

# GENIUS GUIDE TO THE DRACOMANCER



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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**D**racomancer is a new base class, designed for use with the *Pathfinder Roleplaying Game Core Rulebook*. It is a spontaneous arcane spellcasting class that draws upon the themes and abilities of dragons, and has a draconic companion that acts as guard, ally, and advisor. Dracomancers are similar to sorcerers in that they have a deep connection to a source of magic power, but in the case of the dracomancer the power source is the mystic energy all dragons draw upon rather than the mystic inheritance of an inhuman bloodline.

Dracomancers are more than sorcerers with limited spells and scaly companions, however. Dracomancers draw their power from the same primal, eldritch forces that give dragons their fantastic combination of physical power, keen perception, arcane might, elemental attacks, and unmatched resilience. More than almost any other mortal creature, dragons are a blend of magic, elemental power, vast intellect, and bestial fury. Dracomancers recognize that dragons all draw from and internalize a specific mix of primeval forces that makes them the perfect blend of magic, energy, and flesh. Dracomancers tap this blend of



energies, either as a result of an inherent aptitude or after years of careful study, and through it, manage to both become more dragonlike themselves, and bind a draconic creature to their lifelong and loyal service.

In lands where they are rare, dracomancers are generally mistaken for sorcerers with particularly strong draconic bloodlines (or summoners, if eidolons are common enough). Those unfamiliar with them sometimes assume the dracomancer is the servant, and her draconic companion a dominant master rather than ally or assistant. Dracomancers have even been known to play into this misconception as a simple way to make demands (on behalf of a “hungry dragon”) without revealing their own level of control. On the other hand, it’s also not unusual for a dracomancer to find herself barred entry to a keep or village unless she sends her draconic companion away (which, given dracomancers can summon their companions at a fairly low level, often isn’t much of a hindrance).

In realms where dracomancers are more common, they are generally seen as elite members of society, often on par with knights and minor nobles. Their ability to summon and consult with dragons makes them well suited to act as advisors, strike forces, guards, and even assassins. Some lands are ruled entirely by coalitions of dragons and dracomancers working together, serving as mages, soldiers, couriers, and ruling class combined.

Dragonkind has a special relationship with dracomancers, and it is not always a friendly one. Dragons generally treat dracomancers as they treat other dragons, which varies wildly. Good dragons are suspicious of the dracomancer’s ability to keep a sapient creature under near-absolute thrall, while evil dragons fear suffering the same fate. However, communities ruled or protected by powerful true dragons also often have a high number of dracomancers acting as go-betweens for the humanoid serfs and dragon rulers. Some powerful dragons also use dracomancers as trusted negotiators to help prevent conflicts of misunderstanding.

**Role:** Dracomancers are similar to summoners, in that they combine up to 6th level spells with a powerful and flexible ally. However while a summoner is connected to an eidolon (a creature from another plane of existence, the form of which is molded by the summoner’s will), a dracomancer has forged a bond with a creature of the dragon type. The dracomancer also has a broader range of spells available, allowing her to deal damage, boost allies, weaken foes, and manipulate the elements.

**TABLE 1: THE DRACOMANCER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1	+0	+2	+2	+2	Bonus spells, cantrips, draconic companion	1	-	-	-	-	-
2	+1	+3	+3	+3	Dracomancer talent	2	-	-	-	-	-
3	+1	+3	+3	+3	Low-light vision, resist energy 5	3	-	-	-	-	-
4	+2	+4	+4	+4	Summon companion 1/day	3	1	-	-	-	-
5	+2	+4	+4	+4	Dracomancer talent	4	2	-	-	-	-
6	+3	+5	+5	+5	Darkvision, resist energy 10	4	3	-	-	-	-
7	+3	+5	+5	+5	Summon companion 2/day	4	3	1	-	-	-
8	+4	+6	+6	+6	Dracomancer talent	4	4	2	-	-	-
9	+4	+6	+6	+6	Resist energy 15, scent	5	4	3	-	-	-
10	+5	+7	+7	+7	Dragonsurge, summon companion 3/day	5	4	3	1	-	-
11	+5	+7	+7	+7	Dracomancer talent	5	4	4	2	-	-
12	+6/+1	+8	+8	+8	Flight, resist energy 20	5	5	4	3	-	-
13	+6/+1	+8	+8	+8	Dragonsurge 2, summon companion 4/day	5	5	4	3	1	-
14	+7/+2	+9	+9	+9	Dracomancer talent	5	5	4	4	2	-
15	+7/+2	+9	+9	+9	Blindsense, resist energy 25	5	5	5	4	3	-
16	+8/+3	+10	+10	+10	Dragonsurge 3, summon companion 5/day	5	5	5	4	3	1
17	+8/+3	+10	+10	+10	Dracomancer talent	5	5	5	4	4	2
18	+9/+4	+11	+11	+11	Blindsight, energy immunity	5	5	5	5	4	3
19	+9/+4	+11	+11	+11	Dragonsurge 4, summon companion 6/day	5	5	5	5	5	4
20	+10/+5	+6	+12	+12	Dragonform	5	5	5	5	5	5

Dracomancers have few subtle magics, focusing more on evocation than illusion or enchantment, but have greater vitality and resilience than most arcane spellcasters. Though a dracomancer lacks the martial skill-at-arms to be an effective weapon wielder, her draconic companion generally more than makes up for that lack when physical prowess is needed.

**Alignment:** Dracomancers may be of any alignment, and may select draconic companions of any alignment (though doing so can complicate things, see the draconic companion rules for more information).

**Hit Die:** d8

**Starting Wealth:** At 1st level a dracomancer begins play with 2d6 x 10 gp.

**Class Skills**

The dracomancer's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 4 + Int modifier.

# CLASS FEATURES

All of the following are class features of the dracomancer.

**Weapon and Armor Proficiency:** A dracomancer is proficient in all simple weapons, light armor, and all shields (except tower shields).

**Draconic Companion:** A dracomancer has a mystic bond with a creature of the dragon type, sometimes even one of the powerful “true” dragons. This bond guarantees the dragon’s loyalty to the caster and allows the dracomancer to forge a link between her own vitality and eldritch powers, and those coursing through the dragon’s veins. A 1st level dracomancer is assumed to have already bonded with a dragon. While the player may select any legal dragon for the dracomancer to bond with, these bonds aren’t always voluntary on the part of the character. The player and GM should discuss how the dracomancer formed her bond, and what kind of relationship she has with her draconic companion.

The bond between dracomancer and draconic companion links the lifeforce and magic powers of the two creatures. The dragon’s size and power are driven by its dracomancer’s power and experience, rather than its age. Many of a dragon’s normal powers (spell-like abilities, spellcasting, unlimited breath weapon use) are either suspended or modified as the eldritch power that drives them is used to fuel the bond between dracomancer and draconic companion. This bond, once forged, ends only if either dracomancer or companion is killed and not resurrected in a timely fashion.

Most often dracomancers manage to form bonds willingly with lesser dragons, most often drakes and wyverns. In some cases this is part of ancient pacts dating back centuries that dictate service of a set number of dragons of a given bloodline, or it is forced upon dragons as punishment for some sin (or as the price demanded by a conqueror). While dracomancers have the easiest time if they form a bond with a dragon of the same alignment, they are capable of bonding to a dragon of any alignment (see Alignment under Draconic Companions, below).

Though true dragons are generally unwilling to undertake this bond willingly, some are driven to do so by the same magic forces that tie them to an element or natural force. Good dragons sometimes take this life-changing step to support a dracomancer

they believe can make a positive difference in the world, or who they fear will fall to some dread fate without the power of a draconic ally. Even among neutral and evil dragons however, there are always a few who seek out such bonds willingly.

The reason for this is a desire for power, and an ability to take a long view. A dragon bonded to a dracomancer grows in size and power as the dracomancer gains experience. The payoff comes when the dracomancer dies which almost always occurs long before the draconic companion’s death – even the longest lived dracomancer won’t see her steed reach the very old age category at 600 years, and most dracomancers die in battle long before this. At first the bonded dragon simply must survive as an underpowered dragon, but after a year and a day from its rider’s death if it has no new bonded dracomancer, the dragon begins to gain the full power of a normal dragon of its size (or the oldest category in its size class, to a maximum age category of very old).

Consider an umbral dragon wyrmling. It is Small, and won’t reach Large size for roughly 20 years. It won’t be Huge for 45 years, and Gargantuan size is at least four centuries off. But if that primal dragon serves as a draconic companion, it becomes Large immediately, and stands a fair chance to become Gargantuan within a few years. If it survives its dracomancer’s loss, the umbral dragon will gain the full power of a very old dragon within a few years, jumping its (ubiquitous) plans for dark domination ahead six centuries. While most primal dragons feel the price is too high, there are always a few youngsters willing to serve now (though somewhat grudgingly, see the Focus score in the descriptions of draconic steeds, below) for hundreds of years worth of powers later.

A draconic companion can carry its dracomancer while moving along the ground or swimming if it is at least as big as the spellcaster, and has the Strength to carry her. If the draconic companion is at least one size category larger than its dracomancer, and it can bear her and her gear, it can also serve as a steed when flying or burrowing. A dragon’s carrying capacity is modified for its size as a normal creature.

The link between dracomancer and dragon grows in strength as the dracomancer gains levels, allowing them to communicate more easily, feel each other’s location, and even transfer life essence to one another. The abilities the dracomancer gains with her bonded dragon are listed on **Table 3: Draconic Companions**.

Should a dracomancer's draconic companion die and not be returned to life, the dracomancer cannot bond with a new dragon for 30 days or until she gains another dracomancer level, whichever comes first. During this 30-day period the dracomancer takes a -1 penalty to her caster level.

**Spellcasting:** A dracomancer casts arcane spells drawn from both the magus and summoner spell lists. She can cast any spell she knows without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level. Note that the dracomancer does not have an eidolon, making some summoner spells poor choices (unless the dracomancer has taken the draconic attunement talent).

To learn or cast a spell, a dracomancer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a dracomancer's spell is 10 + the spell level + the dracomancer's Charisma modifier.

A dracomancer can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on Table 1: The Dracomancer. In addition, she receives bonus spells per day if she has a high Charisma score (see Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*).

A dracomancer's selection of spells is extremely limited. A dracomancer begins play knowing four 0-level spells and two 1st-level spells of the dracomancer's choice. At each new dracomancer level, she gains one or more new spells as indicated on Table 2: Dracomancer Spells Known. (Unlike spells per day, the number of spells a dracomancer knows is not affected by her Charisma score. The numbers on Table 2 are fixed.)

Upon reaching 5th level, and at every third dracomancer level thereafter (8th, 11th, and so on), a dracomancer can choose to learn a new spell in place of one she already knows. In effect, the dracomancer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level dracomancer spell she can cast. A dracomancer may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

**Bonus Spells:** A dracomancer gains bonus spells known based on her selection of draconic companion. These take the form of spells from a sorcerous bloodline, clerical domain or subdomain, or druidic animal or terrain domain (from *Pathfinder Roleplaying Game Ultimate Magic*) tied to the dragon in some thematic fashion. The dracomancer need not select these as spells known, they are automatically gained as soon as she can cast spells of the appropriate spell level. If a dracomancer loses her draconic companion, her bond automatically causes her to lose the spells from her bloodline or domain. If she bonds with a different companion later, she gains the spells of the new bloodline or domain.

A dracomancer does not gain any other aspect of the bloodline or domain (such as bonus feats or special abilities), though she can gain some through the use of the draconic soul talent.

**TABLE 2: DRACOMANCER SPELLS KNOWN**

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

## WHAT DO MAGI AND SUMMONERS HAVE TO DO WITH DRAGONS?

At first blush it may seem odd that the dracomancer has access to magi and summoner spell lists, since neither is particularly closely connected to dragons. However, the design needs of the dracomancer dictate it have a good selection of offensive arcane spells, and a selection of spells that can augment a major ally. By combining the magi and summoner lists it's possible to cover both those needs without creating a custom spell list. The advantage of this is that it means if a GM decides to use other third-party sources of spells, or if new spells are added to the core rules, the GM doesn't have to guess which ones should be added to the dracomancer's list.

Some of the summoner spells (especially those that heal) would be slightly too good if they automatically applied to a dracomancer's draconic companion (a point that came up in playtesting), but requiring a dracomancer to expend one of her precious talents to use those spells balances them well. Since the dracomancer's spell progression is built around having 0 to 6th-level spells, it meshes well with the 6-level spell lists of the other classes. Further since the dracomancer is limited to a set number of spells known, allowing her to draw them from two lists doesn't increase the total number of spells she can actually cast and prevents access to two spell lists from being overpowering.

### CHROMATIC DRAGONS

The spells and powers gained from a bond with a chromatic dragon are very closely tied to the core nature of the dragon.

- Black:* Draconic (black) bloodline
- Blue:* Draconic (blue) bloodline
- Green:* Draconic (green) bloodline
- Red:* Draconic (red) bloodline
- White:* Draconic (white) bloodline

### IMPERIAL DRAGONS

Bonds with imperial dragons grant control over the realms in which dragons take a strong interest.

- Forest:* Plant domain
- Sea:* Oceans (subdomain of Water)
- Sky:* Wind (subdomain of Air)
- Sovereign:* Nobility domain
- Underworld:* Cave terrain domain

### METALLIC DRAGONS

A dracomancer bonding to a metallic dragon is imbued with abilities connected to their spiritual core, rather than their traditional elemental powers.

