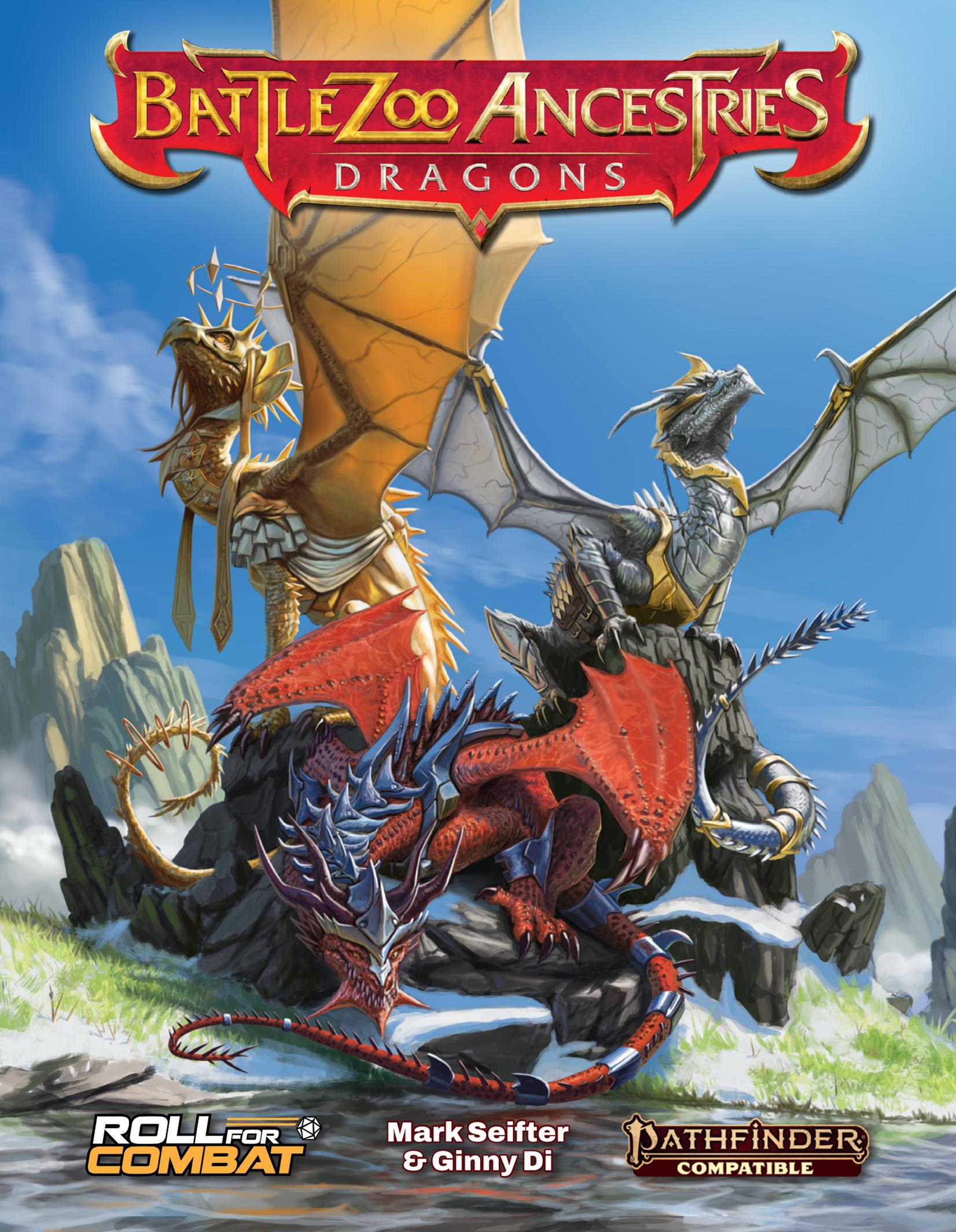


BATTLEZOO ANCESTRIES

DRAGONS



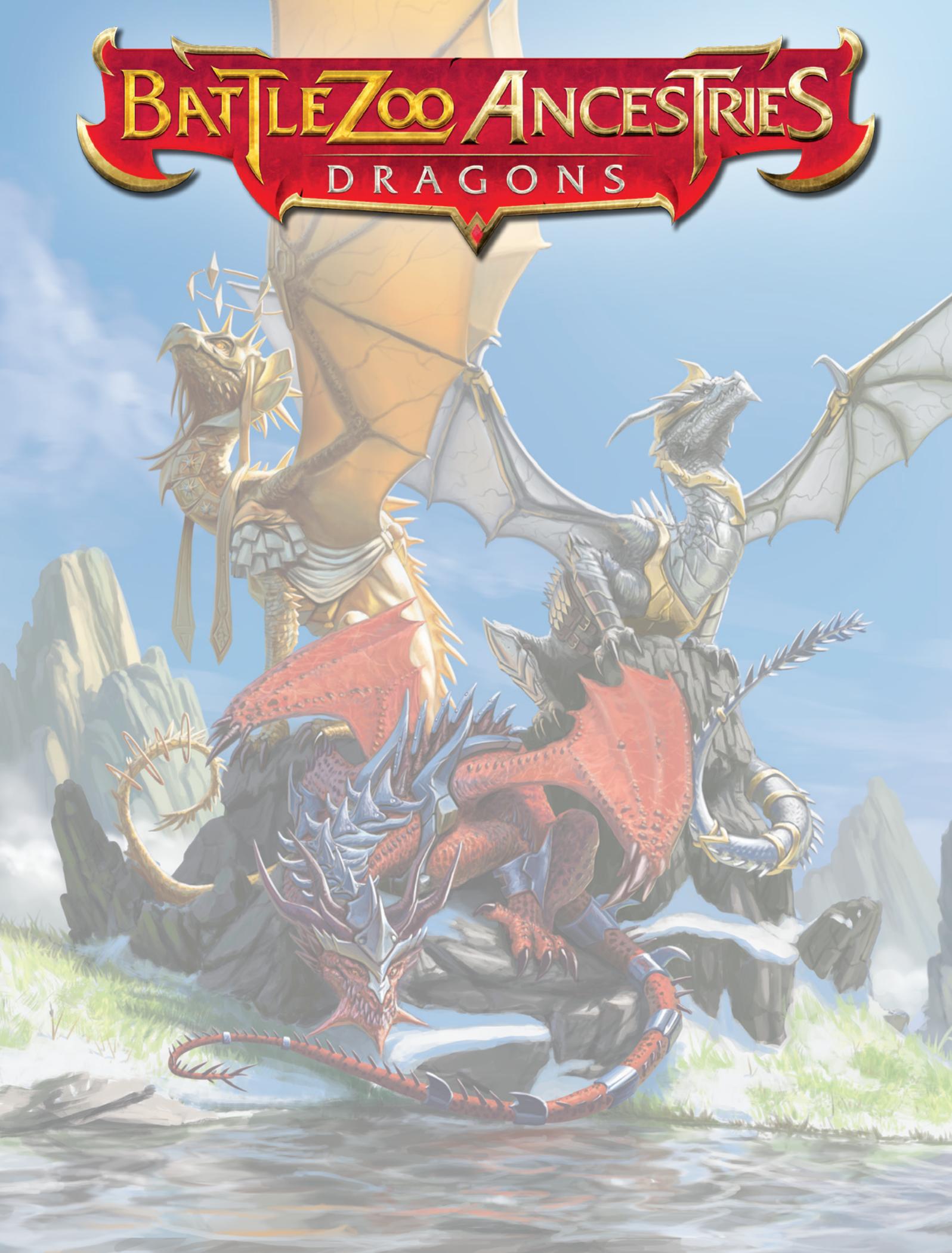
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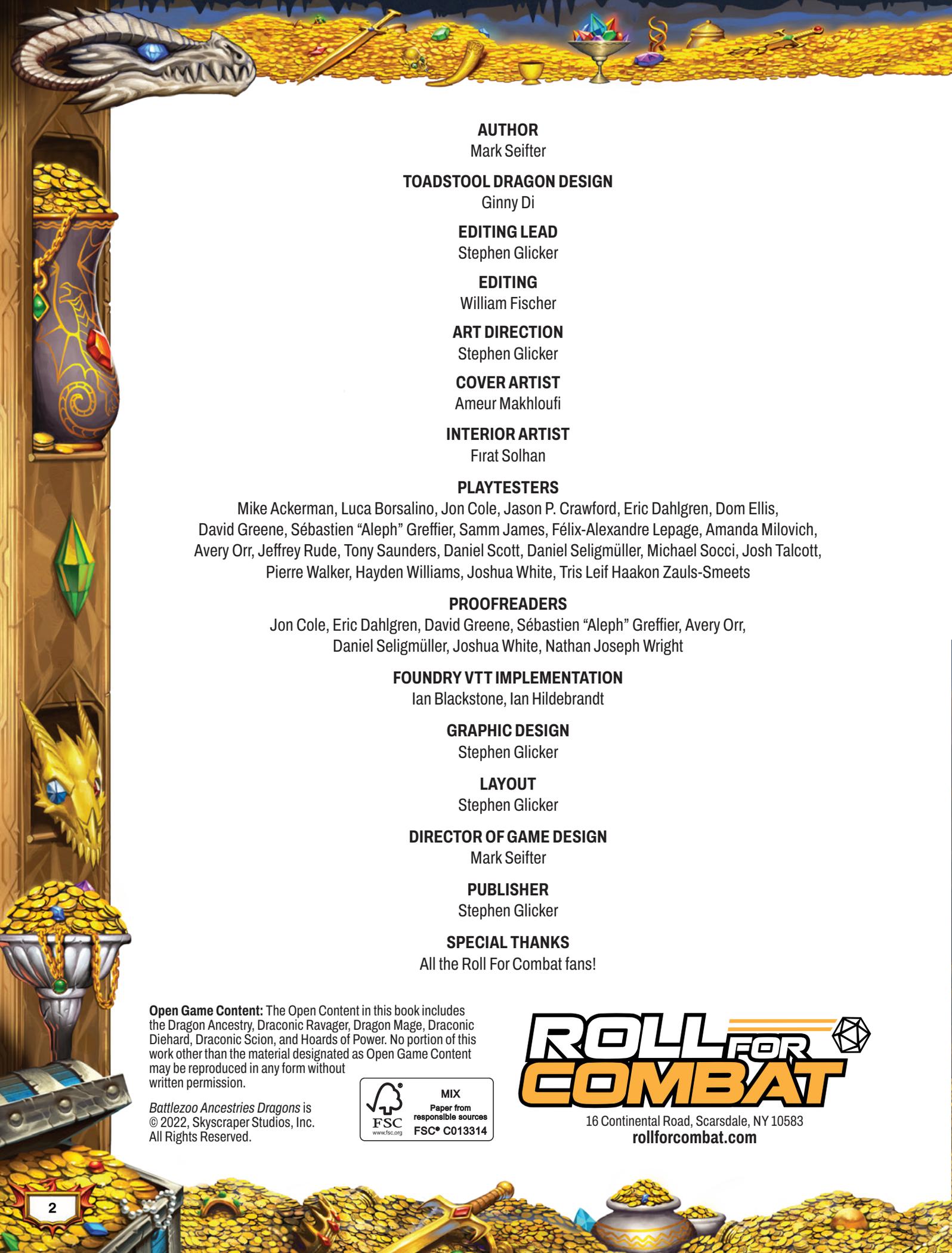
**Mark Seifter
& Ginny Di**

PATHFINDER
COMPATIBLE

BATTLEZOO ANCESTRIES

DRAGONS





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Introduction

Artoxinal sneered, "And just how do you plan to stop me then, you hopeless naif? I know your strengths and weaknesses from our time together. I've prepared for all your attacks."

Torivaxis shook her head. "The fact that you had a choice and still chose to betray us makes you so much worse. And while you were plotting this betrayal, I was practicing something new." She channeled her magic into her breath, shooting out flames instead of her usual slashing parchments.

Artoxinal cursed and backpedaled, creating two shadowy vortices in his claws, blocking the worst of the flame. "My time with you and the others was just a dream. In the end, everything dies and the universe will be dust. I was a fool to think otherwise, even for a moment."

Torivaxis sighed. "We were building something real together. You weren't a fool before. You were strong. And now you're weak. I can't let you do this, so this time I'm not holding back."

Artoxinal rolled his draconic eye. "I never asked you to hold back in the first place, you sentimental weakling. Behold the might of Abaddon!" As he yelled out that last, he spewed out a cloud of contagious slime and wrapped his tail around Torivaxis, slowly beginning to crush her as the slime devoured her from the inside.

"Your shortsightedness will be your downfall, my old friend," the edict dragon smiled sadly, as a dragon made out of slashing paper swooped in from around a corner, tearing into her assailant.

"But how!? I saw you breathe fire!" Artoxinal didn't understand how his old comrade had created this living breath, let alone without his knowledge.

"You should know me by now. I always plan things out in advance. I figured you would probably double cross me when I agreed to meet. Who's naive now?"



Welcome to *Battlezoo Ancestries Dragons*! I've wanted to create a dragon ancestry like this one since Pathfinder Second Edition first came out, and after I started working with Roll for Combat, I gained the resources to pull it off right. In fact, the book you're holding is even more comprehensive than I anticipated; I was thinking of doing a short PDF ancestry with the chromatic and metallic dragon heritages, followed by small expansions for the other dragon families later on. And some day, if it became popular, I could create a compendium. But instead of 10 dragons, this book has 45, right from the get-go!

It might seem unbelievable that a dragon ancestry can be fun and balanced to play alongside characters of other ancestries, but I've worked on every Paizo ancestry up until now in Pathfinder Second Edition, and I'm confident that this delivers, especially with the help of the playtesters, who affirmed the original design while adding tons of great ideas that made it into the final book. I'm so confident that it will be a balanced option for your game, that if your group finds the

ancestry overpowered for any reason, contact me and I'll try to give you advice on how to adjust it to make it fit better. That goes for players or GMs, and feel free to show that promise to the other players if they're unsure.

Ultimately, roleplaying games are about telling stories that spark our imaginations, and playing as a dragon is an extremely common fantasy. The lux aeterna ritual not only allows you to play a dragon that makes sense in the narrative of the world while advancing at the rate of a normal character, it also gives you a great story hook that you can use to explore themes of agency, choosing your own destiny and lifestyle, using a fantasy backdrop. The use of metaphor makes it easier to explore those themes without as many attachments to the real world. This book contains enough dragon content for you to play dragon characters for years without ever repeating a concept, and I hope you'll use this book to create stories you tell for decades to come!

—Mark Seifter, Roll for Combat
Director of Game Design



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Dragon Ancestry



Dragon Ancestry

Ancient beyond measure and mighty as legend, dragons awe, frighten, and inspire other ancestries the world over. To some cultures, dragons are the very symbol of power. To others, the heralds of rulership. But to dragons, it is simply who they are. This simple truth colors the relationship between dragons and other ancestries at a fundamental level. But not all dragons live like those in the pages of human storybooks, sleeping in a cavern full of treasure until some foolhardy adventurer dares to challenge them for their hoard. Sometimes the adventurer is the dragon!

Dragons are beings of magic, suffused with so much power that it is sometimes difficult for other ancestries to recognize just how much of a dragon's arsenal depends on it. Even the greenest adventurer is likely to realize that a dragon's special breath weapon might be magical, along with the dragon's innate magical spells. But much of a dragon's magic is subtler, with dragons using magic for fundamental biological processes like a fish swims and breathes water. For instance, the incredible resilience that builds up in a dragon's scales arises from the constant flow of magic through the scales, growing their strength over time. This same principle applies to the rest of

a dragon's body, causing dragons to become more and more powerful as time goes on, unlike other creatures that grow to a physical peak and then decline past that point. Furthermore, dragons use extreme amounts of magic in order to fly. Normally a creature of a dragon's size and mass wouldn't be able to stay aloft through the use of wings. Dragons, on the other hand, augment their wings with significant magical expenditures, allowing them to not only fly despite their mass, but also to fly extremely quickly.

The magical potential of a dragon is vast, and by using those magical pathways over and over again, day after day, year after year, century after century, dragons become inordinately powerful. But the process is slow.

And wherever delayed gratification exists, so too will there always be impatient innovators seeking to find a way to achieve a goal faster and more easily. Most such efforts were either doomed to failure or produced dragons who quickly grew to immense power through unique and completely unreproducible means involving specific external factors. But the ritual known as lux aeterna stands out from all the others. Shrouded in mystery, the ritual has more conflicting stories purporting to describe its origin than there are opinions about proper hoard organization at a draconic moot.

