal of a robust draconic culture always in mind, never using up her favors or weakening her position for petty reasons.

The Roaring Magistrate has one political foe she has been at odds with more often than not: the Elder Voice Darkened and Bloodied. She respects the power of the ruler of Stormhome, but considers the ancient warlord's ambition to be a danger to the stability and future of the Lost Isles. It also pains Walker in Thought to see Compelling Silence, the Warden who reared her as a wyrmling, subservient to Darkened and Bloodied. She was raised among the taninim of Stormhome's First Legion, and the land denied to her as territory calls to her bones. These emotional ties were responsible for the one time she has publicly lost her composure, during The Bloody Conclave when the earnestly valiant taninim Thunders in Defiance was beaten and banished. That incident earned Walker in Thought her epithet, and she has been doubly reserved in public since then.

Solidly built but compact for her size, Walker in Thought has sleek, elongated wings that stretch back nearly the length of her powerful tail. Her scales are as perfectly polished gold, showing no signs of wear, and blend into one another to give her the appearance of being cast from molten metal. Walker in Thought lairs on Earthspine, in a mountain fortress prestigiously located not far from Worldmount.

Walker in Thought

CR 14

Female taninim draconic exemplar 14

LG Gargantuan dragon

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 28, touch 4, flat-footed 28 (-2 Dexterity, +6 armor, +18 natural, -4 size)

hp 173 (14d12+70)

Fort +15, **Ref** +8 (+10 while flying), **Will** +11

DR 10/magic and piercing; **Immune** paralysis, sleep; **Resist** fire 20; **SR** 21

OFFENSE

Speed 30 ft., fly 240 ft. (clumsy)

Melee bite +16 (6d6+7), 2 claws +15 (2d8+5), 2 wings +10 (2d6+2), tail slap +10 (2d8+7)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks crush (Medium creatures, DC 22, 4d6+7), draconic weaponry (baleful glare, breath weapon, gold flair, spirit-penetrating stare), tail sweep (DC 22, 2d6+7)

TACTICS

Before Combat: Walker in Thought will activate her *ring of the purification edict* when facing a servant of Oblivion, but is otherwise always ready for combat.

During Combat: Walker in Thought uses her baleful glare and *lesser geas* spell-like ability to end combat peacefully before it starts, if possible. If not, she prefers to fight from the air, where she uses Flyby Attack to pick off opponents with an Improved Vital Strike bite and incapacitate groups with her breath weapons.

Morale: Walker in Thought will flee when reduced below 10 hp if the battle is integral to justice and the greater good, but will flee or surrender when reduced below 50 hp for more trivial conflicts.

STATISTICS

Str 21, **Dex** 6, **Con** 20, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +14; **CMB** +23; **CMD** 31 (35 vs. trip)

Feats Flyby Attack, Improved Natural Attack (bite), Improved Vital Strike, Legendary Size, Vital Strike, Weapon Focus (bite)

Skills Bluff +22, Diplomacy +22, Fly +2, Intimidate +2, Knowledge (arcana) +5, Knowledge (dungeoneering) +7, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nobility) +8, Knowledge (religion) +5, Perception +20, Sense Motive +22; **Racial Modifiers** +4 Fly, +2 Perception, +2 Sense Motive; **Armor Check Penalty** -3

Dragon Culture Reputation 13; Vassal to Heart of the Mountain; regal essence
Languages Common, Draconic, Giant

SQ alternate favored class, draconic sorcery, enhanced NPC, skylord

Combat Gear *eye of elemental focus*, *living steel chain shirt* **barding** +2, *ring of the purification edict*; **Other Gear** *amulet of natural armor* +1, *bracelet of bargaining*, *cloak of resistance* +1

SPECIAL ABILITIES

Alternate Favored Class Walker in Thought has taken an alternate favored class bonus for her paragon class, gaining 2 2/6 extra draconic defenses. They are already included in her defense stats.

Draconic Sorcery (Su) Walker in Thought can use spell completion and spell trigger items as a sorcerer. Her effective CL is 14th.

Draconic Weaponry Walker in Thought can use this ability 12/day for the following effects:

- *Baleful Glare (Su)* As a standard action, gaze at up to 3 creatures within 30 feet, Will DC 18, fascinated for 14 rounds.
- *Breath Weapon (Su)* 50-ft. cone or 20-foot radius spread with 400 ft. range, Ref DC 22 half, 14d6 fire damage, or Fort DC 22, -7 penalty to Strength (minimum 1) for 14 rounds. Usable every 1d4 rounds.
- *Gold Flair (Sp)* Cast one of the following (CL 14th): *bles*, *detect evil*, *detect gems* (as *locate object*, but can only be used to locate gemstones), *heroism*, *lesser geas* (DC 15). A creature that successfully saves against one of these spell-like abilities is immune to that ability for 24 hours.
- *Spirit-Penetrating Stare (Su)* As a standard action, gaze at a target creature within 30 feet, Will DC 18, learn surface thoughts as if she had concentrated on the creature for 3 rounds with *detect thoughts*.

Enhanced NPC Walker in Thought' stats are built using a 20-point buy, and she has twice as much gear as is normal for an NPC of her level. These advantages increase her total CR by +1.

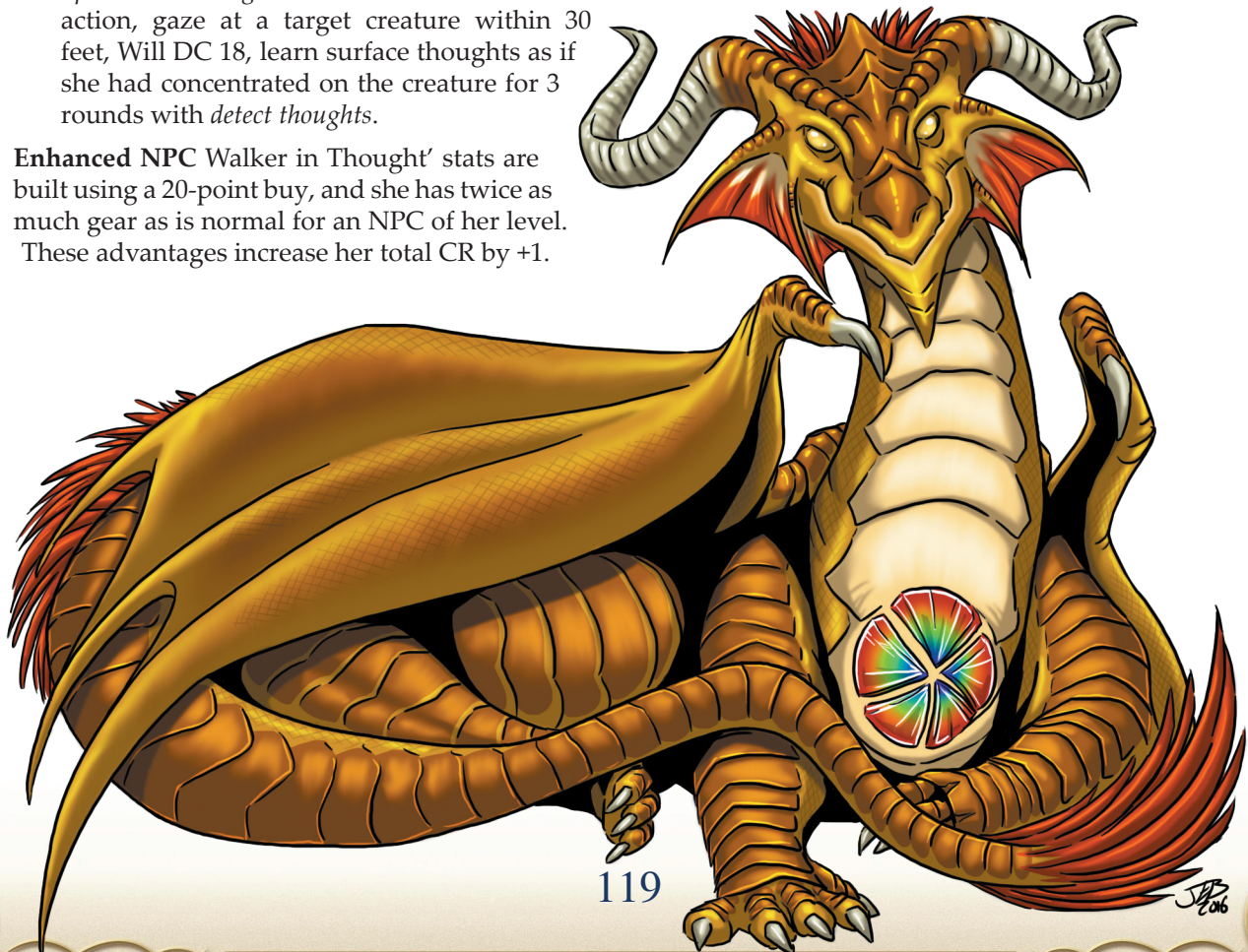
Skylord Walker in Thought gains a +1 racial bonus on attack rolls and a +2 dodge bonus to AC against other flying creatures, and a +4 racial bonus on Fly skill checks.

History of Note

The Great War

Twelve hundred years in the past, the only known open confrontation between the taninim and Oblivion occurred. It is this time of darkness, known simply as The Great War, which shaped much of contemporary taninim civilization and thought. The scars of this time still reverberate across the land and its inhabitants.

The Great War began, appropriately enough, at the Well of Oblivion. Mephitic clouds of supernatural disease began to belch forth from the fissure, a tainted mass that polluted the sky and drifted across the Lost Isles. While this corruption was just a precursor of what was to come, it still wreaked havoc on taninim society. The disease resisted attempts at healing, and proved both highly contagious and ultimately lethal to dragons. Even worse was the effect the corruption had upon



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any clutches of taninim eggs unfortunate enough to be touched by it; they hatched as the monstrosities now known as defilers of lairs, rapidly growing to adult size, consuming their hapless wardens, and defiling the birthing grounds where they had been lovingly incubated.

Seers and scholars among the taninim searched desperately for a cure to the disease, eventually piecing together the theory of a ritual which would purge the foulness from the Lost Isles and reinforce the wards on the Well of Oblivion in the process. The Elder Voice Rainmaker, greatest of taninim, crafted the scholars' framework into a great rite that required her personal power and flew to the Well of Oblivion in order to confront the source directly and save her people. This would prove to be a fatal mistake, for it is believed that the whispering entropy of the white worm was already loose in the Lost Isles and manipulating the information fed to Rainmaker.

The masterstroke of the white worm was buried within Rainmaker's grand rite. As the supernatural disease was pulled from the Lost Isles and bound within an orb of power, Rainmaker misjudged the outside bounds of the ancient wards upon the Well of Oblivion. She moved too close to the fissure while attempting to cast the orb down into the Well's depths and the white worm's influence overwhelmed the Elder Voice's defenses. In a heartbeat Rainmaker swallowed the orb, completing the transforming curse hidden within the rite. The thing that tore its way out of Rainmaker possessed her power and experience, yet was wholly a creature of Oblivion. It turned a baleful eye towards Stormhome, and summoned the burgeoning numbers of undragon beneath its banner to crush and ruin its former territory.

The first lines of defense on Stormhome were quickly overwhelmed, and those dragons not slaughtered outright were dragged into undragon nests to be violated with the white worm's transformation rituals. Actual resistance to the forces of Oblivion began to coalesce around the peaks of Skypiercer, where a martial-minded former vassal of Rainmaker conscripted her fellows into the first organized draconic military legion. This dragon's name has been removed from taninim history, known only to those taninim ancient enough to have participated in The Great War, but the great hero is now revered as Elder Voice Darkened and Bloodied.

Organized, coordinated resistance from the taninim was not enough on its own to defeat the undragon. Once it became clear that the once-Rainmaker was determined to take Skypiercer,

the dragons of the First Legion employed layers of defense to harry and slow their enemies' approach to that goal. The full elemental fury of the land and sky was called upon by the dragons, scorched earth tactics that left entire geographic regions of the island blasted and ruined in the process. The Plains of Sacrifice were created in these battles, named after the cost in both dragon blood and environmental damage. Despite the desperate measures undertaken by the taninim, the forces of the white worm drove across Stormhome to the foot of Skypiercer.

The final battle of The Great War would prove the costliest in draconic lives. At the height of the battle on the slopes and in the air around Skypiercer, Darkened and Bloodied triggered the final catalyst of a great rite that brought the entire mountain down upon the battlefield in volcanic cataclysm. The undragon were utterly routed, but many taninim were torn apart or crushed by Skypiercer's demise. The most powerful remaining members of Rainmaker's vassals engaged their former master's undragon parody directly in battle, with none surviving except for Darkened and Bloodied. Horrifically wounded to the point that it would earn her a new name, Darkened and Bloodied landed the killing blow upon the white worm's champion.

The following years would see Darkened and Bloodied filling vacuums of power left by The Great War, taking custodianship of Stormhome as well as being elevated to position of Elder Voice. The undragon and their minions were hunted out of their hiding places and methodically exterminated, eventually becoming more of a cautionary tale to the taninim instead of a directly-witnessed threat.

The Jotun Uprising

The menace of the jotun is a relatively recent event by dragon time-keeping. Slightly more than 700 years in the past, the first jotun were brought to the Lost Isles as slaves captured on a large raid of the material plane by the legions of Stormhome. The powerful beasts were made into slave-soldiers, proving to be much more capable than smaller humanoids at the titanic acts required to assist in cleaning the devastation wrought by The Great War. Taninim on other islands raised some concern about Darkened and Bloodied allowing jotun in her territory. There had, after all, been historically violent relations between giants in the material plane and dragons visiting or residing there. The brutes were difficult to control and domesticate, and were even reported to have the audacity to enslave weaker dragons on occasion. Stormhome's

master reassured her peers among the Elder Voices that her giant slaves were well under control, going so far as to create a handful of drakelings from jotun warriors.

Jotun are not so easily chained, and the infusion of dragon essence into a handful of their warriors seemed to do little to compel their loyalty. Within a decade of being captured and dragged to the Lost Isles, the jotun rebelled against their masters and escaped, retreating beneath the surface of Stormhome. They have been an ongoing pestilence ever since, somehow spreading in varying degrees to all the major islands. Four separate uprisings of fledgling jotun kingdoms have occurred (and been crushed) since that time, and countless raids continue on the surface.

The jotun issue has permanently affected taninim society. It is now anathema to treat with giants, to give them any quarter, or to consider any response to their appearance other than outright extermination. The council of Elder Voices has made it a crime punishable by death to ever again use the Rite of Infusion upon giants.

The Bloody Conclave

The most notable event in recent taninim history is what has come to be known as The Bloody Conclave. Ten years ago, the bronze dragon known as Thunders in Defiance returned with his vassals from a raid on the material plane bearing dire news to his master, the Elder Voice Heart of the Mountains. Thunders in Defiance claimed that during the raid he stumbled across a cave that contained a creature like a dragon yet not, blind, emaciated, toothless, and covered in a foul-smelling rot. It lay coiled around a tiny fissure, inhaling vapors that rose out of it and muttering unintelligibly at the crack. Disgusted and struck by a sense of absolute wrongness with the pathetically foul creature, the dragons attacked. The creature proved puissant in magic, stymying the assault of four experienced taninim, as the foul vapors rising from the fissure coalesced and came to its defense. Thunders in Defiance's three vassals all perished in the fight and the foul creature managed to escape, but the bronze dragon managed to collapse the cave, sealing and burying the fissure.

Heart of the Mountains had great faith in his vassal's integrity, and sent urgent message to the other Elder Voices. A grand conclave was called upon the peaks of Worldmount, with close to 200 taninim in attendance. At his master's urging, Thunders in Defiance recounted his tale and presented evidence that the white worm's



influence was seeking a foothold outside the Lost Isles. The response was not what the bronze dragon expected, as most of the Elder Voice council and many taninim in attendance were skeptical, dismissing the report as fantasy.

It was at that point that the proceedings of the grand conclave rapidly deteriorated. Goaded on by Darkened and Bloodied's insults, Thunders in Defiance refused to yield the conclave to other business and demanded the council investigate the possible threat. Outright violence between the bronze dragon and Gardener occurred, as the green Elder Voice attempted to physically restore protocol to the grand conclave. The Elder Voices Infinite and Heart of the Mountains interceded at that point to maintain order (and to save the errant bronze dragon's life), but the damage had been done. Thunders in Defiance was ritually banished from the Lost Isles saddled with the epithet The Disrespectful Outcast, but as the one responsible for punishing his vassal, Heart of the Mountains modified the Rite of Banishment to not sever the bronze dragon's bond to his lair or strip his formerly earned titles.

IN THE COMPANY OF DRAGONS, EXPANDED

Relations between the taninim of each island have done little but deteriorate since The Bloody Conclave. No grand conclave has been called since, and communication between Elder Voices in modern times usually happens between intermediaries.

Adversaries

Giants, the Most Errant of Servants

The taninim like to think of the jotun as a monolithic threat: a singular, troublesome group of the descendants of escaped slaves. The dragons envision the giants as having some undiscovered empire of tunnels and caverns buried deep beneath the surface and waters of the Lost Isles. While hatred between the two races is a constant, in reality Jotunnar civilization in the Lost Isles is more complicated than the taninim realize.

The jotun have indeed migrated from Stormhome, where they first tasted freedom, to the other major islands in the Lost Isles by way of subterranean passageways hidden from the dragons. The



taninim doubt the existence of these tunnels while remaining baffled at Jotunnar mobility across the islands, but dragons are not the only creatures with power pulsing in their veins. Jotun skalds have sung the power out of the rocks of their refuge, masking the deepest caverns from even the most prying draconian eyes and stabilizing their abode against the frequently mercurial geological forces of the Lost Isles.

No secret Jotunnar empire lurks in the depths, however. Many of the giants have descended into *Osoem*, and even those who embrace *Vird* have been unable to organize more than a clan of 20-50 members. Harried from above and denied a permanent home under the open sky by the dragons, the jotun are a people fractured into many squabbling clans that lack a true figurehead to unite them.

Beneath the frozen wastes of Borealis, however, the jotun are in the process of growing into the threat the taninim fear. A charismatic jotun skald known as Skeggskogul Sunbringer has managed to pull together a disparate Jotunnar tribe nearly 1,000 strong. The fledgling society is rough around the edges, still in the process of defining the laws by which fire and stone giant, ogre, troll, and ettin can co-exist. The raiding parties of Sunbringer's tribe have managed to destroy a handful of taninim and pillage their lairs, however, and for the time being the *Osoem* members of the tribe are accepting a more *Vird* societal structure. Any time the jotun have created anything resembling a real society in the past, it has been too large to hide and inevitably been crushed by the taninim. It remains to be seen whether Sunbringer's tribe can create something real and lasting for the jotun on Borealis.

The jotun of the Lost Isles have two unique class archetypes that can be found among their population: the bellowing behemoth and the crag lurker.

Bellowing Behemoth (Skald Archetype)

The jotun of the Lost Isle carry their history and knowledge in rich songs and rousing tales. Jotun skalds are the core of their civilization, inspiring their kin and leading their fragmented rebellion against the dragons. These bellowing behemoths combine the savage inspiration of the skald with the latent elemental power in their jotun blood.

Elemental Growth (Ex): At 1st level, the bellowing behemoth adds her skald class level to her jotun paragon class level for the purposes of meeting elemental power prerequisites and determining their effects, to determine her slam attack damage, and to determine the effect of her size increase

jotun paragon class ability. This ability replaces the bardic knowledge, scribe scroll, and the skald's spellcasting class abilities.

Jotun Might (Ex): At 2nd level, the bellowing behemoth adds ½ her skald class level to her jotun paragon class level to determine her paragon class' inherent bonuses to Strength and Constitution. This ability replaces the versatile performance and lore master class abilities.

Elemental Power (Ex): At 5th level, the bellowing behemoth gains an additional ability from the jotun paragon's elemental power list. She gains an additional elemental power at 11th level. This ability replaces the spell kenning class ability.

Crag Lurker (Slayer Archetype)

The semi-nomadic refugee lifestyle of many jotun clans in the Lost Isles has created the way of the crag lurker. These jotun do not grow to the heights of their loftiest brethren, instead focusing on hunting their mortal enemies and former masters. Crag lurkers move effortlessly between the nooks and crannies of the mountains covering their underground lairs, bringing down hated dragons with lightning-quick ambushes and expertly-thrown boulders.

Dragonslaying (Ex): At 1st level, the crag lurker can study a creature of the dragon type as a move action. He then gains the bonuses and effects of the studied target ability against that dragon. This ability replaces the studied target class ability.

Mountain Stalker (Ex): At 1st level, the crag lurker ignores the size increase jotun paragon class ability when determining size modifiers to Stealth checks in mountain terrain. Size gained from any other ability, spell or effect causes the crag lurker to suffer the size penalty to Stealth as normal. At 11th level, the crag lurker can make Stealth checks to hide in mountain terrain even while being observed, as the hide in plain sight ability. This ability replaces the track, swift tracker, and quarry class abilities.

Mountainous Growth (Ex): At 2nd level, the crag lurker adds ½ his slayer class level to his jotun paragon class level to determine the effect of his size increase jotun paragon class ability, his slam damage, damage dealt with thrown rocks, and to determine his paragon class' inherent bonuses to Strength and Constitution. This ability replaces the slayer talents gained at 2nd level and every four additional levels.

Bullseye Boulder (Ex): At 3rd level, the crag lurker uses d8s to roll sneak attack damage with thrown

rocks instead of d6s. Flying creatures are not automatically immune to being flat-footed against the crag lurker's thrown rock attacks. Any creature taking sneak attack damage from a thrown rock must make a Fortitude save (DC 10 + ½ the crag lurker's class level + the crag lurker's Strength modifier) or be dazed for 1 round. For sneak attacks with all other weapons, the crag lurker uses d4s instead of d6s. This ability modifies the sneak attack class ability.

Oblivion, the Dark Mirror of Dragonkind

You think that divine theft has no repercussions? I see our mother rising across the sky in all her stolen glory every time I stare at the innards of my siblings, and I weep in both grief and joy. Rainbows cast shadows if you know where to look, and our mother cast a shadow over all else when she stole the heart of creation. That shadow has been inside me from birth, I have the gnosis to see it clearly now. When I open your eyes, little one, you too will see that the cast-off child formed of violating the natural order lies within and all...all this...must end.

*-last ramblings of the creature
once known as Rainmaker*

The existence of the force described as Oblivion, made manifest as the white worm, stretches through taninim history and legend all the way to their first creation stories. Its true nature has never been fully understood, but the taninim are content with defining it as the polar opposite of their existence and labeling those corrupted by its touch as undragon. Deeper research into understanding Oblivion is proscribed by taninim society, as dragons who are lured to pursue that dark knowledge place themselves at great risk of corruption. The taninim understanding of Oblivion serves them just fine for practical purposes.

It is believed the white worm can only manifest in this world through the Well of Oblivion, a wound in reality that acts as both doorway and prison. Legend states that *Our Many-Headed Mother*, progenitor deity of the taninim, sacrificed her physical form to contain and imprison the white worm inside the Well of Oblivion. It has certainly not manifested directly in the Lost Isles, so this legend is taken as truth. However, the white worm can extend its corruption from the Well to influence the Lost Isles and its dragon inhabitants. The range of this influence has varied through time, and has been restricted to only the Well's immediate proximity since the end of The Great War. No visible manifestation of Oblivion has been witnessed since that time, when additional wards fuelled by draconic sacrifice were placed around the Well.

IN THE COMPANY OF DRAGONS, EXPANDED

The white worm has touched the Lost Isles in two known ways. The first is through emissions of its peripheral corruption, the entities known as screaming and whispering entropies. These are incorporeal clouds of pestilential corruption, sentient but utterly subservient to the white worm's orders from beyond this world, whose sole purpose is to act as physical and spiritual weapons in the claws of Oblivion's true champions: the undragon.

An undragon is the result when the white worm is able to directly corrupt a dragon. Eyewitness accounts of this process are few and a matter of fragmented historical record to the taninim. During The Great War, it is said that taninim were dragged into the blighted communal nests of the undragon, tortured, broken, and ritually corrupted into new undragon. Prior to the war, the first undragon were created when dragons were lured into the infinite depths of the Well of Oblivion.

The process of transformation is unique and personal to both the dragon being corrupted and the corruptors, but is always visually disturbing and physically mortifying. The dragon sometimes withers and desiccates, sometimes rots or molds, and occasionally the transformed undragon tears its way out from the original body. All undragon show signs of the white worm's influence, the most common of which are a loss of luster and color, signs of otherworldly infection, and infestations of maggot- or worm-like parasites crawling within their body. They retain all memories prior to the corruption, but exhibit sudden and substantial changes in personality that the undragon attribute to being exposed to secret divine truths and the taninim pass off as madness. The most common manifestation of undragon is the white worm apostate, a seer and oracle in direct communion with the white worm. Their kin, the defiler of lairs, is a specialized type of shock trooper that was frequently seen during The Great War. During that terrible conflict, when the undragon were not just a bogeyman and legend assumed extinct, other unique variants of these creatures existed. The last known sighting of an undragon occurred nearly 100 years ago.

Undragon

It is up to a GM to determine what the specifics of the transformation process are for their campaign. The transformation is something only a taninim can survive. If an undragon transformation is attempted on a true dragon, it is inevitably killed in the process but occasionally births a hatchling undragon, screaming entropy, or whispering entropy from its

dying spirit. In game terms, the following changes occur to a taninim that undergoes transformation into an undragon:

- The taninim's type changes to aberration, and it gains the undragon subtype. GMs are recommended to have taninim characters who are corrupted into undragon become NPCs.
- The taninim loses its bite attack as its fangs crumble, fall out, or are otherwise rendered useless. This is usually replaced by some mouth-based ability in mockery of the dragon's most iconic natural weapon. The white worm apostate and defiler of lairs archetypes both grant a replacement ability of this sort.
- The mindset of an undragon is one of alien thoughts and madness, although it often retains aspects of its former personality. Newly-turned undragon in particular have lingering parts of their original personality that conflict with their new state of being. An undragon's primary motivation is the negation and removal of everything representing the concept of "dragon" from existence. All undragon are evil-aligned; most are neutral evil.
- Undragon cannot have levels in the taninim paragon class. They are anathema to everything the paragon represents. A taninim with levels in draconic exemplar who is transformed into an undragon may convert its paragon class levels into an equal number of white worm apostate (oracle) and/or defiler of lairs (hellion) levels.
- Undragon replace the draconic hero archetype with the Oblivion's champion archetype. It is mechanically similar, but conceptually and thematically different.
- Undragon cannot have a draconic essence. A taninim who is transformed into an undragon instead gains an undraconic essence that embodies a particular aspect of the white worm and forces the undragon to resist a unique compulsion. The DC to resist a compulsion is $10 + \frac{1}{2}$ the undragon's character level + the undragon's Charisma modifier. The following undraconic essences are available to undragon:
 - *Apathetic*— the undragon must make a Will save when in the vicinity of a creature or object to which it has a current or previous emotional tie. On a failed save, the undragon must focus all its energy on removing the subject of its emotional tie from existence. Undragon with this essence are also immune to emotion effects.



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- *Degrading*— the undragon must make a Will save when presented with a creature or object that signifies anything civilized, noble or regal. On a failed save, the undragon will focus its energy on degrading the subject or otherwise bringing it to ruin. Undragon with this essence are immune to morale effects, and creatures targeting the undragon with an attack or effect suppress any morale bonuses they may have to required rolls for the attack or effect.
- *Nihilistic*— the undragon must make a Will save to take an action that would knowingly create a creature, object or concept. They gain a +1 bonus per die to any effect that deals negative energy damage or inflicts negative levels.
- *Perverse*— the undragon must make a Will save to resist corrupting or ruining any rite or social interaction, or otherwise going against what they perceive as the tanimim's natural order. They gain a +2 bonus to the DC of enchantment effects used against creatures with the dragon type.

New Magic Items

Barbules of Bladedancing

Aura strong transmutation; **CL** 15th
Slot wrist; **Price** 42,000 gp; **Weight** 5 lbs.

DESCRIPTION

These barbules are a collection of pyramidal adamantine spikes with smooth, unblemished surfaces. The base end of each spike is covered in an array of small barbs designed to be anchored between scales and into flesh.

Implanting (wearing) or removing these barbules takes 1 minute. When implanted, the barbules deal 5 hit points of damage to the wearer that cannot be prevented or healed until the barbules are removed.

While implanted, the barbules allow the wearer to treat any wielded melee weapon as if it had the *dancing* special weapon quality as a standard action. The weapon gains a bonus on attack rolls and damage rolls equal to the wearer's Charisma modifier. Only one weapon can be granted the *dancing* quality by the *barbules of bladedancing* at a time; if the wearer uses the ability a second time, the original *dancing* weapon immediately drops to the ground.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*; **Cost** 21,000 gp

Barbules of Essenceburn Claws

Aura strong evocation; **CL** 12th
Slot belt (saddle); **Price** 16,000 gp; **Weight** 5 lbs.

DESCRIPTION

These barbules are a collection of octagonal, convex adamantine disks etched with grooves running from the disks' centers to their cardinal points. The underside of each disk has a stubby spike covered in an array of small barbs designed to be anchored between scales and into flesh.

Implanting (wearing) or removing these barbules takes 1 minute. When implanted, the barbules deal 5 hit points of damage to the wearer that cannot be prevented or healed until the barbules are removed.

While implanted, the barbules allow the wearer upon command to sheathe her claws in the energy type appropriate to her draconic essence. Lines of energy run from the barbules down the wearer's limbs, creating large claws of energy superimposed over the wearer's own. The wearer's claw attacks deal an extra 1d6 points of energy damage, and an additional 1d10 points of energy damage on a successful critical hit.

In addition, any creature grappling the wearer while the *barbules of essenceburn claws* are active takes 1d6 points of energy damage each round.

CONSTRUCTION

Requirements Craft Wondrous Item, *draconic reservoir*, creator must have a draconic essence; **Cost** 32,000 gp

Barbules of Missile Nullification

Aura moderate abjuration; **CL** 9th
Slot chest; **Price** 50,000 gp; **Weight** 5 lbs.

DESCRIPTION

These barbules are a collection of obelisk-shaped adamantine spikes etched with lambent azure runes in Draconic. The base end of each spike is covered in an array of small barbs designed to be anchored between scales and into flesh.

Implanting (wearing) or removing these barbules takes 1 minute. When implanted, the barbules deal 5 hit points of damage to the wearer that cannot be prevented or healed until the barbules are removed.

While implanted, the barbules protect the wearer against ranged attacks by firing a rapid stream of force pulses to intercept projectiles. Any ranged attack against a creature in the wearer's space has a 75% miss chance. This supersedes any miss chance the ranged attack may suffer due to concealment. Rays and other spell effect ranged weapons are immune to the effect of the barbules.



CONSTRUCTION

Requirements Craft Wondrous Item, *magic missile*, *protection from arrows*; **Cost** 25,000 gp

Barbules of Physical Perfection

Aura strong evocation; **CL** 16th

Slot belt (saddle); **Price** 16,000 gp (+2), 64,000 gp (+4), 144,000 gp (+6); **Weight** 5 lbs.

DESCRIPTION

These barbules are a set of flat-surfaced, circular adamantine disks, featureless except for a small draconic rune in the center. The underside of each disk has a stubby spike covered in an array of small barbs designed to be anchored between scales and into flesh.

Implanting (wearing) or removing these barbules takes 1 minute. When implanted, the barbules deal 5 hit points of damage to the wearer that cannot be prevented or healed until the barbules are removed.

While implanted, the barbules grant the wearer an enhancement bonus to all physical ability scores of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the barbules are implanted.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*; **Cost** 8,000 gp (+2), 32,000 gp (+4), 77,000 gp (+6)

Barbules of Spell Storing

Aura varies; **CL** 8th or higher

Slot chest, headband, neck or shoulders; **Price** varies; **Weight** 2 lbs.

DESCRIPTION

These barbules are a trio of cylindrical mithril rods capped with precious stones. The base end of each rod is covered in an array of small barbs designed to be anchored between scales and into flesh. While fewer in number than most magical barbules, each is designed to bite deeper into the wearer's flesh as it is anchored.

Implanting (wearing) or removing these barbules takes 1 minute. When implanted, the barbules deal 5 hit points of damage to the wearer that cannot be prevented or healed until the barbules are removed.

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While implanted, the wearer can use the *barbules of spell storing* with the spell trigger activation method. They are functionally similar to staves with the same pricing and item creation rules, except as noted here. The barbules can contain a single spell chosen at time of creation, and cannot have the spell consume more than one charge in order to reduce its creation cost. Each set of *barbules of spell storing* are designed to be implanted in a specific magic item slot, also chosen at time of creation. In addition to the standard methods of recharging a staff, a draconic exemplar can choose to not regain all of his daily uses of draconic weaponry. The wearer reduces his daily uses of draconic weaponry by an amount equal to the level of the barbule's spell, and recharges a single charge into the barbules.