- Brass:* Desert terrain domain
- Bronze:* Stormborn bloodline
- Copper:* Maestro bloodline
- Gold:* Celestial bloodline
- Silver:* Martyred bloodline (or Destined, if Martyred is not in use)

### OUTER DRAGONS

Outer dragons grant their bonded allies powers from worlds beyond the dracomancers' own.

- Lunar:* Moon (subdomain of Darkness)
- Solar:* Sun domain
- Time:* Starsoul bloodline
- Void:* Void domain
- Vortex:* Exploration (subdomain of travel)

### PRIMAL DRAGONS

The raw power of primal dragons grant their bonded dracomancers abilities connected to an aspect their elemental nature.

- Brine:* Elemental (water) bloodline
- Cloud:* Elemental (air) bloodline
- Crystal:* Elemental (earth) bloodline
- Magma:* Elemental (fire) bloodline
- Umbral:* Shadow bloodline

### OTHER DRAGONS

Dracomancers who bond with draconic allies that are not true dragons find they have more control over how their bond changes and shapes their eldritch powers. They have two potential bonus spell lists from which to choose, which often represent different (sometimes minor) aspects of the dragon's nature. Some scholars believe the bloodlines and domains access by lesser dragons give some clue as to their nature of the heritage that separates them from true dragons.

- Dragon Turtle:* Aquatic bloodline or Defense (subdomain of Protection)
- Drake, Desert :* Deep Earth bloodline or Storms (subdomain of Weather)
- Drake, Flame:* Efreeti bloodline or Fire domain
- Drake, Forest:* Animal domain or Verdant bloodline
- Drake, Lava:* Ash (subdomain of Fire) or Shaitan bloodline
- Drake, Mist:* Cloud (subdomain of Air) or Djinni bloodline
- Drake, River:* Aberrant bloodline or River (subdomain of Water)

*Drake, Sea:* Aquatic terrain domain or Marid bloodline

*Drake, Shadow:* Darkness domain or Undead bloodline

*Faerie Dragon:* Fey bloodline or Trickery domain

*Wyvern:* Rage (subdomain of Destruction) or Vulture animal domain

**Cantrips:** A dracomancer learns a number of cantrips, or 0-level spells, as noted on Table 2: Dracomancer Spells Known. These spells are cast like any other spell, but they may be cast any number of times per day. Cantrips prepared using other spell slots, due to metamagic feats, for example, consume spell slots as normally.

**Dracomancer Talents:** As a dracomancer gains experience, she learns a number of talents that deepen her connection to her draconic companion or the magic of dragonkind. Starting at 2nd level, a dracomancer gains one talent. She gains another talent at 5th level, and an additional one every 3 levels thereafter (8th, 11th, 14th, and so on). A dracomancer cannot select an individual talent more than once unless the talent specifies otherwise.

*Affinity of the Dragon (Ex):*

The dracomancer can take on some elements of draconic existence, temporarily changing her natural shape and abilities. She can expend one use of her dragonsurge ability to assume a partially-draconic shape, giving her dragonlike eyes, wings, and generally altering her appearance to be somewhat more draconic. This acts as *form of the dragon I*, except the dracomancer does not receive the ability score or natural armor adjustments, bite attack, or claw attack, and the effect lasts 10 minutes/level. When the dracomancer gains the ability to spend multiple uses of dragonsurge to enhance her draconic companion using *form of the dragon II* or *III*, she also gains the ability to expend the same number to have her affinity of the dragon act as *form of the dragon II* or *III*.

A dracomancer must be 10th level to select this talent.

*Aura, Elemental (Su):* The dracomancer can sacrifice a spell slot or a use of her draconic companion's breath weapon to create an elemental

aura around herself. The aura deals 1d6 damage per 3 dracomancer levels to creatures and objects adjacent to her when she creates the aura or at the beginning of her turn. Affected creatures may make a Reflex save (DC 10 +1/2 class level + Charisma modifier) for 1/2 damage. The damage type (acid, cold, electricity, fire, sonic) is selected when this talent is taken. If the dracomancer's companion has a breath weapon that deals one of these types of damage, the elemental aura must match. If the dracomancer loses her companion and gains a new one with a different elemental breath weapon, her elemental aura changes to match the new companion's breath weapon.

If the dracomancer expends a spell slot to create the aura, it lasts for 2 rounds per level of spell expended. If she expends a use of her companion's breath weapon, the aura lasts 4 rounds. She may dismiss the aura as a free action.

A dracomancer must be 5th level to select this talent.



*Aura, Fear (Su):* The dracomancer gains a fraction of a true dragon's aura of fear. When the dracomancer casts a spell or uses a spell-like or supernatural ability, as a swift action she may also make an Intimidate check to demoralize one foe that can see and hear her. The target must be within 5 feet per dracomancer level.

*Back to Back (ex):* The dracomancer and her draconic ally each gain +2 shield bonus to Armor Class when either is within the reach of the other. This bonus does not apply if either is grappled, helpless, paralyzed, stunned, or unconscious.

*Bond Senses (Su):* The dracomancer can, as a standard action, share the senses of her draconic companion (hearing, seeing, smelling, tasting, and touching everything her companion does). She can use this ability a number of rounds per day equal to her class level. There is no range to this effect, but the dracomancer and draconic companion must be on the same plane. The dracomancer can end this effect as a free action.

*Damage Reduction (Ex):* The dracomancer gains DR 1/-. This talent may be taken more than once. Each time, her DR increases by 1 point.

*Draconic Attunement (Ex):* The dracomancer's magic is attuned to the natural state of dragons. The dracomancer can target and affect dragons with spells that normally only affect humanoids or eidolons.

*Draconic Evolution (Ex):* The dracomancer's draconic companion gains a 1-point evolution (from the list of eidolon evolutions). The dracomancer treats her class level as her summoner level for any prerequisites of the evolution. If the dracomancer's companion dies and she bonds to a new one, it gains its own 1-point evolution.

This talent may be taken a second time at 5th level, granting 2 more evolution points and allowing the dragon to gain a 2-point evolution. This talent may be taken a third time at 11th level, granting 3 more evolution points and allowing the dragon to gain a 3-point evolution. This talent may be taken a fourth time at 17th level, granting 4 more evolution points and allowing the dragon to gain a 4-point evolution.

*Draconic Fury (Ex):* The dracomancer calls upon her connection to the primal power of dragons to briefly increase her martial prowess. As a swift action she can treat her caster level as her base attack bonus when making weapon and natural weapon attacks, and add her Charisma bonus to attack rolls and damage with weapons and natural weapons in place of her Strength or Dexterity. This ability lasts until the beginning of her next turn. She may use this ability a number of times per day equal to 3 + her Charisma bonus.

*Draconic Soul (Ex):* The dracomancer's tie to the eldritch powers that flow through her draconic companion deepen, granting her some of the powers of the associated bloodline or domain. When she takes this talent she gains one power from the bloodline or domain from which she receives bonus spells. The power gained is the lowest level power she does not yet have, and she must be at least the level at which the ability is normally gained. She treats her class level as her cleric or sorcerer level for these abilities, and any calculations from the abilities based on Intelligence or Wisdom are instead based on Charisma.



This ability may be taken more than once. Each time, it grants the lowest level ability from the bloodline or domain that is of the dracomancer's level, or less, and that she does not yet have. As with her bonus spells, if the dracomancer loses her draconic companion and gains a companion of a different type, she loses all the abilities tied to the original bloodline or domain, and gains an equal number of her level or less from the new bloodline or domain. (If there are too few abilities for the number of times she has selected this talent, she must wait to gain access to higher-level abilities until she is the appropriate level.)

*Dragon Spell (Sp):* The dracomancer can expend a spell slot to create an effect identical to her draconic companion's breath weapon. The breath weapon has the same range, area, and damage type or effect as if her companion has created it, but is treated as dealing a number of dice equal to the level of spell slot sacrificed to create it. The dracomancer cannot create a breath effect that her companion must expend multiple uses of breath weapon to create.

If the dracomancer has a wyvern as a draconic ally, this ability instead allows her to poison one weapon in her possession with her wyvern's poison. The dracomancer uses half her class level to determine the effectiveness of this poison. The dracomancer cannot poison herself accidentally. The poison lasts 1 round per 2 dracomancer levels or until used, whichever comes first.

*Eldritch Breath (Su):* When the dracomancer's draconic companion uses its breath weapon, it may cast one of her spells known instead of creating its normal breath weapon effect. The spell must be no higher than half the spell level of the highest level spell she can cast, and it uses her caster level. This counts as a use of the draconic companion's breath weapon, but does not expend one of the dracomancer's spell slots.

*Eyes of the Dragon (Ex):* The link between dracomancer and draconic companion allows each to draw on the most impressive aspect of the other. When making an Intimidate check, both dracomancer and draconic companion use the best of their two Charisma bonuses, skill ranks, and relevant feats or special abilities that impact Intimidate, or allow Intimidate checks to be used.

*Flexible Resistance (Ex):* Once per day the dracomancer may change what energy type her resist energy class feature grants her resistance from. This takes 15 minutes of quiet meditation, and

lasts until the dracomancer next regains her spells. The dracomancer may choose to change any energy resistance or immunity to energy of her draconic companion as well.

*Greater Bond (Su):* The eldritch bond between the dracomancer and her draconic companion is so great they can share magic energies. When the dracomancer casts a spell, rather than cast from her position, it is cast from her draconic companion's position. The spell uses the caster level, ability scores, and magic items of the dracomancer to determine its effect. However if it requires an attack roll the spell does not take effect until the draconic companion's next turn when, as a standard action, it can make the required attack roll with its attack bonus. A draconic companion may deliver such an attack even if the dracomancer has not established focus.

*Improved Focus (Ex):* The dracomancer has learned to forge a longer-lasting link with her draconic companion. When she establishes focus, the base duration of the focus is increased by a number of rounds equal to her Charisma modifier.



**Martial Dragon (Ex):** The dracomancer's companion gains natural attacks. Select one of the following natural attacks: gore, wing, tail slap. If a dragon of the draconic companion's type would receive the selected natural attacks, but they are not listed with the draconic companion base statistics, the draconic companion adds them. If the companion is a true dragon, it gains these if a dragon of its type and size would gain them.

This talent may be selected more than once. Each time, it applies to a different natural attack.

**Scaleshift (Su):** The dracomancer gains the ability to match her companion's forms of movement. She gains a burrow, climb, and/or swim speed equal to half her draconic companion's rate for the same movement type. The dracomancer does not gain a movement rate if her draconic companion does not have it.

**Low-Light Vision (Ex):** As the bond between the dracomancer and her dragon strengthens, the eldritch power of the dragon grants the dracomancer some of the amazing senses of dragonkind. At 3rd level, the dracomancer gains low-light vision. If the dracomancer already has natural low-light vision, the range of her low-light is doubled (allowing her to see four times as far as normal in dim or shadowy conditions).

**Resist Energy (Su):** Beginning at 3rd level, a dracomancer gains a natural resistance to damage of one element. While most dracomancers choose to gain resistance against an elemental damage type dealt by their companion's breath weapon, any element (acid, cold, electricity, fire, sonic) may be selected. Once this choice is made it cannot be changed (but see the flexible resistance talent). This begins at energy resistance 5, and increases by 5 every 3 levels, to a maximum of energy resistance 25 at 15th level.

**Summon Companion (Sp):** Once per day, as a full round action, a dracomancer may magically call her draconic companion to her side. This ability is the equivalent of a spell of a level equal to one third the dracomancer's level. The companion immediately appears adjacent to the dracomancer. A dracomancer can use this ability once per day at 4th level, twice per day at 7th level, and one additional time per day for every 3 levels thereafter, for a total of six times per day at 19th level.

**Scent (Ex):** At 9th level the dracomancer's senses are again enhanced by her link to the magic that fuels dragonkind, granting her the scent ability.

**Dragonsurge (Su):** At 10th level the dracomancer gains the ability to boost the power of her draconic companion. Once per day she may augment her companion with bonuses drawn from the *form of the dragon* spell. The draconic companion only changes size if it is size Small or smaller, but gains all the ability scores and natural armor bonuses granted by the spell. Its flight rate improves if it is not already better than the rate and maneuverability granted by the spell, and it gains any listed natural attacks it does not already have. If the draconic companion does not have a breath weapon (generally only true of wyverns) it gains one breath weapon as described by the spell. The resistance granted by the spell may be against any element the dracomancer desires. This ability works as long as the draconic companion is on the same plane as the dracomancer, and lasts for one minute per level. The dracomancer may end the ability as a free action.

At 13th level the dracomancer gains dragonsurge 2, allowing her to either use the above dragonsurge twice in a day, or may augment her draconic companion once with the same benefits drawn from *form of the dragon II*. At 16th level, she gains dragonsurge 3, allowing her to use the base dragonsurge three times, or the base dragonsurge once and form of the dragon II once, or augment her draconic companion once with the same benefits drawn from *form of the dragon III* once in a day. At 19th level she gains dragonsurge 4, allowing her to use any combination of *form of the dragon I, II, and III* that does not add up to more than 4 each day.