While only some dragons know how to perform the ritual, all know its effects, both in terms of the incredible benefits it can offer a dragon, and the price the dragon must pay. The lux aeterna ritual is designed with several ingenious features, using a mix of physical transmutation, energy modulation reminiscent of the magic used to tap into ley lines, time magic, and spiritual magic, altering both the physical and metaphysical self.





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Despite the many deeply advanced magical techniques needed to create the ritual in the first place, it is deceptively simple for any dragon to learn the secrets to perform the ritual, even without a secondary caster. The best way to visualize the effect of the ritual is that the recipient, either the dragon casting the ritual or a willing participant dragon, attempts to reach out across time and fate and drag all of the magic that would run through their bodies' pathways in a lifetime through themselves all at once. If this seems incredibly dangerous and likely to have significant side effects and costs, that's because it is. But the rewards can be just as great.

If all goes according to plan, the magical pathways in the dragon's body permanently change, becoming slightly less efficient in some of their usual functions in the short term in exchange for greatly increasing the pathways' speed and capacity to learn and grow over time. Growth in power that might take an ordinary dragon centuries or millennia can happen across the space of just a few years, or even faster if the dragon participates in escalating stressful situations that flex their pathways to the limit. Additionally, a successful lux aeterna ritual flushes so many centuries of raw potentiality through the dragon's system that the process heals the dragon of all ailments, even life-threatening conditions. The dragon can also choose to use another dragon, or even a non-dragon, as a conduit for the energy, granting that creature the same benefit of being fully healed, and potentially increasing the creature's longevity if it wasn't a dragon. The conduit becomes metaphysically linked to the dragon through sharing the entirety of the dragon's former potential across the dragon's lifespan, which can have a variety of unusual side effects, such as adopting some of each other's mannerisms or an uncanny increased likelihood they run into each other again at random throughout their lives. Some dragons who are wary of the lux aeterna ritual claim that it shortens a dragon's natural lifespan, but there's been no way to prove this claim. It just seems intuitive to some that it must, since it's pulling power from your future, so doesn't that mean it must be at the expense of that future? Proponents of the ritual point to the lack of evidence, or to examples of dragons who have lived to become ancient after performing the ritual with no apparent issues. It is true that many dragons who receive the benefits of the ritual (known as aeterna dragons) die young, but the confounding factor is that the ritual incentivizes those dragons to take risky actions in order to gain power quickly, and it's been impossible to disentangle those two facts.

If you want to play a powerful character from a proud and ancient ancestry, who has found a unique perspective among other ancestries that your peers might call lesser, you should play a dragon.

You Might...

- Hoard treasure in various forms, whether it be material wealth, knowledge, or allies.
- Rush to challenge yourself so you can grow your magic and gain greater power.
- Either hew to traditional draconic battle with claws, jaws, and scales or choose to employ weapons and armor like other adventurers.

Others Probably...

- Don't understand the difference between you and a dragon who hasn't performed the lux aeterna ritual.
- Worry that you might try to eat them or confiscate their treasure for your hoard.
- Treat you with great respect and awe and expect you to be extremely powerful.

RARITY

Rare

HIT POINTS

8

SIZE

Small or Medium

SPEED

25 feet

ABILITY BOOSTS

Strength or an option depending on heritage (see below).

Free

LANGUAGES

Common

Draconic

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Abyssal, Aklo, Aquan, Auran, Celestial, Daemonic, Dwarven, Elven, Gnomish, Ignan, Infernal, Protean, Requian, Sylvan, Terran, Utopian, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Dragon

DARKVISION

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

UNARMED ATTACKS

Instead of a fist unarmed attack, you have a jaws unarmed attack that deals 1d6 piercing damage and a claw unarmed attack that deals 1d4 slashing damage and has the agile and finesse traits. Both unarmed attacks are in the brawling weapon group.



Physical Description

Aeternal dragons look mostly similar to dragons of the same heritage who haven't performed the lux aeterna ritual. However, there are telltale signs, especially to creatures who can sense the flow of magic. An aeternal dragon's magic is weakened substantially at the moment of the ritual but becomes an unstoppable force, growing rapidly and adapting to every experience, and this is visible to those who can see magic's flow. Even to others, there are signs. For one thing, a larger dragon shrinks down to around the size of an orc after the ritual, and it requires practice and exerted effort to grow further. This means that while adventurers can usually guess a dragon's strength based on the dragon's size, an aeternal dragon might be much more powerful than their size suggests, as well as older, smarter, and more emotionally mature. An aeternal dragon's scales also very slightly reflect the new magical flow, in coloration patterns that are similar to but not identical to the dragon's coloration before the ritual. Noticing such a subtle difference, however, requires an incredibly keen eye, deep familiarity with the dragon's old

scale coloration, or in most cases both. Of course, since aeternal dragons sometimes use armor and weapons, a practice nearly universally abhorred by traditionalist dragons, the dragon's equipment can sometimes be the most obvious clue to an aeternal dragon's identity at a glance.

Some heritages are harder to distinguish than others, however. For instance, harlequin dragons' scale reflection is almost impossible to notice without extensive analysis, and so aeternal harlequin dragons who choose to remain at a smaller size can often pass as younger traditionalists. This potentially allows an extremely powerful aeternal harlequin dragon to pretend to be a weak traditionalist dragon, causing their foes to drastically underestimate them.

Society

Aeternal dragons haven't established a society of their own, and so they often take part in the society of other dragons, or of shorter-lived ancestries, enjoying both as long as they can find acceptance, but never quite fitting into either perfectly. The exact reception they receive from traditionalist dragons depends on the specifics of the dragon's community and varies by heritage (see pages 12-21), though it's almost never exactly the same as it was before the ritual. Traditionalists of many dragon heritages react with disapproval, disappointment, or outright hostility. A rare few traditionalist dragons don't treat their aeternal kith or kin any differently than before, or work to understand the differences between aeternal and traditionalist dragons and act with tolerance. Regardless of the situation with other dragons, aeternal dragons feel a special kinship with other aeternal dragons.

Interactions with humanoids and their ilk are even more varied depending on the dragon's attitude and ability to blend in with a humanoid shape. Nonetheless, while the separation is not always a bad thing, sometimes born out of awe and respect, ultimately a dragon is still considered an "other" compared to even the most well-meaning of humanoid ancestries. In many ways, an adventuring group is where an aeternal dragon can most feel at home, especially among other aeternal dragons. Fellow adventurers of other ancestries might not share an aeternal dragon's lived experience, but they share a mission, a great power that sets them apart from others, and an ambition to grow stronger.



Alignment and Religion

Aeternal dragons have a much weaker connection to specific alignments than traditionalist dragons of the same heritage, and they can be of any alignment. However, whatever alignment other dragons of their heritage usually possess has likely shaped the aeternal dragon's perceptions of others and how they might act, so it's useful to know what that alignment is. This weakened connection is even true for planar dragons, who erode their plane's influence over their minds and fates, and for void dragons, who cut the link to the void corruption that would normally be able to inevitably consume their reason.

Aeternal dragons who choose to worship a deity most typically worship dragon deities, but they are far more likely than other dragons to resonate with the teachings of a deity popular among other ancestries instead. Their choice of religion fits their new role in life as an aeternal dragon, rather than the preconceived assumptions of traditionalist dragons who share their heritage.

Names

Many aeternal dragons stick with the name they had before the ritual, typically a lengthy name in draconic. However, a growing number have decided to take a new name after their rebirth as an aeternal dragon to signify a fresh start. This is more common for aeternal dragons attempting to abandon their old ties among other dragons, as the new name makes it harder for their past to catch up to them. New names might be equally traditional to the original, but they might also be derived from any number of other means, such as a title gained for a great deed, or even a simple descriptive word in common.

Sample Names

Aishivarenn, Demon's End, Invincible, Kallizandrex, Lichbane, Mountainshaker, Obsidian, Scribe, Shadow, Varvaxelyndrill



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Dragon Heritages

Each type of true dragon represents a distinct dragon heritage, with a distinctive aesthetic, culture, and special abilities. Each heritage also includes a damage type for your breath weapon, one or more unarmed attacks you are able to gain via ancestry feats, and a tradition of magic. All dragon feats with a trait matching a school of magic also gain the trait for the tradition of magic appropriate to your heritage. For example, Dragon Breath has the evocation trait so if you were a red dragon, it would gain the arcane trait. Your key spellcasting ability for dragon ancestry innate

spells is either the mental ability score you gained from the fixed ability score boost from the dragon ancestry, or Charisma if you gained a physical ability score boost from your fixed ability boost. Unlike other creatures with the elemental trait, primal dragons all need to breathe.

Amber Dragon

You are an amber dragon, descended from a line of notorious gossips and information brokers. Amber dragons are a member of the new wild dragon family. You can gossip and gather information at breakneck speed. You gain the trained proficiency in Diplomacy, or in a different skill if you were already trained in Diplomacy, and you gain the Hobnobber skill feat as a bonus skill feat. Your associated damage type is electricity (a puff of piezoelectric sand), your breath shape is a cone, and your additional unarmed attacks are tail and wing. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are arcane.

Apocalypse Dragon

You are an apocalypse dragon, descended from a line of despoilers and destroyers. You are resistant to the pestilent plagues that your kin can unleash. You gain a +1 circumstance bonus to saving throws against diseases and effects that cause the sickened condition. Each of your successful saving throws against a disease affliction reduces its stage by 2, or by 1 for a virulent disease. Each critical success against an ongoing disease reduces its stage by 3, or by 2 for a virulent disease. Your associated damage type is cold, your breath shape is a cone, and your additional unarmed attacks are horn and tail. You can choose Constitution instead of Strength for your first ancestry ability boost. Your spells are divine.

Astral Dragon

You are an astral dragon, descended from a line of proud psychic dragons from the Astral Plane. You gain the astral trait. You gain the Draconic Resistance feat as a bonus feat. Your associated damage type is mental, your breath shape is a line, and your additional unarmed attacks are tail and horn. You can choose Intelligence instead of Strength for your first ancestry ability boost. Your spells are occult.

Black Dragon

You are a black dragon, descended from a line of loners with mean streaks who rule the swamps. You gain a swim Speed of 10 feet and the amphibious trait. Like all creatures with the amphibious trait, you can breathe





both water and air. Your associated damage type is acid, your breath shape is a line, and your potential additional unarmed attacks are tail and horn. You can choose Wisdom instead of Strength for your first ancestry ability boost. Your spells are arcane.

Bliss Dragon

You are a bliss dragon, descended from a line of serene healers. You can add the nonlethal trait to your unarmed attacks from the dragon ancestry, as well as your breath weapon from the dragon ancestry; you make this choice each time you use them, and you take no penalty regardless of which you choose. Your associated damage type is electricity, your breath shape is a line, and your additional unarmed attacks are horn and tail. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are divine.

Blue Dragon

You are a blue dragon, descended from a line of poised cosmopolitan manipulators who seize power through webs of conspiracy. You gain the Draconic Resistance feat as a bonus feat. Your associated damage type is electricity, your breath shape is a line, and your additional unarmed attacks are tail and horn. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are arcane.

Brass Dragon

You are a brass dragon, descended from a line of independent conversationalists with insatiable curiosity and short attention spans. You gain the Draconic Resistance feat as a bonus feat. Your associated damage type is fire, your breath shape is a line, and your additional unarmed attack is wing. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are arcane.

Brine Dragon

You are a brine dragon, descended from a line of water elemental dragons obsessed with rigid courtesy and discipline. You gain the elemental and water traits. You still need to breathe, but you also gain the amphibious trait, allowing you to breathe both water and air. You gain a swim Speed of 10 feet, but you can choose to instead gain a swim Speed of 25 feet

and reduce your land Speed to 10 feet. Your associated damage type is acid, your breath shape is a line, and your potential additional unarmed attacks are tail and wing. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are primal.

Bronze Dragon

You are a bronze dragon, descended from a line of stoic scholars and guardians of lore. You gain a swim Speed of 10 feet and the amphibious trait. Like all creatures with the amphibious trait, you can breathe both water and air. Your associated damage type is electricity, your breath shape is a line, and your additional unarmed attack is tail. You can choose Intelligence instead of Strength for your first ancestry ability boost. Your spells are arcane.





unarmed attacks are tail and wing. You can choose Dexterity instead of Strength for your first ancestry ability boost. Your spells are arcane.

Cloud Dragon

You are a cloud dragon, descended from a line of inquisitive air elemental dragons who love to wander and explore.

You gain the air and elemental traits, though you still need to breathe. Fog and mist don't impair your vision; you ignore the concealed condition from fog and mist. Your associated damage type is electricity, your breath shape is a cone, and your additional unarmed attacks are tail and horn. You can choose Wisdom instead of Strength for your first ancestry ability boost. Your spells are primal.

Copper Dragon

You are a copper dragon, descended from a line of wily pranksters and compassionate hedonists. You gain the Draconic Resistance feat as a bonus feat. Your associated damage type is acid, your breath shape is a line, and your additional unarmed attack is tail. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are arcane.

Crypt Dragon

You are a crypt dragon, descended from a line of soul wardens. Your weapon and unarmed attacks against incorporeal creatures become magical, and if they were already magical, they instead gain the effects of a *ghost touch* property rune. Your associated damage type is negative, your breath shape is a cone, and your additional unarmed attacks are horn and tail. You can choose Wisdom instead of Strength for your first ancestry ability boost. Your spells are divine.

Crystal Dragon

You are a crystal dragon, descended from a line of vain but good-hearted earth elemental dragons who love to cultivate beautiful homes. You gain the earth and elemental traits, though you still need to breathe. You also gain a special sense: imprecise tremorsense with a range of 20 feet. This means you can use your tremorsense to attempt to determine the square of a creature in contact with the exact same surface. In addition, you gain a +2 circumstance bonus to Perception checks whenever you're trying to locate an undetected creature that is within the range of your tremorsense. Your associated damage type is piercing (a

Cerulean Dragon

You are a cerulean dragon, descended from a line of explorers and adventurers. Cerulean dragons are a member of the new wild dragon family. You gain a swim Speed of 10 feet and the amphibious trait. Like all creatures with the amphibious trait, you can breathe both water and air. Your associated damage type is bludgeoning (a wave of water), and all your dragon abilities that deal bludgeoning damage have the water trait. Your breath shape is a cone, and your additional



spray of piercing crystals), your breath shape is a cone, and your potential additional unarmed attack is tail. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are primal.

Dream Dragon

You are a dream dragon, descended from a line of masters and guardians of the Dreamlands. You gain the dream trait. You gain a +2 circumstance bonus on saving throws against spells and abilities that specifically affect your dreams, such as *nightmare*, and if you roll a success on a saving throw against such a spell or ability, you get a critical success instead. If you roll a critical success on your saving throw against such a spell or ability, you gain a vague sense of the identity and location of the entity that attempted to intrude upon your dreams. Your associated damage type is mental, your breath shape is a cone, and your additional unarmed attacks are tail and horn. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are occult.

Edict Dragon

You are an edict dragon, descended from a line of planners, bringers of order, and purgers of corruption. While your tail isn't prehensile, it is capable of writing simple text and glyphs, and it generates the necessary ink on its own. You gain a +1 circumstance bonus on saving throws against fear effects, and if you roll a success against a fear effect, you get a critical success instead. Your associated damage type is slashing, your breath shape is a line of razor sharp papers and parchments, and your additional unarmed attacks are tail and wing. You can choose Wisdom instead of Strength for your first ancestry ability boost. Your spells are divine.

Etheric Dragon

You are an etheric dragon, descended from a line of pragmatic survivalists from the Ethereal Plane. You gain the ethereal trait. Your weapon and unarmed attacks against incorporeal creatures become magical, and if they were already magical, they instead gain the effects of a *ghost touch* property rune. Your associated damage type is force, your breath shape is a line, and your additional unarmed attacks are tail and horn. You can choose Constitution instead of Strength for your first ancestry ability boost. Your spells are occult.

Forest Dragon

You are a forest dragon, descended from a line of jealous guardians of nature who loathe technology and civilization. You gain the plant trait. You are much harder to track in forest terrain. While in such terrain, you gain the benefit of a *pass without trace* spell at all times, using your spell DC or class DC, whichever is higher, to determine the DC. Your associated damage type is piercing (a swarm of biting insects), your breath shape is a cone, and your additional unarmed attack is tail. You can choose Wisdom instead of Strength for your first ancestry ability boost. Your spells are primal.





Gold Dragon

You are a gold dragon, descended from a line of wise and powerful counselors and leaders. You gain the Draconic Resistance feat as a bonus feat. Your associated damage type is fire, your breath shape is a cone, and your additional unarmed attacks are tail and horn. You can choose Wisdom instead of Strength for your first ancestry ability boost. Your spells are divine.