CONSTRUCTION

Requirements Craft Staff, Craft Wondrous Item; **Cost** varies

Collar of the Crypt-Crawler

Aura moderate transmutation; **CL** 7th
Slot neck; **Price** 11,200 gp; **Weight** 2 lbs.

DESCRIPTION

This collar of multicolored leather strips is woven width-wise instead of along its circumference. It fits tightly about the neck.

As a swift action, the wearer can gain the compression universal monster ability for 1 round. This allows the wearer to move through an

area as small as one-quarter of his space without squeezing or one-eighth his space when squeezing. The *collar of the crypt-crawler* can be used up to 7 times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, lithe movement draconic gift or compression ability, *polymorph*; **Cost** 5,600 gp

Crown of Draconic Supremacy

Aura strong enchantment; **CL** 13th
Slot headband; **Price** 16,000 gp; **Weight** 8 lbs.

DESCRIPTION

This mithral crown is made of numerous strands of thick wire that wrap seamlessly around the horns and ridges of the wearer's brow. Suspended from the crown are four large pearls with a peculiar sea-green coloring.

This crown grants a wearer two additional daily uses of the draconic weaponry class ability. If the wearer lacks this ability, he can instead gain two additional daily uses of a breath weapon he possesses from a feat or class ability.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be a taninim or true dragon, breath weapon draconic weaponry or *dragon's breath*; **Cost** 8,000 gp

Eye of Elemental Focus

Aura moderate evocation; **CL** 8th
Slot headband; **Price** 12,150 gp; **Weight** 1 lb.



DESCRIPTION

This is a large, oval-shaped clear gemstone of indeterminate type that magically attaches to the center of the wearer's forehead. Energy roils within the stone, coalescing into a staring eye-shaped mass when used.

The *eye of elemental focus* allows a wearer to focus the energy of his breath weapon into the eye, projecting it in a long-range detonation similar to a *fireball* spell. When he uses his breath weapon, instead of having its standard area a glowing, pea-sized bead streaks from the *eye of elemental focus*, detonating with the breath weapon's standard effect in a 20-foot radius spread from a point up to 400 feet away. The eye can be used up to three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have a breath weapon, *fireball*, *true strike*; **Cost** 6,075 gp

Negalash Barbules

Aura moderate necromancy (evil); **CL** 9th
Slot belt (saddle); **Price** 40,000 gp; **Weight** 5 lbs.

DESCRIPTION

These barbules are a collection of jagged dragon bone spikes, narrow and shot through with black veins. The base end of each spike is covered in an array of small barbs designed to be anchored between scales and into flesh.

Implanting (wearing) or removing these barbules takes 1 minute. When implanted, the barbules deal 5 hit points of damage to the wearer that cannot be prevented or healed until the barbules are removed. A dragon implanted with these barbules gains two permanent negative levels that cannot be removed as long as the barbules are implanted.

While implanted, the barbules allow the wearer upon command to sprout tentacles of negative energy from his back. This provides the wearer with two tentacle secondary natural touch attacks that have a reach 10 feet greater than normal for his size and deal 1d8 + his Charisma modifier points of negative energy damage. Dragons damaged by these tentacles cannot heal the damage naturally, requiring magical healing.

CONSTRUCTION

Requirements Craft Wondrous Item, *enervation*, creator must be; **Cost** 20,000 gp

Ring of the Purification Edict

Aura strong abjuration; **CL** 12th
Slot ring; **Price** 36,000 gp; **Weight** 6 lbs.

DESCRIPTION

This heavy, sturdy band is carved from a single piece of deep green jade with the image of an Imperial dragon swallowing its own tail. The edges of the ring are capped with smooth, featureless cold iron.

This ring allows the wearer to ward an area against unnatural creatures. When activated, the ring can create a purification ward similar to a *magic circle against evil*, except its effects defend against aberrations instead of evil creatures. White worm apostates considered aberrations for this purpose, and the swarms created by their vessel of oblivion revelation are considered summoned aberrations. Only one purification ward can be created at a time; when the ring is activated, any existing purification ward is dismissed. In addition to being able to create purification wards, the wearer's natural attacks are also considered cold iron and magic for the purposes of overcoming damage reduction.

The *ring of the purification edict* only functions when worn by a dragon. It will also not resize to fit the finger of a creature of another type, remaining in its default size as an 8-inch diameter band.

CONSTRUCTION

Requirements Forge Ring, creator must be a taninim; **Cost** 18,000 gp

Scale of the Fallen Raider

Aura moderate transmutation; **CL** 3rd (lesser), 12th (greater)
Slot none; **Price** 600 gp (lesser), 2,400 gp (greater); **Weight** 1 lb.

DESCRIPTION

These dragon scales come in myriad hues, and have an epitaph for a slain dragon magically etched into their surface.

These scales crumble into dust when activated, giving the user a +2 enhancement bonus to natural armor bonus. Any manufactured weapon used in a successful melee attack against the user must make a DC 13 Fortitude save. On a failed save, the weapon takes damage equal to the damage rolled against the user. These effects last for 3 minutes.

A *greater scale of the fallen raider* grants a +5 enhancement bonus, has a DC 15, and its effects last for 12 minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, *barkskin*, *kinetic reverberation*; **Cost** 300 gp (lesser), 1,200 gp (greater)

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Smokestream Barbules

Aura moderate evocation; **CL** 7th

Slot shoulders; **Price** 24,000 gp; **Weight** 5 lbs.

DESCRIPTION

These barbules are a collection of fluted adamantine spikes with a leaf-shaped and twisted point. Within the fluting are small dark holes that emit wispy tendrils of smoke. The base end of each spike is covered in an array of small barbs designed to be anchored between scales and into flesh.

Implanting (wearing) or removing these barbules takes 1 minute. When implanted, the barbules deal 5 hit points of damage to the wearer that cannot be prevented or healed until the barbules are removed.

While implanted, the barbules generate streams of smoke that increase in volume the faster the wearer moves. If the wearer moves more than 5 feet on his turn, he gains concealment for 1 round. If the wearer flies more than 30 feet on his turn, the space he passed through is also filled with a cloud of smoke for 1 round. The smoke acts as a *fog cloud* spell, and

any creature entering the smoke cloud must make a DC 16 Fortitude save or be dazzled and sickened for 1 round. *Smokestream barbules* can be activated or deactivated by the wearer on command.

CONSTRUCTION

Requirements Craft Wondrous Item, *pyrotechnics*;
Cost 12,000 gp

Steelrain War Howdah

Aura moderate conjuration; **CL** 9th

Slot belt (saddle); **Price** 40,000 gp; **Weight** 20 lbs.

DESCRIPTION

This howdah is crafted from a compact frame of black wood protected by Elysian bronze scale armoring. It is long and narrow, fitting the serpentine profile of a dragon, and having a low profile that appears impossible to fit passengers.

These howdahs were designed by militant dragons to carry their humanoid servitors into battle as ranged support. The majority of the howdah's passenger room exists in an extradimensional space, allowing the passengers to



stand and fire ranged weapons from the safety of the armored compartment. Passengers in a *steelrain war howdah* gain cover from ranged attacks. The howdah also protects passengers from the dragon's flying environment, providing the passengers with a continuous *endure elements* effect and rendering them immune to altitude sickness.

A *steelrain war howdah* can carry two creatures one size category smaller than the wearer, four creatures two size categories smaller than the wearer, and eight creatures three or more size categories smaller than the wearer. The howdah has hardness 16 and 130 hit points.

CONSTRUCTION

Requirements Craft Wondrous Item, *endure elements*, *secret chest*; **Cost** 20,000 gp

Vambraces of Mighty Claws

Aura faint evocation; **CL** 5th

Slot wrist; **Price** 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3), 64,000 gp (+4), 100,000 gp (+5); **Weight** 4 lbs.

DESCRIPTION

This set of four vambraces is of electrum-plated steel and designed for draconic forelimbs.

These vambraces grant an enhancement bonus of +1 to +5 on attack and damage rolls with natural weapons, and to CMB. The vambraces can also grant melee weapon special abilities that are able to be applied to natural weapons. *Vambraces of mighty claws* cannot have a modified bonus higher than +5, but they do not need to have a +1 enhancement bonus to grant a melee weapon special ability. *Vambraces of mighty claws* provide no enhancement to unarmed strikes.

All four vambraces must be worn in order to function, requiring a quadruped body.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the vambraces' bonus, plus any requirements of the melee weapon special abilities; **Cost** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5)

Veils of Suppression

Aura moderate abjuration; **CL** 8th

Slot eyes; **Price** 24,875 gp; **Weight** 4 lbs.

DESCRIPTION

These veils of linked golden mesh attach to the scales and ridges above a dragon's eyes, draping protectively over them.

These golden veils protect the wearer's eyes against attack. The wearer is immune to the dazzled condition, and gains a +4 resistance bonus to saving throws against gaze attacks and effects that cause the blinded condition.

If the wearer has the draconic weaponry (baleful glare) class ability, he can spend one daily use of the ability as an immediate action to suppress any energy effect that targets him or includes him in its area. Suppression functions identically to counterspelling with *dispel magic*, except the wearer uses his character level in place of caster level and suppression can affect spells, spell-like abilities, and supernatural abilities with an energy descriptor.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel magic*, *draconic reservoir*; **Cost** 12,438 gp

Verminslayer Greaves

Aura faint; **CL** 5th

Slot wrists (quadruped only); **Price** 8,800 gp; **Weight** 10 lbs.

DESCRIPTION

This set of four heavy steel greaves is clearly designed to protect the lower limbs of a quadruped creature. Each is lacquered with a detailed image of a dragon with an armored knight crushed beneath its claw.

The wearer of these greaves is protected by an invisible but tangible field of force, gaining a +2 armor bonus. The greaves also provide an additional +2 insight bonus to AC and a +4 insight bonus to CMD against creatures attempting to use the Acrobatics skill to move through spaces the wearer occupies or threatens without provoking an attack of opportunity. The insight bonuses only apply against humanoid creatures at least one size category smaller than the wearer. All four greaves must be worn for the magic to be effective.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft Wondrous Item, creator must be a dragon, *mage armor*; **Cost** 4,400 gp

Elder's Pixane (Legacy Item)

Aura strong necromancy; **CL** 20th

Slot neck; **Weight** 45 lbs.

Cost 1,000 gp

DESCRIPTION

This leather collar fits snugly, protecting the lower neck, shoulders, breast and upper back. It is covered and reinforced with heavy armored scales from ancient dragons. The scales are weathered, but attached in skilled and meticulous fashion.

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LORE

Knowledge (arcana) DC 20: Five of these pixanes exist, each handed down generation to generation as a symbol of authority by the taninim Elder Voices of the Lost Isles. Every taninim who once held the position of Elder Voice has contributed a scale to the five pixanes upon death. When a new Elder Voice is appointed, they claim the pixane of the vacant spot among the Elder Voices; it is then their duty to master the hereditary powers of the legacy item.

Occasionally, there will be no clear successor for a vacant position among the Elder Voices. During this rare occurrence, they appoint a warden for the pixane (usually a taninim they support for the eventual position of Elder Voice). The warden protects the pixane, develops its powers and strives to earn its title, but holds no authority of a true Elder Voice and does not contribute his essence to the item upon death.

OMEN

Legacy items have a heritage and only certain individuals favored by fate, bloodline, or simple good fortune (individuals chosen by the GM) can gain their benefits. These individuals cause an effect known as anointing showing the legacy item and the creature share a heritage and hence can awaken the item. A sign of ill-omen is always a feeling of “wrongness” and bestows one permanent negative level on any creature attempting to attend the item; those attempting to wear it gain two negative levels. The negative levels remain as long as the creature attends the item and disappear when it is no longer attended. These negative levels cannot be overcome in any way (including by restoration spells) while the item is attended. Unlike normal negative levels, if a creature’s negative levels bestowed by a legacy item’s omen equal or exceed its total Hit Dice, it does not die.

If the proper creature (an Elder Voice or warden appointed by the Elder Voice Council) attends this legacy item, it is anointed; it feels a sense of “rightness” and rush of energy, with colors in its vision all seeming brighter and more saturated.

ABILITIES

When first encountered, this weapon functions as *bracers of armor +1*, except as a neck slot item. A wearer who meets or exceeds certain level requirements will become aware of rituals that can be performed to awaken the *Elder’s Pixane* and increase its power. Each ritual requires 1 hour of time and consumes material components of a varying value in gp.

Table 7: Elder’s Pixane Abilities

Level	Special Ability	Component Cost
3rd	+2 <i>authoritative</i>	4,600 gp
6th	+3 <i>draconic power</i>	9,000 gp
9th	+4 <i>wisdom of the ancients</i>	25,000 gp
12th	+5 <i>naming curse</i>	35,400 gp
15th	+6 <i>mother’s breath</i>	65,000 gp

+2 Authoritative: At 3rd level, the *Elder’s pixane* improves to granting a +2 armor bonus to AC. The wearer also gains a +4 circumstance bonus on Diplomacy and Intimidate checks against all taninim who do not hold the position of elder.

+3 Draconic Power: At 6th level, the *Elder’s pixane* improves to granting a +3 armor bonus to AC. The wearer also gains one additional daily use of the draconic weaponry class ability.

+4 Wisdom of the Ancients: At 9th level, the *Elder’s pixane* improves to granting a +4 armor bonus to AC. Once per day, the wearer can communicate upon the spiritual energy of all the past Elder Voices, using *contact other plane* as a spell-like ability. Contacting the taninim ancients is treated as contacting a lesser deity from an Outer Plane. Multiple wearers of an *Elder’s pixane* may cooperatively activate this power if they are all within 150 feet of each other. If they do, they gain a +1 bonus on their Intelligence check for every other cooperating Elder Voice but can collectively only ask one question of the taninim ancients per round.

+5 Naming Curse: At 12th level, the *Elder’s pixane* improves to granting a +5 armor bonus to AC. Once per day, the wearer can also pronounce a naming curse. This is similar to the *bestow curse* spell but has a 150 foot range. Multiple wearers of an *Elder’s pixane* may cooperatively activate this power if they are all within 150 feet of each other, commonly done as part of the Rite of Naming. If they do, the target receives no saving throw to resist the effect nor gains any protection against it from spell resistance. The naming curse burdens the target with an official name or title in taninim society, and can include a penalty (but does not have to) appropriate to the name no more powerful than can normally be produced by a *bestow curse* spell. A naming curse can only be removed by a *miracle* or *wish* spell, or by all five wearers of the *Elder’s pixanes* agreeing to dismiss the curse.

+6 Mother’s Breath: At 15th level, the *Elder’s pixane* improves to granting a +6 armor bonus to AC. The

wearer can also cast *breath of life* as a spell-like ability three times per day. Multiple wearers of an *Elder's pixane* may cooperatively activate this power if they are all within 150 feet of each other. If they do, they can each expend all of their daily uses of mother's breath to instead cast *resurrection* on a single target.

DESTRUCTION

An *Elder's pixane* can only be destroyed within the Well of Oblivion by a mythic creature with the undragon subtype and at least 20 hit dice.

Bestiary

Drakeling

Drakelings are the favored servants of taninim. They are created when a taninim uses the Rite of Investment to imbue humanoid with a bit of his own essence. Strong, long-lived, and obedient, they are used for tasks the taninim doesn't want to undertake herself and does not want to (or cannot) entrust to a draconic vassal. Maintaining a stable of drakelings is a sign of status to many taninim.

CREATING A DRAKELING

Drakeling is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature) through the Rite of Investment. A drakeling retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Type: The base creature gains the augmented subtype.

Armor Class: Natural armor bonus improves by +2.

SPECIAL QUALITIES AND DEFENSES

Draconic Senses— A drakeling gains darkvision 60 feet and low-light vision.

Dragon-blooded— A drakeling is treated as both its original type and dragon for any effect related to type.

Elemental Resistance— A drakeling gains energy resistance 5 to the energy type of its master's draconic essence.

Sexless— Drakelings are sterile and lose their sexually dimorphic traits.

Longevity— A drakeling multiplies the base creature's thresholds for middle, old, venerable, and maximum age by 4 to determine aging effects.



Obedience— A drakeling suffers a –4 penalty to Will saves against effects created by its master. The drakeling must also make a Will save to disobey any direct order from its master. The DC of this Will save is 10 + ½ the master's character level + the master's Charisma modifier.

Melee: A drakeling has gains a bite primary natural attack that deals damage as appropriate for its size. It retains any weapon and armor proficiencies it had prior to the Rite of Investment.

Ability Scores: Increase from the base creature as follows: Str +4, Con +4, Cha +2

Screaming Entropy

CR 8

This roiling cloud of greasy black smoke bubbles up from a fissure in the ground. Low, moan-like harmonics issue from within the depths of the blackness.

XP 4,800

NE large aberration (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +9

Aura frightful presence (30 ft., DC 19)

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DEFENSE

AC 21, touch 21, flat-footed 14 (+7 Dexterity, +4 deflection, +1 dodge, -1 size)

hp 84 (8d8+48)

Fort +7, Ref +11, Will +7

Defensive abilities evasion, incorporeal; **Immune** sleep, sonic; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 tentacles +12 touch (2d6 negative energy plus engulf)

Space 10 ft.; **Reach** 10 ft.

Special Attacks engulf, inhabit, wailing exsanguination

STATISTICS

Str —, Dex 24, Con 19, Int 8, Wis 12, Cha 19

Base Atk +6; CMB +14; CMD 24

Feats Ability Focus (engulf), Dodge, Lightning Reflexes, Toughness

Skills Fly +24, Perception +12, Stealth +14

Languages Draconic

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Engulf (Ex) When a screaming entropy strikes a target with one of its tentacles, it can immediately make an engulf attack, including moving into the opponent's square. Targeted creatures can make attacks of opportunity against the screaming entropy. If they do, they cannot attempt a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 20) to avoid being engulfed—if successful they are pushed back or aside (target's choice) as the screaming entropy moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the screaming entropy's body until they are no longer pinned or it moves out of their square, and suffer 2d6 points of negative energy damage every round. The save DC is Charisma-based.

Inhabit (Ex) As a full-round action, a screaming entropy can attempt to force its way inside a living creature. This ability can only be used on creatures the screaming entropy has engulfed. The engulfed creature can attempt a Fortitude save (DC 18) to negate the effect. The screaming entropy has no control over an inhabited creature, cannot be targeted separately from it, and cannot take any actions other than to leave the inhabited creature or use its wailing exsanguination ability. Any effect used on the inhabited creature is fully applied to both it and the screaming entropy, regardless of the

effect being targeted or affecting an area. An attack which successfully strikes the inhabited creature is similarly treated as successfully striking the screaming entropy (subject to its resistances and incorporeal defensive abilities). While inhabited, a creature cannot speak and is in danger of suffocating. Leaving an inhabited creature requires a full-round action that places the screaming entropy in the creature's space, engulfing it. The save DC is Charisma-based.

Wailing Exsanguination (Ex) The screaming entropy forcefully ejects an inhabited creature's bodily fluids and internal tissue from its mouth and other orifices in a bubbling, wailing mess, literally turning the creature inside out. As a full-round action, the screaming entropy deals 1d6 points of Constitution drain to a creature it inhabits. A successful Fortitude save (DC 18) negates this damage. The screaming entropy automatically activates its frightful presence ability from the inhabited creature when using this ability. The save DC is Charisma-based.

Screaming entropy is a manifestation of the raw, horrific power of Oblivion. These entities were originally pulled forth from the Well of Oblivion by the undragon during The Great War, and were used as weapons of shock and terror on the battlefield. Difficult to injure with tooth and claw, resistant to breath weapons, and able to crawl inside a hapless dragon, screaming entropies were a potent weapon of Oblivion. They are the stuff of nightmares and terrifying legends long past, now used to scare misbehaving hatchlings.

Modern sightings of these monstrosities are thankfully quite rare, as the Well of Oblivion is bound in wards and screaming entropies have not been witnessed reproducing in any manner. They remain a hazard in the Plains of Sacrifice where they lair beneath blight boils and wait for incautious taninim to approach.

Whispering Entropy

CR 11

This wispy cloud of grey-green smoke coils like a serpent waiting to strike. A sound akin to many whispered voices, their words not quite discernible, fills the air around it.

XP 12,800

NE medium aberration (incorporeal)

Init +4; Senses darkvision 60 ft.; Perception +22

DEFENSE

AC 20, touch 20, flat-footed 16 (+4 Dexterity, +6 deflection)

hp 102 (12d8+48)

Fort +8, Ref +10, Will +14

Defensive abilities evasion, incorporeal; **Immune** sleep, sonic; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed fly 40 ft. (perfect)

Melee none

Space 5 ft.; **Reach** 5 ft.

Special Attacks delusional ramblings, possession

Spell-Like Abilities (CL 12th; concentration +18)

At will—detect thoughts (DC 18), fumble tongue (DC 17), invisibility, nondetection

3/day—beguiling gift (DC 17), confusion (DC 20), modify memory (DC 20)

1/day—*shadow step*

STATISTICS

Str —, **Dex** 18, **Con** 19, **Int** 14, **Wis** 19, **Cha** 23

Base Atk +9; **CMB** +14; **CMD** 24

Feats Alertness, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*invisibility*), Skill Focus (Bluff), Skill Focus (Stealth)

Skills Bluff +24, Diplomacy +12, Fly +27, Knowledge (arcana) +11, Perception +23, Sense Motive +12, Spellcraft +11, Stealth +25

Languages Draconic

SQ draconic emulation

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Delusional Ramblings (Su) As a standard action, a whispering entropy emits an unintelligible stream of whispered ramblings that causes madness in listeners. Creatures within 30 feet of the whispering entropy must attempt a Will save (DC 22) or take 1d4 points of Wisdom damage.

Draconic Emulation (Su) A whispering entropy retains use of breath weapons and draconic weaponry while possessing a dragon. Whenever the whispering entropy uses one of these abilities, the possessed dragon can attempt another Will save (DC 22) to resist the possession.

Possession (Su) As a full-round action, a whispering entropy can move up to its base fly speed into a living opponent's space and attempt to possess them. The target creature can attempt a Will save (DC 22) to negate this effect. This possession is blocked by *protection from evil* or a similar ward. If the possession is successful, the whispering entropy merges with the creature and assumes control of its body. The creature is not aware of what happens while it is possessed.

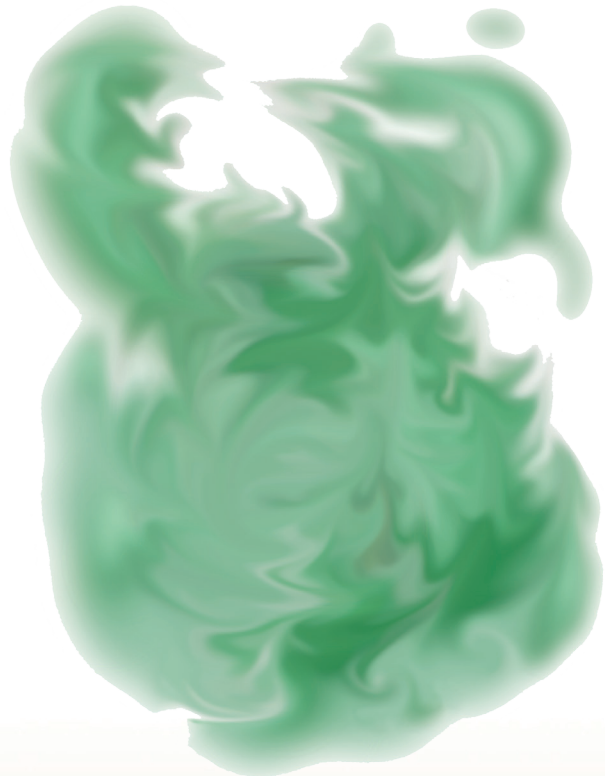
The whispering entropy retains its Intelligence, Wisdom, Charisma, hit dice, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The whispering entropy cannot activate any of the body's other

extraordinary or supernatural abilities except those granted by draconic emulation, nor can the whispering entropy use the creature's spells or spell-like abilities.

A possessed creature can attempt a new Will save every 24 hours, or as noted by draconic emulation. When the whispering entropy leaves the possessed creature's body, it takes ½ of the current hit point damage the body has sustained. No effect can reduce or mitigate this damage.

Whispering entropy is another nightmarish artifact of the dark days of The Great War, feared even more than its more overtly-violent cousin. These entities were Oblivion's greatest weapon in sowing discord among the taninim, fracturing alliances and dissolving trust between even the closest friendships. More heroes of the time were lost to the machinations and betrayals of whispering entropy than directly to their undragon masters. It is said that one of these foul entities was even responsible for the ill-fated ritual attempted by the legendary Rainmaker at the Well of Oblivion.

Perhaps the most frightening aspect of whispering entropy is that these creatures hide amongst and within the taninim themselves. No one is sure how many survived the final battles of The Great War, skulking into hiding to preserve a foothold in the Lost Isles for the era when Oblivion would be able to return in force. Scholarly taninim and those ancient enough to remember The Great War view signs of growing civil discord in the Lost Isles with alarm, keen to crush any resurgence of these entities.



Legacy of the Lost

Legacy of the Lost is a scripted sandbox adventure for five taninim characters designed using Rite Publishing's *In The Company of Dragons*, starting at level 1 and concluding at level 6. Characters from other sources could certainly participate, and it's possible the party may not even include taninim characters, but this adventure was designed with them in mind.

Background

On the extinct volcanoic island of Pani Ura four tribes of humanoids have managed to co-exist: a group of tengu occupy the highlands; grippli clans settle the lowlands; a clutch of lizardfolk inhabit the coastal region, and a community of locathah live in the shallows of the island. None of these tribes has ever been numerous or warlike, and while it is a part of the Lost Isles, it never truly produced enough wealth or raw goods to become a site of interest. Instead, it has served as an occasional fiefdom for young taninim seeking to grow their reputation. The last custodians were a group of adventurers awarded the island by their patron, the taninim Raging Tide, in exchange for their service. They were given a ten-year reprieve from their obligations to establish lairs and develop the island. When the reprieve came to an end, and no emissaries returned to report or give tribute, their mistress was preoccupied actions of the pirate Leaping Surf, and left Pani Ura alone. There would be time enough to chastise the young upstarts when they delivered their tribute. Ten years became fifteen became twenty, and still no emissaries returned. However, a new group of youthful taninim have arisen, seeking their fortunes, and Raging Tide has a certain island which requires investigation...

But what happened to those original taninim? They met some resistance from the local tribes, especially from a lizardfolk druid. That druid contacted foul powers and discovered a means to mentally usurp control of the taninim, hoping to conquer Pani Ura for himself. However, the druid's control instead warped and twisted the bodies of those he captured, turning them into mindless beasts immune to his control. While the taninim fell to his powers, a few of the inhabitants managed to kill the druid's original body, forcing him to retreat to an idol hidden in the taninim's volcanic lair and leaving him trapped. Since then, the caves are considered taboo and some semblance of peace has returned to Pani Ura.

Precis

In a backwater region of the Lost Isles, a small island of Pani Ura was once awarded as a fiefdom to a group of young dragons. However, in recent years, the rulers have stopped communicating and do not send their tribute back to their mistress. This situation must be corrected.

To resolve the matter, taninim patron Raging Tide has recruited the player characters to go to Pani Ura, determine what happened to the previous owners, recover the vassal's lost lair and finish what was started. The humanoids must be brought back into the fold, either through force or diplomacy and any threats to dragonkind must be eliminated, all in the interest of making the island a tribute-contributing portion of the Lost Isles.

This will involve exploration, negotiation, combat, and trickery. The characters may use any means necessary to secure Pani Ura for the taninim, but they must secure it, and they must collect the required tribute. Success means they will become trusted lieutenants, and likely the continued custodians of the island. Failure...well, failure is not an option. Bring Pani Ura back to the Lost Isles, or do not come back at all!

Act 1: Into the Island

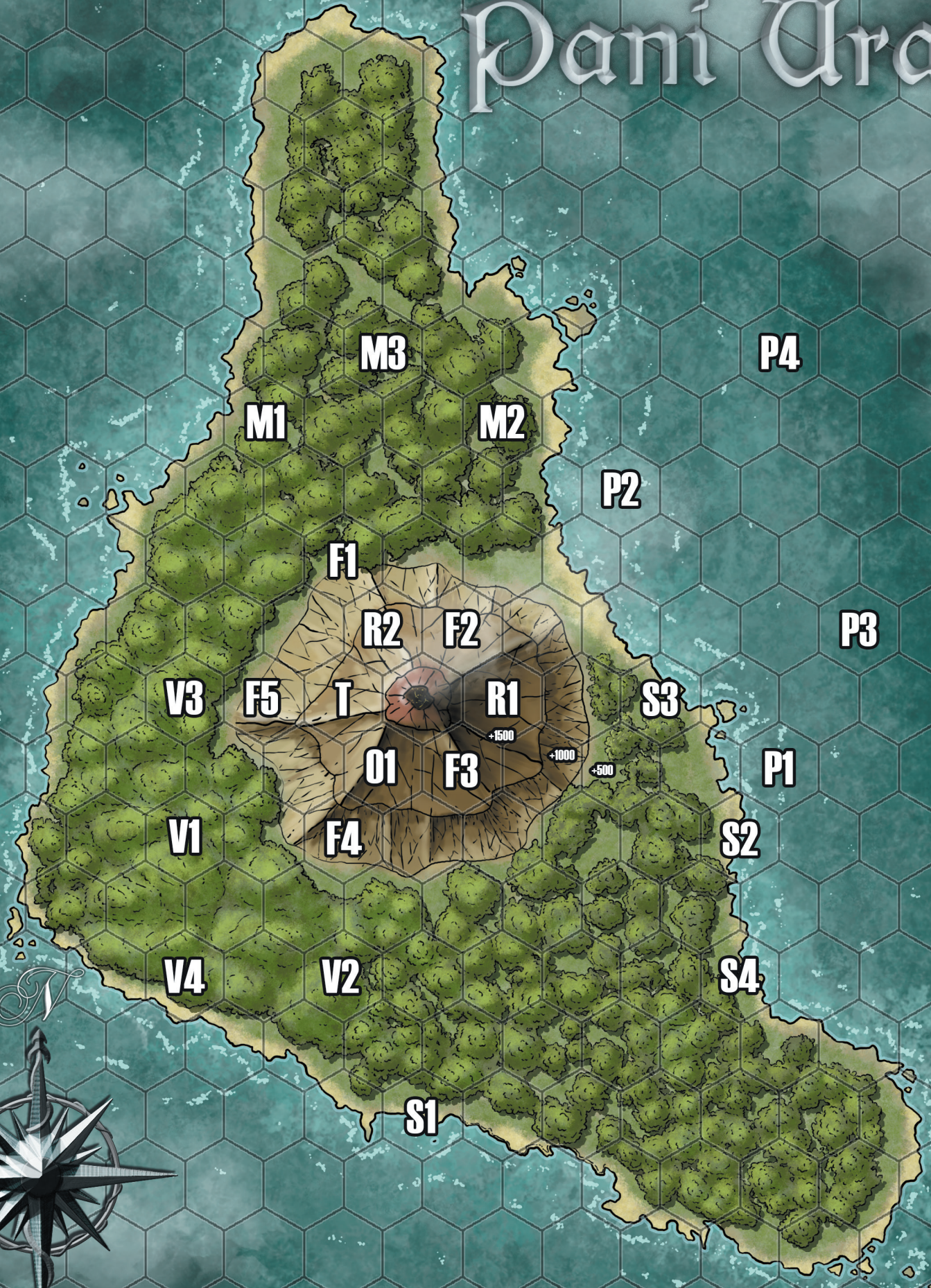
The story begins with the adventurers arrival on Pani Ura. The exact means of that arrival is up to the gamemaster, as it establishes the tone for the party. GMs are encouraged to limit the party's ability to return to civilization and threaten terrible social penalties for failure. Pani Ura is this group's opportunity for greatness, their chance to show they have the mettle to succeed in competitive taninim society. Some options include:

- Teleportation arrival by a patron or relative of one of the party members
- High altitude flight to the island by a larger taninim who allows them glide to the ground
- A *wind walk* spell which terminates as they arrive on the island
- Swift undersea transit by an amphibious taninim who surfaces and sends them on their way

For this last option, the group might be given gill-kelp (see sidebar) for the journey and told to find local sources for the return. In any case, this adventure is considered a sort of test.