**Flight (Ex):** At 12th level the dracomancer's link to draconic energy strengthens so much she gains the power of flight. If her draconic companion has wings, her flight is granted by growing wings of the same style and coloration. Her speed is 30 feet or half her draconic companion's flight speed, whichever is greater. Medium dracomancers have average maneuverability. For every size smaller than Medium the dracomancer is her maneuverability improves by one step (to a maximum of perfect), and for every size larger it is reduced by one step (to a minimum of clumsy).

**Blindsense (Ex):** At 15th level the senses of the dracomancer are again enhanced, granting her blindsense to a range of 15 feet. If the dracomancer already has natural blindsense, the range of this ability is increased by 15 feet.

**Blindsight (Ex):** At 18th level the senses of the dracomancer are so keen she gains blindsight to a range of 5 feet. If the dracomancer already has natural blindsight, the range of this ability is increased by 5 feet.

**Energy Immunity (Ex):** At 18th level the dracomancer becomes immune to the energy type selected for her resist energy class feature. If she has the flexible resistance talent, she may use it to alter what energy type she is immune to once per day. When she does this, she retains resist energy 25 for her original energy type.

**Dragonform (Sp):** At 20th level the bond between a dracomancer and her dragon is so strong, the dracomancer can actually take the form of a dragon. This ability can be used once per day and acts as the spell *form of the dragon III*. In addition to the dragons listed in that spell, the dracomancer can take the form of the race of dragon that matches her bonded draconic companion. She always gains all the natural attacks (such as gore and stinger attacks) of this form, and if it does have poison and does not have a breath weapon, she gains use of that poison once each time she uses this ability (using the same damage and save DC as her companion's poison).

# DRACONIC COMPANIONS

A draconic companion's abilities are determined by the dracomancer's level and its own draconic racial traits. **Table 3: Draconic Companions** prescribes many of the base statistics of the draconic companion. They remain creatures of the dragon type for purposes of determining which spells can affect them.

**Class Level:** This is the character's dracomancer level.

**HD:** This is the total number of twelve-sided (d12) Hit Dice the draconic companion possesses, each of which gains a Constitution modifier, as normal.

**BAB:** This is the draconic companion's base attack bonus. A draconic companion's base attack bonus is equal to the dragon's HD. Having a high base attack



**TABLE 3: DRACONIC COMPANIONS**

Class Level	HD	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skills	Feats	Natural Armor Bonus	Str/Con Bonus	Int/Cha Bonus	Breath Weapon	Special
1	2	2	3	3	3	8	1	0	0	0	Link	
2	3	3	3	3	3	12	2	1	0	0	x1 Dice, x2 range	Share spells
3	3	3	3	3	3	12	2	2	1	1	x2 Dice, x2 range	Evasion
4	4	4	4	4	4	16	2	2	1	1		Ability score increase
5	5	5	4	4	4	20	3	3	1	1	x3 Dice, x2 range	
6	6	6	5	5	5	24	3	4	2	2		Devotion
7	6	6	5	5	5	24	3	5	2	2	x3 Dice, x3 range	
8	7	7	5	5	5	28	4	6	3	2	x4 Dice, x3 range	
9	8	8	6	6	6	32	4	6	3	3		Ability score increase
10	9	9	6	6	6	36	5	7	3	3	x5 Dice, x3 range	
11	9	9	6	6	6	36	5	8	4	3		Multiattack
12	10	10	7	7	7	40	5	8	4	4	x5 Dice, x4 range	
13	11	11	7	7	7	44	6	9	5	4	x6 Dice, x4 range	
14	12	12	8	8	8	48	6	10	5	4		Ability score increase
15	12	12	8	8	8	48	6	11	5	5	x7 Dice, x4 range	
16	13	13	8	8	8	52	7	12	6	5		Improved Evasion
17	14	14	9	9	9	56	7	12	6	5	x7 Dice, x5 range	
18	15	15	9	9	9	60	8	13	7	6	x8 Dice, x5 range	
19	15	15	9	9	9	60	8	14	7	6		
20	16	16	10	10	10	64	8	15	7	6	x9 Dice, x5 range	Ability score increase

bonus does not grant draconic companions any additional attacks with their natural weapons.

**Fort/Ref/Will:** These are the draconic companion's base saving throw bonuses. A draconic companion has good Fortitude, Reflex and Will saves.

**Skills:** This is the number of skill ranks the draconic companion has. A draconic companion with an Intelligence bonus gains additional skill ranks per level equal to the bonus. It's worth noting that draconic companions have fewer skill ranks than

unbonded true dragons. This is because draconic companions spend considerable effort learning how to work with their dracomancers, which takes up the learning capacity they could otherwise use for additional skills. A draconic companion cannot have more ranks in a skill than it has Hit Dice.

The following are class skills for dragons: Appraise, Bluff, Climb, Craft, Diplomacy, Fly, Heal, Intimidate, Knowledge (all), Linguistics, Perception, Sense Motive, Spellcraft, Stealth, Survival, Swim, and Use Magic Device.

**Feats:** This is the total number of feats possessed by a draconic companion. Draconic companions are free to take any feats other than Armor Proficiency, Shield Proficiency and Weapon Proficiency. (A dragon is never comfortable wearing any armor beyond its own scaly hide, and its hands are not designed to hold weapons.) Note that draconic companions must meet all the normal requirements for the feats they select.

**Natural Armor Bonus:** The number noted here is an improvement to the draconic companion's existing natural armor bonus.

**Str/Con Bonus:** Add this modifier to the appropriate draconic companion ability scores as it gains levels. Draconic companions also gain increases and reductions to some ability scores as they advance, as listed under ability scores for each draconic companion. Do not also adjust draconic companion's ability scores for size.

**Special:** This includes a number of abilities gained by draconic companions as they increase in power. Each of these bonuses is described below.

**Link (Ex):** A dracomancer and his bonded draconic companion always know the direction to each other, and are aware of any conditions the other is suffering.

**Share Spells (Ex):** The dracomancer may cast a spell with a target of "You" on her draconic companion, as a spell with a range of touch, instead of on herself. A dracomancer may cast spells on her draconic companion, even if the spells normally do not affect creatures of the dragon type. Spells cast in this way must come from a class that grants a draconic companion. This ability does not allow the companion to share abilities that are not spells, even if they function like spells.

**Evasion (Ex):** When subjected to an attack that normally allows a Reflex save for half damage, a draconic companion takes no damage if it makes a successful saving throw.

**Ability Score Increase (Ex):** The draconic companion adds +1 to one of its ability scores.

**Devotion (Ex):** A draconic companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

**Multiattack:** A draconic companion gains Multiattack as a bonus feat.

**Improved Evasion (Ex):** When subjected to an attack that allows a Reflex saving throw for half damage, a draconic companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

**Breath Weapon (Su):** The base breath weapon is listed with each draconic companion that has a breath weapon. Every draconic companion deals one kind of damage, and has either a line or a cone. Each breath weapon allows a Reflex save for half damage, the save DC for a draconic companion's breath weapon is 10 + one-half its hit dice + its Constitution modifier. A draconic companion may use its breath weapon once every four rounds, not to exceed a total number of uses per day equal to 3 + the steed's Constitution modifier. As the draconic companion gains HD, its breath weapon deals more dice of damage and gains additional range, as noted on **Table 3**.

**Focus:** Despite the fact they are dracomancers' devoted allies, not all draconic companions manage to seamlessly blend their own actions with those of their riders. Dragons are, instinctively, majestic creatures certain of their own superiority and ability to make and execute their own battle plans. It goes against a dragon's instinctive nature to work under the direction of a smaller creature sitting on its back. No matter how much a draconic companion wants to obey its rider, it often spends a considerable amount of time making its own plan, beginning to carry it out, realizing it hasn't checked that plan by its dracomancer, then mentally backpedaling so it doesn't take a radical action that would surprise its ally. This can result in the dragon doing very little but fly around, even in a pitched battle. To avoid this, dracomancer and dragon must establish a mental focus. The dracomancer must initiate the focus, which may take as long as a standard action, or may be as easy as a free action.

A draconic companion always goes on the same initiative as its dracomancer—spellcaster and dragon effectively move simultaneously. (If for some reason it's crucial to know which acts first, the dracomancer's player decides on the order of each action taken.) Without the dracomancer establishing focus, a draconic companion will only take a single move action (moving as the dracomancer wishes) each round and such free actions (speaking, making attacks of opportunity, and so on) that seem prudent. If a dracomancer is unconscious or incapacitated,

his draconic companion moves to be adjacent to the dracomancer as quickly as possible, then attacks any foe that threatens either draconic companion or dracomancer. A draconic companion acts to defend itself if separated from its dracomancer, and can be convinced to stay behind to guard a camp or the dracomancer's stronghold, but does not willingly go on missions or run errands separate from its rider. (A GM should run a draconic companion as efficiently as possible if its dracomancer is not present for an event, but draconic companions seek to avoid operating without their partners.)

For the dragon to take any other action in a typical encounter, the dracomancer must establish a mystic focus. Each dragon steed lists the kind of action required each round for a dracomancer to establish this focus, and focus lasts until the beginning of the dracomancer's next turn. For the most powerful

true dragons, it may take a dracomancer a standard action to establish focus. As the dracomancer and his draconic companion gain levels, the amount of time required to establish focus is reduced, going from a standard action to a move action, a move action to a swift action, a swift action to a free action, and then to a free action with double the normal duration (two rounds of focus).

A dracomancer must be within close range (25 feet +5 feet/2 caster levels) feet of her companion to establish focus. Once focus is established, the dragon is free to act however the dracomancer wishes. The draconic companion can use its breath weapon, make double moves, engage in melee attacks, and generally take whatever actions the dracomancer instructs. As the focus establishes a mental bond between the dracomancer and her draconic companion, no vocal communication is required between the two while the focus is in effect.

**Alignment:** A draconic companion retains its own alignment, but once bonded to a dracomancer it is subject to the drive of its ally. A draconic companion cannot take an action that would be in opposition to its ally's alignment, and always acts to support its bonded dracomancer's decisions and actions (even if this violates the dragon's own alignment). This is not voluntary, the power of the bond gives the dragon no choice but to see the worldview and activities of its ally as sacrosanct. It can argue against them, and try to convince its ally to alter a course of action, but it lacks the power to refuse, balk, or hedge against the alignment of its dracomancer. Because being constantly lectured or chided gets annoying, most dracomancers bond to a dragon with an alignment within one step of their own. Actions the dragon takes to support its dracomancer that are in keeping with its dracomancer's alignment, but opposition to its own, do not change the dragon's alignment (as a result of the compulsion effect



of the bond). Even so, good-aligned dragons that bond with non-good dracomancers often seek atonement spells if they outlive their allies. See Chapter Seven in the *Pathfinder Roleplaying Game Core Rulebook* for more information on alignment steps.

While it is unusual for a dracomancer to be able to bond to a chromatic or metallic dragon (their core natures preventing them from being compatible with a dracomancer's bonding magic in most cases), it is not totally unknown. A GM wishing to allow such characters can use the dragon steeds from *The Genius Guide to the Dragonrider* as additional draconic companion choices. Note that while dragonriders do not gain bonus spells from a cleric domain or a sorcerer bloodline from such steeds, a dracomancer who bonds to a chromatic or metallic gains bonus spells normally from the bloodline or domain listed for that dragon type under the bonus spells class feature.

## DRACONIC COMPANION TYPES

A wide range of creatures of the dragon type, including all true dragons, can be a dracomancer's companion. For lesser dragons this bond can bring a significant boost in power, but the bond has a heavy price for a true dragon. All spellcasting ability, most spell-like and supernatural abilities, and a considerable amount of other power is stripped from the dragon to power the bond between it and its dracomancer.

Each draconic companion has a different starting size, speed, attack, ability scores, breath weapon, and special qualities. Dragon steed attacks add the dragon's Strength modifier to the damage roll. All dragons have special abilities, such as scent. As you gain levels your draconic companion improves as well, gaining special advancement at 8th level and again at 16th level, in addition to the standard bonuses noted on **Table 3: Draconic Companions**.