Green Dragon

You are a green dragon, descended from a line of obsessive and meticulous scholars. You gain the Draconic Resistance feat as a bonus feat. Your associated damage type is poison, your breath shape is a cone, and your additional unarmed attacks are tail and horn. You can choose Intelligence instead of Strength for your first ancestry ability boost. Your spells are arcane.

Harlequin Dragon

You are a harlequin dragon, descended from a line of clever and insightful jesters. Harlequin dragons are a member of the new wild dragon family. Your jokes and performances contain

insights that impress people the more they realize your hidden depths. You gain the trained proficiency in Performance, or in a different skill if you were already trained in Performance, and you gain the Impressive Performance skill feat as a bonus skill feat. Your associated damage type is poison (a cloud of poison gas), your breath shape is a cone, and your additional unarmed attacks are tail and wing. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are arcane.

Havoc Dragon

You are a havoc dragon, descended from a line of passionate artists who always give it their all but wind up causing trouble. You gain the trained proficiency rank in Performance, or in another skill if you were already trained in Performance, and you gain the Virtuoso Performer skill feat. Your associated damage type is sonic, your breath shape is a cone, and your additional unarmed attacks are horn and tail. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are divine.

Indigo Dragon

You are an indigo dragon, descended from a line of partygoing revelers. Indigo dragons are a member of the new wild dragon family. Your antics can quickly make a positive impression on large groups of people. You gain the trained proficiency in Diplomacy, or in a different skill if you were already trained in Diplomacy, and you gain the Group Impression skill feat as a bonus skill feat. Your associated damage type is piercing (a cone of thorns and indigo flowers), your breath shape is a cone, and your additional unarmed attacks are tail and wing. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are arcane.

Infernal Dragon

You are an infernal dragon, descended from a line of tyrannical deal brokers. You keep your deeds out of the spotlight of magical effects meant to learn more about you. You gain a +1 circumstance bonus on saving throws against divination effects, and if you roll a success against a divination, you get a critical success instead. Your associated damage type is fire, your breath shape is a line, and your additional unarmed attacks are horn and tail. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are divine.



Lunar Dragon

You are a lunar dragon, descended from a line of nosy interplanetary people watchers. You inherently reflect light, making it easier to avoid being dazzled or blinded. You gain a +1 circumstance bonus to saving throws against effects that would dazzle or blind you, and if you roll a success on a saving throw against such an effect, you get a critical success instead. Your associated damage type is cold, your breath shape is a line, and your additional unarmed attacks are tail and horn. You can choose Wisdom instead of Strength for your first ancestry ability boost. Your spells are arcane.

Magma Dragon

You are a magma dragon, descended from a line of brash, unpredictable, and violent fire elemental dragons. You gain the elemental and fire traits, though you still need to breathe. You gain the Draconic Resistance feat as a bonus feat. While your associated damage type is fire, if you gain a breath weapon, it deals half fire damage and half bludgeoning damage, as you breathe molten magma. Your breath shape is a cone, and your additional unarmed attacks are tail and horn. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are primal.

Nightmare Dragon

You are a nightmare dragon, descended from a line of artists of terror from the Dreamlands. You gain the dream trait. You are trained in Intimidation (or another skill of your choice if you would already be trained in Intimidation) and gain a +1 circumstance bonus on your checks to Demoralize or Coerce, or a +2 circumstance bonus if you know specifics of a creature's nightmare, such as from the dream sight feat. If you're a master in Intimidation, this increases to a +2 circumstance bonus, or a +3 circumstance bonus if you know specifics of a creature's nightmare. Your associated damage type is mental, your

breath shape is a cone, and your additional unarmed attacks are tail and horn. You can choose Constitution instead of Strength for your first ancestry ability boost. Your spells are occult.

Occult Dragon

You are an occult dragon, or thaumaturge dragon, descended from a line of eclectic seekers who delve into the secrets of esoteric objects and live most of their lives in a humanoid disguise. You gain the Change Shape feat as a bonus feat. Your associated damage type is your choice of cold or fire, your breath shape is a cone, and your additional unarmed attacks are tail and horn. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are occult.





Rift Dragon

You are a rift dragon, descended from a line of rampagers who love to break things. Once you've begun a rampage, it's hard to stop you. You gain a +1 circumstance bonus to saving throws against effects that cause the slowed or stunned condition on a failure. If you roll a success on a saving throw against such an effect, you get a critical success instead. These benefits don't apply against effects that only cause the slowed or stunned condition on a critical failure and not a regular failure, or that only cause the slowed or stunned condition on a success and apply a worse condition on a failure. Your associated damage type is acid, your breath shape is a cone, and your additional unarmed attacks are horn and tail. You can choose Constitution instead of Strength for your first ancestry ability boost. Your spells are divine.

Sea Dragon

You are a sea dragon, descended from a line of kindly but fickle masters of weather and precipitation. You gain a swim Speed of 10 feet and the amphibious and water traits. You can also choose to gain a swim Speed of 25 feet and reduce your land Speed to 10 feet. Like all creatures with the amphibious trait, you can breathe both water and air. Your associated damage type is bludgeoning (a ball of water) and all your dragon abilities that deal bludgeoning damage have the water trait, your breath shape is a burst, and your additional unarmed attack is tail. You can choose Dexterity instead of Strength for your first ancestry ability boost. Your spells are arcane.

Silver Dragon

You are a silver dragon, descended from a line of chivalrous champions of justice, guardians and guides of goodly societies. You gain the Draconic Resistance feat as a bonus feat. Your associated damage type is cold, your breath shape is a cone, and your additional unarmed attack is tail. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are divine.

Sky Dragon

You are a sky dragon, descended from a line of religious traditionalists who offer advice and aid to those who seek out their remote homes. Fog and mist don't impair your vision; you ignore the concealed condition from

Paradise Dragon

You are a paradise dragon, descended from a line of defenders and champions of righteousness. You are resolute against poisons and petrification. You gain a +1 circumstance bonus on saving throws against poison or petrification. Each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or by 2 for a virulent poison. Your associated damage type is force, your breath shape is a line, and your additional unarmed attacks are tail and wing. You can choose Constitution instead of Strength for your first ancestry ability boost. Your spells are divine.

Red Dragon

You are a red dragon, descended from a line of proud and arrogant dragons who take control by force of might. You gain the Draconic Resistance feat as a bonus feat. Your associated damage type is fire, your breath shape is a cone, and your additional unarmed attacks are tail and wings. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are arcane.



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fog and mist. Your associated damage type is electricity, your breath shape is a burst, and your additional unarmed attack is tail. You can choose Wisdom instead of Strength for your first ancestry ability boost. Your spells are divine.

Solar Dragon

You are a solar dragon, descended from a line of the most arrogant dragons in existence, who created all life according to your heritage's own telling. You are constantly glowing with light, with the effects of the *light* spell. You can spend a single action, which has the concentrate trait, to stop the glow or to start it again. You also gain *light* as an innate arcane cantrip. Your associated damage type is fire, your breath shape is a line, and your additional unarmed attacks are tail and horn. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are arcane.

Sovereign Dragon

You are a sovereign dragon, descended from a line of subtle manipulators, negotiators, and kingmakers. You gain the earth trait. You gain the Draconic Resistance feat as a bonus feat. Your associated damage type is mental, your breath shape is a cone, and your additional unarmed attack is tail. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are occult.

Time Dragon

You are a time dragon, descended from a line of patient watchers and guardians of history. While most aeternal dragons already live for millennia before dying of old age, you are timeless and only die due to violence, illness, or other dangers. Your knowledge of time and the dimension in which it flows is unsurpassed. You gain the Additional Lore feat for Dimension of Time Lore. Your associated damage type is electricity, your breath shape is a cone, and your additional unarmed attacks are tail and wing. You can choose Dexterity instead of Strength for your first ancestry ability boost. Your spells are arcane.

Toadstool Dragon

You are a toadstool dragon, descended from a line of communal gourmants who live in large colonies. Toadstool dragons are a member of the new leshy dragon family, and their corresponding leshy is fungus leshy. You gain the fungus trait. You can constantly glow with bioluminescent

fungi, with the effects of the *light* spell. You can spend a single action, which has the concentrate trait, to stop the glow or to start it again. You also gain the Seasoned skill feat. Your associated damage type is poison (a cloud of spores), your breath shape is a cone, and your additional unarmed attacks are tail and horn. You can choose Constitution instead of Strength for your first ancestry ability boost. Your spells are primal.



Tumult Dragon

You are a tumult dragon, descended from a line of capricious seekers of change. Unlike most dragons, you can change your associated damage type. Your associated damage type is your choice of acid, cold, electricity, fire, or sonic, and you can spend a month of downtime retraining to change between them, altering all other facets of your character depending on your associated damage type accordingly. You gain the Draconic Resistance feat as a bonus feat. Your breath shape is a cone, and your additional unarmed attacks are tail and wing. You can choose Constitution instead of Strength for your first ancestry ability boost. Your spells are divine.

Umbral Dragon

You are an umbral dragon, descended from a line of malicious hunters of the undead from the Shadow Plane. You gain the shadow trait. Your weapon and unarmed attacks against incorporeal creatures become magical, and if they were already magical, they instead gain the effects of a *ghost touch* property rune. Your associated damage type is negative, your breath shape is a cone, and your additional unarmed attacks are tail and wing. You can choose Wisdom instead of Strength for your first ancestry ability boost. Your spells are primal.

Underworld Dragon

You are an underworld dragon, descended from a line of natural alchemists and hoarders. You gain the fire trait. Smoke doesn't impair your vision; you ignore the concealed condition from smoke. Your associated damage type is fire, your breath shape is a burst, and your additional unarmed attack is tail. You can choose Intelligence instead of Strength for your first ancestry ability boost. Your spells are arcane.

Vermilion Dragon

You are a vermillion dragon, descended from a line of thrill seekers who love to tell tall tales. Vermilion dragons are a member of the new wild dragon family. Even when people point out contradictions in your tall tales, you just roll with it and keep on spinning confabulations. You gain the trained proficiency in Deception, or in a different skill if you were already trained in Deception, and you gain the Confabulator skill feat as a bonus skill feat. Your associated damage type is fire (an ignited sneeze of flammable spices), your breath shape is a cone, and your additional unarmed attacks are horn and tail. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are arcane.

Void Dragon

You are a void dragon, descended from a line of corrupted destroyers. You gain the Draconic Resistance feat as a bonus feat. Your associated damage type is negative, your breath shape is a cone, and your additional unarmed attacks are tail and wing. You can choose Charisma instead of Strength for your first ancestry ability boost. Your spells are arcane.





Vortex Dragon

You are a vortex dragon, descended from a line of interplanetary messengers, but you are determined to forge your own path, rather than being bound to deliver messages across worlds for strange entities. Your starting Speed is 30 feet, instead of 25 feet; additionally, if you gain the Star Flight feat, flight through space takes you half as long as other outer dragons. Your associated damage type is fire, your breath shape is a cone, and your additional unarmed attacks are horn and wing. You can choose Dexterity instead of Strength for your first ancestry ability boost. Your spells are arcane.

White Dragon

You are a white dragon, descended from a line of brutish and predatory survivalists. You gain the Draconic Resistance feat as a bonus feat. Your associated damage type is cold, your breath shape is a cone, and your additional unarmed attack is tail. You can choose Constitution instead of Strength for your first ancestry ability boost. Your spells are arcane.

Versatile Heritages

If you have a heritage that doesn't include the normal dragon heritage information (for example, a versatile heritage), you might wind up with no additional unarmed attacks or breath weapon available, as well as being locked out of a variety of other feats. While some versatile heritages, such as planar scions, can be handled more easily by choosing to be a planar dragon, for some concepts this isn't sufficient, for instance if you are specifically a silver dragon touched by the heavens, not a paradise dragon. In that case, your GM might determine that you can opt to gain the benefits of the dragon heritage of your birth, rather than the chosen versatile heritage, but gain the ability to take feats from the chosen versatile heritage rather than feats requiring your draconic heritage. This tends to open up significantly more feats while removing some of the feats that were more specifically dragon-themed and tied to your chosen dragon type, so a third option is to treat your dragon character's versatile heritage a little more as a story element. Dragons with a versatile heritage don't have a second option for their first ability boost, they must choose Strength. Their spells default to arcane.

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DRAGON FEATS

If you need to look up a dragon feat by name instead of by level, use this table.

Feat	Level
Additional Unarmed Attack	1
Aeternal Stride	9
Alien Presence	17
Amphibious Ease	5
Animal Shape	5
Animal Speaker	5
Antipodal Duality	9
Appraising Sight	5
Astral Eyes	9
Astral Sight	13
Banishing Breath	13
Beam of Light	13
Burning Poison	5
Camouflage	17
Capsize	13
Celebratory Cheer	13
Change Shape	1
Channel Scales	13
Channel Wings	9
Cloud Form	17
Cloud Walk	13
Collective Aid	1
Corona of Power	13
Corrupt Water	13
Countless Chances	13
Damnation Flames	13
Dazzling Presence	13
Deep Breath	9
Desert Thirst	13
Desert Wind	13
Dive and Exhale!	9
Divine Lightning	9
Draconic Cantrip	1
Draconic Haste	9
Draconic Hubris	9
Draconic Pride	5
Draconic Resistance	1
Draconic Verve	5
Dragon Breath	1
Dragon Lore	1
Dragon Scent	5
Dragon's Endurance	5
Dragon's Flight	13
Dragon's Instincts	9
Dragon's Tenacity	9
Draining Blight	17
Dream Sight	1
Earthbound	9

Ancestry Feats

The following feats are available to dragon characters. Many of the feats are specific to the various dragon heritages.

1ST LEVEL

ADDITIONAL UNARMED ATTACK

FEAT 1

DRAGON

You've directed magic through a part of your body, honing it into a powerful unarmed attack. You gain that additional attack as an unarmed attack in the brawling weapon group. Choose one of the additional attacks available to your heritage.

- A horn unarmed attack deals 1d4 piercing damage and has the deadly d6 and finesse traits.
- A tail unarmed attack deals 1d4 bludgeoning damage and has the finesse, sweep and trip traits.
- A wing unarmed attack deals 1d4 bludgeoning damage and has the backswing, finesse, and shove traits.

Special You can gain this feat multiple times if your heritage has more than one potential additional unarmed attack, choosing a different unarmed attack each time you do.

CHANGE SHAPE

FEAT 1

CONCENTRATE DRAGON POLYMORPH TRANSMUTATION

You can take a humanoid guise, hiding your draconic majesty behind a more innocuous form. Your humanoid form is a specific form of a common Small or Medium humanoid ancestry prevalent where you grew up (typically human). This form is distinctive and unique, and you change into the same form each time. In your humanoid form, you might possess a distinguishing characteristic that hints at what type of dragon you are, such as startling emerald eyes or a streak of copper in your hair, or there might be nothing to distinguish you from other humanoids of the same ancestry. Using Change Shape counts as creating a disguise for the Impersonate use of Deception, though only to adopt your alternate form. You lose any unarmed Strikes you gained from being a dragon in this form and gain a fist Strike instead. You can't use other abilities that require a part of your body that you don't have in humanoid form; for example, you couldn't use a feat that uses your wings if you don't have wings. As normal, if you gain any reach dependent on increased size, such as from Empowered Mass or Empowered Size, you lose that reach in your alternate form. You can remain in your alternate form indefinitely, and you can shift back to your true dragon form by using this action again.

Special Some aeternal dragons have developed the power to change into an alternate form in addition to their other abilities at the expense of their night vision. You can choose to gain Change Shape as an ancestry benefit without taking this feat in exchange for having low-light vision instead of darkvision. If you make this choice, you can't retrain Change Shape later, but you can regain darkvision by spending a 1st-level feat.

COLLECTIVE AID

FEAT 1

DRAGON

Prerequisites paradise dragon or toadstool dragon heritage

You channel the collaborative nature of Heaven, if you're a paradise dragon, or your communal life in large colonies, if you're a toadstool dragon, to more easily assist your allies. You gain a +4 circumstance bonus on checks to Aid.

DRACONIC CANTRIP

FEAT 1

DRAGON

You've regained some of your innate magic, which you can use to cast a cantrip from the tradition associated with your heritage. Choose a cantrip from the spell list corresponding to the tradition indicated in your heritage. You can cast that cantrip as an innate spell. As normal, cantrips are heightened to half your level, rounded up.



DRACONIC RESISTANCE

FEAT 1

DRAGON

Prerequisites draconic heritage with an associated damage type that deals energy damage, mental damage, or poison damage

You have revitalized the magical pathways that protect your body from the type of damage you would normally use for your breath weapon. You gain resistance equal to half your level (minimum 1) to your heritage's associated damage type.