The party is charged with securing the island, determining what happened to the previous taninim, and acquiring 500 gp worth of wealth per

Dani Ara





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member of the party for Raging Tide's coffers. They have two full moons, or sixty days, to complete this task. The first act of the adventure is expected to serve as the period where the PCs explore the island and become familiar with the factions. It's possible for some groups to combine Acts 1 and 2.

Gill-kelp

With careful preparation, this wondrous variety of kelp allows creatures to breathe water as if it were clean, fresh air for 8 hours. Upon consuming the gill-kelp, the creature must make a DC 15 Fortitude save, or gain the sickened condition while benefiting from gill-kelp.

Price: 400 gp per dose; **Construction:** 1 day preparation and DC 25 Craft (Alchemy) check; **Cost** 200 gp

As the group arrives, give them the player-friendly version of the island map (see page 192), and let them decide where they make landfall. The temperatures are mild enough year-round that there is little harm of exposure from sleeping outdoors, but wildlife and insects might be troublesome. The weather is rainy in the winter and warm and breezy in the summer, with occasional afternoon showers. Pani Ura is tropical, with sufficient wild fruits and game to feed anyone who makes a successful DC 13 Survival check. On an 8 or less, at the GM's discretion, the characters making the check have a random encounter with a creature on the island. Depending on the region, this may be a tribe member, or an animal of some kind. Overland travel is two hours per mile inland, unless a trail has already been made, and then it is four miles per hour. Along the shorelines, travel is 6 miles an hour.

If your group prefers random encounters as they roam the island, they have a greater chance of encounters when further from the mountain lairs and the tribal villages. There are no random encounters the area surrounding the tengu village and the volcano summit.

A generic village map has also been provided. This is unlabeled for the most part, and shows a number of structures. It should work in situations where the characters need to look around a village, or engage the inhabitants, but the exact layout of any village is not crucial to the adventure. The structures may be in tree canopies, or underwater, or simple huts on the shore. This map is just meant to help GMs with groups who actively explore the village environments; rotate it, invert it, use only portions of it as necessary, and it should work well.

If your group prefers random encounters as they roam the island, they have a greater chance of encounters when further from the mountain lairs and the tribal villages. There are no random encounters the area surrounding the tengu village and the volcano summit. (See table below)

Various parties (foraging, hunting, vegepygmy) or creature groups (eels, silkwasp, sharks) are described in their respective tribe or threat sections. Other events might include:

Dead Gripli or Lizardfolk—A tribe member was caught hunting or foraging too close to the vegepygmy lands, and has been strung up as a warning. The individual has been dead 1d20 days, and is in some state of decay from fresh (1-2 days), eaten (3-5 days), skeletal (6-9 days), and "nothing but bones" (10+ days). A DC 15 (+1 per condition level beyond "fresh"). Heal check can be made to determine the cause of death is unnatural, and a DC 20 (with the same modifier) can determine the primitive nature of the weapons used to kill the individual and exclude animals as the cause.

Fish School—A school of parrot fish, tuna, or other saltwater fish. A DC 20 Survival check allows a character to catch a day's worth of rations in an hour. For every 3 the check exceeds the DC, the hunter may reduce the time by 15 minutes (minimum 15 minutes) or increase the amount captured by 1 day's rations.

Tribal Lands

Roll	Fishfolk	Gripli	Lizardfolk	Vegepygmy
01	Sharks	Vegepygmy Party	Vegepygmy Party	Vegepygmy Party
02	Hunting Eels	Jungle Pool	Jungle Pool	Vegepygmy Party
03	Giant Clam	Fruit Grove	Fruit Grove	Jungle Pool
04	Kelp forest	Silkwasp Group	Monkey Band (15+)	Fleeing Game Animal
05	Foraging Party	Game Animal	Hunting Party	Dead Gripli/Lizardfolk
06	Fish School*	Foraging Party	Rare birds	Vegepygmy Party

*roll again, on a 6, replace with an old shipwreck.

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Fruit Grove—A collection of edible fruits and plants. Half of the time it is a wild grove, and half of the time it is a cultivated grove maintained by a tribe member. If it is maintained, there is a 30% chance the tribe member secretly observes the characters while there. (Stealth check: 30, hiding 50 feet from the grove)

Game Animal—An axebeak bird, pygmy elephant (Small sized), small deer, or warthog is hunting or feeding as the party approaches. It may or may not notice the party (+3 Perception) before they see it (+5 Stealth, +1 per 10 feet away from the party).

Giant Clam—This Large creature (AC 20, DR 3/—, hp 20) can jet away (MV 50ft swim) for 3 rounds or burrow down (5ft burrow) for 3 rounds, if not restrained. It doesn't move unless an attack actually does damage to it.

Jungle Pool—At 1 in 4 of these sites, parties encounter another event for the region. Roll again.

Kelp Forest—At 1 in 4 of these sites, parties encounter another event for the region. Roll again. One in ten sites grows 2d6 doses of gill-kelp every three weeks. Doses remain potent for 3 days after harvesting.

Monkey Band—A band of 15 to 25 monkeys is feeding here. They are either a monkey swarm, apes, or baboons. They have an attitude of Indifferent, but become Hostile if startled. Monkey swarms flee, apes and baboons attack parties. See the appropriate Bestiaries for stats.

Rare Birds—A group of brightly-plumed jungle birds feeds here. A DC 15 Survival check acquires enough loose feathers which to be collected or traded (worth 15 gp), a DC 20 check collects enough suitable bird's nests for soup, and a DC 25 check means a bird has been captured alive. At 1 in 6 of these sites, there are no birds but an insect swarm; see the appropriate Bestiaries for stats.

The Maohi Tribe

Throughout the northern lowlands, live the three settlements of the Maohi (MM-ow-hi) tribe of gripli, who build their homes in the rain forest canopy. There, they create lodges of woven branches and tend to the mud silkwasp hives they foster on great tree trunks. Each village has roughly forty to fifty individuals with juveniles comprising about a quarter of the population. The Maohi gripli have the ability to spontaneously change their sex if they choose, and as a result have a variety of gender presentations. The gripli quarry obsidian, keep cultivated canopy orchards, and harvest insects.

They are curious, open to interactions with other tribes and outsiders, despite the inherent dangers. They occasionally trade with the lizardfolk and a few know places to trade with both the tengu and the Pu'oku fishfolk. The Maohi know the previous taninim went to the volcano, but haven't been seen in many years.

The Villages

Maohi settlements all exist in the rain forest canopy, built in the branches of living trees with vine bridges connecting them and allowing them to tend the hives below. Many gripli occupy the individual structures. The tribe does not have nuclear families, but considers all members to be a part of one extended, large family. Other gripli of the same settlement are called "brother," "sister," or "sibling," and members of other villages are "cousins." The buildings are formed from shaped or carved wood. Outsiders rarely visit, and the Maohi keep special meadows nearby as meeting places for trade or negotiation.

Refer to the generic village map on page 136, and remember the structures may be in tree canopies, or underwater, or simple huts on the shore; rotate it, invert it, or use only portions of it as necessary.

Gupjalal—(Goop-JAW-Awl) The western-most village (location M1), these gripli quarry obsidian from an open vein and regularly send trading expeditions to the lizardfolk in the south for all the villages. They know of the degenerate lizard people and worry about the vegepygmies pushing north. They avoid the southwestern portion of Pani Ura.

Tangata—(TAN-GAW-TA) Members of this eastern village (location M2) have traded with the fishfolk a few times, and boast a reputation as excellent archers. They paint themselves in blue and white paint, accenting their brilliant red eyes. Enormous banyan trees form their village, which the gripli have trapped with silkwasp venom barbs.

Waitangi—(WHY-Tan-gee) The north-central village (location M3), Waitangi's trees support the largest silkwasp hives, with each of the seven trees containing eight, compared to the usual six. Other villages consider its wasp-keeper erratic on her best days. A gifted alchemist, she recently discovered scents capable of driving the insects into a frenzy.

Leader & Notable Personalities

A circle of elders called the Teva-hi lead the Maohi; they are elected from each village and serve for life. However, if three people call for a vote of no-

confidence at a village meeting, the current member of the Teva-hi may be challenged. No more than one vote of no-confidence may be called per month, but a vote to determine a new member of the Teva-hi is required any time the current member dies, at which point an immediate meeting is convened to bring the new member current on council activities. Ordinarily, the group meets every full moon, and any one of the three may request an emergency meeting any time.

Iri—(Ear-Ear-EE) A pastel-blue gripli with red eyes, Iri is an explorer at heart, eager to find other tribes on Pani Ura, and discover what threats lie within its shores. She serves as the Teva-hi for Gupjalal, and has done so for the last eight years, slowly building trade with the rest of the island. She worries about the growing numbers of vegepygmies, knowing that while their treehouses would protect them from many of the other groups, the plant monsters would not be impeded. She eagerly supports an alliance with the lizardfolk, offering to support their warriors with scouts and more obsidian. Iri loves papayas and bird-nest soup, and enjoys helping care for the village silkwasp hives.

Kayupo—(KAI-you-poe) Mottled brown and orange, Kayupo wears silkwasp-carapace armor (AC 18) and leads the hunters of Waitangi, who voted him as their Teva-hi five years ago, after vegepygmies killed his predecessor. Since then, he has encouraged his village's alchemist, Ghumhorohoro (GOOM-hor-O-hor-O) to increase the hives as fast as possible. He doesn't trust the lizardfolk, or outsiders in general, and would prefer to see them face any threats without Maohi assistance. Kayupo tends to disagree with the other two members of the Teva-hi on matters concerning the other island tribes, and might attempt a coup-d'etat of the Maohi if charmed or encouraged by an outside power.

Ngaktat—(Whacked-AT) Mostly black with green stripes and red hands, Ngaktat looks like an absolute cacophony of colors when they wear the blue and white hunting paint their village favors. An adept swimmer with a knack for reading other creatures' moods and intentions, they have led the trading visits to the Pu'oku villages, and believe a confederation of all the tribes on the island is not only possible, but the best way to protect their way of life from threats like the sahuagin druid, whom the fishfolk have told them about. Ngaktat been the village's Teva-hi for only four years, when the

previous gripli retired. They enjoy the company of their trained jungle bird, Tah, and arranging practical jokes on those they consider friends.

Desires

The Maohi have relatively simple desires; they wish to maintain their silkwasp hives, remain free of any attacks or incursions, and restore their numbers to the levels enjoyed prior to the plague. They want to increase trade with the other tribes, and hope to live in harmony; the gripli living situation, in such close proximity with the silkwasps and high above the forest floor means, they possess a paradigm very open to coexistence. They eagerly trade for worked goods, animal products, and wild game with most of the tribes on Pani Ura, but haven't approached the tengu in generations.

Members & Notable Individuals

The following statblocks provide some members who might come into conflict with the characters over the course of the adventure. These individuals may parlay, barter, or even fight the PCs, depending on the strategy used by the party.

A few potentially encountered groups in the tribe's region might include:

Foraging/Trade Party* (CR4)

1 Maohi Elder

4 Maohi Tribemembers

*A Trade Party's initial attitude is Friendly, and they have 100-250 gp in trade goods, consisting of alchemical items, food, jewelry, and masterwork obsidian weapons. They want metal or other manufactured goods.

Hunting Band (CR4)

6 Maohi Tribemembers

Hunting Wasps (CR3)

4 Silkwasps*

*Note, if the wasps are killed or hurt below 50% hit points, the Maohi shift their attitude to Unfriendly when meeting outsiders.

Maohi Elder CR 2

XP 400

Gripli alchemist 3

N Small humanoid (gripli)

Init +3; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +1

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OFFENSE

Speed 30 ft., climb 20 ft.

Melee terbutje +3 (1d6+1/19–20)

Ranged dart +5 (1d3+1) or net +5 (special)

Special Attacks favored enemy (vermin +2)

STATISTICS

Str 12, **Dex** 17, **Con** 13, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 14

Feats Self-Sufficient

Skills Acrobatics +4, Climb +13, Handle Animal +3, Heal +7, Perception +5, Stealth +11 (+15 in forests or marshes), Survival +7; **Racial Modifiers** +4 Stealth in forests or marshes

Languages Common, Grippli

SQ swamp stride, track, wild empathy

Combat Gear leather armor, terbutje, 6 darts, 2 nets

SPECIAL ABILITIES

Swamp Stride (Ex) A grippli can move through difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a grippli normally.

Maohi Tribemember CR 1

XP 200

Grippli ranger (woodland skirmisher) 2

N Small humanoid (grippli)

Init +3; **Senses** darkvision 60 ft.; Perception +6*

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 17 (2d10+2)

Fort +4, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft., climb 20 ft.

Melee terbutje** +4 (1d6+1/19–20, fragile)

Ranged dart +6 (1d3+1) or net +6 (special)

Special Attacks focused enemy (animals +2)

STATISTICS

Str 12, **Dex** 17, **Con** 13, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 15

Feats Point Blank Shot, Precise Shot

Skills Acrobatics +5, Climb +14, Handle Animal +4, Heal +6, Perception +7*, Stealth +12 (+16 in forests or marshes), Survival +7*; **Racial Modifiers** +4 Stealth in forests or marshes

*Includes Favored Terrain bonuses

Languages Common, Grippli

SQ forest ghost, swamp stride, track

Combat Gear leather armor, terbutje, 6 darts, 2 nets

SPECIAL ABILITIES

Forest Ghost (Ex) A woodland skirmisher adds a bonus equal to 1/2 his level on all Perception and Survival skill checks made while located in forest terrain; *included in statistics.

Swamp Stride (Ex) A grippli can move through difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a grippli normally.

** A terbutje is a wooden club, studded with shark's teeth or obsidian. It has the fragile quality.

Silkwasp CR 1

XP 200

N Small vermin

Init +5; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 16, touch 16, flat-footed 11; (+5 Dex, +1 size)

hp 18 (4d8)

Fort +4, **Ref** +6, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee sting +9 (1d4 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 10, **Dex** 20, **Con** 10, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +7; **CMD** 17

Feats Agile Maneuvers, Weapon Finesse

Skills Fly +8, Perception +10; **Racial Modifiers** +8 Perception

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Silkwasp detest smokesticks; a silkwasp in a smokestick cloud acts as if affected by a *calm emotions* spell (DC 15) each round it is in the cloud.

Story Seeds

Favored Flavors—The grippli have discovered their silkwasp love the taste of a particular type of fish, and produce better silk after feeding on them. The fish seem to prefer a brain coral found near many of the lizardfolk fish traps. If the characters can negotiate a steady supply of fish, the grippli would be very appreciative. The fish are difficult to catch, however, because of an old dire eel who lairs in the coral and attacks any intruders.

Swaying in the Breeze—After a recent storm, one of the gripli trees had an enormous rock fall into the trunk, causing it to tilt at a terrible angle. It may topple at any time, unless the rock can be removed. If the tree can be stabilized for a couple of days, the gripli can evacuate the treehouse and shift the silkwasp hive.

The Otsjanep Tribe

The tengu of the Otsjanep (Awwt-SS-JAN-EPP) tribe suffered the worst over the last twenty years. They occupy the upper slopes of Pani Ura, and the threats of the lower slopes restrict them to the lands surrounding the summit. Reduced to a single, high mountain village of roughly 120 individuals, the Otsjanep practice aggressive terraced farming and raise rabbits. They still know of the tribes living below, but the degenerate creatures prevent Otsjanep from trade or exodus, and they refuse to leave their ancestral lands. The tengu previously traded with the gripli and lizardfolk, but not in a generation. They have become increasingly xenophobic, as their numbers slowly wane away. Two other abandoned villages stand as testament to the Otsjanep's war against the monsters and the reduced resources available at high elevations. They know of the previous taninim, and view them as the harbingers of the current crisis.

The Villages

The tengu communities, both occupied and abandoned, are comprised of buildings made of stacked dry-stone. These structures use no mortar, but rise to heights of ten to twelve feet. Many sport wooden roofs, evidence of a time when the Otsjanep traveled further down Pani Ura's slopes.

Refer to the generic village map on page 136, and remember the structures may be in tree canopies, or underwater, or simple huts on the shore; rotate it, invert it, or use only portions of it as necessary.

Otsjanep—The primary and last occupied village, from which the tengu tribe takes its name, this collection of homes and storage houses straddles the lowest point of the volcano's rim (location O1). A saddle ridge allows the buildings to climb both inside and outside the caldera. Steep trails, only wide enough for a single-file approach, protect the route to the village, meaning the Otsjanep do not need a wall around their immediate homes, but instead have a gate, and then a half-mile, narrow trail lined with the stepped terraces where the tengu farm their food. Once inside the village, the Otsjanep maintain easy access to the inner caldera.

Ruins of Kuelmpep and Uroraytambo—(Coo-Lem-PEP and Aww-RO-RAY-Tam-boh) These two unoccupied villages stand in eerie, ghost-like silence (location R1 & R2). In many cases, the household goods of the families that once lived were simply left where they sat, sometimes giving the impression of places only recently abandoned, but it has been seven years since Uroraytambo was left and five years for Kuelmpep. Adding to the confusion, the inhabitants of Otsjanep grow crops on the nearby terraces, making the communities initially appear active. The surviving tengu refuse to enter the empty houses, believing the spirits of the dead still carry on there until the tribe's storytellers can re-sanctify the sites for the living.

Leaders & Notable Individuals

Rahiti serves as the de facto leader, acting for his aged father, Turi. The rest of the tribe knows this, but maintains the charade through respect for the traditions of the tribe and Turi's past leadership. The remnants of the other two villages have a harder time with the situation and tensions have been building. They all realize the desperation of their situation and know a point of no return is looming very close.

Ajim—(AAH-jeem) The only individual Rahiti could consider a rival, Ajim is the youngest daughter of the last elder of Uroraytambo. Shee is an expert slinger, a storyteller, and often leads hunting parties into the lowest parts of the jungle the Otsjanep dare enter, bringing back game and occasionally skirmishing with the monsters that live below the summit. She knows there is something terrible in the former taninim's lair, though, and refuses to hunt near there. Shee has considered abandoning the tengu's current way of life, but knows starting over in the lowlands might destroy what tribe they have left.

Matu'a—(MAA-TOO-AH) With blue-grey feathers and a shorter, more squat beak, Matu'a is the senior witch-man and leader of the tribe's three storytellers. He strives to keep morale high, ensuring the villagers gather every five nights to hear another tale of the Otsjanep's former heroes, punctuated with the bards' minor magics. This has helped sustain the tribe, even as resources have dwindled, but also lead to occasional failed attempts to hunt the monsters, which weighs upon him. He would strongly support someone who offered to kill the beasts.

Rahiti—(Ra-HEAT-EE) Standing like a taller, more robust, younger version of Turi, Rahiti has raised scarification in an elaborate spiral pattern on either

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side of her beak. She blinks very little, which gives her a very intense demeanor, and rarely laughs, although she has a deadpan sense of humor. Rahiti is quite cognizant of the Otsjanep's situation, but loves her father dearly, and so struggles with balancing respect with the needs of the tribe.

Turi—(Too-ree) An elderly tengu, Turi's pointed beak is pierced at the septum and the faded yellow of dirty ivory, rather than the bright yellow it once was. His glossy black feathers have lost their sheen, and he walks quite hunched, using an old jaguar-fang-studded *terbutje* as a cane. His health is not what it once was, and he knows it. Some days, he cannot remember that the other villages are empty, or he asks for a meal of yellowfin tuna, which no one has had in years. A *lesser restoration* spell resolves this condition and he immediately steps down so that Rahiti may officially lead.

Desires

For the Otsjanep, there is no greater need than the elimination of the degenerate lizards and the monsters within the old taninim lair. While the tribe deals with shortfalls in fruits, fuel, livestock, and growing land, the creatures create an unpredictable, living blockade which is crushing their society. If only the monsters can be removed, the tengu restrict their travel to the areas away from the old taninim lair until the entire supernatural threat is eliminated. Once free, the Otsjanep want alliances and promises of security to rebuild. They are both the easiest and the hardest tribe to please.

Members and Powerful Individuals

The following statblocks provide some members who might come into conflict with the characters over the course of the adventure. These individuals may parlay, barter, or even fight the PCs, depending on the strategy used by the party.

A few potentially encountered groups might include:

Hunting Party (CR5)

1 Otsjanep Champion
4 Otsjanep Warriors

Foraging Party (CR4)

Otsjanep Storytellers
4 Otsjanep Warriors

Otsjanep Champion CR 3

XP 800
tengu ranger 4
N Medium humanoid (tengu)
Init +3; Senses low-light vision; Perception +12

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 14 (4d10+8)
Fort +5, Ref +7, Will +6

OFFENSE

Speed 30 ft.
Melee *terbutje* +4 (1d6+1), bite -2 (1d3)
Ranged sling +7 (1d4/×3)

Special Attacks favored enemy (dragon)

Ranger Spells Prepared (CL 1st; concentration +3)
1st— (1/day) *tireless pursuit*

STATISTICS

Str 12, Dex 17, Con 12, Int 10, Wis 16, Cha 8
Base Atk +4; CMB +2; CMD 15

Feats Endurance, Iron Will, Precise Shot, Toughness
Skills Climb +8, Craft (weaponsmith) +6, Knowledge (nature) +7, Linguistics +8, Perception +12, Stealth +12, Survival +10; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics

Languages Common, Draconic, Grippli, Tengu
SQ clubtrained, favored terrain (mountain), gifted linguist, hunter's bond, track, wild empathy
Combat Gear *terbutje*, sling & 20 stones, wooden armor.

SPECIAL ABILITIES

Gifted Linguist (Ex) Tengus gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

Clubtrained (Ex) Tengus of Otsjanep are trained from birth to fight with clubs, and as a result are automatically proficient with club-like weapons (including clubs, earthbreakers, greatclubs, heavy maces, light maces, morningstars, saps, and *terbutjes*).

Favored Enemy (Ex) At 1st level, a ranger gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

Hunter's Bond (Ex) A ranger may spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

Otsjanep Tribemember CR 1/2

XP 200

Female or Male tengu ranger 1

N Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 14 (1d10+4)

Fort +3, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee terbutje +3 (1d6+1), bite -2 (1d3)

Ranged sling +3 (1d4/×3)

Special Attacks favored enemy (dragon)

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 15

Feats Toughness

Skills Climb +5, Knowledge (nature) +4, Linguistics +8, Perception +8, Stealth +9, Survival +6; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics

Languages Common, Draconic, Grippli, Tengu

SQ clubtrained, gifted linguist, track, wild empathy

Combat Gear terbutje, sling & 20 stones, wooden armor.

SPECIAL ABILITIES

Gifted Linguist (Ex) Tengus gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

Clubtrained (Ex) Tengus of Otsjanep are trained from birth to fight with clubs, and as a result are automatically proficient with club-like weapons (including clubs, earthbreakers, greatclubs, heavy maces, light maces, morningstars, saps, and terbutjes).

Otsjanep Witch-man & Storyteller CR 3

XP 800

Male tengu bard 4

N Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 16, touch 13, flat-footed 16 (+3 armor, +3 Dex)

hp 22 (4d8+4)

Fort +2, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft.

Melee terbutje +2 (1d6-1), bite +0 (1d3-1)

Ranged sling +6 (1d4/×3)

Special Attacks countersong, distraction, fascinate

Bard Spells Prepared (CL 4th; concentration +6)

2nd— (2/day) *cure moderate wounds*

1st— (4/day) *alarm, cure light wounds, silent image*

0 (at will)—*dancing lights, light, mending, prestidigitation, spark, summon instrument*

STATISTICS

Str 8, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 16

Feats Precise Shot, Rapid Shot

Skills Acrobatics +7, Bluff +8, Diplomacy +9, Knowledge (local) +7, Knowledge (nature) +7, Linguistics +8, Perception +10, Profession (Storyteller) +9, Stealth +9; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics

Languages Common, Draconic, Grippli, Tengu

SQ Bardic knowledge, bardic performance, cantrips, clubtrained, inspire courage +1, gifted linguist

SPECIAL ABILITIES

Gifted Linguist (Ex) Tengus gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

Clubtrained (Ex) Tengus of Otsjanep are trained from birth to fight with clubs, and as a result are automatically proficient with club-like weapons (including clubs, earthbreakers, greatclubs, heavy maces, light maces, morningstars, saps, and terbutjes).

Story Seeds

Blockade Run—An Otsjanep elder is ill, and the tribe's storyteller recounts a tale, detailing how the roe of a dire barracuda, properly prepared, can cure the disease. The dire barracudas live in the coral reefs of the island, preferring the same secluded coves as the fishfolk use for their ritual initiations. Will the Pu'oku attack the intruders? Can the roe be brought to the old tengu before it spoils, and will the degenerate lizards attack for the tasty meal?

Lost Heirloom—A bold tengu hunter attempted to kill one of the degenerate lizard monsters, and failed to kill the creature. It infected her, and she's dying. Her family's prized terbutje became lodged in the creature's hide, as it fled the area. The hunter is greatly respected by the tribe. If the party can recover the club before the hunter dies, they can gain a great deal of trust and the political capital necessary to confirm an alliance.

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The Pu'oku Tribe

The locathah of the Pu'oku (Poo-OH-coo) tribe live in the shallow waters surrounding Pani Ura. Four settlements occupy the eastern shore, each one with approximately 50 individuals. Each site consists of about thirty-five adults and fifteen children, as well as two or three hunting eels, although these numbers vary slightly with each site. Adults of both genders defend the tribe; locathah simply become stronger as they get older, until they either die of old age or disease. They keep pearl beds, oyster farms, and kelp beds for their own use. The fishfolk maintain relations with the lizardfolk, and sometimes trade with grippli who bring various items for pearls or tuna. They hunt along the coral reef, and keep a more isolationist attitude regarding the surface tribes of the island. They initially respond to surface outsiders with an Unfriendly attitude, but gifts of food or manufactured goods provide a +2 on Diplomacy checks. They do not know what happened to the previous taninim.

The Villages

Each locathah village consists of twelve to fifteen structures formed from stone-shaped coral, like bulbous spheres growing up out of the reef. These serve as residences, storehouses, and workshops. Special access tunnels go through the coral and into the interiors, making them difficult to attack. Some of the structures can be touched from the surface at low tide. The Pu'oku also have a dedicated structure which serves as a spawning house, where the fishfolk keep their eggs and young, raising them communally.

Refer to the generic village map on page 136, and remember the structures may be in tree canopies, or underwater, or simple huts on the shore; rotate it, invert it, or use only portions of it as necessary.

Kuka'ili, The First Home—This is the oldest Pu'oku settlement (location P2), and where Matareka, the senior locathah champion lives. The structures are quite ornate with a number of living corals and anemones growing on them. It hosts the fishfolk's shrine to the Sea Mother, and is the one site generally known to the other tribes on the island.

Ojowalu, The Green Place—Nestled amid a sea of kelp beds (location P1), Ojowalu provides the best kelp farming, and the adept grows a dedicated patch of gill-weed taken from wild sources. These structures are kept much lower to hide in the kelp forest. The champion Ra'aka leads this site.

Nu'homeha, The Deep's Edge—This village is shaped from edge of the reef, a mere 100 yards from where the island drops into the open water of the ocean (location P4). It is the smallest of the settlements, but boasts two breeding pairs of hunting eels. The champion Hohepa guides this tribe with a fatherly demeanor.

Pule'i, The High Home—This settlement exists on a nearly exposed coral head, separate from the island by a short distance (location P3). The community focuses on oyster farming, and their structures seem like jellyfish fashioned from coral. The champion Tamati governs this village, and there are more warriors here than the other villages.

Leader & Notable Personalities

A locathah champion leads each Pu'oku site, and those champions in turn, look to the senior hunter Matareka. The champions, Hohepa, Ra'aka, and Tamati, are all cousins of Matareka, and while they defer the final judgment on disputes and arguments to her, the four do confer on matters of safety and growth. Each handles the administration of their individual site and any trade with the surface tribes, but calls for a conclave of champions if approached by any surface ambassador or emissary.

Matareka—An imposing, heavily muscled fishfolk with broad shoulders and a high crest fin, she stands as first among equals in the Pu'oku. Matareka has a deep blue scaling with long black stripes, and wears a necklace of sharks' teeth. She wields a long-handled spear with a wide blade lined with even more shark teeth. She hates the sahuagin and its sharks for their attacks on the locathah and actively hunts them at least once a month, which has created a vicious rivalry. The champion loves fresh papaya, and bringing her the fruit provides a +1 bonus to Diplomacy checks.

Hohepa—The shortest of the locathah leaders, Hohepa sports a wide face with expressive, low eyes. His white mouth and cheeks give way to black and yellow stripes followed by vibrant blue scales, but his underside remains white. He tends to stroke his cheek while discussing or considering another person's words; Hohepa listens first and speaks only after hearing what others have to say. He especially enjoys the company of his tribe's oldest hunting eel and tends to spoil it with bits of bait fish. He wields a cold-iron spear forged on the surface, which shows no signs of corrosion.

Ra'aka—A bright red locathah with an equally vibrant yellow crest fin, Ra'aka wears carved ivory hooks in her black ear-fins. Ra'aka has a strange sense of humor, regularly joking about death and

survival at inopportune times; she truly is fearless, following a philosophy of living life to the fullest by challenging herself with danger whenever possible. She often speaks in zen koans, and occasionally seems to be at odds with Matareka, though she remains absolutely loyal to her older cousin. She was Tamati's clutch-sister, but was born three days earlier. Ra'aka wields an obsidian spear she gained by trading with grippli merchants.

Tamati—The youngest of the Pu'oku champions, Tamati is vibrant green with bright yellow tiger stripes. He has small, needle sharp, translucent teeth in double rows. Extremely tense and hot-headed, Tamati tends to question Matareka's authority. If magically charmed, Tamati is the one Pu'oku champion who could be encouraged to attempt a coup against the established leadership. Tamati wields a long spear tipped with a bundle of stingray spines, which he often treats with urchin or lionfish toxin. The slayer is known for often finding and catching large crustaceans; he wears bracers and greaves fashioned from specially-treated giant shells.

Desires

The Pu'oku have fairly simple desires. They would like a trade agreement with the surface tribes where the surface folk bring worked goods, fresh fruit, and livestock in exchange for shells, fish, and perhaps luxury goods, such as pearls. They are willing to make some concessions in exchange for reduced fishing by surface tribes and promises to remain out of the water during spawning and hatching times, when the locathah are particularly distracted. Exchanges where the Pu'oku gain quality bronze or treated iron items receive a +2 circumstance bonus to Diplomacy. Any deal reducing the locathah's fishing range is unacceptable and grounds for ending negotiation.

Members & Powerful Individuals

The following statblocks provide some members who might come into conflict with the characters over the course of the adventure. These individuals may parlay, barter, or even fight the PCs, depending on the strategy used by the party.

A few potentially encountered groups in the tribe's region might include:

Trading or Foraging Group (CR2)

3 Pu'oku Warriors

Pu'oku Shark Hunting Party (CR 4)

2 Pu'oku Warriors
1 Hunting Eel

Elder Hunting Party (CR 5)

4 Pu'oku Warriors
1 Pu'oku Champion

Pu'oku Locathah CR 1

XP 200

Male or Female Warrior 2
N Medium humanoid (aquatic)

Init +1; **Senses** low-light vision; Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 20 (2d8 plus 2d10)

Fort +6, **Ref** +1, **Will** +4

OFFENSE

Speed 10 ft., swim 60 ft.

Melee long spear +4 (1d8/x3)

Ranged light crossbow +2 (1d8/19–20)

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 13, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +3; **CMD** 14

Feats Iron Will, Weapon Focus (long spear)

Skills Craft (any one) +6, Perception +6, Survival +9, Swim +13; **Racial Modifiers** +8 Swim

Languages Aquan

SQ amphibious

Combat Gear long spear, light crossbow, 10 bolts

Pu'oku Locathah Champion CR 3

XP 800

Male Slayer 4

N Medium humanoid (aquatic)

Init +7*; **Senses** low-light vision; Perception +13*

DEFENSE

AC 13, touch 11, flat-footed 12 (+4 Dex, +2 natural)
hp 31 (2d8 plus 4d10)

Fort +7, **Ref** +8, **Will** +5

OFFENSE

Speed 10 ft., swim 60 ft.

Melee long spear +7 (1d8+3/x3)

Ranged light crossbow +9 (1d8/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 18, **Con** 10, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +5; **CMB** +7; **CMD** 21

Feats Improved Initiative, Iron Will, Power Attack, Weapon Focus (long spear)

Skills Diplomacy +5, Knowledge (Geography) +6*, Profession (Administrator) +8, Perception +13*

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Sense Motive +7, Stealth +12*, Survival +12* (+14 to track), Swim +17; **Racial Modifiers** +8 Swim; *Includes Favored Terrain bonuses

Languages Aquan

SQ amphibious, combat trick, favored terrain (water), studied target, track

Combat Gear longspear, light crossbow, 10 bolts

SPECIAL ABILITIES

Favored Terrain (Ex) The slayer gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A slayer traveling through his favored terrain normally leaves no trail and cannot be tracked.