### CHROMATIC DRAGONS

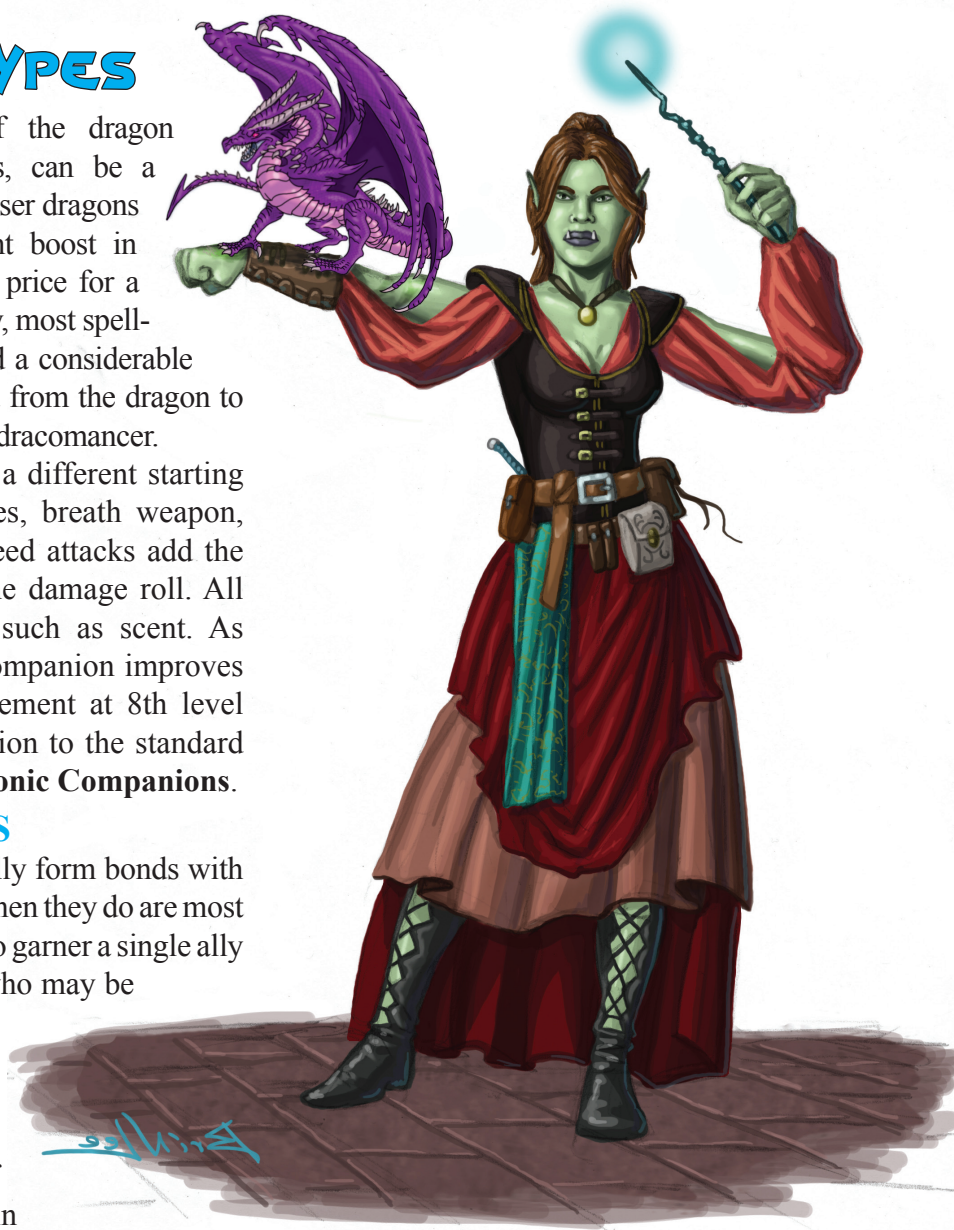
Chromatic dragons do not normally form bonds with dracomancers. Those rare cases when they do are most often the result of either an effort to garner a single ally the dragon can trust implicitly (who may be seen by the dragon as a cohort, partner, or patsy, depending on the dragon's alignment and personality), or as grudging submission to the command of some powerful lord with domain

over the dragon. Such a lord is generally a chromatic wyrm or mythic dracomancer, but occasionally such arrangements are enforced by the agents of the gods or ancient metallic dragons seeking to find a way to reform chromatic dragons.

Chromatic draconic companions use the write-ups for dragon steeds in *The Genius Guide to the Dragonrider*.

### DRACOLISKS

Though dracolisks are not true dragons, they make excellent draconic companions. Dracolisks are hybrids of true dragons (normally an evil chromatic) and a basilisk. They are often outcasts from their draconic family, and have neither an intuitive connection to a homeland or a strong of self-identity. Many willingly forge bonds with dracomancers out of a desire for a sense of belonging, while others find such bonds being created accidentally as a result of their rogue draconic magic.



## DRACOLISK (N)

### STARTING STATISTICS

**Size:** Small; **Speed:** 30 ft., fly 40 ft. (clumsy); **AC:** +5 natural armor

**Attack:** bite (1d6), 2 claws (1d3)

**Ability Scores:** Str 11, Dex 18, Con 13, Int 6, Wis 12, Cha 13

**Focus:** swift action

**Special Attacks:** breath weapon (1d6, varies);

**Special Defenses:** Immune element (varies), paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Medium; **Speed:** 30 ft., fly 50 ft. (clumsy), climb stone; **AC:** +4 natural armor

**Attack:** bite (1d8, 10 ft. reach), 2 claws (1d4)

**Ability Scores:** +4 Str, +2 Con, -2 Dex

**Focus:** free action

**Special Attacks:** paralyzing glance (Su): acts as *hold person*, counts as use of breath weapon, can only be used 3/day. (Will Save DC as breath weapon)

### 16TH LEVEL ADVANCEMENT

**Size:** Large; **Speed:** 30 ft., fly 60 ft. (poor), climb stone; **AC:** +4 natural armor

**Attack:** bite (2d6), 2 claws (1d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** petrifying glance (Su): acts as *flesh to stone*, counts as use of breath weapon, can only be used 2/day. (Will Save DC as breath weapon)

**Note:** A dracolisk's breath weapon area and type, as well as what damage type it is immune to, is determined by its dragon parent, as determined below.

Dracolisk Ancestry	Breath Weapon	Immunity
Black	30-foot line of acid	acid
Blue	30-foot line of electricity	electricity
Green	15-foot cone of gas (acid)	acid
Red	150-foot cone of fire	fire
White	15-foot cone of cold	cold

## DRAKES

Drakes are smaller cousins of dragons that are both less intelligent and less inclined toward magic. They have long necks and limbs, and unusual breath weapons. Drakes that act as draconic companions have augmented breath weapons and grow to be among the most powerful examples of their kind, as they draw strength from the bond with their dracomancer. All drakes also eventually gain the speed surge ability, listed below.

**Speed Surge (Ex):** A limited number of times per day (listed with each drake) as a swift action, a drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

## DRAKE, DESERT (N)

### STARTING STATISTICS

**Size:** Medium; **Speed:** 30 ft., fly 50 ft. (average), burrow 5 ft.; **AC:** +4 natural armor

**Attack:** bite (1d8), tail slap (1d6)

**Ability Scores:** Str 14, Dex 17, Con 17, Int 8, Wis 11, Cha 12

**Focus:** move action

**Special Attacks:** sandstorm breath weapon (1d6 electricity plus 1d6 slashing, 20 ft. range), dazzling emergence; **Special Defenses:** Immune paralysis, sleep, **Resist** electricity 20; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Large; **Speed:** 30 ft., fly 60 ft. (average), burrow 20 ft.; **AC:** +3 natural armor

**Attack:** bite (2d6), tail slap (1d8 plus push)

**Reach:** 10 ft.

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Attacks:** push (tail slap, 10 ft.), savage bite; **Special Qualities:** speed surge 1/day

### 16TH LEVEL ADVANCEMENT

**Size:** Huge; **Speed:** 40 ft., fly 70 ft. (average), burrow 30 ft.; **AC:** +3 natural armor

**Attack:** bite (2d8), tail slap (2d6 plus push)

**Reach:** 15 ft.

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** push (tail slap, 15 ft.); **Special**

**Qualities:** speed surge 3/day

**Note:** The desert drake's breath weapon is a ball of electrically charged sand that bursts into a sandstorm. Its area is a 15 ft. radius spread dealing equal amounts of slashing and electricity damage, allowing a Reflex save for 1/2 damage. It then creates a 15-foot-radius cloud of sand that acts as *obscuring mist*, that remains for 1 round per die of slashing damage dealt. It otherwise follows the rules for a draconic companion's breath weapon.

**Dazzling Emergence (Ex):** During a surprise round, a desert drake that has Dazzling Display can use it as a standard action. A desert drake need not meet the prerequisites of Dazzling Display to select it, and is always considered armed appropriately to use the feat.

**Savage Bite (Ex):** A desert drake applies 1-1/2 times its Strength modifier to damage dealt with its bite attack, and it threatens a critical hit on a 19-20.

## DRAKE, FLAME (N)

### STARTING STATISTICS

**Size:** Small; **Speed:** 20 ft., fly 40 ft. (poor); **AC:**+3 natural armor

**Attack:** bite (1d6), tail slap (1d3)

**Ability Scores:** Str 11, Dex 16, Con 12, Int 9, Wis 12, Cha 10

**Focus:** swift action

**Special Attacks:** fireball breath weapon (1d8 fire, 60 ft. range);

**Special Defenses:** Immune fire, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Medium; **Speed:** 20 ft., fly 50 ft. (poor); **AC:** +3 natural armor

**Attack:** bite (1d8), tail slap (1d4)

**Ability Scores:** +4 Str, +2 Con, -2 Dex

**Focus:** free action

**Special Qualities:** speed surge (1/day)

### 16TH LEVEL ADVANCEMENT

**Size:** Large; **Speed:** 20 ft., fly 60 ft. (poor); **AC:** +3 natural armor

**Attack:** bite (2d6), tail slap (1d6)

**Reach:** 10 ft.

**Ability Scores:** +4 Str, +4 Con, -2 Dex

**Focus:** free action (double duration)

**Special Attacks:** rake (2 talons, 1d6); **Special Qualities:** speed surge (3/day)

**Note:** The flame drake's breath weapon is a ball of flame that explodes in a 20 ft. radius spread like a fireball. It otherwise follows the rules for a draconic companion's breath weapon.

## DRAKE, FOREST (N)

### STARTING STATISTICS

**Size:** Small; **Speed:** 30 ft., fly 40 ft. (average), swim 30 ft.; **AC:**+2 natural armor

**Attack:** bite (1d4), tail slap (1d4)

**Ability Scores:** Str 11, Dex 18, Con 10, Int 9, Wis 11, Cha 12

**Focus:** swift action



**Special Attacks:** cloud of acid breath weapon (1d8 acid, 20 ft. range); **Special Defenses:** Immune acid, paralysis, sleep; **Special Qualities:** aquatic adaptation, darkvision (60 ft.), low-light vision, scent.

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### 8TH LEVEL ADVANCEMENT

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**Size:** Medium; **Speed:** 30 ft., fly 50 ft. (average), swim 30 ft.; **AC:** +2 natural armor

**Attack:** bite (1d6), tail slap (1d6)

**Ability Scores:** +4 Str, +2 Con, -2 Dex

**Focus:** free action

**Special Qualities:** speed surge (1/day)

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### 16TH LEVEL ADVANCEMENT

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**Size:** Large; **Speed:** 30 ft., fly 60 ft. (average), swim 30 ft.; **AC:** +2 natural armor

**Attack:** bite (1d8), tail slap (1d8)

**Reach:** 10 ft.

**Ability Scores:** +4 Str, +4 Con, -2 Dex

**Focus:** free action (double duration)

**Special Qualities:** speed surge (3/day)

**Note:** The forest drake's breath weapon is a cloud of acid that explodes in a 10 ft. radius spread, allowing a Reflex save for 1/2 damage (and dealing damage normally underwater). It then creates a 10-foot-radius *obscuring mist* that remains for 1 round per die of damage dealt (though it lasts for only a single round in strong wind or underwater). It otherwise follows the rules for a draconic companion's breath weapon.

**Aquatic Adaptation (Ex):** A forest drake can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater.

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## DRAKE, FROST (N)

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### STARTING STATISTICS

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**Size:** Medium; **Speed:** 20ft. (icewalking), fly 50ft. (average), burrow (snow only) 10ft.; **AC:** +4 natural armor

**Attack:** bite (2d4), tail slap (1d6)

**Ability Scores:** Str 14, Dex 15, Con 14, Int 8, Wis 9, Cha 13

**Focus:** swift action

**Special Attacks:** freezing mist breath weapon (1d6 cold, 20 ft. range), dazzling emergence; **Special Defenses:** Immune cold, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent, snow vision.

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## 8TH LEVEL ADVANCEMENT

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**Size:** Large; **Speed:** 20 ft., fly 60 ft. (average), burrow (snow only) 10 ft.; **AC:** +3 natural armor

**Attack:** bite (2d6 plus 1d6 cold), tail slap (1d8)

**Reach:** 10 ft.

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Qualities:** speed surge 1/day

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### 16TH LEVEL ADVANCEMENT

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**Size:** Huge; **Speed:** 20 ft., fly 70 ft. (average), burrow (ice, snow & tundra only) 30 ft.; **AC:** +3 natural armor

**Attack:** bite (2d8 plus 1d6 cold), tail slap (2d6)

**Reach:** 15 ft.

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action (double duration)

**Special Qualities:** speed surge 3/day

**Note:** The frost drake's breath weapon is a ball of frosty liquid that explodes into a freezing mist in a 20 ft. radius spread, allowing a Reflex save for 1/2 damage. The area is then covered in frost, becoming difficult terrain for 1 round per die of damage dealt. It otherwise follows the rules for a draconic companion's breath weapon.