DRAGON BREATH

FEAT 1

DRAGON **EVOCAATION**

You breathe in deeply and release the energy stored within you in a powerful exhalation. Your dragon breath is a 30-foot line, a 15-foot cone, or a 5-foot burst within 30 feet, depending on your heritage, and deals 2d4 damage of a type depending on your heritage. Each creature in the area must attempt a basic Reflex saving throw against the higher of your class DC or spell DC. If the damage type is poison, the saving throw is Fortitude, and if the damage type is mental, the saving throw is Will. You can't use this ability again for 10 minutes; starting at level 3, you instead can't use the ability again for 1d4 rounds.

The damage increases by 1d4 at 5th level and every 2 levels thereafter, to a maximum of 10d4 damage at 19th level.

Special If your breath weapon's damage type has a matching trait, your Dragon Breath action gains that trait. For example, if you are a red dragon, your Dragon Breath gains the fire trait.

DRAGON LORE

FEAT 1

DRAGON

You know stories of dragons from time immemorial, and those teachings fill you with a pride and presence that can awe other creatures. You gain the trained proficiency rank in Arcana and Intimidation. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Dragon Lore.

DREAM SIGHT

FEAT 1

DRAGON

Prerequisites dream dragon or nightmare dragon heritage

You see glimpses of hazy images from dreaming creatures' dreams surrounding the creature, allowing you to potentially guess some of the elements of that creature's dreams. Your dream sight uses your vision, and is ineffective if you can't see. However, the images appear even from an invisible or undetected dreaming creature, allowing you to determine their location and causing them to be merely hidden instead. Dream dragons sometimes use this information to talk with other creatures about their dreams and analyze the underlying feelings that led to the dreams, while nightmare dragons gleefully use the information to perfect their art of nightmares and tap into hidden fears. Once you've glimpsed a creature's dreams, you gain a +1 circumstance bonus to checks to Sense Motive against the creature for the next day, and if the dream was a nightmare, this bonus also applies on Intimidation checks against them. The bonus to Sense Motive increases to +2 if you are a master in Perception, and the bonus to Intimidation increases to +2 if you are a master in Intimidation.

EMPOWER SCALES

FEAT 1

DRAGON

You've directed magic to your scales, restoring a measure of their former sturdiness. Your scales grant you a +1 item bonus to AC and a Dex cap of +4. You are trained in your scales; they do not use your armor or unarmored proficiencies. Starting at 7th level, you can use your unarmored proficiency if it is better. Furthermore, you can inscribe fundamental and property runes directly into your scales. If you do, *potency* runes increase your scales' item bonus to AC, just as they normally do for armor. You can also affix a talisman to your scales. If you wear armor of any kind, your fundamental and property runes on your scales don't function, and if you don armor with an affixed talisman while a talisman is affixed to your scales, both talismans cease to function and you must affix them again. Like explorer's clothing, your scales aren't armor, so you can't inscribe property runes that specify a particular type of armor.

Feat (cont.)	Level
Eccentric Infusion	9
Empower Scales	1
Empower Wings	1
Empowered Mass	13
Energize Jaws	9
Entomb	13
Ethereal Hoard	13
Exaggerate Strength	1
Exodus of Dreams	17
Expanded Resistance	17
Faerie Ring Transport	13
Far Traveler	1
Flexible Breath	13
Forest Shape	5
Frightful Presence	13
Ghost Stride	9
Ghostbane Breath	5
Gouging Claws	9
Harden Scales	13
Hellfire	5
Hoard Deposit	9
Hoard Hauler	1
Hoard Warder	5
Hyperfocus Speed	17
Ice Climb	9
Incredible Palette	9
Insightful Jest	5
Invoke Nightmare	9
Item Mastery	9
Jester's Trick	9
Join Dreamscape	9
Leshy Roots	5
Life of the Party	9
Lignifying Bite	9
Lingua Franca	13
Magma Swim	5
Magma Tomb	17
Mass Laughter	17
Meditative Restoration	17
Mirage	17
Mist Vision	5
Moonsilver	9
Nauseating Presence	13
Perfect Flight	17
Piezo Ink	9
Planar Artist	13
Planar Infusion	5
Practiced Flight	5
Psychic Resilience	5
Quenching Breath	5
Raise Wing	9
Rapturous Revel	17
Read the Threads	1

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Feat (cont.)	Level
Recurring Fear	17
Redemption	17
Reflective Scales	13
Reptile Speaker	1
Ride the Breath	17
Ride the High	1
Rising Nightmare	13
Rumormonger	5
Sacred Space	9
Scorched Earth	17
Second Chance	5
Sepulcher	17
Shape Ice	13
Slowing Presence	13
Smoke Vision	5
Snow Vision	5
Soaring Leap	5
Soul Drinker	13
Sound Mimicry	5
Spellturning Scales	17
Stabilize Mass	17
Star Flight	17
Stone Climb	9
Stupefying Presence	13
Sturdy Scales	1
Sudden Growth	9
Summon Draconic Servitor	13
Trackless Step	13
Transforming Breath	17
Underwater Mastery	9
Warping Presence	13
Water Mastery	13
Weren't You At That Party?	5
Woodland Stride	9

EMPOWER WINGS

FEAT 1

DRAGON

You've sent enough magic into your wings to begin to restore their original function before the lux aeterna ritual, though it will be some time before they can carry a creature of your mass into the air. When Leaping horizontally, you move an additional 5 feet, and when Long Jumping, you can move up to 10 feet farther than your Athletics check result, though still with the normal maximum of your Speed. Additionally, you remember flying and catching yourself as you fall, and your wings have become strong enough to attempt to Arrest a Fall even though you don't have a fly Speed.

EXAGGERATE STRENGTH

FEAT 1

DRAGON EMOTION MENTAL

Prerequisites vermilion dragon heritage

Frequency once per day

Trigger You are about to attempt a saving throw against an incapacitation effect.

You inflate your own ego and build yourself up into a tall tale version of yourself more capable than you actually are. While this doesn't make you any more powerful, the effect is just enough to bedevil incapacitating magic. The triggering incapacitation effect treats you as if you were two levels higher.

FAR TRAVELER

FEAT 1

DRAGON

Prerequisites cerulean dragon heritage

You can travel especially far overland, even through adverse conditions. When traveling long distances overland, you reduce the movement penalty to your travel speed from difficult terrain or greater difficult terrain by half, though this has no effect on your movement during an encounter. For example, if you had a Speed of 30 feet, you normally travel 24 miles a day in normal terrain, 12 miles a day in difficult terrain, and 8 miles a day in greater difficult terrain, but with Far Traveler, you would travel 18 miles a day in difficult terrain and 16 miles a day in greater difficult terrain.

HOARD HAULER

FEAT 1

DRAGON

You've carried around enough of your hoard with you from place to place that it's become much easier for you to lift and carry more than your size and Strength would indicate. You gain the trained proficiency rank in Athletics, or trained in a different skill of your choice if you were already trained in Athletics. You gain the Hefty Hauler skill feat.

READ THE THREADS

FEAT 1

DRAGON FORTUNE

Prerequisites time dragon heritage

Frequency once per hour

Trigger You are about to roll initiative.

You read the flow of time in order to react before anyone else. You roll Dimension of Time Lore for initiative, with a +2 circumstance bonus.

REPTILE SPEAKER

FEAT 1

DRAGON

Prerequisites black dragon, brass dragon, or bronze dragon heritage

While the claim that dragons might be reptiles is preposterous, you have a strong affinity for scaly animals nonetheless. You can ask questions of, receive answers from, and use the Diplomacy skill with animals that are reptiles. The GM determines which animals count for this ability.

RIDE THE HIGH

FEAT 1

DRAGON

Prerequisites indigo dragon heritage

Frequency once per day



Trigger You are under the effect of a beneficial emotion effect with a duration of at least 2 rounds, or a beneficial emotion effect from a bardic composition cantrip with a duration of 1 round, and the duration would end.

You ride the rush of emotion, holding it in your heart for just a little longer in order to keep the benefits that come with that emotion from fading. Extend the duration of the effect on you (and only you) by 1 round. You can't use *Ride the High* to continue the effect if it ends for a reason other than its duration expiring, such as if it is dispelled, or if the bard uses another composition cantrip.

STURDY SCALES FEAT 1

DRAGON

You've taken an alternative approach to strengthening your scales, gaining incredible strength quickly akin to a suit of armor. Your scales are a suit of medium armor in the plate armor group that grants a +4 item bonus to AC, with a Dex cap of +1, a check penalty of -2, a speed penalty of -5 feet, and a Strength value of 16. You can never wear other armor or remove your scales; however, you still don't become fatigued from sleeping. Finally, you can etch armor runes or Affix Talismans onto your scales as normal for medium armor.

5TH LEVEL

AMPHIBIOUS EASE FEAT 5

DRAGON

Prerequisites dragon heritage that grants you a 10 foot swim Speed, or a 25 foot swim Speed with a reduced land Speed

You channel your magic through your body, allowing you to move through water and over land with equal ease. If you have a 10 foot swim Speed from your heritage, your swim Speed increases to 25 feet. If you chose to have a 10 foot land Speed from your heritage, your land Speed increases to 25 feet.

ANIMAL SHAPE ◆ FEAT 5

CONCENTRATE DRAGON POLYMORPH TRANSMUTATION

Prerequisites bliss dragon or havoc dragon heritage

You can take an animal guise, disguising yourself as a mere animal pest. Your animal form is a specific form from a Tiny terrestrial animal. This form is distinctive and unique, and you change into the same form each time. In your animal form, you might possess a distinguishing characteristic that hints at what type of dragon you are, such as serene draconic eyes or a streak of color in your fur or scales, or there might be nothing to distinguish you from other animals of the same species. Using Animal Shape counts as creating a disguise for the Impersonate use of Deception, though only to adopt your alternate form. In this Tiny animal form, you gain the statistics of a 1st-level *pest form*. You can remain in your alternate form indefinitely, and you can shift back to your true dragon form by using this action again.

ANIMAL SPEAKER FEAT 5

DRAGON

Prerequisites Reptile Speaker

Reptiles might still be your favorites, but that doesn't mean they're the only animals with whom you converse. You can speak to all animals, not just animals that are reptiles. You gain a +1 circumstance bonus to Make an Impression on animals (which usually uses the Diplomacy skill).

APPRAISING SIGHT FEAT 5

DRAGON

Prerequisites occult dragon heritage

Your sight establishes the inner nature of objects around you, making it easier to appraise them. You gain a +1 circumstance bonus to checks to Recall Knowledge about an item or Identify Magic on a magic item. You can cast *object reading* as an innate occult spell once per day.

BURNING POISON FEAT 5

DRAGON

Prerequisites Dragon Breath, vermilion dragon heritage

You can choose not to ignite the spice in your breath weapon in order to expose your foes to the burning sensation from the chemical irritant in the spice. When you choose to do so, instead of fire damage, your Dragon Breath deals poison damage; as normal for Dragon Breath, this changes the saving throw from a Reflex saving throw to a Fortitude saving throw.



DRACONIC PRIDE ♦

FEAT 5

CONCENTRATE DRAGON

Frequency once per hour

You are unbeatable, insurmountable, monumental, and more than a mere mortal, so nothing can defeat you. Or at least, in your arrogance, you convince yourself of that. Reduce your frightened condition by 1. For 1 minute, whenever you become frightened, reduce the frightened condition's value by 1. However, breaking your arrogance leads to a catastrophic way of anxiety. If you critically fail a saving throw against a fear effect while Draconic Pride is active, the effect ends immediately and you increase the frightened condition you gain from the critical failure by 1, instead of decreasing it.

DRACONIC VERVE

FEAT 5

DRAGON

You've focused magic on restoring your ability to shake off torpor, making it harder for others to force you to sleep or paralyze you. You gain a +1 circumstance bonus to saving throws against effects that would cause the paralyzed condition and effects with the sleep trait that would cause you to fall asleep, and if you roll a success on your saving throw against such an effect, you get a critical success instead. If an effect makes you fall asleep or gain the paralyzed condition for at least 2 rounds, reduce the duration by 1 round.

DRAGON SCENT

FEAT 5

DRAGON

Magic wafts through your nose, restoring the acuity of your sense of smell so you can sniff out nearby thieves and other hidden creatures who don't think to obscure their scent. You gain imprecise scent with a range of 30 feet.

DRAGON'S ENDURANCE ♦

FEAT 5

ABJURATION DRAGON

Frequency once per day

You briefly surge your magic through you as a protective force, preventing harm before it can reach you for a short time. You gain temporary Hit Points equal to twice your level that last for 1 round.

FOREST SHAPE ♦♦

FEAT 5

DRAGON PRIMAL POLYMORPH TRANSMUTATION

Prerequisites forest dragon heritage

You call upon the power of the forest within you in order to transform into a tree. You take the form of a tree of the same size and age as yourself. This otherwise has the effects of *tree shape*.

GHOSTBANE BREATH

FEAT 5

DRAGON

Prerequisites Dragon Breath, crypt dragon or umbral dragon heritage

Your shadowy blast is formed of versatile darkness or Purgatory's energies, which eat away at the living with negative energy but transform into another form when faced against the undead. If you're a crypt dragon, your Dragon Breath deals positive damage to undead instead of negative damage, and if you're an umbral dragon, your Dragon Breath deals force damage to undead instead of negative damage. Either way, all other abilities dependent on your heritage's associated damage type also deal the substituted damage type against undead. Undead take one additional damage die of damage from your Dragon Breath.

HELLFIRE

FEAT 5

DRAGON

Prerequisites infernal dragon heritage

When facing overly moralizing and self-righteous foes, you can deploy hellfire to take them down a peg. Whenever you use a dragon ancestry ability that deals damage dependent on your associated damage type, instead of dealing only fire damage, you can choose to deal half fire damage and half evil damage instead of dealing only fire damage. This is especially useful against creatures like celestials with a weakness to evil damage.

HOARD WARDER

FEAT 5

DRAGON

You've learned to use abjurations to alert you of burglars coming after your hoard, and you can put the same magic to use to protect your camp at night. You can cast *alarm* once per day as an innate spell of your heritage's tradition.





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INSIGHTFUL JEST

FEAT 5

DRAGON

Prerequisites harlequin dragon heritage

You know how to make quips and jokes that cut right to the heart of the matter, and potentially inspire others to do better by overcoming their faults. You gain the trained proficiency rank in Diplomacy, or become trained in another skill if you were already trained in Diplomacy. You gain the Bon Mot skill feat. Unlike normally, you can also use Bon Mot against an ally during an encounter, exchanging in witty combat banter that pokes fun at your ally's flaws. If you do so and roll a critical success, you get a success instead. If an ally uses a skill action to remove the penalty from your Bon Mot and their check result meets or exceeds a standard DC for their level, their successful introspection grants them a +2 status bonus to Perception checks and Will saves for 1 minute. That ally is then temporarily immune to your Bon Mot for 1 day; there's only so much self reflection someone can perform in a single day.

LESHY ROOTS

FEAT 5

DRAGON

Prerequisites toadstool dragon heritage or other leshy dragon heritage

You are closer to your leshy roots than other leshy dragons. You gain the Adopted Ancestry general feat for the leshy ancestry, even though that feat is normally only available for common ancestries, and you also gain one 1st-level leshy ancestry feat. If your leshy dragon heritage has a corresponding leshy heritage, such as fungus leshy for a toadstool dragon, you can take leshy ancestry feats that require that corresponding leshy heritage, and any feats that affect fungi or plants based on leshy heritage like Ritual Reversion and Speak with Kindred match the corresponding leshy heritage.

MAGMA SWIM

FEAT 5

DRAGON

Prerequisites magma dragon heritage

You're more protected from magma and can swim through it like a fish, even though magma is so dense that most creatures couldn't. You gain a swim Speed equal to your land Speed, which you can only use to swim through magma or molten lava. Your resistance to fire from Draconic Resistance increases to 40 + five times your level against ambient environmental damage from lava or magma (but not against any other fire damage, such as damage from lava or magma spells or abilities). This typically isn't enough to protect you completely from lava right away, but as you grow stronger and the effects of the lux aeterna ritual increase your magic flow, this eventually grants you so much resistance that lava and magma rarely harm you any more.