Studied Target (Ex) A slayer can study an opponent he can see as a move action. The slayer then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. The DCs of slayer class abilities against that opponent increase by 1. A slayer can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the slayer studies a new target.

If a slayer deals sneak attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

Hunting Eel

CR 3

XP 800

N Small animal (aquatic)

Init +10; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 21, touch 17, flat-footed 15 (+6 Dex, +4 natural, +1 size)

hp 24 (7d8-7)

Fort +4, **Ref** +11, **Will** +3

OFFENSE

Speed swim 30 ft.

Melee bite +11 (1d12+3 plus grab)

Space 5 ft.; **Reach** 5 ft.

Special Attacks gnaw

STATISTICS

Str 14, **Dex** 22, **Con** 8, **Int** 1, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +10; **CMD** 22 (can't be tripped)

Feats Agile Maneuvers, Improved Initiative, Skill Focus (Stealth), Weapon Finesse

Skills Escape Artist +10, Perception +7, Stealth +13, Swim +10; **Racial Modifiers** +8 Escape Artist

SPECIAL ABILITIES

Gnaw (Ex) If a hunting eel begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 points of damage). A hunting eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 attack, 1d6+3) against a foe it has already grabbed.

Story Seeds

Lost and Found—The senior adept in the village of Kuka'ili, Pu'ia'hune (Poo-EYE-AH-hoon-nay, Adept 5), was caught in the open water and her left hand severed, still clutching her holy symbol. One of the sahuagin druid's sharks did this, a vicious beast with a ragged tail. The symbol belonged to the tribe's adepts through the generations. The Sea Mother demands the adept pull the idol from the creature's still living body; if the party can capture the creature and deliver it to Pu'ia'hune, the adept strongly advises the champions to join the party's endeavors.

Stolen Legacy—Grippli kidnapped eggs from the spawning chamber of one of the villages, and don't understand what they've taken. Incensed, the locathah plan to complete an incantation to summon a terrible storm and inflict their revenge. Such a storm would cause significant damage on the surface of the island, damaging settlements, and likely harm relations between all the tribes and the tanim. Word of the gripplis' actions arrives through traders or lizardfolk foragers, presenting the player characters with the chance to save the day.

The Ssaissut Tribe

Very iguana-like in their morphology, the Ssaissut (SAI-suit) tribe of lizardfolk occupy four settlements within sight of the water. They built their communities along the eastern and southeastern shorelines. There, the Ssaissut nurture fish farms, palm groves, and hunt for game inland. Omnivorous, they especially love large coconut crabs, which can grow to three feet long. Their villages are more populous than other tribes, numbering between 70 and 80 individuals. They do occasionally experience small feuds between individuals, and some hunters seek out sharks in a rite of passage not all of them survive. They trade separately and infrequently with both the Maohi grippli and the Pu'oku fishfolk, and usually exchange excess foodstuffs for luxury goods which they use for status symbols, decorating headdresses of colorful bird feathers with coral and pearls. They know of the tengu and only trade with them when

the birdfolk approach, as the Ssaissut refuse to climb the volcano's slopes where the degenerate lizards hunt. They are not generally war-like, but could be with the right leadership. They speak of the old taninim with mixed reverence and fear, believing them to be an omen of danger, but also a potential opportunity for glory.

The Villages

The Ssaissut construct dwellings out of stacked dry-stone or mud-and-reed huts, choosing sites near water. They also create communal areas, close or at the shore, where they raise rock structures. These are either flat-topped dolmens, or large stone pillars, which the various members mark with stenciled claw-prints to commemorate accomplishments.

Refer to the generic village map on page 136, and remember the structures may be in tree canopies, or underwater, or simple huts on the shore; rotate it, invert it, or use only portions of it as necessary.

Amboin—The southernmost village of the lizardfolk (location S1), the residents of Amboin avidly spearfish from double and triple-hulled canoes, which they build from hardwoods growing on the lowest slopes of the volcano. Their lizardfolk go the farthest up the volcano, and trade with the grippli for obsidian spear points.

Meakambut—Occupying the north shore of the largest stream flowing down Pani Ura's slopes, this village erected a dozen pillars, using strange, naturally occurring, hexagonal-shaped basalt columns quarried from a nearby formation (location S3). These pillars are bundles of columns, stone-shaped together, and have dozens of different colored stenciled claw-prints.

Namatamut—Located closest to the Pu'oku fishfolk, Namatamut overlooks the sea from atop crumbling red dirt cliffs (location S2). The Ssaissut here walk furthest to tend their fish farms, and so often trade crafted goods for seafood. They also craft the most ornate accessories, creating feathered cloaks and headdresses they wear into battle.

Tembakapa—Almost a quarter mile inland, the community of Tembakapa is filled with dolmens. Their huts stand around the thirteen enormous stone tables, and they mostly hunt game (location S4). They encounter the grippli more than any other foreign tribe. The senior huntress, Kokraimoro, lives in here, and encourages agricultural experimentation. Khakhua, the Body Jumper, once served as the medicine-man for this village. The current medicine-woman knows Khakhua became a spirit to attempt some task when the last taninim appeared, but believes he must have greatly angered

the spirits, because the terrible monsters appeared not long afterwards. She refuses to speak about these details unless Kokraimoro and Ropanam order her to do so. The medicine-folk of the other villages only know Khakhua was Tembakapa's medicine-man and disappeared. They do not know he has become the Body Jumper, or is responsible the other corrupted creatures.

Leader & Notable Personalities

A female lizardfolk named Kokraimoro leads the Ssaissut after her wife died in a tragic accident ten years ago, crushed by a falling mangrove tree while monitoring and protecting the tribe's egg clutches during a storm. Kokraimoro is popular among the other senior lizardfolk and they trust her judgment. She converses with each village's elder individually, mentoring them and advising them on the administration, but they make the decisions. In the case of disputes, Kokraimoro mediates; no one has had a dispute with her in many years.

Kokraimoro—(Coke-RAY-more-o) Noted for her spiny frill and milky left eye, the de facto leader of the Ssaissut maintains an extremely calm and diplomatic demeanor. She consistently listens more than she speaks, but speaks with calm authority after addressing a listener's concerns. She desperately seeks to keep the tribe safe, and steers all tribal policy in a conservative, peaceful manner. Kokraimoro loves the dolmens, and spends time sunning on them. She wants to eliminate the degenerate lizards from the volcano's slopes, worrying they will rampage through the villages.

Djonkorii—(JON-core-ee) A short, stocky lizardfolk, this wiry lizardfolk hunter has a sense of humor and likes puns. His scales run from a deep green color near his spine to an off-white along his belly and he is missing three toes from a shark attack. Djonkorii finds his leadership style complements Kokraimoro's, and so they get along well. He does not like Oket's demeanor, but finds him to be a competent elder; however, unless Oket has a clearly superior position, Djonkorii tends to side with Ropanam.

Oket—(Oh-Ket) Oket sports a small pot belly and, while he is a very capable hunter, he tends to be very awkward with the other elders. He inherited the position after his uncle died, leaving him as his village's senior hunter and chief. He has not yet proven himself and he knows it; this makes him confrontational when meeting outsiders and non-Ssaissut tribal leaders. Oket loves to eat frigate bird eggs, and occasionally takes trips to the rocky surrounding islands looking for them.

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Ropanam—(ROW-pa-nahm) Soft-spoken with a high-pitched, barking sort of laugh, brightly green-scaled Ropanam clearly enjoys the role as Kokraimoro's protege. She leads Amboin, and rightly believes the marauding lizards on the slopes of Pani Ura may have once been tribemembers. Ropanam often sadly wonders if the monsters realize how many of the Ssaissut they have killed over the years. Her grandfather and great-uncle were two of the first lizardfolk to disappear when the previous taninim arrived, and she would love to end threat of the degenerates.

Desires

The Ssaissut maintain a fairly easy lifestyle. Being the physically largest and most numerous tribe on Pani Ura means they face few lethal threats, except from each other. They suffer when powerful storms occasionally wash over the island, and their unwillingness to venture to the higher ground of the central volcano leaves them in need of a reliable method for storm warning. Metal is extremely uncommon among the lizardfolk. They covet metal tools or jewelry. Tribe members might even be willing to boldly steal a metal item, if it were casually left in the open.

Members & Powerful Individuals

The following statblocks provide some members who might come into conflict with the characters over the course of the adventure. These individuals may parlay, barter, or even fight the PCs, depending on the strategy used by the party.

A few potentially encountered groups in the tribe's region might include:

Foraging Party CR3

2 Common Lizardfolk (Pathfinder Bestiary)

Hunting Party CR4

2 Tribal Warriors

Ssaissut Ritual Group CR5

1 Common Lizardfolk
1 Ssaissut Medicine-folk

Large Hunting Party CR6

4 Tribal Warriors

Ssaissut Tribal Warrior CR 2

XP 600

Lizardfolk Brawler 1
N Medium humanoid (reptilian)

Init +0; **Senses** Perception +3

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +5 natural, +2 shield)

hp 23 (2d8+6 plus 1d10+3)

Fort +8, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft., swim 15 ft.

Melee morningstar +5 (1d8+3), bite +3 (1d4), or claw +3 (1d6+3), bite +3 (1d4+4)

Ranged javelin +3 (1d6+3)

STATISTICS

Str 17, **Dex** 12, **Con** 17, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 16

Feats Improved Unarmed Strike, Multiattack, Power Attack

Skills Acrobatics +4, Perception +3, Swim +11;

Racial Modifiers +4 Acrobatics

Languages Draconic

SQ brawler's cunning, hold breath, martial flexibility, martial training

Combat Gear morningstar, large shield, 6 javelins

SPECIAL ABILITIES

Brawler's Cunning (Ex) If the brawler's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Martial Flexibility (Ex) A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites. She may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 1).

The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

Ssaissut Medicine-folk CR 4

XP 1,200

Male/Female Lizardfolk Witch 4
N Medium humanoid (reptilian)

Init +3; **Senses** Perception +6

DEFENSE

AC 16, touch 9, flat-footed 16 (-1 Dex, +5 natural, +2 shield)

hp 41 (2d8+6 plus 4d6+12)

Fort +7, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft., swim 15 ft.

Melee morningstar +5 (1d8+2), bite +3 (1d4), or claw +3 (1d4+2), bite +3 (1d4+3)
Ranged javelin +2 (1d6+2)

Special Attacks hexes (cauldron, healing [1d8+4], tongues [4min/day])

Witch Spells Prepared (CL 4th; concentration +6)
2nd—*aid, augury, cure moderate wounds, glitterdust* (DC 14)
1st—*bless, comprehend languages, cure light wounds, enlarge person, sleep* (DC 13)
0 (at will)—*daze* (DC 12), *detect magic, guidance, light*

Patron Ancestor

STATISTICS

Str 15, **Dex** 8, **Con** 17, **Int** 14, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +5; **CMD** 14
Feats Brew Potion, Improved Initiative, Lightning Reflexes, Multiattack
Skills Acrobatics +2, Craft (alchemy) +10, Knowledge (arcane) +9, Knowledge (nature) +9, Perception +6, Spellcraft +7, Swim +9; **Racial Modifiers** +4 Acrobatics
Languages Draconic
SQ hold breath
Combat Gear morningstar, large shield, 6 javelins

SPECIAL ABILITIES

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Story Seeds

Anything for Metal—After seeing the cold iron spear of Hohepa of the Po’uko, dozens of the lizardfolk want to gain the now legendary item. With some negotiation, the fishfolk state they would give the spear to any warrior who kills the shark druid and his two great sharks. With the heads delivered as trophies, the spear belongs to the victors. Such a gift could easily cement the allegiance of the Ssaissut.

Great Canoe—After a massive storm, three very large hardwood trees were toppled on the upper slopes of the volcano. Unfortunately, there seems to be a degenerate lizard-monster stalking the area and attacking anyone who attempts to approach the trees. The tribe needs help to salvage the lumber to build a great two-hulled fishing boat. This beast is more willing to chase intruders down the mountain, leading the possibility of rampage in one of the villages.

Threats

Several unaligned threats exist across the island. Resolving these issues provides the characters not only with experience, but political capital when dealing with various tribes.

Reptilian Degenerates

Several corrupted lizardfolk roam areas around the old taninim lair, too debased to be controlled by the Body Jumper, but hunting any creatures they can find. Most of the time they stay within three hexes of their lairs, but occasionally go further afield for food. Their minds are too destroyed to give any information regarding the Body Jumper or the old taninim on the island. Five are marked on the map, but the gamemaster should add more as desired (locations F1-5, see page 135).

Debased Lizardfolk

CR 4

XP 1,200

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 22 (3d8+9)

Fort +8, **Ref** +6, **Will** +3

Immune infestation

OFFENSE

Speed 40 ft., swim 40 ft.

Melee bite +6 (2d6+6 plus grab and poison)

Special Attacks infest, infested death

STATISTICS

Str 19, **Dex** 17, **Con** 17, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** +6 (+10 grapple); **CMD** 19 (23 vs. trip)

Feats Alertness, Great Fortitude, Improved Natural Attack (bite), Skill Focus (Perception)

Skills Climb +8, Perception +11, Stealth +11 (+15 in undergrowth), Swim +12; **Racial Modifiers** +4 Stealth (+8 in undergrowth)

SQ infested spawn

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 15; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based.

Infest (Ex) With each successful hit, a parasite-ridden creature leaves behind 1d4 Tiny, white, leech-like creatures in the wound. If left to their own devices, the leeches begin to suck blood (undead, elementals, and constructs are immune), each at a rate of 1 hit point per round, beginning in the round following their infestation. A victim can automatically pluck three leeches per round from an infected wound as a standard action, or five leeches if the victim takes a full-round action to pluck (either way, plucking provokes an attack of opportunity). A plucked leech dies instantly.

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Infested Death (Ex) When a parasite-ridden is killed, it detonates, spraying barely-living gore in a 20-foot radius. These independent, eel-like organs begin to seek out living targets. Each living target with the reptilian or draconic subtype in the area of infesting death must make a Fortitude saving throw (DC 15), simulating the infestation of eel-like organs. A failed save represents an eel-like organ burrowing into the skin of its target, leaving a wiggling tail. These targets are now considered infested. Organs that do not make contact die and dissolve instantly. An infested target takes 1 point of Constitution damage each round. Curing an infestation requires applying a hot brand to the wound (inflicting 1d3 fire damage); no matter how many saving throws are made, the infestation continues to afflict the target. While a *remove disease* spell (or similar effect) or a successful Heal check (DC 19) instantly halts the infestation, immunity to disease offers no protection, as it is caused by parasites.

Infested Spawn (Su) A parasite-ridden creature can create spawn out of those it slays with infest or infested death. The victim is resurrected from death as a parasite-ridden creature in 1d4 days unless burnt.

The Threat Below

A lone sahuagin druid has ventured into the area, hoping to decimate the locathah and establish the foundation for his own sahuagin community, and raids lizardfolk fish farms as well. He knows nothing about previous taninim and roams the entire coast of the island, although he maintains a ritual space at a coral head in the southeast (location D1). Gamemasters should feel free to add sharks to his cohort as desired. He begins with an initial attitude of Unfriendly, but groups who offer to make him lord of the locathah gain a +4 to Diplomacy checks. If he helps overwhelm the Pu'oku, he brings in ten more sahuagin in 45 days, and forces the locathah to live as his slaves.

Kali-ko-kai, the Sahuagin Druid CR 5

XP 1,600

Male Druid 4

LE Medium monstrous humanoid (aquatic)

Init +6; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +12

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 47 (2d10+6 plus 4d8+12)

Fort +10, **Ref** +6, **Will** +10; +4 vs. fey and plant-targeted effects

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee quarterstaff +7 (1d8+3), bite +2 (1d6+3) or 2 claws +7 (1d4+2), bite +7 (1d6+3)

Ranged heavy crossbow +7 (1d10/19–20)

Special Attacks blood frenzy, wild shape 1/day

Domain Spell-Like Abilities (CL 4th; concentration +7) 4/day—sealord (2d6, DC 13)

Druid Spells Prepared (CL 4th; conc. +7)

2nd—*slipstream D*, *bull's strength*, *flame blade*, *hold animal* (DC 15)

1st—*hydraulic push D* (DC 14), *cure light wounds*, *entangle* (DC 14), *faerie fire*, *shillelagh*

0th (at will)—*flare*, *know direction*, *light*, *stabilize*

D Domain spell; **Domain** Aquatic

TACTICS

Before Combat: The druid casts *shillelagh* on his quarterstaff and *bull's strength* on himself.

During Combat: The druid casts *entangle*, *faerie fire*, or *hydraulic push*.

STATISTICS

Str 14, **Dex** 15, **Con** 16, **Int** 12, **Wis** 17, **Cha** 13

Base Atk +5; **CMB** +7; **CMD** 19

Feats Great Fortitude, Improved Initiative, Improved Natural Weapon (bite)

Skills Handle Animal +7, Knowledge (nature) +8, Perception +12, Ride +10, Stealth +10, Survival +10, Swim +16

Languages Aquan, Common, Draconic; speak with sharks

SQ nature bond (Aquatic domain), nature sense, trackless step, wild empathy +4, woodland stride

Combat Gear potion of cure moderate wounds; **Other Gear** +1

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Sealord (Su) You can channel energy (as a cleric of your druid level) 4 times per day, but only to heal creatures with the aquatic or water subtype or to command them (similar to using the Command Undead feat against undead, DC 13).

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

Bloody Maw Shark CR 3

XP 800
 NE Large animal (aquatic)
Init +5; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, keen scent; **Perception** +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)
hp 22 (4d8+4)
Fort +7, **Ref** +5, **Will** +2
DR 10/magic or silver; **Regeneration** 1/fire or silver

OFFENSE

Speed swim 60 ft.
Melee bite +7 (1d8+7)
Special Attacks jaws of severing
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 21, **Dex** 12, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +9; **CMD** 20
Feats Great Fortitude, Improved Initiative
Skills Perception +8, Swim +13, Use Magic Device +4; **Racial bonus** +8 Use Magic Device
SQ belly of the beast

SPECIAL ABILITIES

Jaws of Severing (Ex) Upon a successful critical hit with the bloody maw's bite attack against a creature one size category smaller than the bloody maw, that opponent must make a Fort Save (DC 17) or lose a portion of its extremities (primarily a hand), suffering a -4 circumstance penalty to all attacks, saves and checks due to extreme pain until the damage dealt is healed. The bloody maw can swallow any one-handed weapon, or similarly sized object, (wand, rod, etc.) along with any jewelry worn on the limb (rings, bracelets, and bracers.) At the end of the first round following the loss of its extremity, the victim takes 2d6 points of damage, on the end of the second round the victim is reduced to -1 and is dying. This effect can be halted with a heal check (DC 15) or by any form of magical healing. Creatures immune to critical hits are immune to this effect. 1/day a bloody maw can choose to automatically threaten a critical hit. Use of this ability must be declared before the attack roll is made and counts as a use of this ability.

Belly of the Beast (Ex) A bloody maw swallows any extremity it severs with its jaws. Once inside, any magical items that the extremity bore (rings, daggers, bracers, etc.) are placed in a second stomach. The Belly of the Beast can hold one magical item for every HD the base creature possesses; all others are

expelled. The bloody maw may attempt a Use Magic Device skill check on any one item held in its second stomach. This is a free action, usable once per round. The items function properly as if they were worn or held in the proper place.

The Green Menace

Along the southwest region of the island, encroaching on the gripli, four vegepygmy hives have appeared (locations V1-V4). In time they will overwhelm the island's shores. A hive has 15 vegepygmies, and the primary hive also has a shambling mound. A new hive appears every 30 days unless the shambling mound is destroyed, and a new shambling mound appears every 30 days unless there are 3 or fewer hives. The gripli call them aparangi (AH-pah-ran-GEE), while the lizardfolk call them ákuáku (EYE-coo EYE-coo).

Random raiding parties may be found. Destroying them does not affect the existing hives. Potential Encounter groups include:

Hivebuilder Expedition CR7+

Shambling Mound (Pathfinder Bestiary)
 3 Advanced Vegepygmies (See below)

Scouting Group CR 4

3 Advanced Vegepygmies (See below)

Raiding Party CR 6

6 Advanced Vegepygmies (See below)

Advanced Vegepygmy CR 1

XP 400
 N Small plant
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

DEFENSE

AC 19, touch 16, flat-footed 16; (+3 Dex, +5 natural, +1 size)
hp 8 (1d8+3)
Fort +5, **Ref** +4, **Will** +2
Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

OFFENSE

Speed 30 ft.
Melee 2 claws +4 (1d4+2) or longspear +2 (1d6+3)

STATISTICS

Str 15, **Dex** 18, **Con** 16, **Int** 12, **Wis** 15, **Cha** 15
Base Atk +0; **CMB** +1; **CMD** 15
Feats Skill Focus (Perception)
Skills Knowledge (Nature) +2, Perception +9, Stealth +12 (+20 in vegetation); **Racial Modifiers** +4 Stealth (+12 in vegetation)
Languages Undercommon, Vegepygmy (cannot speak)

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Act 2: Unifying Pani Ura (Levels 2–4)

To control Pani Ura, the player characters need to create an alliance with, or subdue, three of the four tribes. Failure to reach an appropriate situation with one tribe still gives the characters command over the island's resources, but ensures the crusaders who arrive in Acts 4 & 5 have allies on the ground. This also reduces the tribute they might collect. Ideas for cementing control or an alliance with each tribe is detailed below, as well as the form and sum of each tribe's tribute.

Gamemasters are encouraged to improvise with these requirements as player interactions with various NPCs may present unusual opportunities for success not detailed here. The key is to require the PCs to engage the tribes and tailor this experience to your players' preferences. If they wish to conquer the tribes through force of arms more than negotiation, you should adjust play to accommodate that preference.

Seeds for the Maohi Tribes (Initial Attitude: Indifferent)

Attempting to force the gripli to join the taninim realms by bloodshed is possible. The Maohi don't handle tribal casualties of 30% or more well, and sue for peace. If the characters kill all of the silkwasps, the tribe raises the white flag, but they will turn on the party when the Order arrives in Act 4, and show the Order the taninim lair. The tribe tries to ally with the other tribes against the characters if no more than one tribe has joined the taninim. The GM should decide if the alliance happens based on if the party requires a greater challenge. Uniting two or more tribes should represent a double experience reward.

Approaching the Maohi without bloodshed is possible if the characters can eliminate the threat posed by the vegepygmies. Destroying three of the four hives and the shambling mound secures the gripli support, and they obliterate the last hive themselves. Peacefully demonstrating an alliance of two other tribes on Pani Ura brings the griplis into the fold with a promise to eradicate the vegepygmies. Gaining the favor of two of the three Teva-hi is sufficient win the council.

The low-lands tribe offers the easiest route through some kind of economic alliance with the other tribes. If the Maohi can be guaranteed safe passage between other villages and complete freedom to trade any goods they desire with members of any tribe, they accept these terms on a probational status. Once the arrangements last 45 days, they fully ratify the treaty and join the union. Creating regular safe passage means eliminating many of the threats in the region.

When they agree to join the taninim realm, the gripli provide 500 gp in worked obsidian stones and jewelry, 500 gp in processed silkwasp silk fabric, which draws a great deal of interest from the characters' patron. If the

Maohi joined peacefully, they also provide 10 doses of silkwasp poison (100 gp per dose) and offer a group of 5 silkwasps and 5 gripli to assist in DEFENSE of the island. This group patrols the northern half of the island and reports any trouble to the taninim.

Seeds for The Otsjanep Tribe (Initial Attitude: Hostile)

Characters who wish to overcome the tengu by force face an uphill battle; the Otsjanep fight to the death as long as Turi lives or remains free from capture. They utilize the limited access and extremely difficult terrain to harass any intruder with long-range sling attacks until the enemy retreats or fights them face-to-face in the village. Removing Rahiti and Turi from the leadership of the tengu means Ajim turns against Matu'a, kills the bard, and brings the tribe to join the characters. Once the Otsjanep join the taninim, they will never betray their new allegiance. After seeing the old cave lairs cleared of creatures, the tengu volunteer to help fight, unite, or otherwise engage the remaining tribes, offering to send a detachment with the characters as proof of their choice and soldiers when needed. These tribe members are available only while taking control of the island, prior to Act 5.

Diplomatically and economically, the tengu do not care what the other tribes do with regards to joining the taninim realms or what trade arrangements they make. They only care about the removal of the degenerate lizard-monsters and the body-stealing entity within the old lair, and this must be addressed before they discuss anything else, alliances or trade. They will engage in small exchanges of items or goods, but refuse any large scale endeavors while lower slopes are still infested. When these threats are removed, the Otsjanep are happy to join any confederation which promises them safety, mutual protection, and trade opportunities. They require anyone claiming the threat removed to take Ajim on a tour of the sites, showing the remains of the creatures and the empty caverns.

Once they join the taninim, the Otsjanep offer 250 gp in worked obsidian every 60 days, and they are able to destroy a single vegepygmy hive on their own, without character support and taking no casualties. They can provide a sort of island sentinel service, as their high, caldera-rim position permits them to easily monitor the whole coastline and then quickly dispatch runners to alert the appropriate tribes when a ship's crew makes landfall somewhere on the island.

Seeds for The Pu'oku Tribe (Initial Attitude: Unfriendly)

Conquering the Pu'oku tribe requires either killing three of the four champions or eliminating a total of 100 locathah or more. The fishfolk refuse to consider surrender until they have suffered at least seventy-

five casualties, and consolidate to three villages, with active patrols hunting for the player characters. They even make an alliance with the sahuagin druid when they have suffered 90 casualties or lost two of the champions. Conquering the Pu'oku reduces the tribute they can provide by 60%; their numbers don't recover for at least 10 years, and the sahuagin summons 10 more of his fellows to join him.

Diplomatically, three of the four champions need to be convinced that joining the taninim realm is both in the tribe's best interests and militarily necessary. Each of the champions begins with a Hostile attitude on this matter, but eliminating threats, demonstrating other tribes have joined the realm, and advancing at least one taninim to Medium size provides a +4 bonus (per event, bonuses stack) to any Diplomacy check made to negotiate their annexation. Thus, eliminating the druid, annexing the grippli and having a taninim permanently advanced to Medium size would provide +12 on the check. The bonus from increasing in size may only be gained once, no matter how many taninim become Medium.

Permanently guaranteeing all participating villages may call for aid in times of trouble, providing a show of good faith in the form of a week's rations for one village, and establishing a multi-tribal market with two other participating races convinces the Pu'oku a trade alliance is worth joining. The market must meet twice in the 60-day period, and have two items of interest from each other contributing tribe for the fishfolk to join.

Once the locathah join the taninim realm, they agree to provide coral and shark tooth jewelry worth 250 gp, vials of rare octopus ink worth 250 gp, and 1,000 gp worth of pearls and polished coral for the annual tribute, which greatly pleases the party's patron. They provide two long-range patrols which identify incoming nautical vessels three days before they arrive at Pani Ura. These patrols are unavailable if the taninim conquered the tribe by force.

Seeds for The Ssaissut Tribe (Initial Attitude: Indifferent)

Militarily overwhelming the lizardfolk is an extremely ambitious option. The sheer numbers of the villages and the tribe make this a near overwhelming choice. The Ssaissut must suffer 50% losses of their total numbers, or one entire village before they beg for peace. If the lizardfolk eggs are targeted, the tribe becomes furiously zealous, fighting to the death in every encounter and actively hunting the characters. After the second egg chamber is destroyed, the lizardfolk surrender and join the confederation, but betray the characters and join the Order in Act 5.

If the characters clear both three vegepygmy hives and the degenerate lizard-monsters and bring one other tribe other than the tengu into their alliance, the Ssaissut can be convinced to join with three successful DC 30 Diplomacy checks. Characters who speak Draconic receive a +3 circumstance bonus to these checks. Characters who carry visible trophies or are known to have killed more than one degenerate lizard-monster gain a +2 circumstance bonus. Arranging for the Ssaissut to weather difficult storms within the cave complex provides a +2 circumstance bonus. If two or more tribes already joined the party's alliance, the characters gain an additional +4 circumstance bonus.

Parties attempting to broker a trade-based alliance must promise an influx of metal goods to the island, gift each village elder with a substantial metal item, and arrange a regular trade opportunity with at least one other tribe. If one of these tribes involves the Maohi and their obsidian, give the characters a +2 circumstance bonus. With these conditions met, the lizardfolk can be convinced to join with three successful DC 32 checks. These checks can be influenced by the same factors as diplomatic checks.

Once they join the party's alliance, the Ssaissut offer a group of 40 warriors to serve as soldiers, guardians, or intimidation. Alternatively, they offer 20 villagers to act as household staff within the taninim encampment or the cavern lair, if it is cleared. These villagers are non-combatants, but will forage, hunt, or fish to provide supplies to the characters, freeing them from the need to gather food and water. They will not provide both.

The Rite of Investment

While an unlikely option, given the party's low-level, some taninim may seek the benefits offered by the Rite of Investment, a potent ritual that imbues some of a taninim's essence into another creature, granting power in exchange for servitude. The Ssaissut in particular are in awe of this rite, and using it on one of their members grants a +6 circumstance bonus to Diplomacy checks with all lizardfolk who have seen or heard of the happening. The Otsjanep are also interested, drawn to the concept of additional power, and use of the rite grants a similar +4 circumstance bonus if used on one of their members. The Maohi and Pu'oku have little interest in the rite as a whole. Such a rite must not be performed lightly, as it grants the taninim in question at least one permanent negative level that cannot be removed or negated for a year and a day. Players still interested in such a path may refer to the Rites section earlier in this book.

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Development

By the time the party completes Act 3, they should be ready to focus on the dangers of the abandoned lair within the volcano. The characters should be level 4 or 5 when exploring this complex; the challenges here might be overwhelming for lower level parties.

Act 3: Into the Darkness

The object of Act 3 is the exploration and pacification of the old taninim lair, formed out of the volcanic caverns of Pani Ura. The monsters remain in this complex, too mindless and degenerate to go more than a hex from the caves. The Body Jumper creature remains trapped in the deepest cavern, as he was unable to get a new form before the last one became too debased to possess any longer.

The caverns are natural, with no furnishings remaining from the previous owners and only some lost items. They are stable, however, and can comfortably fit all of the villagers of the island for a short period, such as a storm. Descriptions presume either darkvision or a light source capable of revealing details. GMs should adjust the text as appropriate.

If the party makes multiple trips into the caves, the monsters begin to be on their guard, gaining an additional +3 bonus to Perception checks and their shifting positions.

C1. The Entrance

The mouth of the cave requires a DC 25 Survival check to locate within the hex. This check takes 6 hours. For every three points the check exceeds the DC, reduce the time necessary to find the cave by 1 hour. No debased lizardfolk, detailed in Act 1, will follow the party inside this cave under any circumstances.

This is a jagged tunnel opening, measuring roughly 30 feet across and 20 feet high. Vines stretch down from the roof and crawl along the edges. The passage inside slopes gently, rubble strewn throughout, descending into the darkness of the mountain. A trickle of water spills from the ceiling, and sounds of dripping water echo from inside.

The terrain in the main passage, from C1 to C7, is difficult terrain due to the loose rocks and debris scattered everywhere. Twenty individuals, working for 15 days, can clear this condition.

Characters exploring the cave mouth can determine the complex is home to several creatures with a successful Survival check.

DC Result	Findings
18	Multiple creatures occupy this complex. At least three.
21	Two types of creatures live here, a Large-sized one and a Medium-sized one.
24	Five different creatures live here.
27	Two individuals of Medium size and three of Large size live here.

Development

If any party members make loud noises here, the debased taninim in C3 may hear them (-8 to the Perception check, adding distance penalties to the roll), in which case, it howls, alerting the other creatures in the complex before coming to investigate.

C2. The Upper Tunnel Lair

This is the first grotto after the entrance, with the passage opening on the right-hand side.

A low, 8-foot oval tunnel branches from the main passage and continues back into darkness.

A Survival check made here (DC 20) indicates a Medium creature has passed through and into this cave.

A short walk leads into a roughly oval room which slopes down to the left. The left-hand end of the oval is somewhat pinched, and a half-dozen larger boulders. To the right, small drips of water pool on the floor before pouring down an open hole.

The tracks lead to this hole, which is a 40-foot chimney, leading down to C5. Navigating this chimney without a rope requires a DC 18 Climb check, due to the wet surfaces. A Perception check (DC 15) reveals the old remains of a firepit in the center of the boulders to the left.