**icewalking (Ex):** This ability works like *spider climb*, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

**Snow Vision (Ex):** A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

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## DRAKE, LAVA (N)

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### STARTING STATISTICS

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**Size:** Medium; **Speed:** 20 ft., fly 50 ft. (average), burrow (lava only) 30 ft.; **AC:** +4 natural armor

**Attack:** bite (2d6), 2 claws (1d4)

**Ability Scores:** Str 17, Dex 18, Con 14, Int 9, Wis 12, Cha 11

**Focus:** standard action

**Special Attacks:** pyroclastic vomit breath weapon (1d8 fire, 20 ft. range); **Special Defenses:** Immune fire, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

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## 8TH LEVEL ADVANCEMENT

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**Size:** Large; **Speed:** 20 ft., fly 60 ft. (average), burrow (lava only) 30 ft.; **AC:** +3 natural armor

**Attack:** bite (2d8), 2 claws (1d6), tail slap (1d8)

**Reach:** 10 ft.

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** move action

**Special Attacks:** magma shake;

**Special Qualities:** speed surge 1/day

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## 16TH LEVEL ADVANCEMENT

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**Size:** Huge; **Speed:** 20 ft., fly 70 ft. (average), burrow 30 ft.;

**AC:** +3 natural armor

**Attack:** bite (3d6), 2 claws (1d8), tail slap (2d6)

**Reach:** 15 ft.

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Qualities:** speed surge 3/day

**Note:** The lava drake's breath weapon is a ball of molten rock that strikes one creature in range for full damage, and deals half damage to all creatures in a 20-foot-burst. All creatures damaged are allowing a Reflex save for 1/2 damage. The magma continues to burn for 1 round per die of damage dealt. This deals as many d4s of damage to the primary target as the breath weapon normally deals d8s, and half damage to secondary targets. Any creature that made its save against the initial attack takes only half damage against this ongoing damage. It otherwise follows the rules for a draconic companion's breath weapon.

**Magma Shake (Ex):** Whenever a lava drake emerges from molten rock (either magma or lava), on the next round as a full-round action, it can shake its body, flicking a fine spray of scalding molten rock in every direction. This acts its breath weapon, but in a 30-ft. radius spread centered on the drake. A lava drake may instead create this effect by coating itself with its breath weapon as a standard action one round, then using magma shake the next round.



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## DRAKE, MIST (N)

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### STARTING STATISTICS

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**Size:** Small; **Speed:** 30 ft., fly 60 ft. (average); **AC:** +3 natural armor

**Attack:** bite (1d6), tail slap (1d4)

**Ability Scores:** Str 11, Dex 19, Con 10, Int 9, Wis 12, Cha 10

**Focus:** swift action

**Special Attacks:** fogburst breath weapon (1d6 bludgeoning, 20 ft. range); **Special Defenses:** **Immune** paralysis, sleep; **Special Qualities:** darkvision (60 ft.), fogvision, low-light vision, scent.

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### 8TH LEVEL ADVANCEMENT

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**Size:** Medium; **Speed:** 30 ft., fly 70 ft. (average); **AC:** +2 natural armor

**Attack:** bite (1d8), tail slap (1d6)

**Ability Scores:** +4 Str, +2 Con, -2 Dex

**Focus:** free action

**Special Qualities:** +8 Stealth in fog or mist, speed surge (1/day)

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### 16TH LEVEL ADVANCEMENT

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**Size:** Large; **Speed:** 30 ft., fly 80 ft. (average); **AC:** +2 natural armor

**Attack:** bite (2d6), tail slap (1d8)

**Reach:** 10 ft.

**Ability Scores:** +4 Str, +4 Con, -2 Dex

**Focus:** free action (double duration)

**Special Qualities:** misty camouflage, speed surge (3/day)

**Note:** The mist drake's breath weapon is a solid ball of mist that explodes in a 20 ft. radius spread that deals bludgeoning damage, allowing a Reflex save for 1/2 damage. A flying creature that fails its Reflex save is pushed 1d4 × 5 feet from the center of the fogburst's area of effect (taking 1d6 points of damage per 10 feet if it strikes a solid object), while creatures on the ground are knocked prone on a failed save. The fog burst then creates a 20-foot-radius *obscuring mist*, which remains for 1 round per die of damage dealt. It otherwise follows the rules for a draconic companion's breath weapon.

**Fogvision (Ex):** A mist drake can see normally through any form of natural or magical mist, fog, or precipitation.

**Misty Camouflage (Ex):** A mist drake can use Stealth to hide whenever it is in, or adjacent to, an area of mist, even while being observed.

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### DRAKE, RIVER (N)

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#### STARTING STATISTICS

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**Size:** Small; **Speed:** 20 ft., fly 50 ft. (average), swim 30 ft.; **AC:** +2 natural armor

**Attack:** bite (1d6), tail slap (1d3)

**Ability Scores:** Str 13, Dex 18, Con 13, Int 8, Wis 10, Cha 9

**Focus:** swift action

**Special Attacks:** caustic mucus breath weapon (1d8 acid, 20 ft. range); **Special Defenses:** Immune paralysis, sleep, **Resist** acid 20; **Special Qualities:** amphibious, darkvision (60 ft.), low-light vision, scent.

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#### 8TH LEVEL ADVANCEMENT

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**Size:** Medium; **Speed:** 20 ft., fly 60 ft. (average), swim 30 ft.; **AC:** +2 natural armor

**Attack:** bite (2d4), tail slap (1d4)

**Ability Scores:** +4 Str, +2 Con, -2 Dex

**Focus:** free action

**Special Attacks:** pounce; **Special Qualities:** speed surge (1/day)

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### 16TH LEVEL ADVANCEMENT

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**Size:** Large; **Speed:** 20 ft., fly 70 ft. (average), swim 30 ft.; **AC:** +2 natural armor

**Attack:** bite (2d6), tail slap (1d6)

**Reach:** 10 ft.

**Ability Scores:** +4 Str, +4 Con, -2 Dex

**Focus:** free action (double duration)

**Special Qualities:** speed surge (3/day)

**Note:** The river drake's breath weapon is a ball of caustic mucus that explodes in a 5 ft. radius spread, allowing a Reflex save for 1/2 damage. Targets that fail their save are entangled for 1 round per die of damage dealt. Each round an entangled target makes another saving throw to escape the mucus, taking 1d4 points of damage if it fails. It otherwise follows the rules for a draconic companion's breath weapon.

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### DRAKE, SEA (N)

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#### STARTING STATISTICS

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**Size:** Small; **Speed:** 20 ft., fly 40 ft. (average), swim 40 ft.; **AC:** +3 natural armor

**Attack:** bite (1d4), tail slap (1d4)

**Ability Scores:** Str 15, Dex 19, Con 12, Int 8, Wis 10, Cha 9

**Focus:** swift action

**Special Attacks:** ball lightning breath weapon (1d6 electricity, 40 ft. range); **Special Defenses:** Immune electricity, paralysis, sleep; **Special Qualities:** amphibious, darkvision (60 ft.), low-light vision, scent.

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#### 8TH LEVEL ADVANCEMENT

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**Size:** Medium; **Speed:** 20 ft., fly 50 ft. (average), swim 50 ft.; **AC:** +3 natural armor

**Attack:** bite (1d6), tail slap (1d6)

**Ability Scores:** +4 Str, +2 Con, -2 Dex

**Focus:** free action

**Special Qualities:** speed surge (1/day)

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### 16TH LEVEL ADVANCEMENT

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**Size:** Large; **Speed:** 20 ft., fly 60 ft. (average), swim



60 ft.; **AC:** +2 natural armor

**Attack:** bite (1d8), tail slap (1d8)

**Reach:** 10 ft.

**Ability Scores:** +4 Str, +4 Con, -2 Dex

**Focus:** free action (double duration)

**Special Attacks:** capsize; **Special Qualities:** speed surge (3/day)

**Note:** The mist drake's breath weapon is ball lightning that strikes one foe in range, then arcs to a number of additional foes equal to the dracomancer's

level. Secondary targets must be within 20 feet of the primary target, and all foes struck are allowed a Reflex save for 1/2 damage. It otherwise follows the rules for a draconic companion's breath weapon.

**Capsize (Ex):** A sea drake can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category the boat is larger than the sea drake, the drake takes a cumulative -10 penalty on this CMB check.

## DRAKE, SHADOW (N)

### STARTING STATISTICS

**Size:** Tiny; **Speed:** 20 ft., fly 70 ft. (perfect); **AC:** +1 natural armor

**Attack:** bite (1d3), tail slap (1d3, 5 ft. reach)

**Ability Scores:** Str 9, Dex 20, Con 12, Int 11, Wis 12, Cha 16

**Focus:** free action

**Special Attacks:** stygian breath weapon (2d6, 20 ft.); **Special Defenses:** Immune cold, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Tiny; **Speed:** 20 ft., fly 80 ft. (perfect)

**Ability Scores:** +2 Int, +2 Wis, +2 Cha

**Focus:** free action (double duration)

**Special Defenses:** shadow blend

### 16TH LEVEL ADVANCEMENT

**Size:** Tiny; **Speed:** 20 ft., fly 90 ft. (perfect); **AC:** +1 natural armor

**Ability Scores:** +2 Int, +2 Wis, +2 Cha

**Focus:** free action (triple duration)

**Note:** The shadow drake's breath weapon is black ball of lightning that explodes into a cloud of frigid mist with a 5-ft-radius spread, allowing a Reflex save for 1/2 damage. It also acts as a *dispel magic* for any spells with the light descriptor (using the dracomancer's class level as the caster level).

**Shadow Blend (Su):** In conditions of illumination other than bright light, a shadow drake disappears into the shadows, giving it concealment (20% miss chance). It can resume or suspend this ability as a free action.

## DRAGON TURTLE

Dragon turtles are most common among dracomancers who spend a great deal of time on islands or near water. Though not the intellectual or magical match for true dragons, the dragon turtle is impressively armored and a match even for sea dragons in aquatic combat. Lacking other magic powers, the energy it gains from its bond with a dracomancer focuses on its breath weapon, allowing the dragon turtle to use it more often as it gains in size.

## DRAGON TURTLE (N)

### STARTING STATISTICS

**Size:** Medium; **Speed:** 20 ft., swim 30 ft.; **AC:** +5 natural armor

**Attack:** bite (1d8), 2 claws (1d6)

**Ability Scores:** Str 13, Dex 14, Con 11, Int 12, Wis 13, Cha 12

**Focus:** move action

**Special Attacks:** steam breath weapon (1d6 fire, effective in air and underwater, 15 ft. cone); **Special Defenses:** Immune fire, paralysis, sleep; **Special Qualities:** aquatic, darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

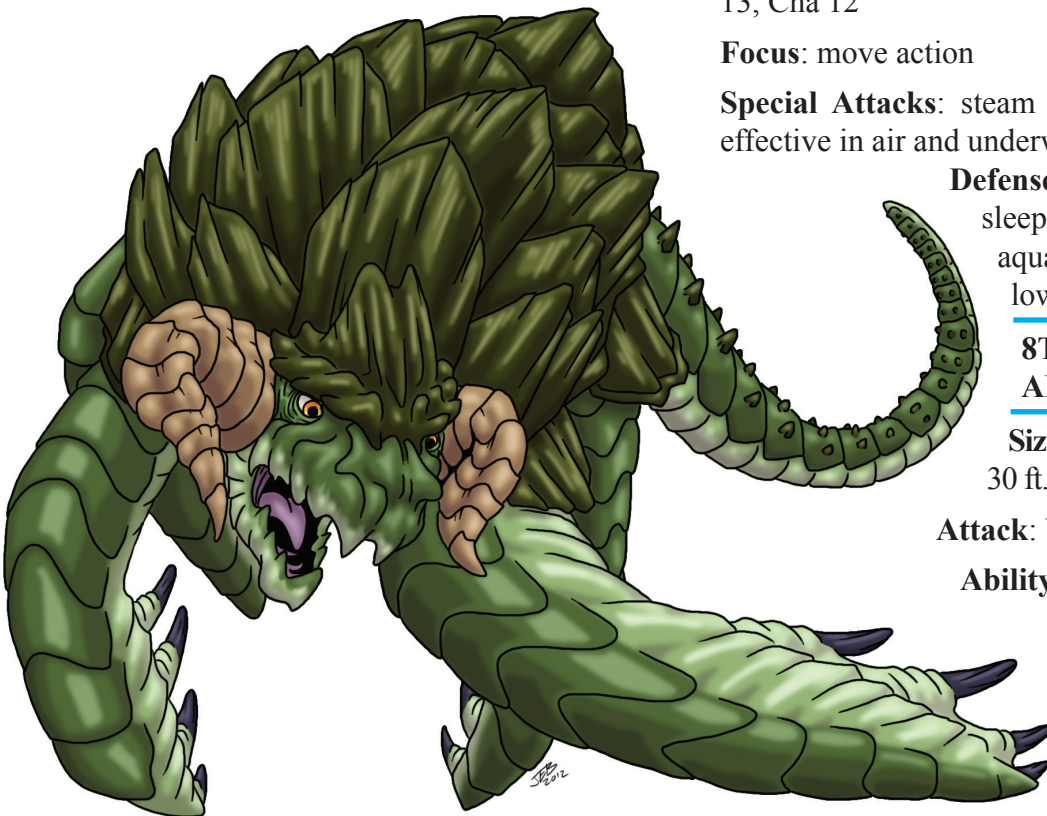
**Size:** Large; **Speed:** 20 ft., swim 30 ft.; **AC:** +5 natural armor

**Attack:** bite (2d6), 2 claws (1d8)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Attacks:** breath weapon once every 3 rounds, capsized



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## 16TH LEVEL ADVANCEMENT

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**Size:** Huge; **Speed:** 20 ft., swim 30 ft.; **AC:** +5 natural armor

**Attack:** bite (3d6), 2 claws (2d6)

**Ability Scores:** +6 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** breath weapon once every 2 rounds

**Capsize (Ex):** A dragon turtle can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category the boat is larger than the dragon turtle, the dragon takes a cumulative -10 penalty on this CMB check.