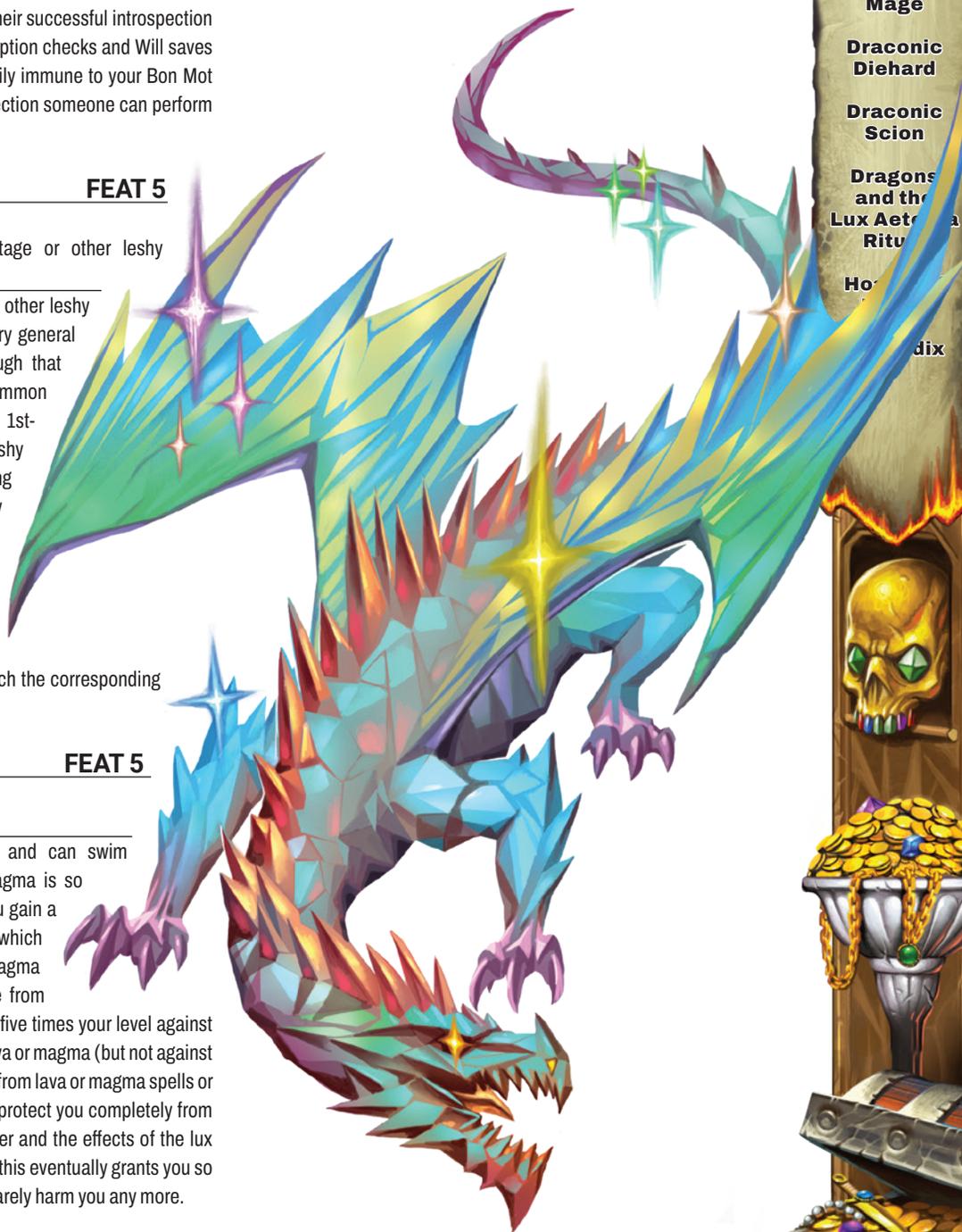
MIST VISION

FEAT 5

DRAGON

Prerequisites cloud dragon or silver dragon heritage

You've altered your vision to see through various types of mist and vapor. You automatically succeed at the flat check to target a concealed creature if that creature is concealed only by clouds, fog, or mist. If you are a cloud dragon, you gain a +2 circumstance bonus on Perception checks and DCs to Seek creatures hidden or undetected using only a cloud, fog, or mist for concealment, or against Hide and Sneak actions by creatures hidden or undetected using only a cloud, fog, or mist for concealment.



PLANAR INFUSION

FEAT 5

DRAGON

Prerequisites planar dragon heritage (apocalypse dragon, bliss dragon, crypt dragon, edict dragon, havoc dragon, infernal dragon, paradise dragon, rift dragon, or tumult dragon)

You can infuse the area around you with planar energy after a time, making it harder to use magic opposed to your associated plane. You can have two planar infusions active at any given time, a hoard infusion and a campsite infusion. Your hoard infusion requires you to remain in continuous residence for 1 week at a location with no other owners, or whose other owners are willing to allow you to infuse the area. When you finish, the area becomes infused with planar energies to the edge of the property, cave, or other location, to a maximum of a 60-foot radius. The infusion remains until you infuse another lair elsewhere, though it might disperse if you remain away for a long period of time. For every month in which you don't return to your lair, roll a DC 11 flat check. On a failure, the lair's planar infusion ends.

At the same time as your lair planar infusion, you can also have a smaller camp planar infusion. Whenever you remain within a room, cavern, clearing, or other campsite with a maximum of a 20-foot-radius area for at least 2 hours, you can choose to make that area into a campsite infusion. Your campsite infusion only lasts as long as you remain within the 20-foot-radius area. The moment you leave, the planar infusion immediately ends.

Both your hoard and campsite planar infusions make it difficult to cast spells opposed to your associated plane. When attempting to Cast a Spell or Activate an Item with the listed alignment traits (or that creates or summons undead, for crypt dragons), a creature must succeed at a DC 6 flat check or lose the spell or activation. The hindered traits depend on your heritage:

- **Apocalypse dragon** good spells and magic items.
- **Bliss dragon** evil spells and magic items.
- **Crypt dragon** spells and magic items that create or summon undead, as well as spells that specify that they benefit only undead, such as *necromancer's generosity*.
- **Edict dragon** chaotic spells and magic items.
- **Havoc dragon** evil and lawful spells and magic items.
- **Infernal dragon** chaotic and good spells and magic items.
- **Paradise dragon** chaotic and evil spells and magic items.
- **Rift dragon** good and lawful spells and magic items.
- **Tumult dragon** lawful spells and magic items.

PRACTICED FLIGHT

FEAT 5

DRAGON

Prerequisites expert in Acrobatics

You might or might not be able to fly on your own yet, but either way, but you've been restoring the pathways that make you a better flier, so whenever you do fly, you do so faster and more effectively. Whenever you have a fly Speed, you gain a +5-foot status bonus to your fly Speed and a +1 circumstance bonus to Acrobatics checks to Maneuver in Flight. If you are a master in Acrobatics, the status bonus to your fly Speed increases to a +10-foot bonus, and if you are legendary in Acrobatics, the status bonus to your fly Speed increases to a +15-foot bonus.

PSYCHIC RESILIENCE

FEAT 5

DRAGON

Prerequisites astral dragon heritage

Your resistance to mental effects expands beyond mental damage. You gain a +1 circumstance bonus to saving throws against mental effects. You gain the Resilient Mind reaction.

Resilient Mind \diamond **Frequency** once per day; **Trigger** You roll a success on a saving throw against a mental effect; **Effect** You bolster your mind to throw off the effect entirely. You get a critical success on the saving throw instead of a success.

QUENCHING BREATH

FEAT 5

DRAGON

Prerequisites Dragon Breath, cerulean dragon or sea dragon heritage

Your breath floods the area with so much water that it instantly quenches normal flames with ease. All non-magical fires within the area of your Dragon Breath are extinguished.

RUMORMONGER

FEAT 5

DRAGON

Prerequisites amber dragon heritage

While anyone can try to start a rumor, you can influence rumors even across large settlements within the course of a single day. You can use the Diplomacy skill to influence rumors as a downtime activity, spending at least 1 day of downtime to manipulate the spread, tone, or content of a rumor as you see fit. The GM determines the DC to influence a rumor based on the size of the community, how perceptive or invested the community members are, and any efforts by other rumormongers. The DC typically starts with at least DC 15 (the simple trained DC) for a small village and increases to at least DC 20 (the simple expert DC) for a town, at least DC 30 (the simple master DC) for a city, and at least DC 40 (the simple legendary DC) for a metropolis.

SECOND CHANCE \curvearrowright

FEAT 5

DRAGON FORTUNE

Prerequisites time dragon heritage

Frequency once per day

Trigger You fail a saving throw.

After a fatal mistake, you turn back time to allow yourself to try again. Reroll the triggering saving throw, taking the second result.

SMOKE VISION

FEAT 5

DRAGON

Prerequisites red dragon or underworld dragon heritage

You've gained the ability to see through smoke and fire with ease. You automatically succeed at the flat check to target a concealed creature if that creature is concealed only by smoke or fire. If you are an underworld dragon, you gain a +2 circumstance bonus on Perception checks and DCs to Seek creatures hidden or undetected using only smoke or fire for concealment, or against Hide and Sneak actions by creatures hidden or undetected using only smoke or fire for concealment.



SNOW VISION

FEAT 5

DRAGON

Prerequisites white dragon heritage

Seeing through snowfall is as natural for you as seeing through thin air. You automatically succeed at the flat check to target a concealed creature if that creature is concealed only by snowfall.

SOARING LEAP ♦

FEAT 5

DRAGON MOVE

Frequency once per day

With a flap of your wings, you make a mighty leap. You jump 30 feet in any direction. If you don't land on solid ground, you fall after using your next action, though if you have the Empower Wings feat or a fly Speed, you can Arrest the Fall.

SOUND MIMICRY

FEAT 5

DRAGON

Prerequisites blue dragon heritage

You can generate all manner of unusual sounds. While the sounds aren't distinct enough to mimic voices or otherwise produce speech, you can create almost any other kind of sound. You must attempt a Deception check, with a +4 circumstance bonus, against the Perception DC of all creatures hearing the sound. On a failure, those creatures can deduce your attempt to mimic the sound; otherwise, they can't aurally distinguish it from a genuine sound.

WEREN'T YOU AT THAT PARTY?

FEAT 5

UNCOMMON DRAGON

Prerequisites expert in Society, indigo dragon heritage

No matter where you go, there's always a few people you've met before at a party, and you can meet up with them to try to get some help or a favor or two. After 1 day of downtime after reaching a new settlement, you can shake up some contacts from prior parties or just go to a few parties and meet new ones. You can somehow achieve this in just 1 hour if you are legendary in Society. Once you have done so, or if you are in a settlement where you have previously partied and established contacts, you can attempt a Society check to arrange a meeting with someone else with whom you once partied, or ask for a favor in exchange for a later favor of your contact's choice. The GM decides the DC based on the specifics of the favor and the figure's prominence.

9TH LEVEL

AETERNAL STRIDE ♦

FEAT 9

DRAGON TRANSMUTATION

Frequency once per day

Using a vestige of the lux aeterna ritual, you tap into your future potential, allowing you to move in the blink of an eye. You gain two actions, which you can use to Leap, Stand, Step, or Stride. If you have an appropriate Speed, you can add Burrow, Climb, Fly, or Swim to this list. The movement happens so quickly, all that anyone else sees is a blur, and they can't act while you are moving, even to take free actions or reactions that would normally be triggered by your movement.

ANTIPODAL DUALITY

FEAT 9

DRAGON

Prerequisites Draconic Ravager Dedication or Dragon Mage Dedication

While most dragons can only focus their magic towards combat techniques or advanced spellcasting, not both, the unique way you've progressed after the lux aeterna ritual makes you especially suited to learn it all. You gain whichever of Draconic Ravager Dedication or Dragon Mage Dedication you didn't already have, even if you normally couldn't take another dedication feat until you take more feats from the Draconic Ravager or Dragon Mage archetype.

ASTRAL EYES

FEAT 9

DRAGON

Prerequisites astral dragon heritage

You can imbue your eyes with thoughtforms from the Astral Plane, allowing you to temporarily see the invisible. Once per hour, you can cast *see invisibility* as an innate occult spell, though it only lasts 1 minute instead of 10 minutes. Once per day, when you cast *see invisibility* in this way, it has its full 10-minute duration.

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CHANNEL WINGS ♦♦

FEAT 9

DRAGON

Frequency once per day

You channel your growing magical power into your wings, restoring full flight capacity for a time. You gain a fly Speed equal to your Speed for 10 minutes.

DEEP BREATH

FEAT 9

DRAGON

Prerequisites Dragon Breath

You can breathe in deep to deliver a more powerful breath, though it takes you longer to replenish afterwards. When you use Dragon Breath, you can choose to take a deep breath. If you do, your Dragon Breath deals twice as many d4s of damage as normal and increases the area to a 60-foot line if it was a 30-foot line, a 30-foot cone if it was a 15-foot cone, or a 10-foot burst within 60 feet if it was a 5-foot burst within 30 feet. You can't take a deep breath on your Dragon Breath again for 1d4 × 10 minutes.

DIVE AND EXHALE! ♦♦

FEAT 9

DRAGON **EVOCATION**

Prerequisites Dragon Breath

Frequency once per day

You launch briefly into the air and dive, releasing your breath around you as you do. You Fly 15 feet straight up into the air, then Fly in a straight line to an empty space of your choice on the ground within 60 feet, breathing around the spot where you land, dealing twice as many dice of damage as normal to all creatures within a 10-foot emanation of the space where you land. You must be able to use your Dragon Breath to Dive and Exhale, and after using Dive and Exhale you can't use Dragon Breath again for 1 hour.

DIVINE LIGHTNING

FEAT 9

DRAGON

Prerequisites sky dragon heritage; good alignment or worships a deity who grants a positive font

You channel divine power through your attacks, making them more effective against fiends and undead. If you are good, your Dragon Breath and other electricity abilities dependent on your heritage's associated damage type deal good damage to fiends if it is more beneficial to you. If you worship a deity capable of granting a positive font to their clerics, those abilities also deal positive damage to undead if it is more beneficial to you. When facing an undead fiend, the abilities deal either good or positive damage, whichever is better for you. In all cases, the GM determines which is more beneficial.

DRACONIC HASTE

FEAT 9

DRAGON

You draw upon the power that makes your magic from the lux aeterna ritual rapidly adaptable in order to increase your physical speed for a time. You can cast *haste* once per day on yourself as an innate spell of your heritage's tradition.

DRACONIC HUBRIS ♦

FEAT 9

DRAGON **FORTUNE**

Prerequisites Draconic Pride

Frequency once per hour

Trigger You are about to attempt a saving throw that has a critical failure effect that is different from the failure effect.

Your self image has reached dizzying heights, leading you to believe that nothing can harm you. Roll the saving throw twice and take the better result. However, if you still roll a failure on the saving throw, your sheer disbelief in the possibility of failure spells your undoing, and you get a critical failure instead.

DRAGON'S INSTINCTS ♦

FEAT 9

DRAGON **FORTUNE**

Frequency once per day

Trigger You roll initiative using Perception.

Your draconic instincts alert you to danger, making sure you are prepared to react first. Roll initiative twice and take the higher result.





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DRAGON'S TENACITY FEAT 9

DRAGON

You channel magic to increase your sturdiness, not only becoming more capable of absorbing punishment, but pulling adaptive potential from your destiny in order to avoid the first bit of damage you take each day. Increase your maximum Hit Points by your level. During your daily preparations, you gain temporary Hit Points equal to half your level, which last until your next daily preparations or until they're lost.

EARTHBOUND FEAT 9

DRAGON

You are keenly aware of your own limitations with flight without magic to keep your dense form aloft, but these magical insights make it both particularly easy and particularly satisfying to bring other fliers low. You can cast *earthbind* once per day as an innate spell of your heritage's tradition.

ECCENTRIC INFUSION FEAT 9

DRAGON

Prerequisites Planar Infusion, tumult dragon heritage
Your planar infusions disrupt magical energies, occasionally causing bizarre and unexpected effects instead of the expected result of a spell. Any time a spellcaster casts a spell from a spell slot within either of your planar infusions, they must attempt a DC 3 flat check. On a failure, instead of the spell's normal effect, they produce a wellspring surge (*Pathfinder Secrets of Magic*).

ENERGIZE JAWS FEAT 9

DRAGON

Prerequisites draconic heritage with an associated damage type that deals energy damage, mental damage, or poison damage

When you deliver a telling bite, your jaws leave behind lingering energy, mental aftereffects, or poison associated with your breath weapon. On a critical hit with your jaws, you deal 1d4 persistent damage of your associated damage type.

GHOST STRIDE ♦♦ FEAT 9

CONJURATION DRAGON ETHEREAL OCCULT

Prerequisites etheric dragon heritage
You become just barely ethereal as you move, allowing you to move through your foes' space with ease. You Stride twice. During this movement you can move through a foe's space without needing to Tumble Through.

GOUGING CLAWS FEAT 9

DRAGON

Prerequisites rift dragon heritage
When your claws dig deep, they leave vicious bleeding wounds. On a critical hit with your claw unarmed attack, you deal 1d4 persistent bleed damage.