Development

If any members of the party attempt to climb the chimney, the corrupted dark taninim in C5 may hear them (+3 to the Perception check to hear a conversation at the mouth of the chimney, adding distance penalties to the roll), in which case, it howls, alerting the other creatures in the complex before coming to investigate.

C3. The Unremarkable Lair

This is the second grotto from the entrance, on left-hand side.

Just over 10 feet high, this tunnel dips down slightly before widening into a gallery which extends into the black.



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A Survival check made here (DC 19) indicates a Large creature has passed through and into this cave. The ground in front of the entrance is hard stone.

The entry passage opens into a gallery roughly 25 feet across and about 50 feet deep. At the far end of the chamber, there appears to be small niches or side tunnels in either corner.

This cavern serves as the lair of one of the creatures in this complex closest to the entrance. A lone debased taninim has a nest made out of bones, branches, and trash in the far left-hand corner. If it has not heard the party prior to this point, it receives a chance to notice the party when they enter this room. It is a DC 0 check to notice a group carrying a lantern.

If it notices the party, it conceals itself in its nest (+6 Stealth), and awaits for the party to come within 20 feet, when it attacks.

Debased Taninim CR 3

XP 800

NE Large dragon (earth)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +2

DEFENSE

AC 13, touch 11, flat-footed 13 (+0 Dex, +4 natural, -1 size)

hp 52 (5d12+20)

Fort +8, **Ref** +4, **Will** +2

Immune acid, paralysis, sleep

OFFENSE

Speed 30 ft., fly 5 ft. (poor), swim 30 ft.

Melee bite +10 (1d8+6), tail slap +5 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks acidic cloud

STATISTICS

Str 23, **Dex** 10, **Con** 18, **Int** 1, **Wis** 7, **Cha** 12

Base Atk +5; **CMB** +10; **CMD** 22

Feats Improved Initiative, Power Attack, Skill Focus (Perception)

Skills Fly +12, Intimidate +5, Perception +2, Stealth +3, Swim +10

SQ aquatic adaptation, speed surge

SPECIAL ABILITIES

Acidic Cloud (Ex) A debased taninim can, as a standard action, spit a ball of acid that bursts into a cloud on impact. This attack has a range of 60 feet and deals 4d6 points of acid damage (Reflex DC 16 half) to all creatures within the resulting 10-foot-radius spread. The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius obscuring mist (it no

longer causes damage), but a strong wind disperses it in a single round. Once a Debased Taninim has used its acidic cloud breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Aquatic Adaptation (Ex) A debased taninim can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater. The acidic cloud created by that attack dissipates after 1 round if used underwater.

Speed Surge (Ex) Three times per day as a swift action, a debased taninim may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Treasure

There are 15 pieces of usable obsidian (150 gp) mixed in with the bones and garbage of the nest.

Development

Engaging the debased taninim in this cave alerts the other creatures in the complex, unless the party takes precautions to prevent sound from traveling. If the battle lasts more than three rounds, the two Debased Taninim from C4 come to investigate.

C4. The Clefted Lair

The primary passage leading down to this grotto entrance is steep, and requires a DC 15 Balance check. Failure causes a shower of rubble to spill down the tunnel. Unless some effect prevents the sound from traveling, this gives the debased taninim inside C4 (or C3, if it is still alive) the chance to hear them with a Perception check (DC 15, includes penalties for distance). If the creatures hear the party, they hide in their nests until characters become visible in the mouth of the grotto, when they use their acidic cloud ability.

Twelve feet high and fifteen feet wide, this opening barely goes back 10 feet before expanding into a chamber filled with rubble, branches, dried palm fronds, and bones.

A Survival check made here (DC 14) indicates a Large creature has passed through and into this cave. The ground in front of the entrance is muddy rubble but is not considered difficult terrain, as it is otherwise flat and mostly clear. A DC 19 success indicates two Large creatures recently entered the cave.

Give the creatures a Perception check to notice the party, if they have not already, if they enter the mouth of the grotto with a light source. If this is the first time they notice the party, they charge. If not, they are resting in C4. The ground in C4 is considered difficult terrain until the nests are cleared. This takes 20 individuals working for 2 days.

Debased Taninim (2) CR 5

XP 1,600

hp 52 each

See room C3 for Debased Taninim STATISTICS.

Treasure

There are 5 pieces of polished red coral (50 gp each) mixed in with the bones and garbage of the nest.

Development

Engaging the Debased Taninim in this cave alerts the other creatures in the complex unless the party takes precautions to prevent sound from traveling. Deep in the back left corner of the cave is a narrow cleft, 30 feet deep and 18-inches wide. In the back of this cleft is a crumbling skeleton in untarnished chainmail and carrying an untarnished shortsword.

C5. The Lower Tunnel Lair

A gentle slope from C4 to C5 is easy to navigate, and it is mostly flat with a tiny stream of water.

This tunnel is about 8 feet high and ten feet wide. It appears to go back about 30 feet before expanding into a oval shaped gallery. There is the distinct sound of dripping water.

A Survival check made here (DC 20) indicates a Medium creature has passed through and into this cave. The ground in front of the entrance is hard stone.

Give the creature a Perception check to notice the party, if it has not already, if they enter the mouth of the grotto with a light source. It hides in the far left corner, caked in mud, if it hears or sees an approaching group (+11 Stealth opposed by the party's Perception)

The corrupted dark taninim opens combat with its breath weapon and then dives into melee.

Corrupted Dark Taninim CR 5

XP 2,400

NE medium dragon (water)

Init +4; **Senses** dragon senses; Perception +7

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 125 (10d12+60)

Fort +13, **Ref** +7, **Will** +7; +8 to saves against paralysis, sleep

Resist Acid/30

OFFENSE

Speed 60 ft., fly 10 ft. (poor), swim 60 ft.

Melee bite +18 (1d8+10), 2 claws +17 (1d6+7), 2 wings +12 (1d4+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (60 ft. line, DC 20, 8d6 acid)

STATISTICS

Str 25, **Dex** 10, **Con** 23, **Int** 1, **Wis** 11, **Cha** 12

Base Atk +10; **CMB** +17; **CMD** 27 (31 vs. trip)

Feats Alertness, Improved Initiative, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

Skills Climb +11, Fly +12, Intimidate +6, Perception +7, Stealth +8, Survival +5, Swim +15; **Racial**

Modifiers +8 Swim

SQ swamp stride, water breathing

SPECIAL ABILITIES

Swamp Stride (Ex) A corrupted dark taninim can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex) A corrupted dark taninim can breathe underwater indefinitely and can use its breath weapon, spells, and other abilities while submerged.

Treasure

There are three potions in wax-sealed monkey skulls. They are: a *potion of cure serious wounds*, a *potion of acid resistance*, and a *potion of mage armor*.

Development

Engaging the corrupted dark taninim in this cave alerts any remaining creatures in the complex, unless the party takes precautions to prevent sound from traveling. The creature in C6 does not immediately come to assist the creature in C5 unless the GM wishes to make the battle much more difficult right away. Otherwise, it goes to C2 and gets into an ambush position in the mouth of the tunnel at C5, so it can drop down upon targets with surprise.

C6. The Deepest Lair

The passage from C5 to C6 is steep, and requires a DC 15 Balance check, or characters trip, suffering 1d6 damage.

This short passage goes about 20 feet before opening into a side cave filled with branches, bones, and debris, similar to other nests in the complex. Opposite the nest is a large, high roofed gallery, littered with boulders.

A Survival check made here (DC15) indicates a Medium creature has passed through and into this cave, and into the nest. The ground in front of the entrance is hard, muddy rubble.

Give the creature a Perception check to notice the party, if it has not already, if they enter the mouth of the

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grotto with a light source. It has created a false nest in the side cavern, right of the entrance. It waits over to the left, hiding in the boulders (+13 Stealth) and opens combat with its breath weapon, then focuses on less-armored opponents. It can fly up near the ceiling (20-foot high in this cave), and dive down or move to leave no tracks.

Corrupted Dark Taninim **CR 5**

XP 2,400

hp 125

See room C5 for Corrupted Dark Taninim.

Treasure

There is no treasure in this room.

Development

It is unlikely any creatures but the Body Jumper remain in the caverns at this point. It waits near the cavern entrance, at the edge of the 75 feet it can stray from the idol without a body. Its own body jump power can just reach a party exiting C6, but it waits until a group is headed toward C7 before trying to possess a member of the group.

C7. The Reflecting Gallery

The passage from C6 to C7 is a gentle slope. It does not require any checks to navigate. There are a couple of small streams flowing into this part of the cave, but not enough to affect the terrain. The water is clean and drinkable.

This cavern is wide and tall, nearly 30 feet high. Water has pooled in the center of the room, and there is the patter of water splattering against rock. There are a few boulders strewn about, but the ground is mostly groomed and muddy.

Give the creature a Perception check to notice the party, if it has not already, if they enter the mouth of the grotto with a light source. The terrain in this room is normal. The pool in the center of the room is crystal clear and about 15-feet deep at its center. When it overfills from the runoff, it flows into a 20-foot long, 2-foot wide chasm that is about 15 feet deep.

If the party searches the cave, a DC 20 Perception check identifies the mud-caked wooden idol, standing in amid the boulders in the far right-hand corner of the room.

Khakhua, the Body Jumper, and his idol await in this room. Once the party enters, it attempts to possess a member. This battle could be extremely difficult. The Body Jumper cannot leave the room if it does not possess a character, but will not pursue parties who flee leaving a possessed member behind. In those cases, a player may wish to continue playing as a tribal ally until their character is rescued.

The Spiritual Threat

This is Khakhua (KAA-COO-AAH), once the medicine-man of the Ssaissut tribe, invented an incantation which transformed him into this spirit of himself, bound to the idol, which he tricked the taninim into accepting as tribute. He then took over the taninim group, one by one, but the backlash from his possession left the group the ruined creatures in these caverns. When an occasional lizardfolk came close enough, he claimed them, but, unable to transport his idol anywhere safer than this cavern, he was forced to eventually abandon his hosts and now remains trapped in this room.

Khakhua the Disembodied **CR 6**

XP 2,400

Body Jumper Lizardfolk Druid 4

N Medium humanoid (reptilian)

Init +4; Senses Perception +14

DEFENSE

AC —, touch —, flat-footed —

hp 27 (6d8)

Fort +7, Ref +1, Will +6; +4 vs. fey and plant-targeted effects

Immune all physical attacks

Weakness spell vulnerability (*burning hands, magic fang, molten orb, spiritual weapon*)

OFFENSE

Speed —

Melee uses those of its host

Ranged uses those of its host

Special Attacks body jump (DC 18), wild shape 1/day

Domain Spell-Like Abilities (CL 4th; concentration +5)
4/day—wooden fist

Druid Spells Prepared (CL 4th; conc. +5)

2nd—*barkskin* D, *bull's strength*, *summon swarm*

1st—*entangle* D (2, DC 12), *faerie fire*, *shillelagh* (2)

0th (at will)—*create water*, *know direction*, *light*, *stabilize*

D Domain spell; Domain Plant

TACTICS

Before Combat: Khakhua casts *barkskin* on himself.

During Combat: Khakhua casts *entangle* or *summon swarm*.

BASE STATISTICS

Without *barkskin*, Khakhua's STATISTICS are AC 18, touch 11, flat-footed 17.

STATISTICS

Str —, Dex —, Con —, Int 12, Wis 16, Cha 20

Base Atk +3; CMB +3; CMD 13

Feats Alertness, Improved Initiative, Iron Will

Skills Diplomacy +10, Knowledge (arcane) +5, Knowledge (nature) +10, Perception +14, Spellcraft +8, Survival +10

Languages Draconic

SQ *nature bond* (Plant domain), *nature sense*, *trackless step*, *wild empathy* +4, *woodland stride*

SPECIAL ABILITIES

Body Jump (Su) Once per round a Body Jumper creature can possess any non-construct, non-plant creature that fails its Will save (DC 18) within a range of 75 feet. A creature that successfully saves is immune to this effect for 24 hours. The Body Jumper can utterly and constantly control the host creature's mind and body and read its mind like an open book, perceiving all that the host creature does or has ever done, even things it cannot remember. The host creature's gains the Body Jumper's alignment in addition to its normal alignment until it is no longer a host.

Lacking a physical body, the base creature only has access to extraordinary, supernatural, and spell like abilities of the host creature that use the base creature's Intelligence, Wisdom, or Charisma modifier. It can also cast spells and take purely mental actions, as well as use any ability its host possesses along with granting the host the use of its feats and skills (though skills modified by Strength or Dexterity are modified by the hosts ability scores). The Body Jumper creature always uses its Will save rather than its hosts.

This possession causes 1 Intelligence drain per week. When the possessed creature reaches 3 or less Intelligence, it can no longer host the Body Jumper and it evicts the creature. This eviction inflicts another point of Intelligence drain, and the possessed creature gains either the Parasite-Ridden template (*Book of Monster Templates*), or, if the formerly possessed creature had the dragon type, the Feral Dragon template (*Advanced Bestiary*).

Spell Vulnerability: These listed spells never need to overcome a host or Body Jumper creature's spell resistance (if any) to have any effect and suffers a -4 penalty to its save. A host creature subjected to a *banishment* or *dispel alignment* (chaos, evil, good, or law appropriate to the base creature or the host), *remove curse*, or *break enchantment*, must succeed on a Will saving throw or the Body Jumper is expelled and can never possess that host creature again though it is free to possess any other creature.

An *antimagic field* or any antimagic effect suppresses all the effects upon the host creature and any supernatural or spell like abilities of the Body Jumper. It also prevents the Body Jumper from communicating with the host creature, using its perceptions, and exiting its host body (unless it dies) for as long as the host creature remains in the antimagic area.

Any of the *protection from alignment* spells prevents a Body Jumper from possessing a host creature, even if the spell is not appropriate to the host or Body Jumper's alignment.

A *binding* or *trap the soul* spell will trap both the host and the Body Jumper creature.

If it is forcibly expelled, or if its host creature dies, a Body Jumper must possess a new host within 1 minute or be destroyed.

Destroying the Idol

If the wooden totem idol is submerged, it forces Khakhua to make a DC 18 Will save each round, or leave the possessed creature as if it had successfully resisted the Body-Jump power. The idol has AC 15, Hardness 5 and 40 hp. If the idol is reduced to 0 hit points, Khakhua is destroyed and the idol crumbles to sawdust. If it isn't completely destroyed, the idol regains 6 hit points per day until fully repaired. Spells listed in the Body-jumper's spell vulnerability trait bypass Hardness and deal damage directly to the idol. If Khakhua is somehow reduced to 0 hp without harming the idol, he still dies permanently, and the idol is rendered a mundane totem worth 500 gp.

Treasure

GMs should select magic gear for a party of 5 level 5 characters, tailored to the interests of their group. This should include three magic weapons, 5 wondrous items, 1 spellbook with 12 spells, and 4 potions, worth approximately 25,000 gp in total.

Development

After securing the old tananim lair and defeating the creatures occupying it, as well as destroying the idol or the Body-jumper creature, the characters should be level 5. Provide the party a week of time without incident, where they may interact with the tribes on the island, unifying them as desired, or perform other activities. After this week, proceed with Act 4.

Act 4: Knock, Knock

At this point, the party has consolidated their governance of Pani Ura, and cleared the danger lurking within the volcanic lair. Their thoughts are likely filled with plans to eliminate any remaining threats on the island and how to collect the necessary tribute for their patron. The adventure is not over, however.

The party awakens to find a group of crusaders has arrived. Drawn by an old explorer's journal, they learned of the cavern lair and its strange power to warp dragons and reptiles into awful monsters. They plan to establish a vault on the island, hiding several sensitive items and determining

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1. Material Storage
2. Brig
3. Secure Storage
4. Cargo
5. Crew's Quarters
6. Aft Ballistae
7. Helm
8. Fore Ballistae
9. Ammunition Chest
10. Captain's Quarters
11. Cabins
12. Storage
13. Mess
14. Galley
15. Surgeon
16. Workshop
17. Longboat
18. Gunwale



if the transformative effect of the island can be brought back to their stronghold, where they plan on turning several captured dragons into weak-minded, easily-controlled guardians.

A scout from one of the tribes arrives at midday, stating he has important information to share: outsiders have arrived on Pani Ura. The scout leads the characters to an overlook to show them:

There, in a cove of the island, a three-masted carrack lies anchored, and two longboats ferry humans to the shore. Its flags flutter in the breeze and even at this distance you can see there are armored warriors among their number, directing the construction of an encampment on the beach.

A DC 25 Knowledge (nobility) check indicates the ship flies the colors of the Order of the Chained Drake, an organization of knights, cavaliers, and adventurers dedicated to the enslavement and eventual destruction of all dragonkind. This is *The Safe Passage*, a carrack; details for it are provided in Act 5.

The knights erect a collection of five tents on the beach, where a group of fifteen sailors resupply the carrack while the Order members investigate the explorer's journal and head for the previous taninim's lair. They plan to take five sailors with them to help clear the path and act as porters for anything they find. They set out for the lair the next morning. This journal might also lead to other dungeons and magical sites in other locales, beyond the scope of this adventure.

The characters have a great deal of leeway with how they choose to handle this encounter. The members of the Chained Drake refuse to parlay with taninim, and attack if the party arrives to talk. They may engage diplomatically if the taninim use illusions to hide their nature, but immediately attack if the deception is discovered. They demand access to the cave and wish to know under what authority the party claims the island. If no reasonable authority and proof of that authority is given, the Order claims the island in their name.

Depending on the course of action taken by the player characters, the Order members might be engaged in the jungles of Pani Ura, on the beach, or even within the volcanic lair. If the Order is attacked where they can see it, the sailors flee to the ship, and if the members of the Chained Drake do not return within an hour, the carrack departs. If the sailors see members killed the ship departs immediately.

If left unmolested, the Order explores the old lair, discovering a buried cache of 1,000 gp, which they bring back to the beach with much celebration. Unless there is clear sign of habitation by the taninim, they do not search further. If the former

Body-jumper's idol is still present, they take it. They then return to the lair the next day to bury their cache of weapons. If allowed to complete their task, they then depart.

The items have been enchanted with an incantation which alerts the caster if anyone but a member of the Order handles them. They include: five miscellaneous wondrous items the gamemaster is encouraged to tailor to the group's desires. If the party handles the items, the Order is alerted and returns for Act 5.

If there is clear indication of the taninim's presence in the old lair, the group stays on Pani Ura and hunts for the characters for three days before leaving.

Invaders in the Lost Isles

As a divinely created effect, the Barrier that surrounds the Lost Isles serves as an impenetrable shield for the taninim—until now, that is. How the Order of the Chained Drake managed to breach it is unknown, but it is a matter of great import to all taninim—and likely the seed of the next adventure. The dragon-hunting goddess Our Red Lady of Victory is perhaps the most likely being behind this, but there may be other powers at work as well, such as other deities, or even the forces of the Undragon. Regardless, it's not only Raging Tide that will want to hear of this, but the Elder Voices.

Crusaders

Egana, Faxtin, 3 Order Sergeants-at-arms

Egana, Hunter of the Order of the Chained Drake CR 4

XP 1,200

Female human ranger 5

N Medium humanoid (human)

Init +4; **Senses** Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 37 (5d10+10)

Fort +6, **Ref** +8, **Will** +2

OFFENSE

Speed 30 ft.

Melee longsword +6 (1d8+1/19–20)

Ranged mwk longbow +11 (1d8/×3)

Special Attacks favored enemy (dragons +4, humanoids (reptilian) +2)

Spells Prepared (CL 2nd, concentration +3)

1st—*entangle* (DC 12), *summon nature's ally I*

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TACTICS

Before Combat: Egana is pleasant and calm, even among enemies. She prefers plans allowing him to work at range and keep her soldiers safe. She may summon an ally to help distract or flank opponents.

During Combat: Egana avoids melee and uses her shared bond to direct, helping her allies to strike. She focuses her arrows on the greatest threats—spellcasters, champions, animal companions, or healers.

Morale: Egana flees if in serious danger, knowing she can gather reinforcements back at the Order strongholds and better prepare a counter-assault.

STATISTICS

Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 8

Base Atk +5; CMB +6; CMD 20

Feats Deadly Aim, Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)
Skills Bluff +2, Climb +5, Diplomacy +1, Disguise +3, Handle Animal +6, Knowledge (Geography) +5, Knowledge (History) +2, Knowledge (Local) +2, Linguistics +2, Perception +9, Ride +10, Stealth +12, Survival +9

Languages Common, Draconic, Elven
SQ favored terrain (forest +2), hunter's bond (companions), track +2, wild empathy +4

Gear +1 studded leather, cloak of resistance +1, masterwork longbow with 20 arrows, longsword, *potion of cure moderate wounds* (2), 15 +1 arrows, 125 gp

Faxtin, Sorcerer of the Order CR 4

XP 1,200

Male human sorcerer 4

LN Medium humanoid (human)

Init +4; **Senses** Perception +5

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 20 (4d6+4)

Fort +2, **Ref** +3, **Will** +5; +2 vs. poison

Resist fire 10

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4–2/19–20)

Ranged light crossbow +4 (1d8/19–20)

Bloodline Spell-Like Abilities (CL 4th; concentration +8)
7/day—elemental ray (+4, 1d6+2 fire)

Spells Known (CL 4th; concentration +8)

2nd (4)—*daze monster* (DC 16), *scorching ray*

1st (7)—*burning hands* (DC 15), *charm person* (DC 17), *magic missile*, *protection from good*

0 (at will)—*acid splash*, *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*

Bloodline elemental (fire)

STATISTICS

Str 7, Dex 15, Con 12, Int 14, Wis 12, Cha 18

Base Atk +2; **CMB** +0; **CMD** 12

Feats Combat Casting, Eschew Materials, Skill Focus (Perception), Weapon Finesse

Skills Appraise +6, Bluff +10, Diplomacy +8, Intimidate +10, Knowledge (arcane) +7, Perception +8, Spellcraft +9, Use Magic Device +10

Languages Common, Draconic, Elven

SQ bloodline arcana, traits (Charming, Exile)

Combat Gear *potion of cure light wounds*, *potion of invisibility*; **Other Gear** light crossbow with 20 bolts, dagger, *bracers of armor* +1, backpack, bottles of fine wine (2), noble's outfit, rations (3), signet ring, sunrods (3), traveler's outfit, 24 gp

SPECIAL ABILITIES

Bloodline Arcana: Whenever the sorcerer casts a spell dealing energy damage, he can change the type of damage to fire. This also changes the spell's type to fire.

Elemental Ray (*Sp*) Starting at 1st level, the sorcerer can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+2 points of fire damage. The sorcerer can use this ability 7 times per day.

Elemental Resistance (*Ex*) At 3rd level, the sorcerer gains energy resistance 10 against fire.

Sergeants-at-arms of the Order CR 3

XP 800

Human Ranger 2/Rogue (Sniper archetype) 2

CG Medium humanoid (human)

Init +4; **Senses** Perception +8

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)

hp 32 (4 HD; 2d10+2d8+8)

Fort +5, **Ref** +10, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk handaxe +5 (1d6+1/×3)

Ranged mwk composite longbow +8 (1d8+1/×3)

Special Attacks favored enemy (dragons +2), sneak attack +1d6, accuracy

STATISTICS

Str 12, Dex 18, Con 14, Int 10, Wis 13, Cha 8

Base Atk +3; **CMB** +4; **CMD** 18

Feats Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +8, Disguise +6, Knowledge (local) +7, Knowledge (nature) +7, Perception +8, Stealth +14, Survival +8, Swim +6

Languages Common

SQ rogue talents (fast stealth), track +1, wild empathy +1

Combat Gear +1 bane arrows (2), sleep arrows (4), elixir of hiding, potion of cat's grace, potions of cure light wounds (2), potion of pass without trace, acid (2);

Other Gear leather armor, masterwork composite longbow (+1 Str) with 20 arrows, masterwork hand axe, 3 gp

Development

Unless the party takes measures to prevent its departure, the carrack departs when either a fleeing sailor reports on the demise of the knights of the Chained Drake, or an escaping knight returns to the ship. It takes fifteen days for the ship to return to civilization, but the captain communicates what he knows about the situation via magic within an hour.

What if no one escaped?

It's entirely possible none of the initial group escaped the party's response in Act 5. In this case, the returning crusaders are coming to determine what happened to their fellows, and are expecting the worst.

Why leave?

Why would the Order depart after learning the taninim are on the island, or after hunting for the taninim for a few days? There are many reasons why. The Order members might not have enough supplies. They might have pressing business back at the headquarters. They might be creating a stash of weapons and goods for a rainy day, or preparing for a splinter sect of the Order. Whatever the reasoning, the Order departs if unmolested, and will be returning in force.

The true threat posed by this Act is not the violent capability of the Order's expedition, but that the Order knows something is occupying Pani Ura, that they penetrated the barrier, and that they plan to return in the short term. The true challenge is how the taninim respond in the aftermath, and if they prepare for the Order's return.

In any case, the characters now have a chance to prepare Defenses, as their island home is known to the greater world and the Order of the Chained Drake in particular. Several countermeasures implemented by the characters could affect encounters in Act 5. The Order returns in 15 days or three days before the 60-day deadline, whichever is sooner.

Act 5: Repercussions

In this Act, the Order of the Chained Drake responds to the loss of their initial expedition, and comes to either reclaim the island or destroy the site to deny it to the taninim. To do this, they send three carracks back, filled with 180 marines, an Alchemist of Purifying Flame, and a Captain of the Order. (See page 160 for the carrack map). Unless stopped, this group comes ashore and proceed to conquer the inhabitants. The taninim need to defend what they have built.

If the Otsjanep tengu are allied with the taninim, they are alerted to the incoming ships a day before they arrive. If the Pu'oku fishfolk are allied with the party, they are alerted to the incoming ships three days before they arrive. This allows them to engage the ships and their crews before they make landfall, potentially stopping the attack before it happens. In this situation, proceed to **Defend the Island: By Sea**.

If the characters show they can defend the island and sufficiently damage the carracks, the alchemist and Captain of the Order activate their *windwalk* item and head for the island, intent on activating an alchemical explosive device which will collapse the cavern lair, causing a landslide and immense destruction to Pani Ura's landscape. If the carracks fend off the party or arrive unchallenged, the ships arrive one hex north of S3, Meakambut, and begin landing soldiers. If this site seems heavily fortified, they land near S1, Amboin.

The Order's troops march first on the lizardfolk of the nearest village and proceed to kill anyone they encounter. If the characters have unified the tribes and organize any sort of resistance, the Order of the Chained Drake likely faces a hard battle. Unless the party participates in this battle, the Order wins, killing 70% of the village and taking only 20 casualties. If the players do participate, proceed to **Defend the Island: On Shore**.

Defend the Island: By Sea

These statistics represent the three carracks, the *Righteous Fury*, the *Drake's Misery*, and the *Swift Justice*. They use the same map as the ship from Act 4 page 160, but if the characters engage the crews, they fire their ballistae and ranged weapons at the party. The marines come up to the muster deck, and fire bows at the attackers. Only 30 marines can fire from either side at one time, and they hold their fire until targets are within Medium range. The marines fire at appropriate targets once per round per side as a massed rain of arrows capable of targeting a

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30-foot radius space. (+5 vs Touch AC for 6d6 hp damage, DC 22 Reflex save for half damage) They fire five times before holding their fire until the attackers come within Short range. If the taninim attack them on the decks, they defend with their melee weapons. The marines cannot swim in armor, and drown in four rounds if knocked overboard.

The Captain of the Order and Alchemist of the Purifying Flame are both aboard the *Drake's Misery*, the northernmost of the three vessels, where they serve as the ship's captain and alchemist.

The Order's Carracks

Painted blue-grey with yellow sails, this carrack has an elaborate angel figurehead clutching bronze arrows, and a rudder carved with a dragon turtle. It flies Questhaven colors.

Colossal Water vehicle

Squares 5 (30 ft. by 150 ft.); **Cost** 30,000 gp

Init +4

DEFENSE

AC 10; **Hardness** 10

hp 900 (sails 150)

Base Save +0

OFFENSE

Maximum Speed 180 ft. (current) or 60 ft. (muscle); **Acceleration** 30 ft. (current) or 15 ft. (muscle)

Weapons 12 ballistae; 2 forward, 2 aft, 8 on the lower deck— +8 to hit, 4d6 damage, they can be fired every round, but not across the center line of the ship. Each ballista can rotate to fire either fore or aft (depending on position) and then either port or starboard. The port and starboard sides can have at most 6 ballistae positioned to fire each round. The fore and aft can have at most 2 ballistae positioned to fire.

Attack ram 8d8

CMB +8; **CMD** 18

DRIVE

Propulsion current (air; two masts, 30 squares of sails, hp 150) or current (water)

Sailing Check Profession (sailor) or Knowledge (nature) +10 to the DC

Forward Facing the ship's forward

Driving Device steering wheel

Driving Space the nine squares around the steering wheel, located in the aft of the ship

Crew 40

LOAD

Decks 3

Cargo Up to 200 tons plus crew and passengers. The carrack has two longboats, which can each hold 20 passengers.

The Ships

The Order's ships are carracks, with a fore- and sterncastle, a main deck, and a gunnery deck with cargo space. They have a beam of 30 feet, and measure 150 feet from gunwale to rudder.

Forecastle

The forecastle is a raised deck at the bow of the ship. It maintains access to the gunwale and bowsprit, holds ammunition storage lockers, and sports two ballistae. Each ballista requires a crew of two to fire. The alchemist, Mara, spends the majority of her time on this deck, when not inspecting or repairing the ballistae of the gunnery deck.

Sterncastle

Mirroring the forecastle, the sterncastle is a raised deck at the rear of the vessel. It also has two ballista and the associated ammunition storage lockers. However, the sterncastle is where the ship's helm is located. A fairly complex system of gears and rope-pulleys, the helm mechanism allows the Navigator or Pilot's Apprentice to steer the ship using the immense rudder.

Main Deck

The main deck, or muster deck, is the heart of the ship, where most of the crew spends their day maintaining the rigging and sails. It is where most social activity takes place, and where the cargo hatches are located, when the ship needs to load or unload materials. In good weather, many of the crew sleep on the muster deck, preferring the fresh air to the more enclosed spaces below.

At the very bow of each carrack lies the gunwale and bowsprit, though these are only accessible from the forecastle. In the bow cabins are the galley and mess, the carpenter's workshop, and the surgeon's bay, where those crew members can typically be found. The whole of the stern cabins are occupied by storage, the officers' cabins, the alchemist's cabin, and the captain's quarters, which consist of a meeting room, a parlor, and the captain's cabin. No one enters the captain's quarters uninvited, and a superior quality lock secures the door.

Cargo and Gunnery Deck

In a fight, the gunnery deck is a flurry of activity. At most other times, it is a fairly quiet space. At the bow are the communal crew quarters, where the sailors' hammocks and foot lockers are kept—sometimes four deep. None of the crew are allowed to gamble with actual money, so any game played here uses tokens later exchanged for coin when shares are distributed.

In the core of the ships sit eight ballistae; the cargo hatches lie in the middle of the siege engines, but they are kept latched, and the stairs down into the cargo bay have rope gates to deter the curious. The stern of the deck is occupied by ballast and bilge access, preserved foodstuffs, raw materials, rope, and finally, the brig, which doubles as the prison when the Order takes captives. Unfortunate passengers in this space are kept manacled hand and foot with good quality locks. The cargo hold takes the majority of the space. Currently, the marines occupy the cargo space with their kit and supplies.

The Crew

A 35 sailors serve aboard each carrack, and 60 marines accompany each ship. The sailors are human commoner 4 (hp 15, AC 15), and the marines are human warrior 3 (see below). The captains of the other two vessels are hired human experts 5 (hp 22, AC 16), and they and their sailors do not fight unless directly engaged, leaving the combat to the marines.

Order Marine CR 1

XP 400

Human Warrior 3

LN Medium humanoid (human)

Init +3; **Senses** Perception -1

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 24 (3d10+3)

Fort +4, **Ref** +1, **Will** +2

OFFENSE

Speed 20 ft.

Melee longsword +5 (1d8+1/19–20)

Ranged composite longbow +5 (1d8+1/x3)

STATISTICS

Str 13, **Dex** 14, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 14

Feats Improved Initiative, Iron Will, Weapon Focus (longsword)

Skills Intimidate +5, Survival +5, Ride +0

Languages Common

Combat Gear chainmail, heavy steel shield, longsword, longbow with 30 arrows, 20 gp

Development

If the ships are burnt to the keel, the men are lost at sea unless the characters direct the Pu'oku to rescue survivors, who are willing to live among the lizardfolk or join the characters once the adventure is complete. The Captain of the Order and the Alchemist activate a single use item allowing them to *wind walk* to the island.