## FAERIE DRAGON

Faerie dragons are too small to even be used as steeds and lack the physical might of their bigger kin, but are popular with dracomancers who spend a great deal of time in polite society of those realms not friendly to full-size fire-breathing lizards. Faerie dragons see a bonded dracomancer as a friend and ally, and are common choices for elves and gnomes who live in urban and pastoral rural settlements. Though often mischievous enough to keep their bonded dracomancer constantly apologizing for their antics, faerie dragons are less like to inspire the mistrust and fear their bigger cousins create in many communities.

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## FAERIE DRAGON (CG)

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### STARTING STATISTICS

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**Size:** Tiny; **Speed:** 10 ft., fly 50 ft. (good), swim 20 ft.; **AC:** +1 natural armor

**Attack:** bite (1d3)

**Ability Scores:** Str 9, Dex 17, Con 13, Int 16, Wis 14, Cha 16

**Focus:** swift action

**Special Attacks:** breath weapon (special, 5 ft. cone);

**Special Defenses:** Immune paralysis, sleep; **Special**

**Qualities:** bardic arcana, darkvision (60 ft.), low-light vision, scent.

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## 8TH LEVEL ADVANCEMENT

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**Size:** Tiny; **Speed:** 10 ft., fly 60 ft. (perfect), swim 30 ft.; **AC:** +1 natural armor

**Ability Scores:** +2 Int, +2 Wis, +2 Cha

**Focus:** free action

**Special Defenses:** SR equal to dracomancer's level +5; **Spell-Like Abilities:** 3/day may cast one of the following spells: *grease*, *silent image*, *sleep*. Save DCs same as the faeries dragon's breath weapon, caster level as the dracomancer's level.

**Special Qualities:** bardic arcana

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## 16TH LEVEL ADVANCEMENT

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**Size:** Tiny; **Speed:** 10 ft., fly 60 ft. (perfect), swim 30 ft.; **AC:** +1 natural armor

**Attack:** bite (1d4)

**Ability Scores:** +2 Int, +2 Wis, +2 Cha

**Focus:** free action

**Special Defenses:** SR equal to dracomancer's level +10; **Spell-Like Abilities:** *greater invisibility* 3/day, caster level as the dracomancer's level.

**Special Qualities:** bardic arcana

**Breath Weapon (Su):** The faerie dragon's euphoria breath weapon does not deal damage. Instead targets that fail their saves are sickened, staggered, and immune to fear effects for 1 round. The Fortitude save DC for this is 10 + faerie dragon's hit dice + faerie dragon's Charisma modifier. A successful save results in no effect. The duration of this increases with the level of the dracomancer, as noted below. The range increases normally as noted on **Table 3: Draconic Companions**.

**Bardic Arcana:** A dracomancer with a faerie dragon familiar gets to add one spell from the bard spell list of any level she can cast as a bonus spell known at dracomancer levels 1, 8, and 16. These spells are lost if the dracomancer loses her faerie dragon companion, though restored if she gains a new one.

Caster Level	Breath Weapon Duration
1-2	1 round
3-4	1d2 rounds
5-7	1d3 rounds
8-9	1d4 rounds
10-12	1d4+1 rounds
13-14	2d3 rounds
15-17	1d6+1 rounds
18-19	2d4 rounds
20	2d4+1 rounds

## IMPERIAL DRAGONS

Imperial dragons are most common in lands where ninja and samurai can be found. Most often their service to a dracomancer is part of an ancient compact, requiring some number of imperial dragons to serve members of the dracomancer's heritage over a specific course of time. Of course these deals are often centuries or more old, and extremely complex, such as requiring every third-hatched imperial dragon with backward-curling horns to serve every seventh daughter of a line of dracomancers born within 100 leagues of a specific temple until such time as 7 dracomancers have been served. While the imperial dragon clans keep careful track of the terms of these ancient treaties, the arrival of a young imperial dragon at a dracomancer's birth or graduation can come as a surprise to the humanoid family that has lost track of the service owed.



## FOREST DRAGON (CE)

### STARTING STATISTICS

**Size:** Medium; **Speed:** 40 ft., fly 40 ft. (clumsy), burrow 5 ft., climb 30 ft.; **AC:** +5 natural armor

**Attack:** bite (1d6), 2 claws (1d4)

**Ability Scores:** Str 15, Dex 14, Con 14, Int 11, Wis 10, Cha 11

**Focus:** move action

**Special Attacks:** rock shard breath weapon (1d6 piercing, 15 ft. cone); **Special Defenses:** Immune paralysis, petrification, poison, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent, woodland stride.

### 8TH LEVEL ADVANCEMENT

**Size:** Large; **Speed:** 40 ft., fly 50 ft. (clumsy), burrow 5 ft., climb 30 ft.

**Attack:** bite (1d8, 10 ft. reach), 2 claws (1d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Defenses:** DR 5/adamantine;

**Special Qualities:** darkvision 120 ft., sound imitation

### 16TH LEVEL ADVANCEMENT

**Size:** Gargantuan; **Speed:** 40 ft., fly 60 ft. (clumsy), burrow 5 ft., climb 30 ft.

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** stony death; **Special Defenses:** DR 10/adamantine

**Stony Death (Su):**

A creature reduced to 0 or fewer hp by the forest dragon's breath weapon must make a Fortitude save (DC as its breath weapon) or be turned to stone as if by a

*flesh to stone* spell. This is a death effect.

**Sound Imitation (Ex):** The forest dragon can mimic any voice or sound it has heard by making a successful Bluff check against the listener's Sense Motive check.

**Woodland Stride (Su):** As the druid class feature.

## SEA DRAGON (CG)

### STARTING STATISTICS

**Size:** Medium; **Speed:** 40 ft., fly 40 ft. (clumsy), swim 30 ft.; **AC:** +5 natural armor

**Attack:** bite (1d6), 2 claws (1d4)

**Ability Scores:** Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14

**Focus:** move action

**Special Attacks:** superheated steam breath weapon (1d6 fire, 15 ft. cone), water jet breath weapon (1d6 bludgeoning, 30 ft. line); **Special Defenses:** **Immune** electricity, paralysis, sleep; **Special Qualities:** aquatic, darkvision (60 ft.), low-light vision, scent, unfettered swimmer.

### 8TH LEVEL ADVANCEMENT

**Size:** Large; **Speed:** 40 ft., fly 50 ft. (clumsy), swim 50 ft.

**Attack:** bite (1d8, 10 ft. reach), 2 claws (1d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Defenses:** DR 5/magic; **Special Qualities:** darkvision 120 ft.

### 16TH LEVEL ADVANCEMENT

**Size:** Gargantuan; **Speed:** 40 ft., fly 60 ft. (clumsy), swim 80 ft.

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Defenses:** DR 10/magic; **Special Qualities:** sea strider

**Sea Strider (Su):** Once per day as a standard action, the sea dragon can move from one body of water to another as if using the *teleport* spell (self and bonded ally only).

**Twin Breath Weapons (Su):** The sea dragon can freely choose between its two breath weapons, but each counts as a use of its breath weapon ability and prevents it from using any breath weapon for 4 rounds.

**Unfettered Swimmer (Su):** While swimming the sea dragon acts as constantly under the effects of *freedom of movement*.

## SKY DRAGON (LG)

### STARTING STATISTICS

**Size:** Medium; **Speed:** 40 ft., fly 50 ft. (good); **AC:** +6 natural armor

**Attack:** bite (1d6), 2 claws (1d4)

**Ability Scores:** Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14

**Focus:** move action

**Special Attacks:** breath weapon (1d6 electricity, 15 ft. cone); **Special Defenses:** **Immune** electricity, paralysis, sleep; **Special Qualities:** cloud sight, darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

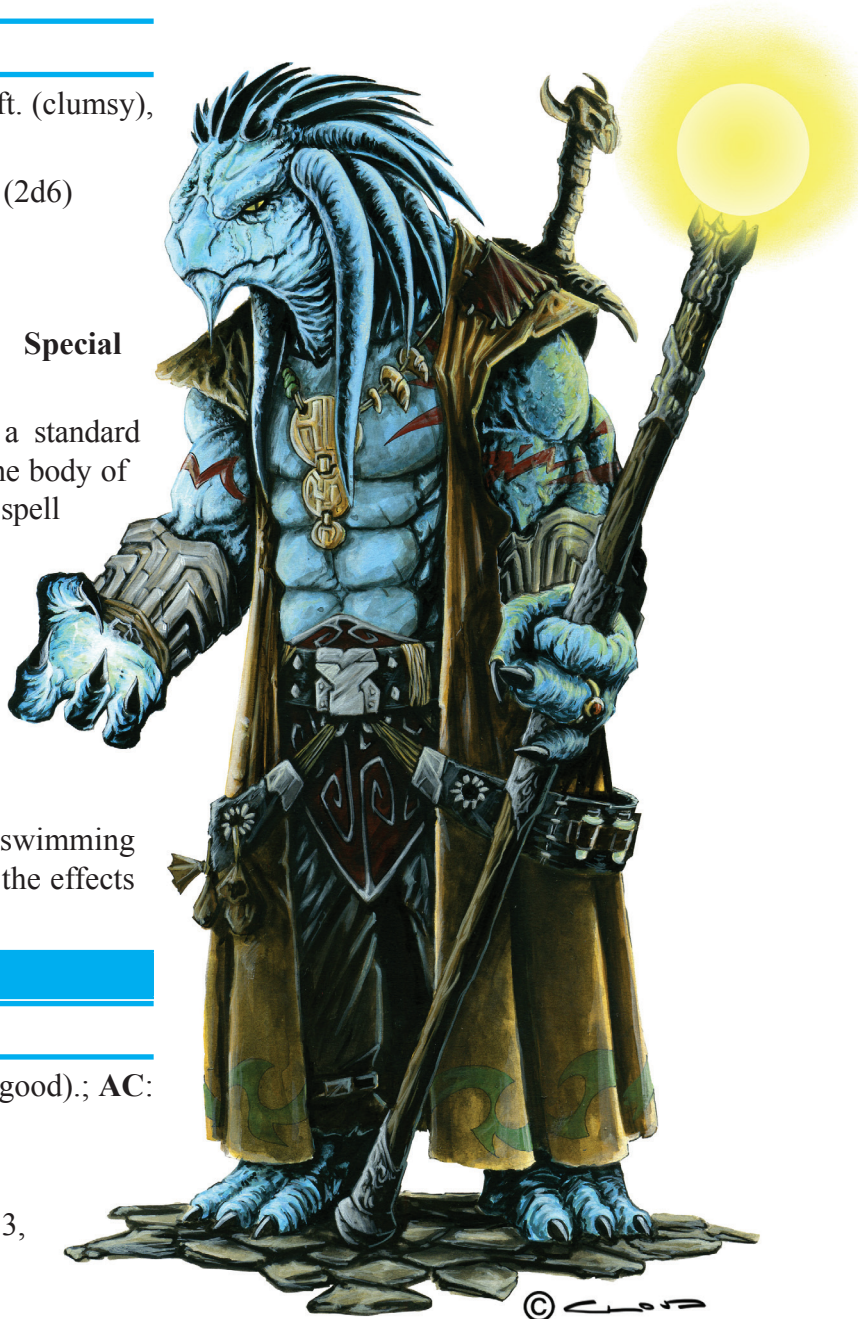
**Size:** Large; **Speed:** 40 ft., fly 70 ft. (good)

**Attack:** bite (1d8, 10 ft. reach), 2 claws (1d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Attacks:** grounding breath; **Special Defenses:** DR 5/magic; **Special Qualities:** darkvision 120 ft.



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## 16TH LEVEL ADVANCEMENT

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**Size:** Gargantuan; **Speed:** 40 ft., fly 90 ft. (good)

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** primal lightning; **Special Defenses:** DR 10/magic

**Cloud Sight (Su):** The sky dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

**Grounding Breath (Su):** Once per day the sky dragon can cause its breath weapon to force any flying creature damaged by it to make a Fortitude save (with the same DC as the breath weapon) or lose the ability to fly for 1d4 rounds.

**Primal Lightning (Su):** The sky dragon's breath weapon can affect creatures normally immune or resistant to electricity damage. A creature immune to electricity damage still takes half damage from the breath weapon (no damage with a successful saving throw). Resistant creatures' electricity resistance is treated as 10 less than normal.

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## SOVEREIGN DRAGON (N)

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### STARTING STATISTICS

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**Size:** Large; **Speed:** 40 ft., fly 30 ft. (clumsy); **AC:** +7 natural armor

**Attack:** bite (1d8, 10 ft. reach), 2 claws (1d6)

**Ability Scores:** Str 17, Dex 14, Con 15, Int 14, Wis 15, Cha 14

**Focus:** standard action

**Special Attacks:** breath weapon (1d8 sonic, 15 ft. cone), dogmatic discordance; **Special Defenses:** Immune paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

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## 8TH LEVEL ADVANCEMENT

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**Size:** Huge; **Speed:** 50 ft., fly 40 ft. (clumsy)

**Attack:** bite (2d6, 15 ft. reach), 2 claws (1d8)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** move action

**Special Attacks:** violent retort; **Special Defenses:** DR 5/magic; **Special Qualities:** darkvision (120 ft.)

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## 16TH LEVEL ADVANCEMENT

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**Size:** Gargantuan; **Speed:** 60 ft., fly 50 ft. (clumsy)

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Defenses:** DR 10/magic, golden armor

**Dogmatic Discordance (Su):** Good or evil creatures take a -2 penalty when making saving throws against a sovereign dragon's breath weapon.