HOARD DEPOSIT FEAT 9

CONCENTRATE CONJURATION DRAGON TELEPORTATION

Frequency once per day
You maintain a connection to your hoard at any distance, allowing you to deposit items into your hoard from afar. You spend 10 minutes concentrating on your mental image of your hoard to transfer up to 3 Bulk of non-living, non-magical objects to your hoard.

ICE CLIMB FEAT 9

DRAGON

Prerequisites white dragon heritage
You can scramble over ice with ease. You gain an ice climb Speed equal to your land Speed; this is a climb Speed that you can use only to climb ice. Additionally, you ignore difficult terrain from ice and snow, and you don't risk falling prone from uneven ground that is uneven only due to ice.





INCREDIBLE PALETTE

FEAT 9

DRAGON

Prerequisites toadstool dragon heritage

Your sense of taste is preternatural, and you can safely ingest all sorts of things. You gain the Supertaster general feat (*Pathfinder Second Edition Advanced Player's Guide*), even if you don't meet the Perception prerequisite. You also gain a +2 circumstance bonus to saving throws against things you ingest, such as ingested poisons and diseases. If you roll a success on such a saving throw, you get a critical success instead.

INVOKE NIGHTMARE

FEAT 9

DRAGON

Prerequisites nightmare dragon heritage

You reach into a deep well of nightmare fuel and drown a target in a well of horror and despair. You can cast *agonizing despair* (*Pathfinder Second Edition Advanced Player's Guide*) once per day as an innate occult spell.

ITEM MASTERY

FEAT 9

DRAGON

Prerequisites occult dragon heritage

You can draw and fiddle with a magic item to make it work, allowing you to use scrolls, wands, and other sorts of items imbued with unfamiliar magic. You gain the Trick Magic Item skill feat as a bonus feat. You gain the Draw and Trick action.

Draw and Trick \heartsuit (flourish); **Effect** You Interact to draw a magic item and then Trick that Magic Item.

JESTER'S TRICK

FEAT 9

DRAGON

Prerequisites harlequin dragon heritage

You excel at shell games, mimicry, and other jests or tricks involving misdirection, so much so that you have gained the magical ability to misdirect your foes' attacks to illusory duplicates. You can cast *mirror image* once per hour as an innate arcane spell.

JOIN DREAMSCAPE

FEAT 9

DRAGON

Prerequisites dream dragon or nightmare dragon heritage

You enter a creature's dreamscape to deliver a message, or enter a nearby creature's dreamscape more immersively. You can cast *dream message* once per day as an innate occult spell. If the target of your *dream message* is a sleeping and dreaming creature within 30 feet, the effect gains a duration of sustained, and you can send a dream self to enter their dream and remain there as long as you keep Sustaining the effect and they continue dreaming, to the normal maximum of 10 minutes to Sustain a Spell. During this time, you are an observer in their dreamscape, but you can deliver messages to them, and they can respond to you. You can't otherwise interact with their dreamscape, but it also can't harm you.

LIFE OF THE PARTY

FEAT 9

DRAGON

Prerequisites master in Society, indigo dragon heritage

You can make it into any party, no matter how prestigious, and once there, it's easy for you to make new friends. Any time you encounter a social event you would ordinarily be denied access to, such as a coronation, royal gala, or other society function, you can spend 1d4 hours to secure entry without the need for a skill check. You find invitations, invitees looking for fashionable dates, temporary jobs with the caterers, event staff willing to look the other way, or some other mode of access for yourself and your allies. This ability doesn't apply to secret events or other small private gatherings with no staff, dates, or outsiders involved. While at a party, you gain a +1 circumstance bonus on Diplomacy checks to Make an Impression, and this increases to a +2 circumstance bonus if you're the one throwing the party.



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LIGNIFYING BITE

FEAT 9

DRAGON PLANT PRIMAL TRANSMUTATION

Prerequisites forest dragon heritage

You can transform those you lay low into wood. When a creature made of flesh and that doesn't have an active regeneration or similar ability is reduced to 0 Hit Points by your jaws Strike, you can choose to force the creature to attempt a Fortitude save against the higher of your class DC and spell DC. If it fails, it dies, and its flesh, made of earth in a metaphysical sense, transforms to wood. The wood is living and might grow into a tree over time, but it can't be used as a body or piece of a body for *raise dead* or other magic that requires a part of the body to return the creature to life.

MOONSILVER

FEAT 9

DRAGON

Prerequisites lunar dragon heritage

Your entire body is imbued with the power of the moon, and so your draconic unarmed attacks have great power over creatures affected by the lunar cycle. Your unarmed attacks from your dragon ancestry are treated as silver. This allows you to deal more damage to a variety of supernatural creatures, such as devils and wercreatures.

PIEZO INK

FEAT 9

ABJURATION ARCANE DRAGON ELECTRICITY

Prerequisites amber dragon heritage

Frequency once per day

You can spend 10 minutes mixing piezoelectric sand with ink in order to write text with a hidden trap for any creature who places pressure upon the words, glyphs, or pictures within a written document. This has the effects of a *glyph of warding* holding a *shocking grasp*, with a few exceptions, and it counts towards your limit for active *glyphs of warding*. First, it can be used to place traps among written words or pictures in a written document instead of containers or areas. Second, it's pressure sensitive, so it triggers on any creature who places pressure on it, instead of only on certain creatures. However, if you remember where the traps are hidden within a text, you can avoid placing pressure in those spots. As normal for *glyph of warding*, it only triggers when another creature touches it, not when you force the object on the creature. The constant vigorous motion of armor and wielded handheld items like shields and weapons make them unsuitable for a trap using your Piezo Ink even if the shield, weapon, or armor contained written documents as part of its construction, as the pressure and motion from use would cause them to trigger on you before you could try to trick an enemy into applying pressure onto them.

RAISE WING ♦ OR ♦♦

FEAT 9

DRAGON

Prerequisites edict dragon heritage

Your wings are mighty parapets, and you can raise them to protect you from harm. If you spend one action to Raise a single Wing, you gain a +1 circumstance bonus to AC until the beginning of your next turn. If you spend two actions to Raise both Wings, you instead gain standard cover, granting you the usual +2 circumstance

bonus to AC and Reflex saves against area effects until the beginning of your next turn, though you don't get a bonus to Hide or Sneak behind your own wings. While gaining standard cover from the two-action version of Raise Wing, you aren't flat-footed to flanking creatures of your level or lower, though they can still help their higher-level allies flank you. If you use Wing Deflection while benefiting from Raise Wing, they synergize for a greater effect. You gain a +3 circumstance bonus to AC from Wing Deflection, instead of a +2 circumstance bonus, or a +4 circumstance bonus to AC if you spent two actions to Raise both Wings.





SACRED SPACE

FEAT 9

DRAGON

Prerequisites Planar Infusion, paradise dragon heritage

Your planar infusions are warded with heavenly energies, protecting those resting within them from evil and helping them recover. Non-evil allies within your planar infusion regain twice the normal amount of Hit Points from resting and gain a +1 status bonus to saving throws against spells and other magical effects, which increases to a +2 status bonus on saving throws against chaotic or evil effects.

STONE CLIMB

FEAT 9

DRAGON

Prerequisites copper dragon heritage

Your magical connection to stone allows you to climb it effortlessly. You gain a climb Speed equal to your land Speed; you can use this climb Speed only to climb stone.

SUDDEN GROWTH

FEAT 9

DRAGON

You can infuse yourself with your burgeoning magical energy to increase your size for a short time. You can cast *enlarge* on yourself as an innate spell of your heritage's tradition once per hour.

UNDERWATER MASTERY

FEAT 9

DRAGON

Prerequisites Amphibious Ease, expert in Athletics

You've practiced with your magical pathways to increase the speed of your swimming, while learning to sense the currents of the waves around you. You gain a +5-foot status bonus to your swim Speed and gain wavesense out to 30 feet as an imprecise sense whenever you are underwater. If you are a master in Athletics, the status bonus to your swim Speed increases to a +10-foot bonus, and if you are legendary in Athletics, the status bonus to your swim Speed increases to a +15-foot bonus.

WOODLAND STRIDE

FEAT 9

DRAGON

Prerequisites green dragon or forest dragon heritage

Foliage and other plants part before you, as your magic encourages them to make your progress easier. You ignore any difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede your progress.

13TH LEVEL

ASTRAL SIGHT

FEAT 13

DRAGON

Prerequisites Astral Eyes

Your astral eyes are always active. You gain the effects of *see invisibility* at all times.

BANISHING BREATH

FEAT 13

ABJURATION DIVINE DRAGON

Prerequisites Dragon Breath, paradise dragon heritage

Infused with the power of Heaven your breath can banish summoned creatures with ease. As long as you are on your home plane, or in one of your planar infusions from the Planar Infusion feat, when a summoned creature critically fails its save against your Dragon Breath, the summoning effect ends and the summoned creature shimmers and disappears.



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BEAM OF LIGHT ♦♦ FEAT 13

ARCANE DRAGON MOVE TRANSMUTATION

Prerequisites solar dragon heritage

Frequency once per day

You transform yourself into a beam of light and move in a straight line across a great distance. You must have line of effect and line of sight to the location, and it must be in a straight line from you, unimpeded by a barrier that would substantially block or disperse light. You transform into light, move the distance, and return to your original form at the new location. Most reactions won't work against you while you're light, unless they would affect light or a magical light effect. On a clear day on a flat plane, due to the curvature of the planet you can see about three miles. However clouds, mist, fog, and other conditions might block or disperse the light much sooner.

CAPSIZE ◊ FEAT 13

ATTACK DRAGON

Prerequisites brine dragon heritage, size Large or larger

You try to capsize an adjacent aquatic vessel of your size or smaller. To do so, you must succeed at an Athletics check with a DC of 40 (reduced by 5 for each size smaller the vessel is than you are) or the pilot's Sailing Lore DC, whichever is higher.

CELEBRATORY CHEER ◊ FEAT 13

DRAGON EMOTION MENTAL

Prerequisites indigo dragon heritage

Frequency once per minute

Trigger An ally within 30 feet critically hits a foe.

You celebrate your ally's incredible success with a heady rush of contagious ardor. You gain a +1 status bonus on attack rolls against the foe that your ally critically hit for 2 rounds. If you critically hit the foe while you have the bonus, the ally who triggered your Celebratory Cheer can use their reaction to gain a +1 status bonus on attack rolls against that foe for 2 rounds.

CHANNEL SCALES FEAT 13

DRAGON

Prerequisites Empower Scales

You channel powerful magic into your scales, increasing their power further as your scales thicken. Your scales' item bonus to AC increases to +3, and the Dex cap changes to +2. You keep any runes inscribed in your scales, and they now modify the scales' new statistics, and your scales can continue to use your unarmored defense proficiency if it is better.

CLOUD WALK FEAT 13

DRAGON

Prerequisites cloud dragon or silver dragon heritage

You can walk on clouds and fog as easily as on solid ground. This allows you to use your normal land Speed to Stride and Step on clouds, as well as otherwise move normally walking on clouds. The effect doesn't mean clouds are entirely solid barriers to you, however. You can move through clouds with parts of your body when you wish to, while still allowing the cloud to hold your weight. Effectively, this

Varying Power Level

The dragons in this book have been carefully designed to give you access to iconic draconic abilities while staying balanced with other PCs who aren't dragons in the same group, via ancestry feats and class feats from the draconic ravager and dragon mage archetypes. If your group is looking for even more draconic powers, you have a few options.

First, you can use variants to give everyone in the party more feats. The ancestry paragon variant gives twice as many ancestry feats, but you could also consider giving all dragons free archetype for draconic ravager or dragon mage (and all non-dragons a different free archetype). You might also place restrictions on what feats to grant dragons via ancestry paragon or grant the feats at a different rate. For instance, perhaps in your game, dragons gain a specific set of additional feats via ancestry paragon, such as Dragon Breath and the flight feats Empower Wings, Soaring Leap, Channel Wings, Dragon's Flight.

Second, you can just make dragons more powerful and not care about other PCs. Perhaps everyone is a dragon anyway and you've made numerous adjustments to the baseline assumptions of encounters to take that into account. With this option, you can adjust the effects of the lux aeterna ritual in your game and make any of the benefits granted by various dragon feats innate, and even make them available at lower levels. For instance, if your group, and especially the GM, are ready to completely rebuild every encounter and challenge from scratch to take into account kiting tactics from flying creatures with ranged attacks, you could simply grant the dragon PCs flight from level 1. This option is only recommended for experienced groups well-versed in modifying challenges, and requires significantly more work when running a published adventure, as opposed to a homebrew based around the capabilities of dragon PCs.

allows you to walk through or into clouds, or even scabble up a cloud by walking upwards and treating the cloud like a set of stairs.

CORONA OF POWER ♦♦ FEAT 13

DRAGON EVOCATION

Prerequisites draconic heritage with an associated damage type that deals energy damage, mental damage, or poison damage

Frequency once per day

You surround yourself with a corona of energy, poison, or mental power. For 1 minute, any creature that touches you or damages you with an unarmed attack or melee weapon without the reach trait takes 3d6 damage of your heritage's associated damage type.

Dragon Adventurers

Dragon adventurers get their start because of the power and incentive of the lux aeterna ritual, but before that, they were usually... dragons. That doesn't automatically mean they were leading traditionalist dragon lives before the ritual, as some dragons who eventually go on to use the ritual are avant-garde among their kith and kin even before they become aeternal dragons. Even so, a dragon adventurer from most heritages isn't especially likely to have a background like barkeep that involves simple living in a settlement. Instead, backgrounds vary greatly based on the dragon's heritage; for example, wandering cloud dragons are more likely to be nomads while isolated sky dragons are more likely to be hermits. Because of this variance, there are even exceptions to the general rule against backgrounds like barkeep: boisterous indigo dragons, gossipy amber dragons, and their other wild dragon kin actually take to such occupations.

Classes vary among heritages in a similar fashion. For more information about which classes are most common among aeternal dragons of a given heritage and to help build your dragon's background, check the lore entry for your dragon's heritage starting on page 81.

CORRUPT WATER ◀ FEAT 13

ARCANE CONCENTRATE DRAGON NECROMANCY

Prerequisites black dragon heritage

Frequency once per day

You permanently befoul up to 10 cubic feet of liquid within 90 feet. The liquid becomes undrinkable and unable to support water-breathing life. Attempt a counteract check to destroy each unattended liquid magic or alchemical item within the area, with a counteract level equal to half your level rounded up and a counteract modifier equal to the higher of your class DC - 10 or your spell DC - 10. A creature within the area can attempt a Will save against the higher of your class DC or spell DC; on a success, they protect all liquids in their possession, but on a failure, you can attempt to counteract the liquids in their possession in the same way as unattended objects. This doesn't affect liquids in a creature's body.

COUNTLESS CHANCES FEAT 13

DRAGON

Prerequisites Second Chance

Most people have to take whatever the timeline gives them, while other time dragons can rarely turn back time to save themselves. You, on the other hand, have found a way to divert the timeline to your advantage much more often. You can use Second Chance once per hour instead of once per day.

DAMNATION FLAMES

FEAT 13

DRAGON EVIL

Prerequisites Dragon Breath, infernal dragon heritage, non-good alignment

The fire of your breath consigns a creature's soul to Hell, damning it for all eternity. Any creature killed by your Dragon Breath is damned to Hell. In addition to the unpleasantness of their afterlife, it is much more difficult to raise a damned creature from the dead. Effects such as *raise dead* and *resurrect* that would bring the creature back to life must first attempt to counteract your damnation flames, using your Dragon Breath's DC as the counteract DC.

DAZZLING PRESENCE ◀◀

FEAT 13

AURA DRAGON MENTAL VISUAL

Prerequisites solar dragon heritage

Frequency once per day

You surround yourself with alien energy that dazzles the senses of those nearby. For 1 minute, you gain a dazzling presence aura in a 20-foot emanation around you. Enemies who enter the aura (or are in the aura when you activate it) must attempt a Will save against the higher of your class DC or spell DC with the following results. Afterwards, they are temporarily immune for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 1 minute.

Critical Failure The creature is blinded for 1 round and dazzled for 1 minute.

DESERT THIRST ◀

FEAT 13

ARCANE CONCENTRATE DRAGON TRANSMUTATION

Prerequisites blue dragon heritage

Frequency once per day

You permanently transform up to 10 cubic feet of liquid within 90 feet into sand. Attempt a counteract check to destroy each unattended liquid magic or alchemical item within the area, with a counteract level equal to half your level rounded up and a counteract modifier equal to the higher of your class DC - 10 or your spell DC - 10. A creature within the area can attempt a Will save against the higher of your class DC or spell DC; on a success, they protect all liquids in their possession, but on a failure, you can attempt to counteract the liquids in their possession in the same way as unattended objects. This doesn't affect liquids in a creature's body.