Whether the ships are destroyed or repel the players, proceed to **Defend the Island: On Shore**.

Defend the Island: On Shore

It is beyond the scope of this adventure to play out a long-term, large-scale conflict of the marines against the tribes, but a GM who wished to explore that scenario certainly could.

The Order of the Chained Drake doesn't want to massacre the whole island. They simply want to deliver a message about attacking their people and destroy the player characters. If they occupied the lizardfolk village, they send three captives, one to each remaining village, with a message for the player characters to surrender to the Order and await the party's response in the village. If the PCs are defending the village when the Order arrives, the invaders call out for the taninim to face the Order Captain and Alchemist in honorable combat; to the victor goes the island. The Order honors this arrangement, for now. In this case, Mara gives his alchemical device the potion that activates it, and her *windwalk* token to a group of marines before the battle. (See **Development**)

If the taninim destroyed the expedition's vessels, the Captain and Alchemist flee to the island in *wind walk* form (using Mara's token) and seek out the lair within the mountain. There, they go to the Reflecting Pool (C7) and prepare an alchemical device which will destroy the lair and cause a massive landslide if the party does not stop them (See **Development**). It takes the attackers some time to find the lair. In this case, the player characters either find the Order members as they are infiltrating the characters' home, or, if a crewmember is captured, the prisoner knows of Rodrigo's plan to destroy the mountain and taunts them, saying "Even if you kill me, Captain Rodrigo will obliterate your festering lair!" and provides rough details upon interrogation (DC 25 Intimidation check).

At which point, depending on the situation, the taninim should face off against the champions of the Order of the Chained Drake.

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Mara, Alchemist of the Purifying Flame, Order of the Chained Drake CR 6

XP 2,400

Male Half-elf alchemist (Grenadier) 7

NE Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +14

DEFENSE

AC 21, touch 14, flat-footed 17 (+5 armor, +4 Dex, +2 natural*)

hp 56 (7d8+21)

Fort +8, **Ref** +10, **Will** +2; +2 vs. enchantments, +4 vs. poison

Defensive Abilities Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 *throwing axe* +7 (1d6+2)

Ranged bomb +9 (4d6+3 fire), +9 *throwing axe* (1d6+1)

Special Attacks bomb 10/day (4d6+3 fire and catch fire, DC 18, 10 ft. radius), alchemical weapon, directed blast

Alchemist Extracts Prepared (CL 7th)

3rd—*haste, lightning lash bomb admixture*^{UC} (DC 16)

2nd—*ablative barrier*^{UC}, *cure moderate wounds, invisibility, protection from arrows*

1st—*anticipate peril*^{UM} (DC 14), *bomber's eye*^{APG}, *comprehend languages, cure light wounds, expeditious retreat*

TACTICS

Before Combat: Mara uses *anticipate peril* and *bomber's eye* prior to combat. If she's forewarned, she drinks her mutagen and *lightning lash bomb admixture*.

During Combat: Mara drinks her *haste* extract, and proceeds to bomb archers and spellcasters. She uses concussive bombs against spellcasters to try deafening them and inflicting spell failure penalties. She uses her alchemical weapon ability to infuse throwing axes with tanglefoot bags against melee combatants.

Morale: So long as the Captain lives, Mara fights to the death, trusting in her commander.

BASE STATISTICS

Without her mutagen, Mara's statistics are **AC** 17, touch 12, flat-footed 15; **Ref** +8, **Will** +3; **Dex** 14, **Wis** 10

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 17, **Wis** 8, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 20

Feats Ability Focus (bomb), Martial Weapon Proficiency (throwing axe), Point-Blank Shot, Precise Shot, Quick Draw, Skill Focus (Perception), Throw Anything

Skills Craft (alchemy) +13, Disable Device +13, Knowledge (arcana) +13, Knowledge (engineering) +6,

Linguistics +4, Perception +14, Spellcraft +11, Swim +5, Use Magic Device +9; **Racial Modifiers** +2 Perception
Languages Aquan, Common, Draconic, Elven, Infernal, Sylvan

SQ alchemy (alchemy crafting +7, identify potions), mutagen (+4 Dex/−2 Wis, +2 natural, 70 minutes), discoveries (concussive bomb [4d4+3 sonic plus deafness], dispelling bomb, explosive bomb, precise bombs [3 squares]), elf blood, swift alchemy
Combat Gear +1 *throwing axe, potion of cure light wounds, potion of cure moderate wounds, wand of cure light wounds* (50 charges), tanglefoot bag (4), *wind walk* token, pre-prepared mutagen (3); **Other Gear** +1 *chain shirt, cloak of resistance* +1, 4 *throwing axes*, 16 gp

SPECIAL ABILITIES

Alchemical Weapon (Su): As a swift action, a grenadier can infuse a weapon or piece of ammunition with a single harmful alchemical liquid or powder, such as alchemist's fire or sneezing powder. This action consumes the alchemical item, but transfers its effect to the weapon in question.

The alchemical item takes full effect on the next creature struck by the weapon, but does not splash, spread, or otherwise affect additional targets. Any extra damage added is treated like bonus dice of damage, and is not doubled on a critical hit. The alchemical treatment causes no harm to the weapon treated, and wears off 1 minute after application if no blow is struck.

Directed Blast (Su): A grenadier can detonate a bomb so that it splashes in a 20-foot cone rather than affecting a radius. The cone starts at the alchemist and extends away from her in the direction she chooses. The alchemist designates one creature in the squares affected by the cone to be the target of the bomb and makes her attack roll against that creature; all other squares in the cone take splash damage. If the alchemist has the explosive bomb discovery and throws an explosive directed blast, the cone of splash damage is 30 feet long instead of 20 feet.

DESCRIPTION

With a long, drawn face and thin, shoulder-length red hair, Mara appears gaunt, and her clear goggles make her eyes seem slightly overlarge. She wears a heavy leather coat and gloves, and prefers darker shades of blue and gray. Mara has a cackling laugh and takes enormous glee in facing off against enemies of the Order. To her, nothing matters more than their defeat.

Captain Rodrigo, Knight Commander CR 7 of the Order of the Chained Drake

XP 3,200

Male Jotunnar (Giant) LN Taskshaper 8

Init +5; **Senses** low-light vision; Perception +10

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DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

hp 60 (8d8+24)

Fort +8, Ref +7, Will +3

OFFENSE

Speed 30 ft.

Melee +1 keen bastard sword +11/+6 (1d10+4/17-20x2) or unarmed strike +8 (1d4+3)

Ranged Composite Longbow +7/+2 (1d8+3/x3)

TACTICS

Before Combat: Rodrigo drinks his *potion of haste* if he knows combat is imminent.

During Combat: Rodrigo fights as long as possible, believing he must oppose the conquering ideals of dragonkind. He engages warriors, then casters, mercilessly. He switches out his Improved Initiative feat when using his *Imprint Feat* Moment of Change.

Morale: If Rodrigo still has his *windwalk* token, he is willing to flee when reduced to 15hp or less (with Mara, if she's still alive) and harass the characters another day. He does not forget this defeat easily, but knows there will be another chance.

STATISTICS

Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 16

Base Atk +6; CMB +9; CMD 20

Feats Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (bastard sword)

Skills Diplomacy +14, Intimidate +9, Knowledge (Nature) +9, Linguistics +4, Perception +10, Sense Motive +12, Stealth +12, Survival +10; **Racial Bonus** +2 Craft, +2 Intimidate, +2 Sense Motive

Languages Common, Draconic, Giant

SQ Ability Shift, Change Shape, Mimicry, Moment of Change, Perfect Copy, Shaped Capacity

Gear +1 keen bastard sword, +1 glamered breastplate, +1 buckler, *potion of haste*, *windwalk* token, adventurer's kit, 50 gp.

SPECIAL ABILITIES

Mimicry (Ex): Rodrigo is proficient in all weapons, armor, and shields. Additionally, he can use any spell trigger or spell completion item as if the spells were on his spell list. His caster level is equal to his class level.

Moment of Change (Su): Each day, Rodrigo has a pool of 11 moments of change. Once a round, as a free action, he can expend a moment of change to do any one of the following things:

- *Imprint Feat:* For one round, exchange one feat currently possessed for another feat. Rodrigo

must personally witness this feat to imprint it, and has 11 feats currently imprinted. A suggested list includes: Alertness, Blind-Fight, Cleave, Combat Reflexes, Improved Grapple, Improved Iron Will, Lunge, Point Blank Shot, Shield Focus, Throw Anything, and Toughness. Successfully imprinting a feat he has personally witnessed requires a successful Perception check (DC 15, +1 per 10' of distance from the creature performing the feat). Rodrigo must still meet all the prerequisites for the imprinted feat.

- *Imprint Skill:* Exchange the ranks of any one Str or Dex based skill for one skill check.
- *Modified Advantage:* Gain a +1 bonus to any single d20 roll.

Ability Shift (Su): Rodrigo may use this ability shift effect once per day. Use of this ability is considered an immediate action:

- *Shift Condition:* Rodrigo can ignore the effects of any single condition (including death) for 8 rounds.

Change Shape (Su): Rodrigo has the ability to assume the appearance of any humanoid creature (usually a humanoid) by spending a moment of change, but retains all of her own physical qualities. This ability functions as an *alter self* spell. He adjusts his ability scores based on his size as per the spell) with a caster level equal to his class level. This ability emulates additional spells: *beast shape I*, *beast shape II*, *elemental body I*.

Perfect Copy (Su): When Rodrigo uses change shape, he can assume the appearance of specific individuals.

Shaped Capacity Capacities require Rodrigo to spend moments of change, which he may do only once per round.

- *Impersonate:* Using his ability to emulate the thoughts of creature that they have touched, Rodrigo can impersonate other living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, thus granting a +5 competence bonus to Disguise checks. He can use this ability at will, but must have touched the creature to be impersonated at some point and then spend a moment of change before using the ability. The impersonated creature gains no sense Rodrigo is impersonating them.
- *Imprint Class Ability:* Rodrigo can use any class ability which could be possessed by a character equal to half his class level which could be performed as a single action (does not include spellcasting or bonus feats). If Rodrigo has not personally witnessed this class ability during gameplay, he can only select from a list of 11 class

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abilities from the *Pathfinder® Roleplaying Game Core Rulebook™*, which the GM may select. A suggested list includes: Bloodline (Draconic), Bardic Performance, Channel Energy (good), Channel Energy (evil), Divine Health, Evasion, Favored Enemy (Dragons), Lay on Hands, Rage (Clear Mind), Uncanny Dodge, Woodland Stride. Successfully imprinting a class Rodrigo personally witnesses requires a successful perception check (DC 15, +1 per 10' of distance from the creature using the class ability).

- *Instant Armor*: Rodrigo gains a natural armor bonus to AC equal to one-third his taskshaper class level (+2) for 8 minutes; if he is using the total DEFENSE maneuver this bonus increases to his full class level (+8).
- *Shaped Resistance* Rodrigo has resistance 10 against a specific energy type of your choice.

DESCRIPTION

At nearly 7-foot tall, Captain Rodrigo is an impressive, broad-shouldered, raven-haired, middle-aged man with a sharp tongue and a hard demeanor, Rodrigo seems to sincerely care for only two things—the Order of the Chained Drake and its destruction of dragonkind. He never balks from striking those who displease him, and has a low tolerance for foolishness. Rodrigo keeps his clothing immaculate, and feels the discipline of the Order and its crusade against dragonkind is all that keeps the “overgrown lizards” from conquering the rest of the races. A dragon destroyed his childhood home, and fueled his hatred through the rest of his days.

Development

Mara's bomb is easily destroyed, with Hardness 4, AC 10, hp 25, or deactivated with 5 DC 30 Disable Device checks (each failed check increases the DC by +2 and reduces the time to activate by 1 round). Mara activates it using a prepared concoction, and can deactivate it with another. Its detonation, 15 rounds later, collapses the caverns (killing anyone inside), destroys what remains of the tengu villages, and damages island villages within three hexes of the mountain due to landslides. Once it goes off, any remaining marines return to the ships, and depart. They don't intend to further attack the population.

If the party faced the Order in honorable combat and defeated Mara and Rodrigo, the remaining marines return to the ships and depart. They honor their agreement and don't intend to further attack the population or the party unless the taninim expand further. If either Mara or Rodrigo escaped, they return to the Order and report on the characters as potential enemies in the future.

If the party agreed to an honorable combat, but then betrayed the Order by having the tribes interfere, a group of four marines activates the *windwalk* token, fly up to the lair in C7, activate the device with the mutagen, plant the device in the pool and depart in *wind walk* form. It is doubtful the party can prevent this, but they will hold the island, and only lose their lairs and the tengu villagers.

Conclusion

With the defeat of the Order's second expedition, the group either does not have resources to attempt another raid in the immediate future, or abides by Captain Rodrigo's oath. If the ships were sunk, they can be looted for supplies and treasure by the Pu'oku, regardless of the tribe's allegiance to the player characters. If the fishfolk are part of the cooperative island community, they share the spoils; if not, they offer to trade in exchange for maintaining independence. They should gain sufficient story award experience from this and the attack to advance to level 6.

The tribes continue their existence, vigilant for any other outsiders. They produce the goods available, welcoming their membership as a part of the taninim lands, and the protection which comes with it. A great silver taninim called Skims the Waves arrives on the 60-day mark, wearing a large saddle-bag style harness and carrying an enormous cargo net. He is a talkative and good-natured vassal of Raging Tide, prepared to carry both the party and their tribute to the court of their mutual patron.

The characters are then each awarded a wondrous item from Raging Tide's horde and given the option: they may continue to administer Pani Ura or they may allow new taninim to govern it as they go on to other tasks. In this way, the GM may continue to explore the sandbox of the region as they desire, or springboard into new adventures in new locales.

Windwalk Token

Aura strong conjuration; **CL** 11th
Slot —; **Price** 6,000 gp; **Weight** —

DESCRIPTION

This small, ceramic disk is easily broken with an immediate action (if in hand), or a move action if otherwise possessed. Activating the token does not provoke attacks of opportunity, and places the user under the effects of a *wind walk* spell (CL 11). Up to three other creatures can benefit from this item if they are touching the activator when it is activated.

CONSTRUCTION

Requirements Craft Wondrous Item, *major creation, wind walk*; **Cost** 3,000 gp

Mythic Draconic Exemplars

Dragons of all kinds are commonplace in the Lost Isles, but there are some in this region specially blessed by the Elder Voices with powers and abilities beyond those of their common kin. The eldest among them are the *clairna drakh*, the so-called First Fangs. Ancient in years, the *clairna drakh* are the last surviving high servants of the Voices from long ago, and still retain the near-divine imprint placed upon them by their masters. Nearly immortal, these draconic elders tend to keep to the shadows, hiding their identities and working behind the scenes—nominally to further the interests of their patron Voice, though many pay only lip service and instead pursue their own ambitions. As mysterious advisors to those in charge, stolid mentors to young heroes, sentinel guardians over places of power, or nefarious masterminds plotting ruin, these legendary figures help shape the course of history in the Lost Isles. Few of the *clairna drakh* still exist, and many doubt they are still around (or that they ever were), regarding them as a myth to inspire hatchlings or a bogeyman to frighten them.

The mysterious change that has overcome a number of draconic exemplars in recent decades cannot be denied, however. While many great heroes across the history of the Lost Isles have been given the cognomen *glorven muun* (Draconic for “marvelous blood”), a new generation of such wonders has arisen, echoing the spectacular feats of their forebears. Such heroes (and villains) have arisen here and there throughout the Isles, often near places of mighty and ancient magic, but sometimes in entirely mundane locales. Some have surfaced in the wake of great victories against impossible odds, a marvelous discovery in lore, or the uncovering of a long-lost relic, but there has been no clear pattern to explain their appearance. Some sages have theorized that the blood of the ancient *glorven muun* runs in their veins and is simply being awakened through their actions, though there seems to be no common trigger or genealogy to indicate who might uncover these marvelous gifts. Some see the arising of new *glorven muun* as a cause for alarm, something to be controlled, or perhaps something to be culled if it cannot be contained. A *glorven muun* may represent the very worst of dragonkind, as these alarmists fear, but each also holds within herself the potential to become the very best she can be.

Both the *clairna drakh* and the *glorven muun* are draconic exemplars that use the mythic rules, as described in *Pathfinder Roleplaying Game Mythic Adventures* from Paizo Inc. and expanded in the *Mythic Hero's Handbook*, *Mythic Monster Manual*, and *Mythic Spell Compendium* from Legendary Games. Existing *clairna drakh* may follow any of the mythic paths described in those resources and typically have at least 3 mythic tiers, and those that acquire a cult-like following may have the divine source universal path ability, allowing them to grant divine spells to their followers on a limited basis. The domains they grant may be in alignment with the Elder Voice that they serve, or they may be wholly independent in how they build their base of power. *Clairna drakh* need not be spellcasters or follow a magically inclined mythic path; paths like the champion, trickster, or stranger have been seen, though guardian and marshal are more common. These taninim in particular stand watch over the sacred spaces of their patrons, serve as their ambassadors and emissaries, or act as their battlefield commanders.

The *glorven muun* are much more recently ascended to mythic power and may have only one or two mythic tiers. The mythic trials that awaken the abilities of new *glorven muun* are typically related to specific places of power connected to the Elder Voices in the Lost Isles. Whether this ascension to mythic power is available to player characters or is restricted to NPCs is up to individual GMs and the flavor they wish to maintain for their Lost Isles campaign. The flavor of how *glorven muun* interact with the society of the Lost Isles likewise can be tailored to the campaign, ranging from paranoia and persecution of these newborn mythic characters, to it being seen as a marvelous gift and an aspirational goal for those seeking to unlock their potential. Mythic characters should be relatively rare, though since the mythic mechanics mostly happen “behind the screen” it is not always obvious to players that a creature they encounter is mythic; a creature may not even be aware of its own mythic nature.

Mythic Player Characters in the Lost Isles

The default assumption of the Lost Isles setting is that mythic power is restricted to NPCs and to monsters, whether adversaries or (more rarely) allies of the player characters. The mythic rules provide a terrific toolbox for enhancing such characters, especially against optimized character builds and combinations, allowing the GM to create a more

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dynamic and cinematic experience that confounds player expectations. Products like *Path of Dragons* and *Path of Villains* from Legendary Games can even be used in non-mythic campaigns as a logical structure for building enhanced adversaries.

If you choose to allow mythic player characters, it is important to note that mythic tiers are not necessarily a permanent fixture for a character; since the mythic system is designed as an overlay that sits atop and modifies a character's existing ability rather than fundamentally altering the character, it can easily be added temporarily and then removed later. Player characters could become *glorven muun* and be granted their mythic abilities through the direct intervention of one of the Elder Voices, acquisition of an artifact or relic, or exposure to an eldritch substance or place of power. Their mythic abilities may persist for a limited amount of time, within a specific area, or near an object that provides their power. You can also introduce mythic power as a limited resource; once used, it is simply gone, and when all uses are expended the character's mythic tiers disappear, requiring a new mythic trial in order to replenish uses of mythic power. Further advice on controlling the use of mythic power in the campaign is presented in Chapter 6 of the *Mythic Hero's Handbook*.

Mythic PCs and the Elder Voices

The Elder Voice NPCs detailed in the Lost Isles Campaign Setting have statblocks built under the assumption that PCs are not mythic. If you choose to allow mythic player characters, you will want to increase the MT of each Elder Voice by 5 and make membership within the Elder Voices a prerequisite for any taninim to gain mythic tier 6 or greater.

Mythic Hoards and Lairs

If you are using the optional rules for reputation, lairs, and hoards, you can use the following as a 3rd-level universal path ability:

Hoard Warden (Sp): The taninim can establish a lair of twice the normal radius, and when within her lair she can always act during a surprise round and cannot be caught flat-footed. In addition, when she establishes a hoard she develops an unshakable bond to the items within it, granting her a bonus equal to her mythic rank or tier on Perception and Survival checks and Diplomacy checks to gather information against any creature carrying an item of treasure taken from her hoard.

A taninim with this ability can expend one use of mythic power to use *locate object* as a spell-like ability to seek objects taken from her hoard, or two uses of mythic power to use *scrying* on creatures carrying objects from her hoard. She can also spend additional mythic power to use the mythic versions of those spells. The caster level for these spell-like abilities is equal to its draconic exemplar class level plus her mythic rank or tier.

Mythic Draconic Exemplar Class Features

Mythic draconic exemplars are draconian scions in whom the ancient blood runs strong and true, having taken one or more levels in the draconic exemplar base class. Each of the following mythic class features is considered a 1st-tier universal path ability, or may be taken in place of a mythic feat. You must have a class feature in order to gain its mythic version. A mythic class feature cannot be taken more than once unless it says otherwise.

A multiclassed draconic exemplar who wishes to select mythic class features for any other classes in which he has levels can consult Chapter 2 of the *Mythic Hero's Handbook* for mythic class features for over 20 core classes and base classes, including all classes from the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game Ultimate Combat*, and *Pathfinder Roleplaying Game Ultimate Magic*.

Mythic Draconic Essence: A mythic dragon exemplar can select a mythic essence from any alignment, and he adds half his mythic rank or tier (minimum +1) as a morale bonus on saving throws against the frightful presence of dragons of that type, and on Bluff and Sense Motive checks when interacting with dragons of that type.

If a draconic exemplar selects a mythic essence whose alignment is within one step of his own, he instead adds half his mythic rank or tier (minimum +1) as a bonus on Will saves made to resist the compulsion associated with his essence, and if he fails such a save he can expend one use of his mythic power to reroll. He must accept the result of the reroll, even if it is worse than the original roll. He also adds his mythic rank or tier to his character level to determine his energy resistance against the associated energy type for that essence. If the sum of his class level and his mythic rank or tier is 25 or greater, he gains immunity to that energy type.

If the draconic exemplar selects a draconic essence whose alignment matches his own exactly, he instead increases the die size of his breath weapon by one step.

Mythic Draconic Weaponry: To take a mythic draconic weaponry ability, a draconic exemplar must have the non-mythic version of that ability. No mythic draconic weaponry ability can be selected more than once.

A mythic draconic exemplar adds his mythic rank or tier to his class level or Hit Dice to determine the number of uses of draconic weaponry he gains each day. For those draconic weaponry abilities he has selected as mythic abilities, he also adds his mythic rank or tier to his class level to determine the save DC and any other level-based effect of that mythic draconic weaponry ability, and level-based effects that normally have a cap at 20th level instead have a cap of 30th level for determining their maximum effect.

Mythic Baleful Glare: A non-mythic creature failing its save against a mythic baleful glare is dazed for 1 round and then fascinated for 1 round/level thereafter. If the fascinated effect is broken, the creature becomes staggered for a number of rounds equal to half the draconic exemplar's mythic rank or tier, though it can attempt a new saving throw as a standard action to end this effect. A non-mythic creature or a mythic creature whose rank or tier is lower than the draconic exemplar's is staggered for 1 round even on a successful save when targeted with a mythic baleful glare.

Mythic Behemoth: The draconic exemplar can expend one use of his mythic power to use this ability as a free action rather than an immediate action. In addition, he is always considered one size category larger than his actual size for the purpose of calculating his size modifiers to his CMB and CMD, and for the purpose of determining whether he can be affected by abilities such as grab, swallow whole, trample, and other abilities that depend on size.

Mythic Breath Weapon: The damage dealt by the draconic exemplar's breath weapon is increased by one die size, and if he expends one use of his mythic power when using his breath weapon he can infuse it with the lingering breath special attack (see Table 6-7: Lingering Breath Damage in the Mythic Monster Advancement section, Chapter 6, *Pathfinder Roleplaying Game Mythic Adventures*). If he is at least 6th mythic rank or tier and expends two uses of his mythic power when using his breath weapon, he increases its die size by two steps rather than by one, and the damage dealt by his breath bypasses energy resistance or immunity.

Mythic Destructive Might: The draconic exemplar can use this ability once per round as a free action rather than a swift action. In addition, if the target is the same size as the draconic exemplar or smaller, he can resolve the combat maneuver as an awesome

blow (as the Awesome Blow feat) rather than a bull rush or sunder maneuver.

Mythic Elemental Aura: When the draconic exemplar uses this ability, his entire body erupts with energy, causing any creature striking him with a natural weapon, melee touch attack, or unarmed strike to take 1d6 points of the appropriate energy damage with each successful hit. A creature confirming a critical hit with such an attack takes the draconic exemplar's full elemental aura damage.

Mythic Fey Breath: Non-mythic creatures failing their save against mythic fey breath also become confused for a number of rounds equal to half the draconic exemplar's mythic rank or tier, and



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even those successfully saving become sickened for 1 round. Mythic creatures failing their save are confused as above if their mythic rank or tier is lower than the draconic exemplar's, or for 1 round if it is the same or higher, and suffer no ill effects on a successful save.

Mythic Frightful Presence: The draconic exemplar can activate his frightful presence as a move action, and non-mythic creatures whose Hit Dice are equal to or less than the draconic exemplar's mythic rank or tier are frightened rather than shaken. If the draconic exemplar expends one use of mythic power when activating his frightful presence, it can affect living non-mythic creatures that are immune to fear or that have successfully saved against its frightful presence within the past 24 hours, though they must be within 5 feet times the draconic exemplar's mythic rank or tier.

Mythic Primal Spelltrick: The draconic exemplar can expend uses of mythic power interchangeably with uses of his draconic weaponry ability to use the spell-like ability gained with this power. In addition, he can expend mythic power to use the mythic version of a spell he gains in this fashion,

including augmented mythic versions of that spell if he meets the prerequisite mythic rank or tier.

Mythic Rampage: The draconic exemplar can use this ability to overrun opponents as part of the withdraw action as well as when using the charge action. He adds his mythic rank or tier as a bonus on combat maneuver checks to overrun opponents, and he can attempt a number of overrun maneuvers equal to half his mythic rank or tier (minimum 1) as free actions as part of a single charge or withdraw action. If the draconic exemplar fails on a combat maneuver check to overrun an opponent, he can expend one use of his mythic power as a swift action to reroll the check, adding his surge die to the result of the check.

Mythic Roar: The draconic exemplar may use its roar to affect a burst with a radius equal to half the length of its cone-shaped breath weapon (or one-fourth the length of a line-shaped breath weapon), centered on the edge of its space. Regardless of its shape, non-mythic creatures failing their save are stunned for 1 round and staggered for a number of rounds equal to half the draconic exemplar's mythic rank or tier, and are deafened and staggered for 1 round even on a successful save. Mythic creatures failing their save are staggered for a number of rounds equal to half the draconic exemplar's mythic rank or tier, rather than for 1 round.

Mythic Venomous Bite: The draconic exemplar adds half his mythic rank or tier to the duration of his poison, and as a swift action he may change the effect of his poison from Strength damage to Dexterity damage. If he expends one use of mythic power as part of this swift action, he can change his poison to deal Constitution damage; this change lasts for a number of rounds equal to the draconic exemplar's mythic rank or tier.

Mythic Predator's Claws: The draconic exemplar's claws deal 1d6 points of damage and are considered magical for the purpose of overcoming damage reduction. In addition, as a swift action the draconic exemplar can expend one use of mythic power to treat his claws as cold iron or silver for 1 minute for the purpose of overcoming damage reduction. At 4th tier, he can treat his claws as adamantine, and at 8th tier he can add chaotic, evil, good, or lawful, though he cannot emulate an alignment type that is diametrically opposed to his own alignment.

Mythic Draconic Defense: To take a mythic draconic defense, a draconic exemplar must have



the non-mythic version of that ability. No mythic draconic defense can be selected more than once. For those draconic defenses he has selected as mythic abilities, he also adds his mythic rank or tier to his class level to determine all level-based effects of that mythic draconic defense, and level-based effects that normally have a cap at 20th level instead have a cap of 30th level for determining their maximum effect.

Mythic Aerial Evasion: The draconic exemplar takes only half damage even on a failed Reflex save when flying, as if he had improved evasion. If the draconic exemplar is carrying a medium load or wearing medium armor, he instead gains the benefits of evasion when flying. This ability is suppressed when carrying a heavy load or wearing heavy armor.

Mythic Baffled Eardrums: The draconic exemplar adds half his mythic rank or tier as a bonus on saving throws against language-dependent or sonic effects, as well as all effects that cause deafness. Against non-mythic effects of these types, he does not automatically fail a saving throw on a natural 1.

Mythic Enchanted Scales: The draconic exemplar increases the deflection bonus he gains against touch attacks from this ability by an amount equal to his mythic rank or tier, though the total deflection bonus cannot exceed his natural armor bonus.

Mythic Energy Resistance: The amount of energy resistance gained by the draconic exemplar from this ability is doubled. In addition, if the draconic exemplar is affected by an effect that would normally bypass or suppress his energy resistance, such as an *augmented mythic fireball*, he can expend one use of mythic power as a free action to retain his energy resistance against that effect.

Mythic Hardened Scales: Each time the draconic exemplar takes this ability, he gains DR 10/magic (maximum DR 20/magic). Alternatively, he may choose DR 5 that can be overcome by one of the following types of weapons: adamantine, bludgeoning, cold iron, piercing, silver, slashing. In addition, if he is attacked with a weapon that would bypass his damage reduction, as an immediate action he can expend one use of mythic power to gain DR/epic at the same level as his normal damage reduction (or the lowest damage reduction, if he has more than one type) for a number of rounds equal to his mythic rank or tier.

Mythic Nictitating Membranes: The draconic exemplar adds half his mythic rank or tier as a bonus on saving throws against gaze effects,

figments, patterns, and effects that cause blindness. Against non-mythic effects of these types, he does not automatically fail a saving throw on a natural 1.

Mythic Reflective Scales: Non-mythic spells targeting the draconic exemplar are automatically reflected if they fail to penetrate his spell resistance.

Mythic Spatial Sense: The draconic exemplar gains blindsense with a radius of 5 feet. He may expend one use of his mythic power as a free action on his turn to increase this radius by 5 feet per 2 mythic ranks or tiers (maximum 30 feet).

Mythic Spatial Sense, Improved: The draconic exemplar gains blindsight with a radius of 5 feet. He may expend one use of his mythic power as a free action on his turn to increase this radius by 5 feet per 2 mythic ranks or tiers (maximum 30 feet).

Mythic Spell Resistance: When an ally casts a beneficial spell on the draconic exemplar, that ally may roll twice on his caster level check to overcome spell resistance and select the better result. When an enemy uses a harmful spell that is subject to the draconic exemplar's spell resistance, the draconic exemplar can expend one use of mythic power as an immediate action to force that enemy to roll twice for his caster level check to overcome spell resistance and use the worse result. If the enemy has an ability that normally allows him to roll twice and select the better result, such as an archmage's *arcane surge*, these effects cancel other out (though other effects of the *arcane surge* or similar ability still apply normally).

Mythic Thickened Scales: The draconic exemplar gains a +3 bonus to its natural armor bonus to AC each time it takes this draconic defense, rather than +2.

Mythic Vascular Fortitude: The draconic exemplar doubles the normal reduction to bleed damage provided by this ability, and he also reduces ability damage or drain caused by bleed or blood drain effects by 1 point, plus 1 point per size category larger than Small.

Mythic Draconic Gift: The mythic draconic exemplar gains new draconic gifts every two levels after 3rd level, rather than every three levels. In addition, as a full-round action the draconic exemplar can expend one use of his mythic power to temporarily exchange one draconic gift he possesses for a different draconic gift for which he qualifies. He retains the use of this new draconic gift for a number of rounds equal to his mythic rank or tier. If his mythic rank or tier is 5th or higher, he can expend two uses of mythic power while meditating uninterrupted for one hour. At the end of this time, he can permanently exchange one draconic gift he possesses for a different draconic

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gift for which he qualifies. The draconic exemplar can exchange a draconic gift that is a prerequisite for a different draconic gift, but the effects of any other draconic gifts for which it was a prerequisite are suppressed until that draconic gift is regained.

The draconic exemplar can also use this ability to grant a draconic defense, draconic gift, or draconic weaponry by touch to a number of creatures equal to half his mythic rank or tier (minimum 1) by expending one use of mythic power per target as a full-round action. The touched creatures gain the chosen ability and the draconic exemplar loses access to it for a number of minutes equal to his mythic rank or tier. This effect can be dismissed as a standard action. If the draconic exemplar expends an additional use of mythic power, he retains the use of the draconic defense, gift, or weaponry during this time. If the targets of this ability do not meet prerequisites for the draconic defense, gift, or weaponry he provides, this power has no effect on that creature.

Mythic Dracomorphosis: The draconic exemplar adds half his mythic rank or tier (minimum 1) to his class level to determine the size and abilities he gains from his dracomorphosis, and he adds his mythic rank or tier to his class level to determine the save DC and other level-dependent effects that are granted by his dracomorphosis.