**Golden Armor (Su):** Once per day as a standard action, the sovereign dragon can cover its form in golden armor, granting it a +4 armor bonus to AC and energy resistance 15 to one energy type, chosen at the time the armor is summoned. This armor lasts for a number of rounds equal to the dragon's Constitution bonus. The sovereign dragon can dismiss the armor as a free action.

**Violent Retort (Ex):** When the sovereign dragon takes damage from a melee attack critical hit it can, as an immediate action, make a claw attack against the creature that made the critical hit.

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## UNDERWORLD DRAGON (LE)

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### STARTING STATISTICS

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**Size:** Small; **Speed:** 40 ft., fly 50 ft. (clumsy), burrow 10 ft.; **AC:** +4 natural armor

**Attack:** bite (1d4), 2 claws (1d3)

**Ability Scores:** Str 13, Dex 14, Con 13, Int 10, Wis 11, Cha 10

**Focus:** swift action

**Special Attacks:** breath weapon (1d6 fire, 30 ft. line); **Special Defenses:** Immune fire, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent, smoke vision.

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## 8TH LEVEL ADVANCEMENT

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**Size:** Medium; **Speed:** 40 ft., fly 60 ft. (clumsy), burrow 30 ft.

**Attack:** bite (1d6, 10 ft. reach), 2 claws (1d4)

**Ability Scores:** +4 Str, +2 Con, -2 Dex

**Focus:** free action

**Special attacks:** adamantine claws

**Special Defenses:** DR 5/magic; **Special Qualities:** darkvision 120 ft.

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## 16TH LEVEL ADVANCEMENT

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**Size:** Gargantuan; **Speed:** 40 ft., fly 70 ft. (clumsy), burrow 50 ft.

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Defenses:** DR 10/magic

**Adamantine Claws (Ex):** The claws of an underworld dragon are made of adamantine, and have the qualities of a weapon made from that material.

**Smoke Vision (Ex):** The underworld dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

### METALLIC DRAGONS

Metallic dragons are generally mistrustful of dracomancers wishing to form bonds with them, as, once bonded, the dragon may undertake actions it finds loathsome. Even if a dracomancer seems to be moral and upstanding, metallic dragons know too well the forces that can cause a creature's alignment to change. Even so, a few metallic dragons find themselves drawn into a bond with a dracomancer without any explanation as to why the spellcaster and dragon have become inexorably linked. Less often, a holy order or well-respected family earn such trust from a small group of metallic dragons, and that group's dracomancers are allowed to form such bonds.

Metallic draconic companions use the write-ups for dragon steeds from *The Genius Guide to the Dragonrider*.

### OUTER DRAGONS

Outer dragons come from endless voids beyond the outer limits of any habitable realm, and their motivations are equally far from humanoid comprehension. Though they are rare as draconic companions, some outer dragons do present themselves to young dracomancers and pledge to serve them faithfully until the dracomancer

goes on to her eternal reward. Some bloodlines of dracomancers are blessed with outer dragons that present themselves as companions when a related spellcaster first gains her powers, but it is equally common for there to be no discernable reason why the outer dragon chooses its ally. The dragons themselves do not seem to know, and if pressed, admit they are driven to make their choices by the movement of the stars and ancient forces beyond even their comprehension.

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## LUNAR DRAGON (CN)

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### STARTING STATISTICS

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**Size:** Medium; **Speed:** 40 ft., fly 40 ft. (clumsy), burrow 5 ft.; **AC:** +6 natural armor

**Attack:** bite (1d6), 2 claws (1d4)

**Ability Scores:** Str 13, Dex 13, Con 12, Int 14, Wis 16, Cha 15

**Focus:** move action



**Special Attacks:** breath weapon (1d6 cold, 30 ft. line), moonsilver; **Special Defenses:** Immune cold, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, reflected light, scent.

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### 8TH LEVEL ADVANCEMENT

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**Size:** Large; **Speed:** 40 ft., fly 50 ft. (clumsy), burrow 10 ft.

**Attack:** bite (1d8, 10 ft. reach), 2 claws (1d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Defenses:** DR 5/magic; **Special Qualities:** bewildering breath, darkvision 120 ft.

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### 16TH LEVEL ADVANCEMENT

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**Size:** Gargantuan; **Speed:** 40 ft., fly 60 ft. (clumsy), burrow 20 ft.

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action



**Special Attacks:** absolute cold; **Special Defenses:** DR 10/magic

**Absolute Cold (Su):** The lunar dragon's breath weapon can affect creatures immune to cold damage. A creature immune to cold damage still takes half damage from the breath weapon (no damage with a successful saving throw). Resistant creatures' cold resistance is treated as 10 less than normal.

**Bewildering Breath (Su):** A creature that fails its saving throw against a lunar dragon's breath weapon emits light, as *faerie fire*, and is dazzled for 1d4 rounds.

**Moonsilver (Ex):** A lunar dragon's natural weapons are treated as silver for the purpose of overcoming damage reduction.

**Reflected Light (Ex):** The lunar dragon can't be blinded or dazzled by bright light or patterns.

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## SOLAR DRAGON (LN)

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### STARTING STATISTICS

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**Size:** Medium; **Speed:** 50 ft., fly 40 ft. (clumsy); **AC:** +4 natural armor

**Attack:** bite (1d6), 2 claws (1d4)

**Ability Scores:** Str 14, Dex 17, Con 12, Int 13, Wis 10, Cha 15

**Focus:** move action

**Special Attacks:** breath weapon (1d6 fire, 30 ft. line); **Special Defenses:** Immune fire, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

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### 8TH LEVEL ADVANCEMENT

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**Size:** Large; **Speed:** 50 ft., fly 50 ft. (clumsy)

**Attack:** bite (1d8, 10 ft. reach), 2 claws (1d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Defenses:** DR 5/magic; **Special Qualities:** channel life, darkvision 120 ft.

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### 16TH LEVEL ADVANCEMENT

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**Size:** Gargantuan; **Speed:** 50 ft., fly 60 ft. (clumsy)

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** channel radiation, primal fire; **Special Defenses:** DR 10/magic

**Channel Life (Su):** A solar dragon can channel energy a number of times per day equal to 3 + Charisma modifier. This acts as the cleric channel energy class feature with an effective cleric level equal to half the dracomancer's level, but may only be used to heal living creatures.

**Channel Radiation (Su):** The solar dragon's channel ability can also now be used to harm living creatures.

**Primal Fire (Su):** The solar dragon's breath weapon can affect creatures normally immune or resistant to fire damage. A creature immune to fire damage still takes half damage from the breath weapon (no damage with a successful saving throw). A resistant creature's fire resistance is treated as 10 less than normal.

## TIME DRAGON (N)

### STARTING STATISTICS

**Size:** Medium; **Speed:** 50 ft., fly 40 ft. (clumsy); **AC:** +4 natural armor

**Attack:** bite (1d6), 2 claws (1d4)

**Ability Scores:** Str 16, Dex 17, Con 16, Int 13, Wis 12, Cha 13

**Focus:** move action

**Special Attacks:** breath weapon (1d6 electricity, 15 ft. cone); **Special Defenses:** Immune electricity, paralysis, sleep, staggered; **Special Qualities:** darkvision (60 ft.), low-light vision, read the threads, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Large; **Speed:** 50 ft., fly 50 ft. (clumsy)

**Attack:** bite (1d8, 10 ft. reach), 2 claws (1d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Defenses:** DR 5/magic, immortal; **Special Qualities:** darkvision 120 ft.

### 16TH LEVEL ADVANCEMENT

**Size:** Gargantuan; **Speed:** 50 ft., fly 60 ft. (clumsy)

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** shifting breath; **Special Defenses:** DR 10/magic

**Immortal (Ex):** The time dragon ages, but cannot die of old age.

**Read the Threads (Su):** A time dragon gains a racial bonus on initiative checks equal to its Constitution bonus. In addition, a time dragon is immune to the staggered condition.

**Shifting Breath (Su):** Once per day the time dragon may choose to use a cone of time shift breath weapon rather than a cone of electricity breath weapon. Each creature in the cone must succeed at a Will save (DC equal to breath weapon) or be shifted forward in time 1d4+1. For an affected creature, it's as if no time passed. After using its shifting breath, the time dragon cannot use its breath weapon for 8 rounds.

## VOID DRAGON (NE)

### STARTING STATISTICS

**Size:** Medium; **Speed:** 40 ft., fly 40 ft. (good); **AC:** +5 natural armor

**Attack:** bite (1d6), 2 claws (1d4)

**Ability Scores:** Str 13, Dex 16, Con 13, Int 14, Wis 11, Cha 14

**Focus:** move action

**Special Attacks:** breath weapon (1d8 cold, 15 ft. cone); **Special Defenses:** Immune cold, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Large; **Speed:** 40 ft., fly 50 ft. (good)

**Attack:** bite (1d8 plus 1d6 negative energy, 10 ft. reach), 2 claws (1d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Attacks:** obliterate; **Special Defenses:** DR 5/magic; **Special Qualities:** darkvision 120 ft.

### 16TH LEVEL ADVANCEMENT

**Size:** Gargantuan; **Speed:** 40 ft., fly 60 ft. (good)

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** suffocating breath; **Special Defenses:** DR 10/magic

**Obliterate (Su):** A creature killed by the void dragon's bite must make a Fortitude save (DC as its breath weapon) or be turned to dust as if by a *disintegrate* spell.

**Suffocating Breath (Su):** Once per day the void dragon may choose to use a cone of suffocating breath weapon rather than a cone of cold breath weapon. Each creature in the cone must succeed at a Will save (DC equal to breath weapon) or be exhausted for a number of rounds equal to the dragon's Constitution bonus.

## VORTEX DRAGON (LN)

### STARTING STATISTICS

**Size:** Medium; **Speed:** 60 ft., fly 40 ft. (good); **AC:** +6 natural armor

**Attack:** bite (1d6), 2 claws (1d4)

**Ability Scores:** Str 13, Dex 16, Con 13, Int 14, Wis 13, Cha 14

**Focus:** move action

**Special Attacks:** breath weapon (1d6 fire, 15 ft. cone); **Special Defenses:** **Immune** fire, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Large; **Speed:** 60 ft., fly 50 ft. (good)

**Attack:** bite (1d8, 10 ft. reach), 2 claws (1d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Attacks:** fragmented strike; **Special Defenses:** DR 5/magic; **Special Qualities:** darkvision 120 ft.

### 16TH LEVEL ADVANCEMENT

**Size:** Gargantuan; **Speed:** 60 ft., fly 60 ft. (good)

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** collapsing breath; **Special Defenses:** DR 10/magic

**Collapsing Breath (Su):** Instead of a cone of fire, the vortex dragon can suck a single target within range of its breath weapon into its maw. If the target fails its Reflex save (DC equal to the breath weapon), it is teleported to the vortex dragon's jaws

and automatically takes the dragon's bite damage. This counts as a use of the dragon's breath weapon.

**Fragmented Strike (Su):** The vortex dragon can strike with its bite through a rift in space. This allows it to make its bite attack against a target anywhere within 60 feet long as the dragon can see the creature. This doesn't apply to attacks of opportunity.

## PRIMAL DRAGONS

Primal dragons have strong connections to the raw forces of nature, and it is through this link most find themselves bonded to a dracomancer. Such bonds are normally inherent, the primal dragon knowing when and where its "other self" is when its destined dracomancer first comes into her full power. Such bonds are accepted by the primal dragons as being part of their essential selves, no more mysterious or unpleasant than the fact fire is hot, or that the ocean is constantly moving. Generally only dracomancers with strong connections to elemental powers, such as ifrit and sylphs, find themselves the recipient of such links. Much less often a family with strong connections to a specific major geological feature or a long history of sorcerous bloodlines has a primal dragon arrive at their doorstep, declaring that its other half awaits inside.

## BRINE DRAGON (LN)

### STARTING STATISTICS

**Size:** Small; **Speed:** 50 ft., fly 50 ft. (clumsy), swim 40 ft.; **AC:** +3 natural armor

**Attack:** bite (1d4), 2 claws (1d3)

**Ability Scores:** Str 16, Dex 15, Con 11, Int 13, Wis 10, Cha 11

**Focus:** swift action

**Special Attacks:** breath weapon (1d4 acid, 30 ft. line); **Special Defenses:** **Immune** acid, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Medium; **Speed:** 50 ft., fly 60 ft. (clumsy), swim 50 ft.

**Attack:** bite (1d6, 10 ft. reach), 2 claws (1d4)

**Ability Scores:** +4 Str, +2 Con, -2 Dex

**Focus:** free action

**Special Attacks:** capsizes; **Special Defenses:** DR 5/magic; **Special Qualities:** darkvision 120 ft.

## 16TH LEVEL ADVANCEMENT

**Size:** Gargantuan; **Speed:** 60 ft., fly 70 ft. (clumsy), swim 60 ft.

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** desiccating bite;

**Special Defenses:** DR 10/magic

**Capsize (Ex):** A brine dragon can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category the boat is larger than the dragon, the brine dragon takes a cumulative -10 penalty on this CMB check.