Alternatively, you can choose to grant water instead of taking it. If you do, you instantly create 10 gallons of water. This option is a conjuration and water effect, instead of a transmutation effect.

DESERT WIND ◀◀

FEAT 13

AIR ARCANE CONCENTRATE DRAGON EVOCATION

Prerequisites brass dragon heritage

Frequency once per hour

You call upon the desert wind to blast your foes away and potentially blow sand in their eyes. The wind howls outward from you in a 60-foot cone until the start of your next turn, and Large or smaller creatures in the area must attempt a Fortitude save against the higher of your class DC or spell DC.



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Critical Success The creature is unaffected.

Success The creature can't move against the wind (meaning they can't move closer to the origin of the cone).

Failure The creature can't move against the wind (meaning they can't move closer to the origin of the cone). They are also knocked prone, and if they were flying, they are first pushed back 30 feet and take 10d6 bludgeoning damage.

Critical Failure As failure, except that even creatures who weren't flying are pushed back 30 feet and take 10d6 bludgeoning damage, and flying creatures are knocked back 60 feet and take 20d6 bludgeoning damage. Additionally the creature is blinded for 1 round.

DRAGON'S FLIGHT FEAT 13

DRAGON

Prerequisites Channel Wings

You've restored the power to your wings enough to fly at all times! This might not seem like as big a deal to traditionalist dragons, but it's one of the more difficult feats for aeternal dragons, even as your other powers have expanded vastly beyond your original capacity. You gain a fly Speed equal to your Speed.

EMPOWERED MASS FEAT 13

DRAGON

You've focused your magic on growing your body and strengthening your bones and body structure to handle the increased size. You permanently gain the effects of *enlarge*, becoming Large, increasing your reach to 10 feet, becoming clumsy 1, and gaining a +2 status bonus to melee damage.

ENTOMB ♦♦ FEAT 13

DIVINE DRAGON EARTH EVOCATION

Prerequisites crypt dragon heritage

Frequency once per hour

You bring forth a crypt of earth to entomb a Large or smaller foe on the ground within 30 feet, surrounding it entirely and blocking it off from other creatures. The crypt has AC 5, Hardness 10, and 40 Hit Points. It's immune to critical hits and precision damage. *Disintegrate* destroys the crypt instantly. The effects depend on the target's Reflex save against the higher of your class DC or spell DC.

Critical Success The foe avoids being entombed and is unaffected.

Success The foe dodges the center of the crypt, so the crypt has only 10 Hit Points, instead of 40.

Failure The crypt has the normal effect.

Critical Failure As failure, except the foe is also restrained by the crypt and must Escape against the higher of your class DC and spell DC before it can try to break the crypt from the inside. If the crypt is destroyed while the foe was still restrained, the foe is no longer restrained.

ETHEREAL HOARD FEAT 13

CONCENTRATE CONJURATION DRAGON TELEPORTATION

You focus on your connection with your hoard and send your hoard deep into the Ethereal Plane where few can find it. You can spend 1 minute to send your hoard, consisting of items with a total amount of Bulk up to your level, to the deepest reaches of the Ethereal Plane; you can Dismiss the effect to return your entire hoard to your current location, though otherwise the effect has an unlimited duration. The hoard can't contain any creatures, even if the creature is in an extradimensional space. Time passes normally for the hoard, and the environmental effects of the Ethereal Plane apply to it. Though very unlikely, it's possible for a creature on the Ethereal Plane to stumble upon your hoard. Dragons with Ethereal Hoard often maintain hoards consisting of a few, small items of significant value—rather than mountains of copper or silver coins—so they can send their whole hoard to the Ethereal Plane.



FAERIE RING TRANSPORT

FEAT 13

UNCOMMON DRAGON

Prerequisites toadstool dragon heritage

While faeries are rumored to transport themselves via rings of mushrooms, also known as faerie rings or faerie circles, you have found a way to actually transport yourself between them. You can cast *tree stride* as an innate primal spell once per day, except that instead of transporting between two trees, you transport between two faerie rings.

FLEXIBLE BREATH

FEAT 13

DRAGON

Prerequisites Dragon Breath, tumult dragon heritage

Your chaotic nature balks at merely a single breath shape. Each time you use your Dragon Breath, you can choose for its shape to be either a 30-foot line or a 15-foot cone. Other than the fact that you can choose between the two shapes freely, the area of your Dragon

Breath functions normally and increases with effects such as Deep Breath and Widen Breath.

FRIGHTFUL PRESENCE

FEAT 13

AURA DRAGON EMOTION FEAR MENTAL

Frequency once per day

You surround yourself with power that terrifies any who dare approach you. For 1 minute, you gain a frightful presence aura in a 20-foot emanation around you. Enemies who enter the aura (or are in the aura when you activate it) must attempt a Will save against the higher of your class DC or spell DC with the following results. Afterwards, they are temporarily immune for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

HARDEN SCALES

FEAT 13

DRAGON TRANSMUTATION

Frequency once per day

You send a wave of power into your scales, thickening and hardening them against the next few attacks. For 10 minutes, you gain resistance 10 against physical damage, except adamantine.

However, each time the resistance applies, the resistance value decreases by 1. When the resistance reaches 0 after reducing physical damage 10 times, the effect ends.

LINGUA FRANCA

FEAT 13

DRAGON

Prerequisites edict dragon heritage

Thanks to the linguistic properties of your runic scales and edicts, you can form an interest bridge between languages, allowing you to speak with and understand pretty much anyone. You can speak and understand all spoken languages.

NAUSEATING PRESENCE

FEAT 13

AURA DRAGON MENTAL

Prerequisites void dragon

Frequency once per day

You surround yourself with alien corruption that sickens those nearby. For 1 minute, you gain a nauseating presence aura in a 20-foot emanation around you.

Enemies who enter the aura (or are in the aura when you activate it) must attempt a Will save against the higher of your class DC or spell DC with the following results. Afterwards, they are temporarily immune for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The taint of the void corrupts those within your presence, weakening them against sickness. The creature takes a -2 circumstance penalty to saving throws against diseases and saving throws to reduce the sickened condition.

Failure As success, except the creature is also sickened 1.

Critical Failure As success, except the creature is also sickened 2.



PLANAR ARTIST

FEAT 13

DRAGON

Prerequisites Planar Infusion, havoc dragon heritage

Frequency once per hour

You can shape your planar infusion with objects you imagine and bring to life through art, decorating it with all sorts of elysian whimsy. While within either your hoard or campsite planar infusion, you can spend 1 minute to create an object that can only exist within your infusion. It must be made of vegetable matter (such as wood or paper) or a common mineral, and be 5 cubic feet or smaller. It can't rely on intricate artistry or complex moving parts, never fulfills a cost or the like, and can't be made of precious materials or materials with a rarity of uncommon or higher. It is whimsical in design and obviously only exists within your planar infusion, and thus can't be sold or passed off as a genuine item.

You can have one such item in existence at any given time in each of your planar infusions. If the item would leave the planar infusion, if you move your planar infusion somewhere else, or if you use Planar Artist again to create another item within the same planar infusion, the previous item you created with Planar Artist fades out of existence in a splash of color.

REFLECTIVE SCALES

FEAT 13

DRAGON

You concentrate energy into your scales, protecting yourself and storing power that you can use to unleash a powerful burst. You can cast *reflective scales* once per hour as an innate spell of your heritage's tradition.

RISING NIGHTMARE

FEAT 13

DRAGON

Prerequisites Invoke Nightmare

You can draw out nightmares again and again, and when you slay a creature, you can use its death as fuel for more nightmares. You can use your *agonizing despair* innate spell from Invoke Nightmare once per hour instead of once per day. Additionally, you can use the Raise Nightmare reaction.

Raise Nightmare **Frequency** once per day; **Trigger** You kill a foe; **Effect** You transform the foe's death into a waking nightmare for one of that foe's allies. You cast your *agonizing despair* innate spell on one of the dead foe's allies, even if you have already previously cast it in the last hour.

SHAPE ICE

FEAT 13

ARCANE DRAGON TRANSMUTATION

Prerequisites white dragon heritage

Frequency once per hour

You reshape a cube of ice or snow you touch, up to 10 feet across, causing it to take a new form. This form can't include intricate details or parts, but has the rough shape you determine. Any creature standing atop the ice when you reshape it must attempt its choice of an Acrobatics check or a Reflex save against your class DC. On a failure, it falls prone atop the ice, and on a critical failure, it falls off the ice entirely and then falls prone.

Dragon Settlements

Even traditionalist dragons who aren't fully solitary still live in small family or friend groups. Aeternal dragons are different, and aeternal wild dragons in particular love forming their own settlements and joining settlements with all sorts of other ancestries. Thus, in the Indigo Isles, it's not unusual to see aeternal wild dragons walking the streets. This in turn draws aeternal dragons of other heritages to such settlements, where the inhabitants understand their situation and simply nod and wave to a dragon walking the streets. Of course, dragons with the ability to assume a humanoid form can join just about any settlement without much problem.

Even beyond mixed settlements like in the Indigo Isles, aeternal dragons have begun to form settlements with mainly or purely aeternal dragons as inhabitants. For instance, lore hunters tell of a secret library city deep in the jungle, inhabited by bronze, green, and occult aeternal dragons.

SLOWING PRESENCE

FEAT 13

AURA DRAGON MENTAL

Prerequisites time dragon heritage

Frequency once per day

You surround yourself with alien energy that alters the perception of time for those nearby. For 1 minute, you gain a slowing presence aura in a 20-foot emanation around you. Enemies who enter the aura (or are in the aura when you activate it) must attempt a Will save against the higher of your class DC or spell DC with the following results. Afterwards, they are temporarily immune for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The creature's dulled reaction times throw off its balance for a brief moment, causing it to become clumsy 1 for 1 round.

Failure The creature is clumsy 1 and slowed 1 for 1 round.

Critical Failure The creature is clumsy 1 and slowed 2 for 1 round, and slowed 1 for 1 minute.

SOUL DRINKER

FEAT 13

DRAGON

Prerequisites apocalypse dragon heritage

When you have a creature in your grasp and at your mercy, you can sip and drink at their soul, granting you power if they are strong and making it harder for them to return from the dead. When you kill a creature that is grappled or restrained by you, you can choose to drink some of their soul. If they were a foe 2 levels lower than you or higher, you gain 10 temporary Hit Points and a +1 status bonus to attack and damage rolls for 1 minute. Either way, their injured soul makes it harder to raise them from the dead. Effects such as *raise dead* and *resurrect* that would bring the creature back to life must first attempt to counteract your soul drinker, using the higher of your class DC or spell DC as the counteract DC.

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TRACKLESS STEP FEAT 13

DRAGON

Prerequisites green dragon heritage

The woodlands themselves work to cover your tracks behind you. You always gain the benefits of the Cover Tracks exploration activity in natural terrains, even without needing to take the exploration activity and move at half your Speed.

WARPING PRESENCE ◀▶

FEAT 13

AURA DRAGON MENTAL

Prerequisites vortex dragon heritage

Frequency once per day

You surround yourself with alien energy that warps the space around those nearby, hindering their attempts to move unless they find a way to resist the effect. For 1 minute, you gain a warping presence aura in a 20-foot emanation around you. Enemies who enter the aura (or are in the aura when you activate it) must attempt a Will save against the higher of your class DC or spell DC with the following results. Afterwards, they are temporarily immune for 1 minute.

Critical Success The creature is unaffected by the presence.

Success Every space in your aura is difficult terrain for the creature for 1 round.

Failure Every space in your aura is difficult terrain for the creature for 1 minute.

Critical Failure Every space in your aura is greater difficult terrain for the creature for 1 minute.

WATER MASTERY ▶

FEAT 13

DRAGON

Prerequisites bronze dragon heritage

Frequency once per hour

You call upon your mastery of water to create waves and currents that guide you along, increasing your swim Speed, as well as that of your allies and even allied vehicles. For 10 minutes, you and all allied creatures and vehicles within 50 feet of you gain a +30-foot status bonus to swim Speed, to a maximum of double the given creature's original swim Speed.

Allies without a swim Speed instead move twice as far on a successful Swim check. In most cases, this benefit means that on a critical success, they move 20 feet, plus 5 feet per 10 feet of their land Speed, and on a success they move 10 feet, plus 5 feet per 10 feet of their land Speed.

STUPEFYING PRESENCE ◀▶

FEAT 13

AURA DRAGON MENTAL

Prerequisites lunar dragon heritage

Frequency once per day

You surround yourself with alien energy that befuddles those nearby. For 1 minute, you gain a stupefying presence aura in a 20-foot emanation around you. Enemies who enter the aura (or are in the aura when you activate it) must attempt a Will save against the higher of your class DC or spell DC with the following results. Afterwards, they are temporarily immune for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The creature is stupefied 1 for 1 round.

Failure The creature is stupefied 1 for 1 minute.

Critical Failure The creature is stupefied 3 for 1 minute.

SUMMON DRACONIC SERVITOR FEAT 13

DRAGON

You call upon your connection to weaker dragons to summon a dragon to fight on your side. It might not be much of a combatant compared to you, but it can still provide support and draconic fury. Once per day, you can cast *summon dragon* as a 5th-level innate spell of your heritage's tradition.

17TH LEVEL

ALIEN PRESENCE

FEAT 17

DRAGON

Prerequisites Dazzling Presence, Nauseating Presence, Slowing Presence, Stupefying Presence, or Warping Presence



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Your connection to the strange outer dragon magic within yourself grows stronger, giving you a powerful alien presence that allows you to disorient enemies more often. You can use the presence feat you have (Dazzling Presence for solar dragons, Nauseating Presence for void dragons, Slowing Presence for time dragons, Stupefying Presence for lunar dragons, or Warping Presence for vortex dragons) once per hour, instead of once per day.

CAMOUFLAGE FEAT 17

DRAGON

Prerequisites green dragon heritage

You are able to camouflage into natural environments with ease, as your scales shift to match the coloration and pattern of the area around you. You can Hide in natural environments even without cover or concealment, and you don't become automatically observed in a natural environment if you end your Sneak without cover or concealment.

CLOUD FORM ◆ FEAT 17

DRAGON POLYMORPH PRIMAL TRANSMUTATION

Prerequisites cloud dragon heritage

You can transform yourself between your physical body and a body formed of vapors and mists. In this state, you're amorphous. You lose any item bonus to AC and all other effects and bonuses from armor, and use your proficiency modifier for unarmored defense. You gain resistance 10 to physical damage and are immune to precision damage. You can't cast spells, activate items, or use actions that have the attack or manipulate trait. You move using your normal Speeds and can slip through tiny cracks like a Tiny creature regardless of your actual size. You can use this action again to return to your normal form.

DRAINING BLIGHT ◆◆ FEAT 17

DRAGON HEALING NECROMANCY NEGATIVE PRIMAL

Prerequisites forest dragon heritage

Frequency once per day

You draw moisture from the living creatures surrounding you, using the energy to heal your own wounds. Each living creature in a 30-foot emanation takes 9d10 negative damage, with a basic Fortitude save against the higher of your class DC or spell DC. Creatures with the plant or water trait or creatures made almost entirely out of liquid (like most oozes) use the outcome one degree of success worse than they rolled. You regain Hit Points equal to half of the highest damage a single creature takes from this effect.

In addition, all non-creature plant life in the area withers and dies, eliminating non-magical undergrowth and any resulting difficult terrain, cover, and concealment. Water is also consumed in the same way, typically lowering any standing body of water fully within the area by 1 foot.

EXODUS OF DREAMS FEAT 17

UNCOMMON DRAGON

Prerequisites Join Dreamscape, dream dragon heritage

You can join dreamscapes far more often than other dream dragons, and you can even use them to transport yourself a great distance. You

can use your innate *dream message* spell from Join Dreamscape at will, instead of once per day. Once per day, when you use your innate *dream message* spell from Join Dreamscape, if the creature receiving the message is asleep when you send the message and allows you to do so, you can teleport to that creature's location just after delivering your message. This otherwise has the effects of a 6th-level *teleport* that only brings you through the dream and fails if it would bring along any other creatures.

EXPANDED RESISTANCE FEAT 17

DRAGON

Prerequisites Draconic Resistance

The lux aeterna ritual makes you more flexible and less focused than a traditionalist dragon, and so you've found a way to become resistant to just about every kind of energy, not just the kind dragons of your heritage usually can resist. You gain resistance 5 to acid, cold, electricity, fire, force, mental, negative, poison, positive, and sonic damage.