Mythic Draconic Sorcery: The draconic exemplar gains the enhance magic items archmage path ability, as described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*, though this ability affects only potions, scrolls, staves, and wands that duplicate spells on the sorcerer/wizard list. In addition, the draconic exemplar may select one sorcerer bloodline may choose to gain a bonus feat from the list of bonus feats for that bloodline (or the mythic version of that feat, if the draconic exemplar already has that feat). If the draconic exemplar has the ability to cast spells as a sorcerer, he may instead gain the bloodline arcana ability for that sorcerer bloodline, treating his sorcerer caster level as his sorcerer class level to determine any level-dependent effects for that bloodline arcana.

Mythic Great Wurm The draconic exemplar gains the great wurm class feature when his combined class level and mythic rank or tier are 20 or greater. When his class level (not including his mythic rank or tier) reaches 20th, he becomes a hulking titan. His movement is no longer impeded by difficult terrain, and he can move through the spaces of other creatures smaller than Huge without impediment (and vice versa). He gains an additional +2 size bonus to Strength and Constitution and a +3 bonus

to its natural armor bonus to AC, though his Dexterity is reduced by 2, and he gains a +4 size bonus to his CMB and CMD. The base damage for his natural attacks increases to the following: bite 8d6, claws 4d8, gore (if applicable) 4d8, wings 4d6, tail slap 4d8, crush 8d6, tail sweep 4d6. The length of his breath weapon increases to 160 feet (line) or 80 feet (cone), and his reach to 30 feet (40 feet for his bite and gore attack).

Mythic Draconic Feats

The following feats appear as standard (non-mythic) feats in the original *In the Company of Dragons* (pp. 33-38). Selecting these mythic feats requires you to have the non-mythic version of the same feat, including meeting all necessary prerequisites for that feat, though only the non-mythic feat itself is listed as a prerequisite here. Some mythic feats also have a minimum rank or tier for selecting that feat. Taking the mythic version of a feat that is part of a feat chain does not require you to take all of the corresponding mythic feats in that chain, or to take them in any particular order. A creature could take Mythic Cleave, for instance, without taking Mythic Power Attack.

Mythic Power and Mythic Feats

Most mythic feats function without the need for spending mythic power. However, many of them offer the option to expend mythic power to manifest stronger effects, to eliminate penalties, or to enable uses of the feat that are not possible within the normal rules or effects of the mythic feat. If your character expends all her daily uses of mythic power, she cannot use these expanded abilities but all other effects of her mythic feats function as described.

Too Few Mythic Feats?

The standard mythic rules provide mythic characters and creatures with one mythic feat at each odd-numbered rank or tier; however, given the plethora of mythic feats provided in this resource and supplements such as the *Mythic Hero's Handbook*, players and monsters alike may find themselves defaulting to the same reliably effective mythic feats over and over, like Mythic Improved Initiative and Mythic Power Attack. To enhance variety, you might consider allowing all mythic non-spellcasting characters and creatures to gain a mythic feat at every mythic tier rather than every odd-numbered mythic tier, or to expend one use of mythic power and 1 hour of training to exchange a mythic feat they already have for a different mythic feat for which they qualify.

MYTHIC FEAT DESCRIPTIONS

Appendage Severing (Critical, Dragon, Mythic)

Your claws and teeth alike allow you to tear your enemies limb from limb.

Prerequisite: Appendage Severing.

Benefit: This feat applies to all of your natural weapons that deal slashing damage, provided you have selected the Weapon Focus feat with that natural weapon. You add half your mythic rank or tier (minimum 1) to the save DC of this feat and the bleed damage dealt by severing an appendage, while increasing Con bleed to 1d8. Halting this bleed damage requires a successful Heal check (DC 15 + your mythic rank or tier) or a successful caster level check against the same DC. If the creature making the Heal check or using the magical healing effect is also a mythic creature, it may add its mythic rank or tier to its check, even if using a magical item.

If you expend one use of your mythic power as a free action when you attempt to sever an appendage, add your full mythic rank or tier to the save DC and bleed damage dealt on successful severing, rather than half your mythic rank or tier.

Belly of the Beast (Dragon, Mythic)

Your belly is a roiling furnace of primal power, annihilating those within.

Prerequisite: Belly of the Beast.

Benefit: The energy damage dealt by your breath weapon to a swallowed creature ignores or bypasses 10 points of energy resistance or energy immunity. This amount increases by 5 hit points for every 3 mythic ranks or tiers above 1st, up to a maximum of 30 points at 10th mythic rank or tier. This applies only to breath weapons that deal hit point damage.

If you expend one use of your mythic power as a free action when you swallow a creature whole, you suppress any energy resistance or immunity possessed by that creature for 1 round if the target is a mythic creature or a number of rounds equal to half your mythic rank or tier (minimum 1 round) if the target is a non-mythic creature. This applies not only to breath weapons that deal hit point damage but also to effects that grant immunity against other types of breath weapon effects, such as *death ward* granting immunity to energy drain. This effect does not apply to other creatures you have swallowed unless you expend mythic power separately for each creature.

Special: You cannot bypass the fire immunity of creatures with the fire subtype or cold immunity of creatures with the cold subtype.

Breath Weapon Affinity (Dragon, Mythic)

Your sorcerous powers are empowered by the energies of your internal furnace.

Prerequisite: Breath Weapon Affinity.



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Benefit: When using a spell of the same energy type of your breath weapon you deal an additional 1d8 points of damage per spell level on a failed save, half that on a successful save. If the spell has no save, then this feat has no effect. In addition, a spell you enhance with this feat is considered a mythic effect.

If your mythic rank or tier is at least twice the level of the spell you enhance with this feat, you may expend one use of your mythic power as a free action to cause the damage dealt by that spell to bypass resistance or immunity to that energy type.

Special: You cannot bypass the fire immunity of creatures with the fire subtype or cold immunity of creatures with the cold subtype.

Complex Essence (Dragon, Mythic)

One of this creature's special abilities is extraordinarily powerful.

Prerequisite: Complex Essence, 5th mythic rank or tier.

Benefit: You can select three draconic essences with an alignment matching yours. You are treated as having all three of your draconic essence's energy types for meeting draconic gift prerequisites. If an ability references your draconic essence's energy type, you may select any of the three energy types. Your physical appearance reflects all three of your essences, and you gain the

compulsions associated with all three; however, you can expend one use of your mythic power to suppress one of your compulsions for 24 hours. If you are 10th mythic rank or tier, you can expend two uses of mythic power to suppress two of your compulsions for 24 hours.

Debilitating Breath Weapon (Dragon, Mythic)

Your breath weapon ravages the body in a roaring conflagration.

Prerequisite: Debilitating Breath Weapon.

Benefit: The ability damage dealt by your breath weapon is halved rather than negated on a successful saving throw. Creatures that take no damage from your breath weapon because of evasion, energy resistance, immunity, or any other effect do not take ability damage.

If you have already used this feat three times in a day, you can gain additional daily uses by expending one use of mythic power for each additional enhanced breath. In addition, when triggering this feat you can expend one use of your mythic power to switch the ability damage you deal from Strength to Dexterity or vice versa.

If you are at least 5th rank or tier, you can expend two uses of mythic power when activating this feat in order to deal Constitution damage rather than Strength or Dexterity damage.



Double Breath Weapon (Dragon, Mythic)

You can split your breath easily among enemies that are spread out.

Prerequisite: Double Breath Weapon.

Benefit: When you split your breath weapon, you may choose to split it in half, in thirds, or in fourths, covering a proportionally larger area and reducing damage commensurately. A creature in an area that is overlapped by more than one of these breaths takes damage from each, and all damage from such divided breaths is considered to be from a single source for the purpose of overcoming energy resistance or similar effects.

When using this feat, instead of choosing to affect two separate areas you can instead expend one use of your mythic power to double the length of a line-shaped breath weapon, or to increase the radius of a breath weapon that affects a cone or other burst or spread by 50%. A breath weapon increased in size in this fashion deals normal damage.

Dreaded Presence (Dragon, Mythic)

Your dragonfear daunts even the mightiest enemies.

Prerequisite: Dreaded Presence.

Benefit: Non-mythic creatures whose Hit Dice are lower than 5 + your mythic rank or tier that fail their saving throw against your frightful presence are panicked for 5d6 rounds, and are shaken for a number of rounds equal to your mythic rank or tier even on a successful save. Mythic creatures are affected in the same way if their Hit Dice or less than your mythic rank or tier.

If you expend one use of your mythic power when using the charge action or your breath weapon, your frightful presence affects living creatures that are immune to fear within 5 feet times your mythic rank or tier.

Extra Draconic Defense (Dragon, Mythic)

You have mastered an additional draconic defense, and your mastery of those gifts is flexible indeed.

Prerequisite: Extra Draconic Defense.

Benefit: You gain an additional draconic defense. In addition, once per day as an immediate action you can expend one use of your mythic power to exchange any draconic defense you know for a different draconic defense for which you qualify.

Special: Unlike the non-mythic Extra Draconic Defense feat, you cannot take this feat multiple times.

Extra Draconic Gift (Dragon, Mythic)

The gifts of dragonkind are yours to command in all their varied splendor.

Prerequisite: Extra Draconic Gift.

Benefit: You gain an additional draconic gift. In addition, once per day as a swift action you can expend one use of your mythic power to exchange any draconic gift you know for a different draconic gift for which you qualify.

Special: Unlike the non-mythic Extra Draconic Gift feat, you cannot take this feat multiple times.

Extra Draconic Weaponry (Dragon, Mythic)

You have mastered the combat skills handed down from the elder wyrms.

Prerequisite: Extra Draconic Weaponry.

Benefit: You a number of additional uses per day of your draconic weaponry equal to half your mythic rank or tier (minimum 1), plus one additional use for each time after the first that you selected the Extra Draconic Weaponry feat.

Special: Unlike the non-mythic Extra Draconic Weaponry feat, you cannot take this feat multiple times.

Greater Crush (Dragon, Mythic)

You drive your enemies to the ground with devastating effect.

Prerequisite: Greater Crush.

Benefit: Attempting a combat maneuver check to grapple in order to maintain your crush is a move action, and you can take a 5-foot step while maintaining your crush without requiring a separate check. If your movement takes you out of a creature's space, it is freed from your crush. If you expend a standard action to maintain your crush, you add a bonus equal to half your mythic rank or tier on your combat maneuver check and you do not gain the grappled condition. This bonus stacks with the bonus from Mythic Improved Crush.

Special: If you also have the mythic Improved Crush feat, attempting to combat maneuver check to grapple in order to maintain your crush is a free action rather than a move action. If you expend a move action, you gain the benefits this feat and Improved Crush normally provide when you expend a standard action.

Improved Crush (Dragon, Mythic)

Your crushing bulk spells death for your enemies.

Prerequisite: Improved Crush.

Benefit: Attempting a combat maneuver check to grapple in order to maintain your crush is a move action. If you expend a standard action to maintain your crush, you add half your mythic rank or tier (minimum +1) as a bonus on your combat maneuver check and you add twice your Strength modifier to damage dealt by your

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crush attack, instead of 1-1/2 times your Strength modifier. In addition, when a creature succeeds on a grapple maneuver or Escape Artist check to free themselves from your crush, as an immediate action you can roll your mythic surge die and add the result to the DC. If this adjusted DC is higher than the result of their check, they remain trapped.

Latent Breath Weapon (Dragon, Mythic)

Your latent breath weapon has bred true.

Prerequisite: Latent Breath Weapon.

Benefit: Your effective taninim paragon level is equal to your full class level in classes that grant you dracomorphosis for determining the breath weapon's damage and save DC. You can use your breath more than once per day by expending one use of mythic power for each breath after the first.

Special: Unlike the non-mythic Latent Breath Weapon feat, you cannot take this feat multiple times.

Latent Draconic Defense (Dragon, Mythic)

The defensive powers of dragonkind have manifested fully in you.

Prerequisite: Latent Draconic Defense.

Benefit: Your effective taninim paragon level is equal to your total character level for the purposes of draconic defenses gained with this feat, including if you have selected this feat more than once. You can take the non-mythic Latent Draconic Defense feat one time for every five levels you have in any class.

Special: Unlike the non-mythic Latent Draconic Defense feat, you cannot take this feat multiple times.

Latent Draconic Gift (Dragon, Mythic)

The mighty and magical gifts of your draconic heritage run strongly through your veins.

Prerequisite: Latent Draconic Gift.

Benefit: Your effective taninim paragon level is equal to your total character level for the purposes of draconic gifts gained with this feat, including if you have selected this feat more than once. You can take the non-mythic Latent Draconic Gift feat one time for every five levels you have in any class.

Special: Unlike the non-mythic Latent Draconic Gift feat, you cannot take this feat multiple times.

Mighty Claws (Dragon, Mythic)

Your claws are like deadly daggers.

Prerequisite: Mighty Claws.

Benefit: The critical threat range of your claws is increased to 19–20. In addition, your claws are considered magical for the purpose of overcoming damage reduction.

Sculpt Breath Weapon (Dragon, Mythic)

You can shape your breath into any number of arrangements to suit your needs.

Prerequisite: Sculpt Breath Weapon.

Benefit: When you sculpt your breath weapon, you may choose a number of 5-foot cubes equal to your mythic rank or tier to exclude from the area of your breath weapon. If you shape your breath into a line, you can shape that line in any configuration you wish, as long as each square of the line's effect is contiguous (including diagonally) with at least one other square, akin to the *fire snake* spell (*Pathfinder Roleplaying Game Advanced Player's Guide*). If you shape it into four 10-foot cubes, those cubes can appear at any point within or adjacent to your normal breath's area of effect and need not be contiguous or centered on your breath's area.

In addition to the normal options, you can use this feat to sculpt your breath into a flat plane or ring-shaped wall the same size as a *wall of fire* with a caster level equal to twice your mythic rank or tier. This wall persists until the beginning of your next turn and deals damage equal to half your normal breath weapon damage to creatures within it or passing through it with no save (creatures within the wall at the time you breathe can attempt a Reflex save to negate damage, as described for *wall of fire*). If your breath weapon deals hit point damage, you may choose to have one side of the wall radiate damage of that type. Creatures within 10 feet of the wall take damage of that type equal to 2d4 plus your mythic rank or tier, while those between 10 and 20 feet away take half that.

Vorpal Severing (Critical, Dragon, Mythic)

Your snapping jaws and ripping claws can behead your opponents.

Prerequisite: Vorpal Severing.

Benefit: This feat applies to all of your natural weapons that deal slashing damage, provided you have selected the Weapon Focus feat with that natural weapon. You add half your mythic rank or tier (minimum 1) to the save DC of this feat.

If you expend one use of your mythic power as a free action when you successfully behead an opponent with this feat, the target's spirit is torn asunder. You may choose to gain the benefit of a *death knell* spell as you feast upon the target's essence, or you can make it far more difficult to return the target from the dead, as if you had cast *rest eternal* (*Pathfinder Roleplaying Game Advanced Player's Guide*). Either effect has a caster level equal to twice your mythic rank or tier. You may choose to gain both effects by expending two uses of mythic power.

Psionic Dragons

Psionics are rare in the Lost Isles. The taninim are fonts of primal energy, and at first glance it would seem intuitive for them to develop internal mastery over the mind and body to fuel psionic power. This personal power, however, grants them such an instinctive ease in shaping both arcane energies and their environment that few taninim are willing to put in the extra effort needed to master psionic abilities. Those that do tend to express unique draconic essences that emulate psionic true dragons. This predominately occurs in the regions of the Ethereal and Shadow Planes that lie within The Barrier, where psionic taninim develop territories unknown to the vast majority of the Lost Isles.

Dragon Archetypes

Presented below are psionic options for the draconic hero racial archetype and draconic exemplar paragon class, as well as new archetypes that give a draconic theme to players who are not necessarily themselves dragons.

Draconic Hero

The draconic hero racial archetype presents a way for any draconic character to progress in draconic abilities, rather than limiting them to the taninim paragon class. Presented below are additions and alterations to the draconic hero racial archetype to provide support for psionic classes and, most importantly, to support the inclusion of psionic dragon characters.

Powerful Manifesting (Su): A draconic hero gains the same bonus on manifester level checks to overcome power or spell resistance as that made by spellcasting draconic heroes seeking to overcome spell resistance.

Modified and Replaced Abilities

As the draconic hero archetype is a multiclass archetype that alters different classes by altering or replacing their abilities, it is necessary to provide the changes to the ten psionic classes.

Aegis — Replace the damage reduction ability, reduce the number of customization points to one point every two levels (starting with 1 point at 1st level), and gain only half the power points specified in the normal aegis progression (round down).

Cryptic — Replace the insights gained at 2nd, 6th, 10th, 14th, and 18th levels, and replace the altered defense ability.

Dread — Replace the terrors gained at 2nd, 6th, 10th, 14th, and 18th levels, and replace the fear incarnate ability.

Marksman — Replace the windreader ability and all bonus feats gained from levels in marksman.

Psion — Replace the bonus feats gained at 1st, 5th and 15th level. The psion also has a smaller power point pool; reduce base power points by a number equal to class level.

Psychic Warrior — Replace the bonus feats gained at 1st, 5th, 11th, and 17th levels, and replace the eternal warrior ability.

Soulknife — Replace the psychic strike ability and the blade skills gained at 4th, 8th, 12th, 16th and 20th level.

Tactician — Replace the strategies gained at 7th, 13th, and 20th levels. The tactician also has a smaller power point pool; reduce base power points by a number of equal to class level.

Wilder — Replace the wild surge increase gained at 3rd, 11th and 19th levels. The wilder also has a smaller power point pool; reduce base power points by a number equal to class level.

Vitalist — Replace the method ability. The vitalist also has a smaller power point pool; reduce base power points by a number equal to class level.

Draconic Exemplar

The exemplar for the psionic dragons is no less a dragon than those paragons of the metallic or chromatic varieties, but have essences and abilities that reflect their ties to their psionic kin. Unlike many of the standard psionic dragons, psionic draconic exemplars are not bestial in their intelligence. These taninim are not hindered by the reduced mental capacity of the average psionic dragon and possess the standard intellect expected of a taninim.

The options below are psionic additions to the existing draconic exemplar paragon class rules. Most of the additions are restricted to those taninim who express a draconic essence similar to the psionic dragons, but a few are available to non-psionic draconic exemplars.

Draconic Essence: Psionic dragons taking the draconic exemplar paragon class may choose one of the following five essences, in addition to those normally allowed to the draconic exemplar. These are considered psionic essences for any ability or feat

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referencing that term. Draconic exemplars with a psionic essence are considered to have a latent power point reservoir that allows them to gain psionic focus even if they otherwise lack power points.

Effusive – Alignment: Lawful neutral; Energy: active energy type (cold, electricity, fire, sonic); Breath Weapon: cone (1d6); Dragon Type: keris. Compulsion: The draconic exemplar must make a Will save to not respond to a social situation with either a positive or negative extreme emotional response (contempt, ecstasy, grief, overwhelming curiosity, etc.). Special: The draconic exemplar chooses his active energy type at the start of each day, treating it as the energy of his draconic essence for all paragon class abilities. Any abilities such as a draconic gift which have a prerequisite of a specific energy type are suppressed when the draconic exemplar is not fulfilling the prerequisite. By expending a daily use of draconic weaponry as a free action while regaining psionic focus, the draconic exemplar can change his essence's active energy type.

Empathic – Alignment: Chaotic neutral; Energy: force; Breath Weapon: cone (1d4); Dragon Type: imagos. Compulsion: The draconic exemplar must make a Will save when within 30 ft. of a creature expressing a strong emotion or affected by an effect with the emotion descriptor to resist expressing that emotion.

Orderly – Alignment: Neutral; Energy: none; Breath Weapon: line (1d4, psionic and bludgeoning for breath weapon and elemental aura, subject to DR); Dragon Type: lorican. Compulsion: The

draconic exemplar must make a Will save to resist stopping to clean up a mess, fix something that is broken, or properly dispose of something that is destroyed and cannot be fixed.

Reclusive – Alignment: Chaotic neutral; Energy: none (untyped psionic damage, treated as dealt by the cryptic class' disrupt pattern ability); Breath Weapon: line (1d4); Dragon Type: cypher. Compulsion: The draconic exemplar must make a Will save every 10 minutes to remain in an area of normal or bright light, and must make a Will save to enter such an area if currently in an area of dim light or darkness. Special: Instead of resistance to an energy type, the draconic exemplar gains resistance to damage dealt by the cryptic class' disrupt pattern ability and similar effects. The draconic exemplar also chooses a creature type at the start of each day. Any abilities that would normally deal energy damage of his type, such as the breath weapon and elemental aura draconic weaponry, deal full damage to this creature type. All other creatures reduce this damage by half. By expending a daily use of draconic weaponry as a free action while regaining psionic focus, the draconic exemplar can change his essence's chosen creature type.

Terroristic – Alignment: Lawful neutral; Energy: sonic; Breath Weapon: cone (1d4); Dragon Type: scourge. Compulsion: The draconic exemplar must make a Will save to resist responding with Intimidation or other fear-inducing ability to any threat or tense situation directed at himself or a nearby creature.



Draconic Weaponry

Cypher Flair (Ps) The draconic exemplar can manifest psi-like abilities common to his essence. These psi-like abilities take a standard action and expend one daily use of draconic weaponry per use, but are usable at will unless otherwise noted. The draconic exemplar's effective manifester level is equal to his class level.

- 1st lvl *chameleon*
- 6th lvl *mental disruption*
- 10th lvl *astral caravan*(2/day)
- 14th lvl *pierce the veils* (1/day)

The draconic exemplar must have the reclusive draconic essence to learn this weaponry.

Imagos Flair (Ps) The draconic exemplar can manifest psi-like abilities common to his essence. These psi-like abilities take a standard action and expend one daily use of draconic weaponry per use, but are usable at will unless otherwise noted.

- 1stlvl *astral construct*
- 6thlvl *false sensory input*
- 10thlvl *major ectoplasmic creation* (2/day)
- 14thlvl *dream travel* (1/day)

The draconic exemplar must have the empathic draconic essence to learn this weaponry.

Keris Flair (Ps) The draconic exemplar can manifest psi-like abilities common to his essence. These psi-like abilities take a standard action and expend one daily use of draconic weaponry per use, but are usable at will unless otherwise noted.

- 1stlvl *control object*
- 6thlvl *energy burst*
- 10thlvl *dispel psionics*(2/day)
- 14thlvl *matter manipulation*(1/day)

The draconic exemplar must have the effusive draconic essence to learn this weaponry.

Lorican Flair (Ps) The draconic exemplar can manifest psi-like abilities common to his essence. These psi-like abilities take a standard action and expend one daily use of draconic weaponry per use, but are usable at will unless otherwise noted.

- 1stlvl *ectoplasmic sheen*
- 6thlvl *dismiss ectoplasm*
- 10thlvl *wall of ectoplasm* (2/day)
- 14thlvl *adapt body*(1/day)

The draconic exemplar must have the orderly draconic essence to learn this weaponry.

Scourge Flair (Ps) – The draconic exemplar can manifest psi-like abilities common to his essence. These psi-like abilities take a standard action and

expend one daily use of draconic weaponry per use, but are usable at will unless otherwise noted.

- 1stlvl *untouchable aura*
- 6thlvl *ego whip*
- 10thlvl *mind control* (2/day)
- 14thlvl *pierce the veils* (1/day)

The draconic exemplar must have the terroristic draconic essence to learn this weaponry.

Draconic Defense

Dream Shroud (Su) – The draconic exemplar constantly exudes a fine mist of ethereal essence imbued with dream energy, gaining a +2 deflection bonus to AC. Once per day as a standard action, the draconic exemplar can amplify and concentrate this essence to create an immobile cloud in his square that grants the deflection bonus, concealment and a +1 bonus on caster level and manifester level to the draconic exemplar and allied creatures within it. For every size category above Medium the draconic exemplar has attained through dracomorphosis, the cloud's radius increases by 10 ft. The cloud lasts for a number of rounds equal to the draconic exemplar's Charisma modifier. If the draconic exemplar is at least 10th level, he can use this ability twice per day. The draconic exemplar must have the empathic draconic essence to learn this defense.

Energy Font (Su) – The draconic exemplar becomes a living font of positive energy. He gains negative energy resistance 5. At 8th level, this increases to negative energy resistance 10, and at 16th level to negative energy resistance 20. At 12th level, if the draconic exemplar gains negative levels from an energy-draining attack he can choose to immediately make the Fortitude save to remove the negative levels. On a successful save, the negative level is removed before affecting the draconic exemplar. On a failed save, the negative level still does not become permanent until 24 hours have passed. The draconic exemplar must have the effusive draconic essence to learn this defense.

Form Astral Suit (Su) – The draconic exemplar gains the ability to form an astral suit, as the aegis class ability, with an effective aegis level of ½ his paragon class level. He gains 1 customization point for every 3 paragon class levels attained. The draconic exemplar is considered to be proficient in any armor emulated by the astral suit and does not suffer any reduction to his fly speed from it, but is still subject to all other limitations of his unfettered predator taninim racial trait. The draconic exemplar must have the orderly draconic essence to learn this defense.

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Mental Resilience (Su) – The draconic exemplar can buffer his mind against mental assaults. When he maintains psionic focus, he reduces ability damage or drain to her mental attributes from any source except psychic enervation by 2. This draconic defense can be taken once for every five levels the draconic exemplar possesses. Each additional time the draconic exemplar takes this draconic defense, the reduction in ability damage and drain increases by 2 (maximum 8 points). The draconic exemplar must have a psionic essence to learn this defense.

Nightmare Mind (Su) – Whenever the draconic exemplar is targeted by a mind-affecting effect, the source of that effect must make a Will save (DC 10 + ½ the draconic exemplar's class level + the draconic exemplar's Charisma modifier) or suffer 2 points of ability damage to Intelligence, Wisdom or Charisma (draconic exemplar's choice). At 12th level, this increases to 4 points of ability damage. The draconic exemplar must have the terroristic draconic essence to learn this defense.

Resilient Pattern (Su)– The draconic exemplar gains the ability to adapt his pattern to that of attacks. As an immediate action after taking damage from a manufactured or a creature's natural attack, the draconic exemplar can attune to the creature or weapon and gain DR 5/– against subsequent attacks made by the attuned creature's natural weapons or by the attuned manufactured weapon. The draconic exemplar can use this ability multiple times against the same source to cumulatively

increase this DR by 5, up to a maximum of the damage reduction provided by his hardened scales defense. The DR lasts until the end of the encounter or until the draconic exemplar attunes to a different creature or manufactured weapon, whichever occurs first. The draconic exemplar must be at least 15th level and have the reclusive draconic essence to learn this defense.

Draconic Gift

Alien Glory (Su)– Energies from the deep ethereal radiate from the draconic exemplar when he attempts to awe creatures, overwhelming them with alien sensations. The draconic exemplar can expend one extra daily use of his draconic weaponry when activating his frightful presence to cause creatures who fail their Will save to be confused instead of shaken. The draconic exemplar must have the frightful presence draconic weaponry and the empathic draconic essence or be at least 12th level and have another psionic essence to learn this gift.

Astral Cage (Ps) – The draconic exemplar can warp the astral plane in its immediate vicinity. As a standard action, he can create an immobile 20 ft. radius sphere centered on his location that affects both the plane currently occupied by the draconic exemplar and the astral plane. For every size category larger than Small the draconic exemplar has attained, the astral cage's radius increases by 20 feet. Creatures and objects may not use any extradimensional travel (including psychoportation effects, teleportation effects and spells such as *ethereal jaunt* or *blink*) to move into, out of, or within the sphere. This ability can be used a number of rounds each day equal to the draconic exemplar's class level; these rounds do not need to be consecutive. The draconic exemplar must have the orderly draconic essence, be at least 12th level and have another psionic essence, or be at least 12th level and have the cosmic insight draconic gift to learn this gift.

Astral Domain (Su) – The draconic exemplar can impose his will on the area bounded by his astral cage, forcibly altering the laws of reality. When he uses the astral cage ability, he can choose to add or alter 1 planar trait within the sphere for every 5 class levels he has attained. The planar traits that can be affected with this ability are: gravity, up to 2 elemental and energy traits, up to 2 alignment traits, and/or enhanced magic or impeded magic (counts as 2 planar traits for alteration). The draconic exemplar must be at least 8th level, have the orderly draconic essence and know the astral cage draconic gift to learn this gift.



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Astral Vision (Su) – While the draconic exemplar maintains psionic focus, he can ignore any miss chance to his attacks caused by magical, psionic or supernatural effects. He can also instantly determine if any creature he can see within 60 ft. suffers from damage or drain to Intelligence or Wisdom, or from insanity. The draconic exemplar must have a psionic essence or have the cosmic insight draconic gift to learn this gift.

Borderlands Adaptation (Su) – The draconic exemplar goes not gain the extraplanar subtype nor does he need to eat, drink or breathe while in the astral or shadow planes. Once per week, the draconic exemplar can take a full-round action that provokes attacks of opportunity to transport itself to a nearby area on the shadow plane or from the shadow plane to a nearby area on the material plane. At 12th level, the draconic exemplar can use this ability to transport itself to or from the astral plane or shadow plane. The draconic exemplar must have the reclusive draconic essence to learn this gift.

Cyphered Insight (Su) – The draconic exemplar learns an insight, as the cryptic class ability. His effective cryptic level for these insights is equal to $\frac{1}{2}$ his paragon class level. This gift can be learned more than once, choosing a different insight each time. The draconic exemplar must have the reclusive draconic essence or be at least 12th level and have another psionic essence to learn this gift.

Dream Dweller (Su) – The draconic exemplar does not gain the extraplanar subtype nor does he suffer negative effects from planar traits while in the ethereal plane. Once per week, the draconic exemplar can take a full-round action that provokes attacks of opportunity to transport itself to a nearby area on the ethereal plane or from the ethereal plane to a nearby area on the material plane. The draconic exemplar must have the empathic draconic essence to learn this gift.

Dream Surge (Su) – The draconic exemplar can enhance its powers, and psi-like abilities with a wild surge, similar to the wilder class ability. This dream surge's bonus starts at +1, increasing by an additional +1 at 8th and 16th level. The draconic exemplar can also use this ability to augment his breath weapon, gaining an extra damage die and increasing the breath weapon's range by 5 ft. for every point of dream surge bonus. The draconic exemplar has a 15% chance when activating this ability of suffering psychic enervation, having its alien mind turn on itself and suffering 1d4 points of Wisdom damage. The draconic exemplar must have the empathic draconic essence or be at least 12th level and have another psionic essence to learn this gift.

Ectoplasmic Burst (Su) – The draconic exemplar can form the ectoplasm of his breath weapon into a hollow, psionically-charged glob. This changes his breath weapon to a 5-foot radius burst with a range equal to the length of his breath weapon. For every size category larger than Small the draconic exemplar has attained, the ectoplasmic burst's radius increases by 5 feet. Creatures in the area that fail their Reflex saving throw are entangled for a number of rounds equal to the draconic exemplar's Constitution modifier, in addition to taking damage. The draconic exemplar must have the orderly draconic essence and the breath weapon draconic weaponry to learn this gift.

Influence Energy (Su) – The draconic exemplar can amplify or hinder the flow of nearby energy. As a free action at the start of his turn, he can choose to amplify energy within 20 ft., hinder energy within 20 ft., or withdraw his influence. For every size category larger than Small the draconic exemplar has attained, this ability's range increases by 20 feet.

- **Amplify:** All effects that deal cold, electricity, fire, or sonic damage deal extra damage equal to the draconic exemplar's Charisma modifier. Positive energy healing effects gain a similar bonus.
- **Hinder:** All effects that deal cold, electricity, fire, or sonic damage have their damage reduced by an amount equal to the draconic exemplar's Charisma modifier. Positive energy healing effects suffer a similar reduction.

This ability can be used a number of rounds each day equal to the draconic exemplar's class level; these rounds do not need to be consecutive. The draconic exemplar must have the effusive draconic essence to learn this gift.

Obfuscated Pattern (Su) – The draconic exemplar can blend his pattern with that of his environment, becoming difficult to detect with magical, psionic or supernatural effects. While the draconic exemplar is psionically focused, manifesters of clairsentience powers attempted against it must succeed on a manifester level check (DC 11 + the draconic exemplar's class level). This protection also extends to any objects which are part of the draconic exemplar's hoard. The draconic exemplar must have the reclusive draconic essence or be at least 12th level and have another psionic essence to learn this gift.