**Desiccating Bite (Su):** The brine dragon's bite can cause weakness, dealing 1d2 points of Strength drain in addition to its normal damage. A Fortitude save (DC equals the dragon's breath weapon save DC) negates the Strength drain. The brine dragon must sacrifice a use of its breath weapon (a free action) to use this ability, and then cannot use its breath weapon for 4 rounds. It can use its desiccating bite in each of those rounds without expending further uses of its breath weapon.

## CLOUD DRAGON (CN)

### STARTING STATISTICS

**Size:** Medium; **Speed:** 40 ft., fly 40 ft. (clumsy), swim 40 ft.; **AC:** +6 natural armor

**Attack:** bite (1d6), 2 claws (1d4)

**Ability Scores:** Str 10, Dex 13, Con 13, Int 10, Wis 14, Cha 13

**Focus:** move action

**Special Attacks:** breath weapon (1d6 electricity, 15 ft. cone); **Special Defenses:** Immune electricity, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, mist vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Large; **Speed:** 60 ft., fly 50 ft. (clumsy), swim 40 ft.



**Attack:** bite (1d8, 10 ft. reach), 2 claws (1d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Defenses:** cloud form, DR 5/magic; **Special Qualities:** darkvision 120 ft.

### 16TH LEVEL ADVANCEMENT

**Size:** Gargantuan; **Speed:** 60 ft., fly 60 ft. (clumsy), swim 40 ft.

**Attack:** bite (2d8 plus 1d6 sonic, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** thundering bite; **Special Defenses:** DR 10/magic

**Cloud Form (Su):** Once per day, the cloud dragon can change itself into a cloudy vapor as a swift action for a number of rounds per day equal the dracomancer's level. This ability functions as

*gaseous form* but the dragon's fly speed is unchanged. This counts as a use of the dragon's breath weapon, and the dragon cannot use its breath weapon for 4 rounds after using this ability.

**Mist Vision (Su):** A cloud dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

**Thundering Bite (Su):** A gargantuan cloud dragon's teeth crash and thunder when they bite, dealing 1d6 sonic damage (included in the damage listed above).

## CRYSTAL DRAGON (CG)

### STARTING STATISTICS

**Size:** Small; **Speed:** 50 ft., fly 50 ft. (clumsy), climb 20 ft.; **AC:** +2 natural armor

**Attack:** bite (1d4), 2 claws (1d3)

**Ability Scores:** Str 9, Dex 16, Con 13, Int 10, Wis 11, Cha 16

**Focus:** swift action

**Special Attacks:** breath weapon (1d6 sonic, 15 ft. cone); **Special Defenses:** Immune paralysis, sleep, sonic; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Medium; **Speed:** 40 ft., fly 60 ft. (clumsy), climb 30 ft.

**Attack:** bite (1d6, 10 ft. reach), 2 claws (1d4)

**Ability Scores:** +4 Str, +2 Con, -2 Dex

**Focus:** free action

**Special Defenses:** DR 5/magic; **Special Qualities:** darkvision 120 ft., tremorsense 15 ft.

### 16TH LEVEL ADVANCEMENT

**Size:** Gargantuan; **Speed:** 40 ft., fly 70 ft. (clumsy), climb 40 ft.

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Defenses:** DR 10/magic; **Special Qualities:** tremorsense 30 ft.

**Razor Sharp (Ex):** All of a crystal dragon's natural attacks deal slashing damage.

## MAGMA DRAGON (CN)

### STARTING STATISTICS

**Size:** Small; **Speed:** 40 ft., fly 50 ft. (clumsy); **AC:** +4 natural armor

**Attack:** bite (1d4 plus 1d6 fire), 2 claws (1d3)

**Ability Scores:** Str 13, Dex 16, Con 13, Int 12, Wis 12, Cha 11

**Focus:** swift action

**Special Attacks:** breath weapon (1d4 fire, 15 ft. cone), superheated; **Special Defenses:** Immune fire, paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Medium; **Speed:** 40 ft., fly 60 ft. (clumsy)

**Attack:** bite (1d6 plus 2d6 fire, 10 ft. reach), 2 claws (1d4)

**Ability Scores:** +4 Str, +2 Con, -2 Dex

**Focus:** free action

**Special Defenses:** DR 5/magic; **Special Qualities:** darkvision 120 ft.

### 16TH LEVEL ADVANCEMENT

**Size:** Gargantuan; **Speed:** 40 ft., fly 70 ft. (clumsy)

**Attack:** bite (2d8 plus 3d6 fire, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** free action

**Special Attacks:** magma tomb; **Special Defenses:** DR 10/magic

**Magma Tomb (Su):** Once per day the magma dragon can spit lava onto a target within range of its breath weapon, dealing damage normally for its breath weapon. This magma cools instantly—it does not continue doing damage at that point but does entrap the victim (DC equals the dragon's breath weapon save DC, 3d6 minutes, hardness 8, hp 45). This counts as two uses of the dragon's breath weapon.

**Superheated (Su):** A magma dragon's bite attack deals additional fire damage, as listed above.

## UMBRAL DRAGON (CE)

### STARTING STATISTICS

**Size:** Large; **Speed:** 40 ft., fly 30 ft. (clumsy); **AC:** +6 natural armor

**Attack:** bite (1d8, 10 ft. reach), 2 claws (1d6)

**Ability Scores:** Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14

**Focus:** standard action

**Special Attacks:** breath weapon (1d8 negative energy, 15 ft. cone); **Special Defenses:** Immune paralysis, sleep; umbral scion; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Huge; **Speed:** 50 ft., fly 40 ft. (clumsy)

**Attack:** bite (2d6, 15 ft. reach), 2 claws (1d8)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** move action

**Special Attacks:** ghost bane; **Special Defenses:** DR 5/magic; **Special Qualities:** darkvision (120 ft.)

### 16TH LEVEL ADVANCEMENT

**Size:** Gargantuan; **Speed:** 60 ft., fly 50 ft. (clumsy)

**Attack:** bite (2d8, 20 ft. reach), 2 claws (2d6)

**Ability Scores:** +8 Str, +4 Con, -2 Dex

**Focus:** swift action

**Special Attacks:** shadow breath; **Special Defenses:** DR 10/magic

**Breath Weapon (Su):** Although it deals negative energy damage, an umbral dragon's breath weapon does not heal undead creatures.

**Ghost Bane (Su):** The umbral dragon's physical attacks deal damage to incorporeal creatures normally.

**Shadow Breath (Su):** Once per day the umbral dragon can breathe a cone of shadows as a breath weapon. Creatures who fail a Fortitude save are blinded for 1d4 rounds and take 1d4 points of Strength damage. A successful save negates the effects. This counts as two uses of the dragon's breath weapon.

**Umbral Scion (Ex):** Umbral dragons have negative energy affinity and are immune to energy drain and death effects.

## WYVERNS

In realms where dracomancers are common, wyverns are sometimes bred in captivity and forced to accept bonds as companions. Less commonly an unusually far-sighted wyvern might seek out a bonded spellcaster to serve as a check to the wyvern's own impulses, allowing it to benefit from caution and planning the wyvern's personality prevents it from undertaking on its own. While snobbish dracomancers with true dragon companions sometimes look down on a wyvern's lack of breath weapon, its venomous tail is often a more effective (if less flashy) weapon.

## WYVERN (N)

### STARTING STATISTICS

**Size:** Small; **Speed:** 20 ft., fly 40 ft. (poor); **AC:** +5 natural armor

**Attack:** sting (1d3, plus poison), bite (1d6)

**Ability Scores:** Str 11, Dex 16, Con 12, Int 7, Wis 12, Cha 9



**Focus:** swift action

**Special Defenses:** Immune paralysis, sleep; **Special Qualities:** darkvision (60 ft.), low-light vision, scent.

### 8TH LEVEL ADVANCEMENT

**Size:** Medium; **Speed:** 20 ft., fly 50 ft. (poor); **AC:** +2 natural armor

**Attack:** sting (1d4, plus poison), bite (1d8), 2 wings (1d4)

**Ability Scores:** +4 Str, +2 Con, -2 Dex

**Focus:** free action

**Special Qualities:** +4 racial bonus to Perception

### 16TH LEVEL ADVANCEMENT

**Size:** Large; **Speed:** 20 ft., fly 60 ft. (poor); **AC:** +2 natural armor

**Attack:** sting (1d6, plus poison), bite (2d6), 2 wings (1d6)

**Ability Scores:** +4 Str, +4 Con, -2 Dex

**Focus:** free action (double duration)

**Special Attacks:** rake (2 talons, 1d6)

**Note:** The wyvern's poison can only be used once every 3 rounds, and may only be used a number of times per day equal to 3 + the wyvern's Constitution bonus. When an ability expends a use of a companion's breath weapon, it instead counts as a use of the wyvern's poison.

Sting—injury; *save* DC (10 +1/2 hit dice + Constitution mod); *frequency* 1/round for 1 round\*; *effect* 1 Constitution damage\*; *cure* 2 consecutive saves.

\*The Constitution damage dealt by the wyvern's poison, and its frequency, increases as the dracomancer gains levels, as noted below.

Caster Level	Poison Damage	Frequency
1	1 Con damage	1/round for 2 round
2	1 Con damage	1/round for 3 rounds
3-4	1d2 Con damage	1/round for 3 rounds
5-6	1d3 Con damage	1/round for 3 rounds
7	1d3 Con damage	1/round for 4 rounds
8-9	1d4 Con damage	1/round for 4 rounds
10-12	1d4+1 Con damage	1/round for 5 rounds
13-14	2d3 Con damage	1/round for 5 rounds
15-16	1d6+1 Con damage	1/round for 5 rounds
17	1d6+1 Con damage	1/round for 6 rounds
18-19	2d4 Con damage	1/round for 6 rounds
20	2d4+1 Con damage	1/round for 6 rounds

## NEW SPELL

The following spell is added to the dracomancer's spell list.

### FANTASTIC FOCUS

**School:** divination; **Level:** dracomancer 2

**Casting Time:** 1 standard action

**Components:** V, S

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

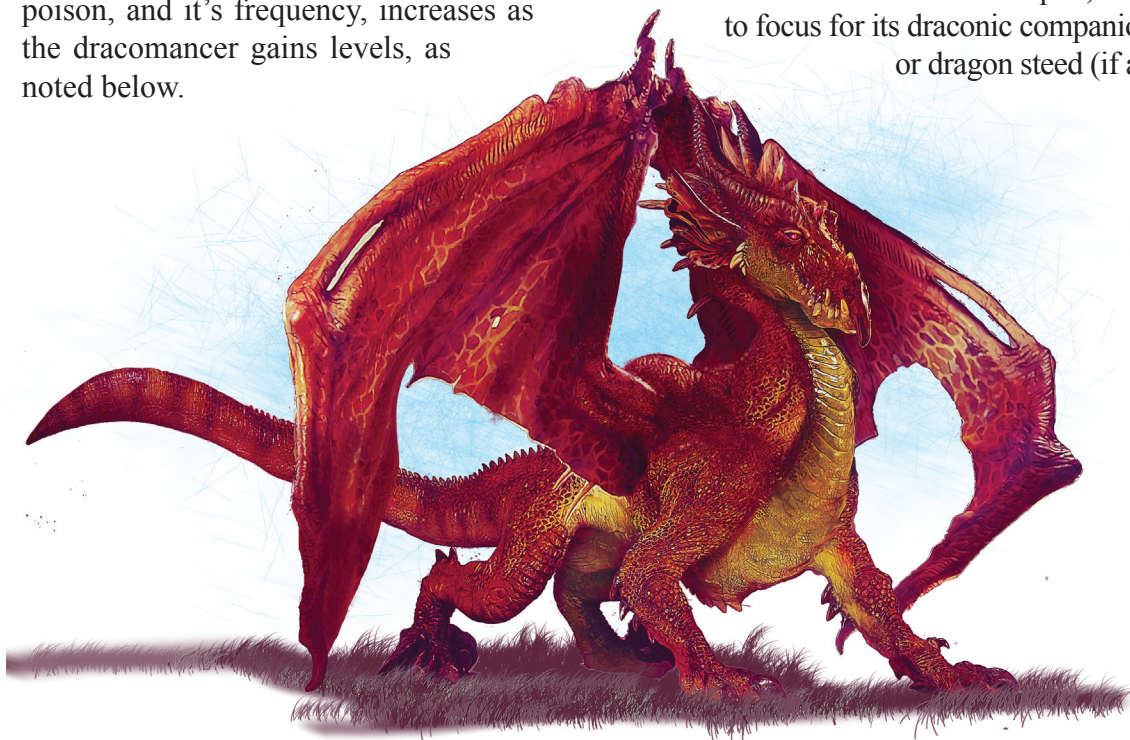
**Target:** one creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless); *Spell*

*Resistance:* yes (harmless)

For the duration of the spell, the target does not need to focus for its draconic companion (if a dracomancer) or dragon steed (if a dragonrider) to take full actions.



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