Occultation (Su) – While the draconic exemplar maintains psionic focus, he emits a psionic field of suggestion to ignore his presence. He does not suffer a size penalty on Stealth checks, and may

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make Stealth checks even while being observed. This is a mind-affecting effect. The draconic exemplar must have the reclusive or terroristic draconic essence or be at least 12th level and have another psionic essence to learn this gift.

Oneiromancy (Ps) –While psionically focused, the draconic exemplar can take 1 minute to enter a trance which attunes him to the energy of dreaming creatures. The draconic exemplar can pinpoint the location of all dreaming creatures within 1 mile, plus 1 mile for every size category above Small he has attained. He can recognize any creatures he has previously met in person or through this ability. The draconic exemplar can expend one daily use

of his draconic weaponry as an action that takes 1 hour to enter the dreams of a maximum number of dreaming creatures equal to his Charisma modifier for a variety of effects. Each use of this ability provides a single effect. A successful Will save negates this effect and renders the dreaming creature immune to further uses of the draconic exemplar's oneiromancy for 24 hours. Oneiromancy is a mind-affecting effect. The draconic exemplar must have the empathic draconic essence and the baleful glare draconic weaponry to learn this gift.

- **Communicate:** The draconic exemplar can send a one-way communication to the dreamers. This message can be of any length and creatures remember it perfectly upon waking. This is a language-dependent effect.
- **Aid:** At 4th level, the draconic exemplar can impart a measure of its knowledge and training to the dreamers. Upon waking, each creature can gain an insight bonus on a single skill check made within the next 24 hours. This insight bonus is equal to the draconic exemplar's ranks in that skill, to a maximum of his Charisma modifier. This is a language-dependent effect.
- **Defend:** At 8th level, the draconic exemplar can weave a defense from its own alien insight around the minds of the dreamers. Upon waking, each creature gains a +2 insight bonus on Will saves for the next 24 hours.
- **Interrogate:** At 8th level, the draconic exemplar can ask questions of the dreamers which they are compelled to answer. The draconic exemplar can ask one question per two class levels, and each question must be asked of an individual dreamer. This is a language-dependent effect.
- **Nightmare:** At 12th level, the draconic exemplar can assault the dreamers with horrific visions. Each creature takes 1d10 points of damage and prevents restful sleep, leaving the creature fatigued and unable to regain power points or arcane spells for the next 24 hours.
- **Traumatize:** At 16th level, the draconic exemplar can rip apart the dreamers' minds with brute force. Each creature takes 1d4 points of Intelligence and Charisma damage.

Psychoactive Ectoplasm (Su) – The draconic exemplar's ectoplasm is charged with psionic energy that saps an opponent's mental strength. Whenever the draconic exemplar deals damage with his breath weapon, elemental aura or reactive ectoplasm, he also deals 1 point of Intelligence

and Wisdom damage. At 12th level, this increases to 2 points of Intelligence and Wisdom damage. A successful Reflex save negates this damage, and the creature is allowed a Reflex save to avoid the ability damage even if the base ability does not allow one. The draconic exemplar must have the orderly draconic essence to learn this gift.

Reactive Conversion (Su) – As an immediate action that expends one daily use of his draconic weaponry, the draconic exemplar can change the damage type of one energy effect originating within 20 ft. to cold, electricity, fire, or sonic. For every size category larger than Small the draconic exemplar has attained, this ability's range increases by 20 feet. The draconic exemplar must have the effusive draconic essence and the energy font draconic defense to learn this gift.

Reactive Ectoplasm (Su) – The draconic exemplar is adept at manipulating the ectoplasm of his astral suit, retributively striking foes that attack him. As an immediate action while his astral suit is worn, the draconic exemplar can deal a number of points of psionic and bludgeoning damage equal to his class level to a creature that strikes him with a natural weapon or non-reach manufactured weapon. The draconic exemplar must have the orderly draconic essence and the form astral suit draconic defense to learn this gift.

Schisming Breath (Su) – The draconic exemplar can spend an additional daily use of his draconic weaponry when using his breath weapon to infuse it with alien energy from the deep ethereal. Creatures that fail their saving throw against this breath weapon have their mind splintered into competing personalities, similar to the *personality parasite* power, in addition to taking damage. The draconic exemplar must have the empathic draconic essence to learn this gift.

Screams from the Netherworld (Su) – As a swift action that expends one daily use of his draconic weaponry, the draconic exemplar can inhale and consume the ambient terror in his environment. He can remove fear effects from any allies within 30 ft. as part of activating this ability. The next breath weapon the draconic exemplar uses after consuming terror inflicts 1d4 negative levels and drains 4d6 power points from any creature that fails its saving throw in addition to taking damage. The draconic exemplar must have the terroristic draconic essence and be at least 15th level to learn this gift.

Surging Euphoria (Su) – The draconic exemplar is bolstered in action by the euphoria of his dream surge, gaining a morale bonus equal to dream surge's bonus on attack rolls, damage rolls and saving throws

whenever he successfully activates his dream surge without suffering psychic enervation. This morale bonus lasts for a number of rounds equal to his Constitution modifier. The draconic exemplar must have the dream surge gift to learn this gift.

Terrors (Su) – The draconic exemplar learns a terror, as the dread class ability. His effective dread level for these insights is equal to ½ his paragon class level. This gift can be learned more than once, choosing a different insight each time. If the terror would modify a dread's devastating touch ability, it instead modifies his bite attack. The draconic exemplar must have the terroristic draconic essence or be at least 12th level and have another psionic essence to learn this gift.

Draconic Sorcery: The draconic exemplar can choose to instead gain the ability to use power trigger and power completion psionic items as if he had access to the psion/wilder power list. His effective manifester level when using these psionic items is equal to his class level. Once this decision is made, it cannot be changed.

Black Dragon Herald (Psychic Warrior Archetype)

The powerful, awe-inspiring nature of dragons has inspired many adventurers to seek to unlock abilities like those possessed by the legendary beasts. Psychic warriors have discovered several psionic abilities that mimic certain draconic ones, including gaining natural attacks or the ability to use acid, but those who have worked to hone the whole suite of powers are sometimes known as black dragon heralds, for their attempt to imitate the dragons of the darkest hue.

Tanimin generally do not suffer members of lesser races developing potent psionic powers within the Lost Isles, but drakeling psychic warriors of this path can be found among the Bloodguard of Stormhome. Darkened and Bloodied keeps them out of the public eye, lest she be accused of yet again investing too much power into drakeling servants.

Class Skills: The black dragon herald adds Fly to his list of class skills.

Black Dragon's Path: The black dragon herald must choose the feral warrior path for his warrior's path at 1st level. In addition, the competence bonus gained on attack or damage rolls made with natural attacks from the feral warrior path is doubled and he adds this same competence bonus to any damage rolls he makes dealing acid damage, such as those from the *breath of the black dragon* psionic power.

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Exhalation of the Black Dragon: At 9th level, the black dragon herald adds *exhalation of the black dragon* to his list of powers known. This power does not count against his normal limit of powers known and it cannot be changed by any means such as *psychic reformation*. If the black dragon herald already had *exhalation of the black dragon* as a power known, he can instead choose any power of a level up to his maximum power level known from the psychic warrior power list as a power known. This power counts as a path power for the feral warrior path and gains all the benefits of being a path power, such as allowing the black dragon herald to manifest it for 0 power points by expending psionic focus. This ability replaces secondary path.

Claw of Energy: At 12th level, the black dragon herald adds *claw of energy* to his list of powers known. This power does not count against his normal limit of powers known and it cannot be changed by any means such as *psychic reformation*. If the black dragon herald already had *claw of energy* as a power known, he can instead choose any power of a level up to his maximum power level known from the psychic warrior power list as a power known. This power counts as a path power, as above. This ability replaces twisting path.

Black Dragon's Breath: At 15th level, the black dragon herald adds *breath of the black dragon* to his list of powers known. This power does not count against his normal limit of powers known and it cannot be changed by any means such as *psychic reformation*. If the black dragon herald already had *breath of the black dragon* as a power known, he can instead choose any power of a level up to his maximum power level known from the psychic warrior power list as a power known. This power counts as a path power, as above, and until the black dragon herald can manifest 6th level powers, the only way he can manifest it is by expending psionic focus to manifest it as a path power. This ability replaces pathweaving.

Gale Dancer (Psychic Warrior Archetype)

Some taninim psychic warriors push their bodies to the limits of psychometabolic improvement to become the undisputed apex predators of the skies. These dragons love the rush of the air currents beneath their wings, and the heady thrill of darting through the skies with agility and speed impossible for their bulk. The greatest of their number forsake the ground completely, creating lairs within the very clouds.



While gale dancers are not required to take the draconic hero archetype, the two archetypes are specifically designed to work together. A gale dancer who is not also a draconic hero would need to obtain flight from another source to gain most of this archetype's benefits.

Draconic Essence: The gale dancer gains a draconic essence appropriate to her alignment (see the draconic exemplar paragon class, draconic essence class feature, *In the Company of Dragons*). If the gale dancer already has a draconic essence gained through another class, she does not gain a second one.

Gale Dancer's Path: The gale dancer gains this unique path at 1st level as her warrior's path choice.

Powers: *metaphysical claw, prevenom*

Skills: Fly, Perception, Stealth

Bonus Class Skill: Fly

Trance: At 3rd level, while maintaining psionic focus the gale dancer gains a +1 competence bonus on attack and damage rolls made against flying opponents. This bonus increases by +1 for every four levels after 3rd.

Maneuver: At 3rd level, the gale dancer can expend her psionic focus when using the charge action while flying. If she does, she can make a bite and two claw attacks at the end of her charge instead of a single melee attack, but each attack suffers a -2 penalty to the attack roll. In addition, the gale dancer gains a +1 competence bonus on attack rolls as part of this action. This bonus increases by +1 for every four levels after 3rd. At 20th level, when using the charge action while flying, the gale dancer can instead make a full attack at the end of the charge.

Overland Flight (Ex): At 9th level, the gale dancer increases her base fly speed by 60 feet, plus an additional 60 feet for every size category larger than Medium she attains. In addition, she only checks for nonlethal damage once every 2 hours instead of every hour when attempting a hustle or forced march while flying. This ability replaces the secondary path ability.

Dogfighting Trance (Ex): At 12th level, while maintaining psionic focus, the gale dancer can perform a number of unique combat maneuvers while flying.

- **Death Spiral:** As a move action, the gale dancer can intentionally fall up to 250 feet before moving her normal fly speed. As a full-round action, she can intentionally fall up to 500 feet before moving her normal fly speed.

- **Hover:** The gale dancer can halt her movement while flying, hovering without needing to make a Fly skill check.
- **Jink:** The gale dancer gains a +2 competence bonus to AC while fighting defensively or using total defense. Once per round as part of movement while fighting defensively or using total defense, the draconic exemplar can also spend 60 feet of her movement to move 30 feet in any direction while maintaining her current facing and without provoking attacks of opportunity.
- **Wingover:** Once per round as a free action, the draconic exemplar can turn up to 180 degrees without making a fly skill check.

This ability replaces the twisting path ability.

Cloud Dweller (Su): At 15th level, the draconic exemplar does not have to make Fly skill checks to avoid falling when she is damaged while flying, and gains a +5 bonus on Fly skill checks to avoid falling after a collision. If the draconic exemplar does fall after colliding and does not hit the ground that round, she can halt her descent and resume flying as a free action at the start of her next turn.

The draconic exemplar also gains the ability to shape and solidify the clouds within aerial terrain she bonds to as a lair as part of the Rite of the Lair. Solidified cloud looks unchanged to external view, but has the hardness and hit points of stone. The draconic exemplar can move through the solidified cloud of their own lair effortlessly. This ability replaces the pathweaving ability.

Winged Horror (Dread Archetype)

The ability to instill fear in others through a display of its awesome presence is one of the hallmarks of dragonkind, but none are more capable than those taninim who develop psionic power and learn the way of the dread. These winged horrors are more than masters of using fear as a tool they are terror incarnate, their breath and heartbeat synchronous with the anxieties and fears of all creatures within their grasp.

Draconic Essence: The winged horror gains a draconic essence appropriate to her alignment (see the draconic exemplar paragon class, draconic essence class feature, *In the Company of Dragons*). If the winged horror already has a draconic essence gained through another class, she does not gain a second one.

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Claws of Terror (Su): At 3rd level, the winged horror learns to channel her terrors through her natural weapons or through her devastating touch class feature, even if using devastating touch as a ranged attack (such as through the mindlock terror). If channeling a terror through a natural weapon, it does not gain the benefits of the devastating touch ability. The winged horror can also treat the range of her aura of fear to be equal to the reach of her bite attack. This ability replaces the channel terror ability.

Frightful Presence (Ex): At 5th level, the winged horror gains the frightful presence draconic weaponry of the draconic exemplar paragon class, treating her class level as her effective paragon level. She can use her frightful presence a number of times per day equal to ½ her class level. This ability replaces the bonus feat gained at 5th level.

Dreadful Carnage (Ex): At 9th level, the winged horror gains Dreadful Carnage as a bonus feat, even if she does not meet the prerequisites. This ability replaces the bonus feat gained at 9th level.

Pacify the Herd (Su): At 11th level, the winged horror gains the pacify the herd draconic gift of the draconic exemplar paragon class. This ability replaces the shadow twin ability.

Doombringer (Su): At 11th level, the winged horror's frightful presence saps the strength of creatures affected by it, causing any creatures that fail their saving throw to also be fatigued. At 16th level, the winged horror must choose *form of doom* as her first 6th level power known. The tentacle attacks from *form of doom* that damage any shaken, frightened or panicked creature also cause the creature to be sickened for a number of rounds equal to the winged horror's Constitution modifier. This ability replaces the twin fear ability.

New Feats

Characters playing as psionic dragons, or psionic individuals seeking to emulate dragons, may find the feats below useful as options as they gain feats.

Advanced Gale Dancer Path (Dragon, Psionic)
You are the undisputed master of the skies.

Prerequisite: Greater Psionic Fist, Psionic Fist, manifester level 10th, base attack bonus +6

Benefit: When using the Gale Dancer trance, the competence bonus also applies as a dodge bonus to your AC against ranged attacks and attacks of opportunity while flying. In addition, whenever

you damage a flying creature while using the Gale Dancer maneuver you increase the DC of that creature's Fly check to not fall after taking damage by +5 for each natural attack that damaged it.

Black Dragon Exemplar (Combat, Psionic)

Your inclination to the abilities of the black dragon has made you more proficient at dealing acid damage.

Prerequisite: Able to manifest at least two powers that deal acid damage either as a primary or secondary effect.

Benefit: All powers that deal acid damage, deal an additional point of damage for every 2 manifester levels.

Demoralizing Breath Weapon (Dragon, Psionic)

The brutality caused by your breath weapon saps the hope from your enemies' hearts.

Prerequisite: breath weapon, frightful presence

Benefit: Any creature that fails its saving throw against your breath weapon is shaken for a number of rounds equal to your Charisma modifier.

Draconic Metabolism (Dragon, Psionic)

The combination of raw draconic might and psionic talent rapidly repair damage to your physical body.

Prerequisite: Con 19, Rapid Metabolism

Benefit: You can expend your psionic focus to gain fast healing equal to your Constitution modifier for 5 rounds. This ability can be used 3/day.

Force of Personality (Psionic)

Your physical robustness is bolstered by your presence.

Prerequisite: Cha 13

Benefit: While maintaining psionic focus, you gain a competence bonus equal to your Charisma modifier on Strength checks to break or burst objects. By expending your psionic focus, you can make a Strength check to break or burst an object as part of a move action.

Normal: Attempting to break or burst an object is a Strength check that takes a standard action.

Resolve of the Supreme Blood (Dragon, Psionic)

The power within your blood refuses to be cowed by inferior beings.

Prerequisite: base Will save 4+

Benefit: As an immediate action, you can expend your psionic focus to reroll a failed Will save against any mind-affecting effect created by a creature with a type other than dragon.

Favored Class Options

Several psionic classes are a natural fit for the taninim race; the following favored options are available to all taninim who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Dread: Add +1/3 to natural weapon damage when channeling a terror through that attack.

Psychic Warrior: Add +1/4 to the psychic warrior's manifester level when manifesting powers with an energy descriptor.

Soulknife: Reduce total penalties on attack rolls from dexterous claws racial trait, two-weapon fighting, and secondary natural attacks while wielding a mind blade by $\frac{1}{4}$ (minimum penalty 0).

Tactician: Add +1/3 to energy damage dealt by allies to the target of the tactician's coordinated strike.

Wilder: Add +1/4 to the wilder's manifester level when manifesting powers with an energy descriptor.

Dracomancers and Dragonriders in the Lost Isles

The concept of a taninim—unfettered in potential and not locked in form like his true dragon cousins—allowing himself to be bound by a mortal is foreign in the Lost Isles. Because of this, the paths of the dracomancer and dragonrider are not seen in mainstream taninim society.

One location does exist in the Lost Isles where this unique role can be found, however. There is a certain roaming section of the Barrier just above the ocean's surface where an imperfection exists: a weakening that is a relic of The Great War. Shifting slowly through the ocean in sync with this weakened spot is a group of three small floating islands known as the Barbican of the Trinities. A unique culture, separate from most of taninim society, exists here; one where dragons and their dwarven allies live in cooperative, if not egalitarian, harmony. This arrangement has existed since The Great War, when the Barbican dwarves fought alongside their draconic masters to halt a near-successful attempt by powerful undragon to breach the Barrier. To this day they and their dragon allies serve here as a first line of defense.

Barbican dwarves follow the traditions of dragonrider and dracomancer, but do so in a unique manner. As true dragons cannot be born in

the Lost Isles, those trained to be dragonriders or dracomancers travel through the Barrier under the supervision of one or more taninim during the Rite of Raiding to seek out dragons with whom to bond. Alternately, some Barbican dwarves choose to give up authority over their draconic bond and enter into a modified bond, forming instead a partnership specifically designed for taninim. Either type of pairing is frowned upon by most of taninim society, so a bonded pair is most commonly found adventuring outside the Lost Isles or patrolling the ocean territory near their island home. The effective reputation of a taninim or true dragon that bonds with a mortal is considered to be 4 less than normal.

Civilization in the militarized territory of the Barbican of the Trinities is as draco-centric as the rest of the Lost Isles, but the Barbican dwarves are not servants. Administrative rule is accomplished at a monthly moot comprised of the representatives for each of six dwarven clans, bonded dragons—both true dragons and taninim alike—and unbonded taninim. The small population of unbonded taninim dwelling in the Barbican serves as ambassadors to and representatives of the Elder Voice council and taninim society at large. The Elder Voices grant the Barbican the appearance of autonomy, but are quick to remove any ambition of spreading the Barbican's way of life through more of the Lost Isles. This arrangement has endured the centuries with surprisingly few conflicts, as the orderly dwarves almost never chafe at the confines of their unique situation.

Class Archetypes

Spirit-Bonded Rider (Dragonrider Archetype)

Some of the Barbican dwarves destined to be dragonriders choose to partner with a taninim. The independent nature of such a bond focuses on teamwork and collaborative actions.

Taninim Ally: At 1st level, the spirit-bonded rider chooses a willing taninim ally as her bonded partner. This is usually another PC but, at the GM's discretion, can be a taninim NPC. A taninim ally is considered a bonded dragon steed for the purposes of the spirit-bonded rider's other class abilities and follows the standard bonded dragon steed rules for carrying the spirit-bonded rider, but gains no other abilities of a bonded dragon steed unless specifically mentioned in this archetype. When acting as the spirit-bonded rider's mount, the taninim ally goes on the same initiative as the dragonrider.

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At 1st level, the taninim ally gains the link and share spells abilities.

At 2nd level, the taninim ally gains Legendary Size as a bonus feat, even if he does not meet the feat's prerequisites. This grants early access to the dracomorphosis ability if the taninim ally's effective level in the draconic exemplar class is at least 4th, or if its effective levels in classes with the draconic hero archetype are at least 5th.

At 4th level, both the taninim ally and the spirit-bonded rider gain a +1 bonus on initiative checks when within 30 feet of each other, and a +1 dodge bonus to AC when the spirit-bonded rider is riding the taninim ally. For every 4 additional levels above 4th, these bonuses increase by +1.

At 6th level, the spirit-bonded rider and the taninim ally each gain a +2 morale bonus on enchantment spells and effects when within 30 feet of each other. The taninim ally also gains this bonus on Will saves to resist his draconic essence's compulsion.

Should the spirit-bonded rider's taninim ally die and not be returned to life, the spirit-bonded rider cannot bond with another for 30 days or until she gains another dragonrider level, whichever comes first. During this 30-day period, she suffers a -1 penalty on attack and weapon damage rolls. The spirit-bonded rider can choose to abandon this archetype and bond with a non-taninim dragon, but once this is done she can never again bond with a taninim ally.

This ability replaces the bonded dragon steed ability.

Draconic Training: At 5th level, the spirit-bonded rider can choose any teamwork feat as a bonus feat in addition to the normal feat choices available for this ability. The spirit-bonded rider also automatically grants her teamwork feats to her taninim ally, even if he does not meet the prerequisites.

Scent (Ex): At 9th level, both the spirit-bonded rider and her taninim ally gain the scent ability.



Blindsense (Ex): At 15th level, both the spirit-bonded rider and her taninim ally gain blindsense to a range of 15 feet. If the taninim ally has the blindsense draconic gift, the taninim increases the range of his own blindsense by 15 feet.

Blindsight (Ex): At 18th level, both the spirit-bonded rider and her taninim ally gain blindsight to a range of 5 feet.

Spirit-Bonded Theurge (Dracomancer Archetype)

Barbican dracomancers who choose to partner with a taninim follow the path of the spirit-bonded theurge. What they lose in authority over their draconic companion is compensated for by gains in personal power and augmentations to their taninim ally.

Taninim Ally: At 1st level, the spirit-bonded theurge chooses a willing taninim ally as his bonded partner. This is usually another PC but, at the GM's discretion, can be a taninim NPC. A taninim ally is considered a draconic companion for the purposes of the spirit-bonded theurge's other class abilities and follows the standard draconic companion rules for carrying the spirit-bonded theurge, but gains no other abilities of a draconic companion unless specifically mentioned in this archetype. When acting as the spirit-bonded theurge's mount, the taninim ally goes on the same initiative as the dracomancer.

At 1st level, the taninim ally gains the link and share spells abilities.

At 2nd level, the taninim ally gains Legendary Size as a bonus feat even if he does not meet the feat's prerequisites. This grants early access to the dracomorphosis ability if the taninim ally's effective level in the draconic exemplar class is at least 4th, or if its effective levels in classes with the draconic hero archetype are at least 5th.

At 4th level, the taninim ally increases its daily uses of draconic weaponry by 1. In addition, both the taninim ally and the spirit-bonded theurge gain a +1 bonus on initiative checks when within 30 feet of each other. For every 4 additional levels above 4th, the taninim ally gains an additional daily use of draconic weaponry and the bonus on initiative checks increases by +1.

At 6th level, the spirit-bonded theurge and the taninim ally each gain a +2 morale bonus on enchantment spells and effects when within 30 feet of each other. The taninim ally also gains this bonus on Will saves to resist his draconic essence's compulsion.

Should the spirit-bonded theurge's taninim ally die and not be returned to life, the spirit-bonded theurge cannot bond with another for 30 days or until he gains another dracomancer level, whichever comes first. During this 30-day period, he suffers a -1 penalty to caster level. The spirit-bonded theurge can choose to abandon this archetype and bond with a non-taninim dragon, but once this is done he can never again bond with a taninim ally.

This ability replaces the draconic companion ability.

Bonus Spells: The spirit-bonded theurge gains bonus spells based upon the dragon type associated with the draconic essence of his taninim ally. If the dragon type is not listed in the dracomancer rules (Rogue Genius Games' *Genius Guide to the Dracomancer*), then the spirit-bonded theurge gains bonus spells from the Dragon cleric domain (subdomain of Scalykind). If the spirit-bonded theurge's taninim ally has the Feykin alternate racial trait, he can instead choose the Fey bloodline or Trickery domain to determine his bonus spells.

Dracomancer Talents: The spirit-bonded theurge cannot choose the following dracomancer talents: draconic evolution, improved focus, martial dragon. He gains access to the following unique dracomancer talents:

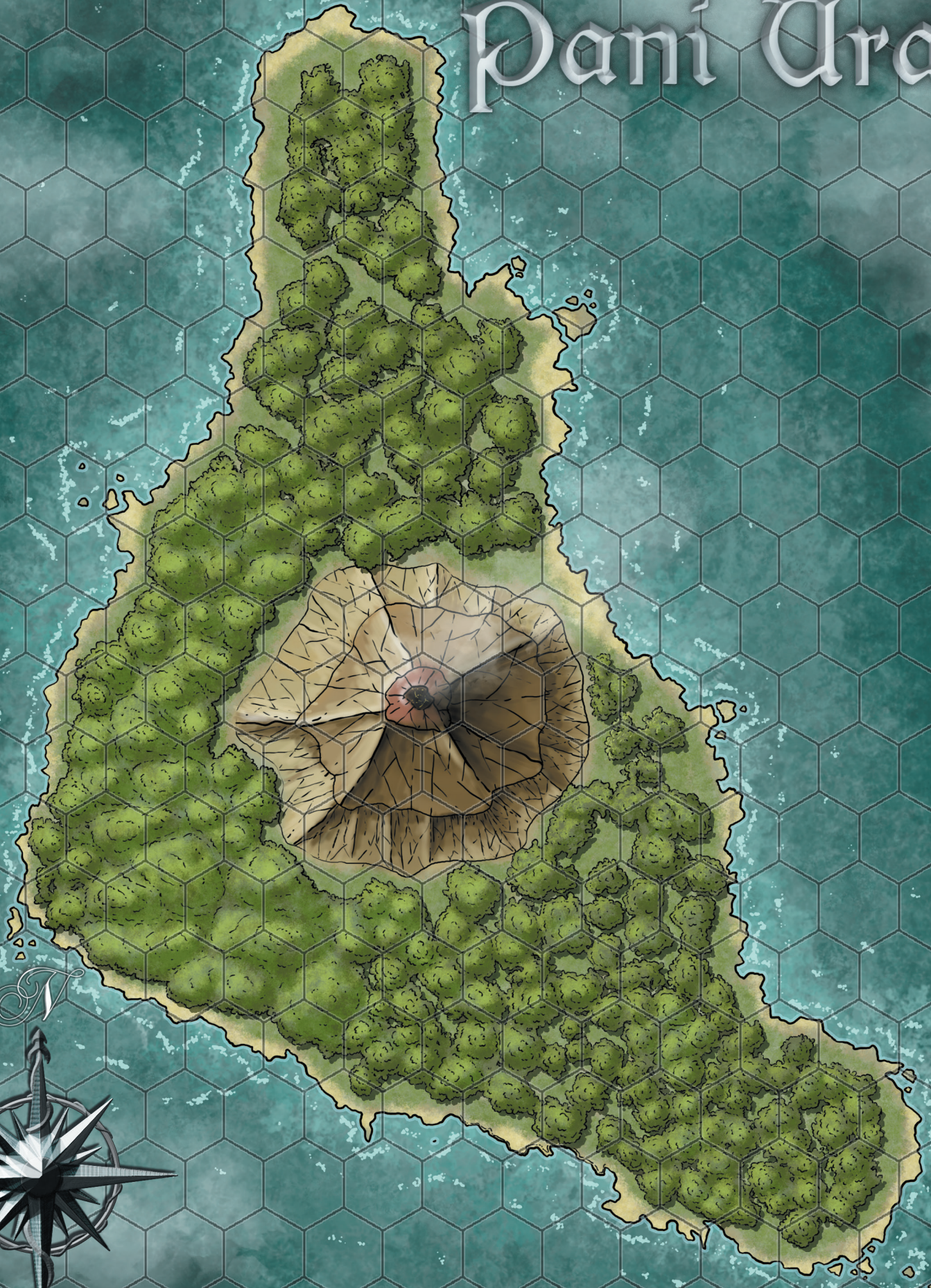
- *Bonded Tactics (Ex):* The spirit-bonded theurge gains a bonus teamwork feat. His taninim ally also gains this bonus feat whenever he is within 30 feet of the spirit-bonded theurge.
- *Martial Coordination (Ex):* The spirit-bonded theurge and his taninim ally both gain the ability to offer advice to the other during combat. As a move action, either can choose one opponent and grant the bonded partner either a +2 competence bonus on attack rolls against that opponent or a +1 bonus to the DC of spells and effects against that opponent for 1 round.

Scent (Ex): At 9th level, both the spirit-bonded theurge and his taninim ally gain the scent ability.

Blindsense (Ex): At 15th level, both the spirit-bonded theurge and his taninim ally gain blindsense to a range of 15 feet. If the taninim ally has the blindsense draconic gift, the taninim increases the range of his own blindsense by 15 feet.

Blindsight (Ex): At 18th level, both the spirit-bonded theurge and his taninim ally gain blindsight to a range of 5 feet.

Dani Ara



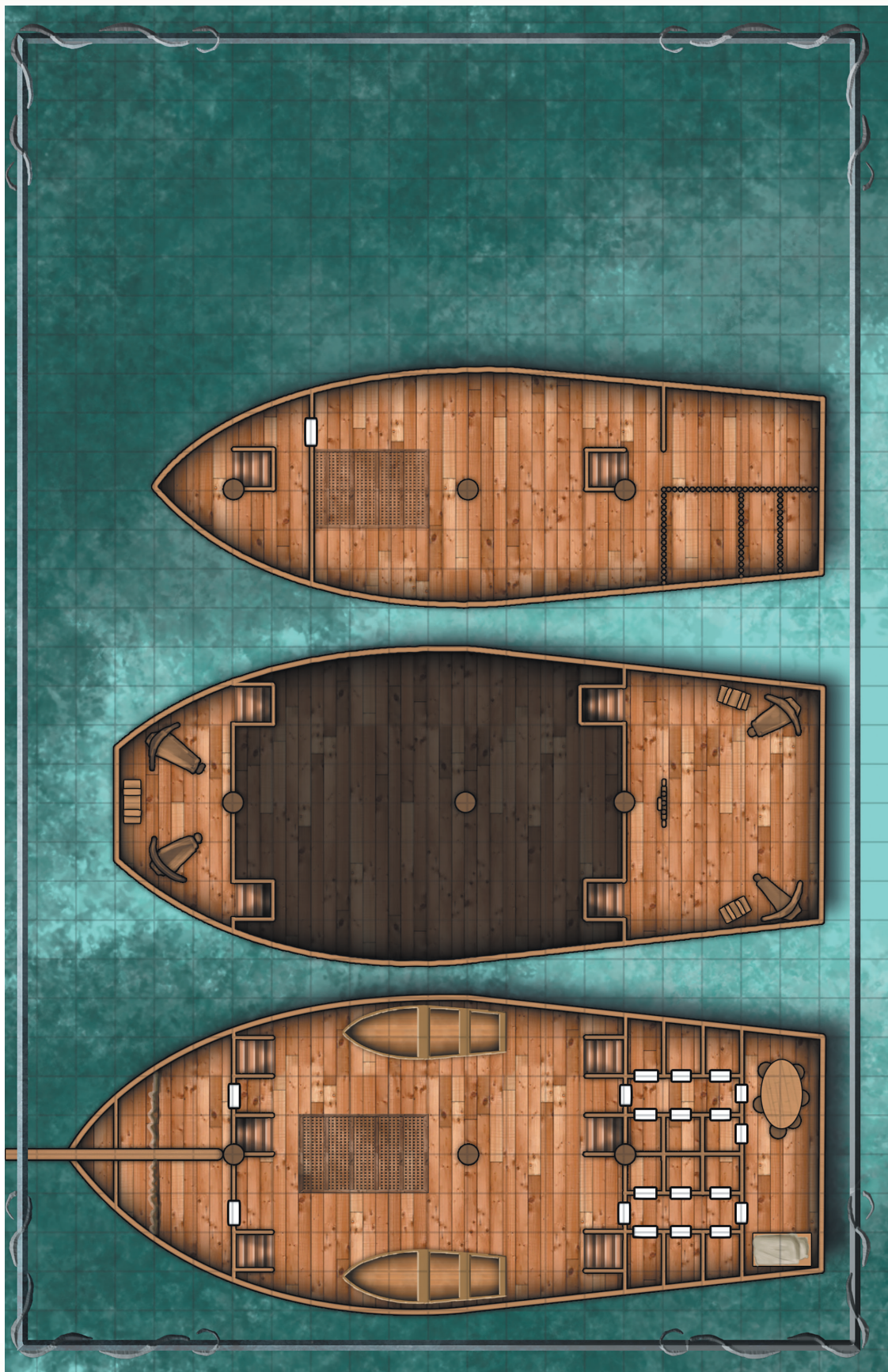
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