HYPERFOCUS SPEED ◆ FEAT 17

DRAGON TRANSMUTATION

Frequency once per day

You've learned how to harness all your magical potential directly into fly Speed, allowing you to move extremely quickly in exchange for restricting your use of magic for a time. For up to 10 minutes, you gain a fly Speed of 100 feet, or increase your fly Speed to 100 feet if you already had one. You additionally gain a +20-foot status bonus to this fly Speed, for a total fly Speed of 120 feet. This effect lasts for up to 10 minutes. While the effect lasts, you can't Cast Spells or Activate most magic items, though you can still drink potions. You can Dismiss the effect.

MAGMA TOMB ◆◆ FEAT 17

DRAGON EVOCATION FIRE

Prerequisites magma dragon heritage

Frequency once per day

You spit a molten boulder at a target within 120 feet. This deals 8d6 fire damage and 3d12 bludgeoning damage, with a basic Reflex save against the higher of your class DC or spell DC. If the creature fails its save, it's encased in magma that instantly cools and has Hardness 10, HP 40, and BT 20. The encased creature can't breathe and is immobilized until it Escapes, against the higher of your class DC and spell DC, or the magma breaks.

MASS LAUGHTER ◆◆ FEAT 17

ARCANE AUDITORY DRAGON EMOTION ENCHANTMENT LINGUISTIC MENTAL

Prerequisites copper dragon heritage

Frequency once per day

You tell a joke so transcendently fantastic, everyone around you starts laughing. This has the effects of *hideous laughter* for as long as you Sustain the effects, up to 1 minute, except that instead of targeting one creature within 30 feet, you instead target all creatures within 30 feet.

MEDITATIVE RESTORATION ◆◆ FEAT 17

DIVINE **DRAGON** **HEALING** **NECROMANCY**

Prerequisites bliss dragon heritage

Frequency once per day

You meditate deeply on the rapture of bliss and call upon the serenity of Nirvana to heal nearby allies and ameliorate what ails them. You and all allies within 10 feet regain 7d8 Hit Points and can choose to either reduce the value of their clumsy, enfeebled, or stupefied condition by 2 or reduce the stage of one affliction from which they suffer by one stage; this can't reduce the stage below stage 1 or cure the affliction.

MIRAGE FEAT 17

DRAGON

Prerequisites blue dragon heritage

You can create illusory versions of yourself and channel your electricity through the mirage. You can cast *project image* once per day as an innate arcane spell. Whenever you cast *project image*, you can use your Dragon Breath from either your actual position or the image's position.

PERFECTED FLIGHT FEAT 17

DRAGON

Prerequisites legendary in Acrobatics, sky dragon heritage, permanent fly Speed

You can fly with almost perfect precision, almost as if the sky itself was on your side, even against prevailing wind conditions, steep dives, sharp turns, or worse. You gain the Assurance feat in Acrobatics, and if you have the Practiced Flight feat, your circumstance bonus to Maneuver in Flight increases to +3. Finally, you can hover in place without spending an action.

RAPTUROUS REVEL ◆◆ FEAT 17

DRAGON **EMOTION** **ENCHANTMENT** **MENTAL**

Prerequisites havoc dragon or indigo dragon heritage

Frequency once per day

You bring forth a reverie either from Elysium, if you're a havoc dragon, or from your own innate desire to party, if you're an indigo dragon, in order to inspire allies, confuse foes, and befriend onlookers. A surge of inspiration and joy surrounds you in a 30-foot emanation filled with bright colors and beautiful music. For each target you can perceive in the area, choose whether to grant them a +1 status bonus to attack rolls, saving throws, and skill checks for 1 minute, attempt to confuse them, or attempt to charm them.

If you attempt to confuse a target, the target must succeed at a Will save against the higher of your class DC or spell DC or be confused for 1 round, or confused for 1 minute on a critical failure. Confused creatures engage in raucous laughter in addition to other effects of confusion.

If you attempt to charm a target, the target must succeed at a Will save, with a +4 circumstance bonus if you or your allies have threatened it or taken a hostile action against it recently, or become friendly to you for 1 minute, or helpful for 1 minute on a critical failure, and it can't take hostile actions against you; the charm effect has the incapacitation trait.

RECURRING FEAR FEAT 17

DRAGON

Prerequisites Frightful Presence

You are able to stoke your frightful presence more often. You can use Frightful Presence once per hour, instead of once per day.

REDEMPTION FEAT 17

UNCOMMON **DRAGON**

Prerequisites paradise dragon heritage

While your cousins, bliss dragons, tend to be peaceful in their pursuit of redemption, as a guardian, you know things sometimes get violent, and so you have gained the supernatural power to grant a fallen ally or foe a second chance. Once per week, you can cast a 6th-, 7th-, or 8th-level *raise dead* as an innate divine spell. At 19th level, you can also choose to cast a 9th-level *raise dead*. The dead creature can choose whether to accept your offer of redemption and a new life, in which case in addition to the other effects of *raise dead*, the creature's alignment changes one step towards good, or one step towards lawful if it was already good. If the dead creature refuses the bargain in order to preserve its alignment, the diamonds in the spell's cost aren't consumed in the casting, and it doesn't cost you your weekly use of your innate *raise dead*.

RIDE THE BREATH ◆ FEAT 17

DRAGON **EVOCATION**

Frequency once per day

You concentrate your breath into a powerful line and then evoke your entire body into the energy or matter from your breath weapon, traveling along with the attack. Creatures in a line with a length up to 120 feet take 18d6 damage of your heritage's associated damage type with a basic Reflex save against the higher of your class DC or spell DC. You rematerialize at the other end of the area. While your movement can still trigger reactions, most reactions typically won't have an effect on you while you are lightning, fire, and the like unless the reaction would counteract Ride the Breath or the GM determines it would affect the surging line of breath itself.

SCORCHED EARTH ◆ FEAT 17

ARCANE **DRAGON** **EVOCATION** **FIRE**

Prerequisites underworld dragon heritage

Frequency once per day

Requirements You are touching the ground.

Pressing against the ground to build up friction and heat, you rush forward and then scorch the earth around you. You Stride. At the end of your Stride, all creatures in a 60-foot-radius emanation, including those that are burrowing 10 feet or less below the surface of the superheated ground, take 8d6 fire damage with a basic Reflex save against the higher of your class DC or spell DC. On a critical failure, they are also enfeebled 1 for 1 minute. At 18th level, the damage increases to 9d6, and at 20th level, the damage increases to 10d6.

SEPULCHER FEAT 17

DRAGON

Prerequisites Entomb



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Your entombing crypts can transform someone into a stone monument of their former selves. If a creature ends its turn within a crypt from your Entomb ability, it must attempt a Fortitude save; this is an incapacitation and transmutation effect.

This slow effect ends immediately when the creature leaves the crypt or the crypt is destroyed. However, if the slowed condition ever becomes so high that they are unable to act, they are permanently petrified, requiring a *stone to flesh* spell or similar magic to return to flesh.

Critical Success The creature reduces any slowed condition it gained from the crypt by 2.

Success The creature reduces any slowed condition it gained from the crypt by 1.

Failure The creature is slowed 1, as its body begins to petrify. If they were already slowed from this effect, increase their slowed value by 1 instead.

Critical Failure As failure, except the creature is slowed 2 or increases its slowed value by 2 if it was already slowed from this effect.

SPELLTURNING SCALES ↻ FEAT 17

UNCOMMON ABJURATION DRAGON

Frequency once per day

Trigger A spell of 7th level or lower targets you.

You quickly energize your scales with just the right magic to reflect your enemy's spell back at them. Attempt a counteract check against the triggering spell with a counteract level of 7 and a counteract modifier of your spell DC - 10 or your class DC - 10, whichever is higher. On a success, the effect is turned back on the caster. If the caster has a similar ability, such as the *spell turning* spell, they can use it to turn the spell back on you, in which case the attempt automatically succeeds; in the same way, you can use Spellturning Scales to automatically turn back a spell if a foe uses *spell turning* against your spell.

STABILIZE MASS FEAT 17

DRAGON

Prerequisites Empowered Mass

You are able to maintain a larger size without suffering the usual drawbacks to agility. You are no longer clumsy 1 from the Empowered Mass feat.

STAR FLIGHT FEAT 17

UNCOMMON DRAGON

Prerequisites lunar, solar, time, void, or vortex dragon heritage

You have regained the full power of star flight, allowing you to soar through the stars. You can survive in the vacuum of space and move quickly between celestial bodies, bringing along other creatures. It usually takes a few days to reach distant locations in the same solar system, and months or years to reach other locations, though the timing and speed varies dramatically. For example, locations within the same solar system are usually 10,000 times closer than the nearest other solar systems, but it doesn't take decades or centuries to reach them. You can bring along one creature up to one size smaller than you, two creatures up to two sizes smaller than you,

Star Flight and Time Travel

Outer dragons' star flight ability is a powerful effect, akin to a less efficient 9th-level teleport or a much slower 10th-level teleport, that can have a major effect on your game. It's listed as an uncommon 17th-level ancestry feat, but in truth, in most campaigns, it would be disruptive or unhelpful, and in a campaign where the GM and players would want to make use of it, where the whole point is to travel between the stars, it might be more of a mandatory plot device than a power up. In those cases, consider deciding as a group to give star flight to the outer dragon PC for free at a lower level, and allow it to bring more people along. After all, if it's mandatory for the story you want to tell, the outer dragon PC shouldn't need to spend a feat for it.

Similarly, legends tell of the most powerful great wyrm time dragons being able to travel through time a limited number of times in their millennia-long lifespan. This time travel ability isn't listed as a feat anywhere in this book. This is because it's also a plot device, one that's likely even more disruptive or mandatory than space flight, and one that is strictly limited throughout a dragon's life and thus would burn a feat slot once expended (or equally problematically, if retraining was allowed, the dragon would just retrain it). Thus, it's recommended for the GM and players to decide together if they want to add a time travel plotline and just give the ability to the time dragon PC for free when needed. This also allows an element of uncertainty if the time dragon doesn't know when they'll receive their next time warp, meaning the PCs might be stranded for a period, or for good, in the other time.

or four creatures up to three sizes smaller than you, and they are likewise protected from the vacuum of space.

TRANSFORMING BREATH ↻ FEAT 17

DRAGON

Prerequisites Dragon Breath, tumult dragon heritage

Frequency once per day

You infuse strange protean energy into your breath weapon, allowing you to transform one of your victims into a harmless form. If your next action is Dragon Breath, choose one target creature that took damage from your Dragon Breath that you can perceive. That creature must attempt a Fortitude save against the higher of your class DC or spell DC to avoid being transformed into a harmless animal, with the effects of *baleful polymorph*. This additional effect has the divine, incapacitation, polymorph, and transmutation traits.





Draconic Ravager

Dragons vary in their temperaments and personalities as much as any other ancestry, perhaps more so, but one commonality shared across the various heritages of dragons is that they are fierce and powerful in combat. And the mightiest of those dragons, those who stand victorious time and time again in martial combat, are draconic ravagers. Let other dragons fritter away their time on magical pursuits! A draconic ravager understands that the fastest and least costly way to end a conflict is with the application of immediate and inexorable force, whether you intend to dominate or annihilate your foes, or just to put them in their place so they will listen to reason. As an aeternal draconic ravager, you focus your flexible and fast-growing magical power to enhance your muscles, scales, body, and martial prowess. This allows you to reach the size and fighting capability of a dragon centuries older than you within a few short weeks or months.

DRACONIC RAVAGER DEDICATION FEAT 2

ARCHETYPE DEDICATION

Prerequisites dragon ancestry

You have begun to focus your resurgent magic from the lux aeterna ritual into your body, restoring your unarmed attacks, thickening your scales, and making you a fearsome sight to behold. You gain the Additional Unarmed Attack feat, gaining one of the additional unarmed attacks available to your heritage. Additionally, the claw and jaws unarmed attacks you gained from the dragon ancestry, as well as the unarmed attacks you gain from the Additional Unarmed Attack feat, increase their damage die by one step, from 1d6 to 1d8 for the jaws and from 1d4 to 1d6 for the other unarmed attacks. If you aren't trained in class DC, you become trained in class DC for draconic ravager, based on the higher of your Strength or Dexterity modifiers.

Special You can't select another dedication feat until you've gained two other feats from the draconic ravager archetype.

BREATH OF THE DRAGON FEAT 4

ARCHETYPE

Prerequisites Draconic Ravager Dedication

You've focused your magic on empowering your breath weapon beyond that of most aeternal dragons. You gain the Dragon Breath feat, except your Dragon Breath deals d6s of damage instead of d4s. If you have the Deep Breath feat, it increases the damage to twice as many d6s as usual instead of twice as many d4s. If you already had the Dragon Breath feat, you can immediately retrain it.

DRACONIC ADVANCE ♦♦ FEAT 4

ARCHETYPE

Prerequisites Draconic Ravager Dedication

You surge into battle with a rush of speed. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy with an unarmed attack you gained from the dragon ancestry. You can Burrow, Climb, Fly, or Swim instead of Striding if you gained the corresponding movement type from the dragon ancestry.



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FOOL'S WISDOM ◀

FEAT 4

ARCHETYPE SECRET

Prerequisites Draconic Ravager Dedication, harlequin dragon heritage

You delve deep into your enemies strengths and weaknesses, relying on your instinctive ability to assess them from just a brief glance, the better to poke fun at them later. The GM rolls a secret Perception check for you against the Deception or Stealth DC of an enemy of your choice who is not concealed from you, hidden from you, or undetected by you, whichever of the two DCs is higher. The enemy must be either engaged in combat or conversation, and you tend to learn more about weaknesses that are applicable to the situation (such as low Perception or Will modifiers from a conversation, rather than low Fortitude). The GM might apply a penalty for the distance between you and the enemy. The enemy is then temporarily immune to your Fool's Wisdom for 1 day.

If you are using the influence subsystem, instead of the results below, you can choose to gain the results of a Discover action, without spending an influence round to do so. You can do so only once per influence encounter, regardless of the number of NPCs or the amount of time in the encounter.

Critical Success The GM chooses two of the following pieces of information about the enemy to tell you: which of their weaknesses is highest, which of their saving throws has the lowest modifier, one immunity they have, or which of their resistances is highest. In the event of a tie, the GM should pick one at random.

Success The GM chooses one piece of information from the above list to tell you about the enemy.

Critical Failure The GM gives you one piece of false information about the enemy that appears to be from the above list but is inaccurate (for instance, if their Will save is lowest, the GM might say their Reflex save is lowest instead).

INSCRIBE DISORIENTING GLYPH ◀

FEAT 4

ARCHETYPE

Prerequisites Draconic Ravager Dedication, edict dragon heritage, tail unarmed attack

Instead of bashing a foe with your tail, you can inscribe a disorienting glyph. Strike with your tail unarmed attack, but instead of dealing damage or applying any of the other effects you would normally apply on a successful Strike, you inscribe a glyph on the target. The glyph makes the target flat-footed until the end of your next turn on a successful Strike, or for 1 minute on a critical success. The target or its allies can rub off the glyph by spending a single Interact action, or by spending two Interact actions if you critically succeeded on the Strike. The two Interact actions need not be consecutive.

RAVAGER'S SCALES

FEAT 4

ARCHETYPE

Prerequisites Draconic Ravager Dedication

You focus a great deal of magic into your scales, allowing them to protect you more thoroughly from harm. You gain the Empower Scales ancestry feat, except your scales grant you a +2 item bonus to AC with a Dex cap of +3. If you already had the Empower Scales feat, you can immediately retrain it.

TERRIFYING REBUKE ↷

FEAT 4

ARCHETYPE

Prerequisites Draconic Ravager Dedication, nightmare dragon heritage

Trigger A creature within 30 feet critically fails an attack roll against you.

You taunt a foe for their utter failure to harm you, terrifying them with nightmares of your inevitable victory. You attempt to Demoralize the triggering creature.

WING DEFLECTION ↷

FEAT 4

ARCHETYPE

Prerequisites Draconic Ravager Dedication, blue dragon, brass dragon, edict dragon, magma dragon, paradise dragon, silver dragon, or vortex dragon heritage

Trigger You are targeted with an attack.

When your enemies try to strike you down, you block the attack with your wing. You gain a +2 circumstance bonus to AC against the triggering attack. If you're Flying, you descend 10 feet after the attack is complete.

DRACONIC RAVAGER FEATS

If you need to look up a draconic ravager feat by name instead of by level, use this table.

Feat	Level
Absolute Cold	8
Abyssal Vengeance	18
Adamantine Claws	18
Adapt Resistance	8
Adjust Size	10
Ancient's Size	12
Aura of Fear	16
Bite of Opportunity	6
Blasting Bite	16
Blight Coils	12
Blizzard	14
Breath of the Dragon	4
Brine Spit	12
Bullying Bite	12
Bullying Frenzy	10
Cerulean Hazard Sense	8
Coiling Frenzy	14
Commanding Breath	12
Constrict	8
Crystallize Flesh	18
Deflecting Cloud	10
Delirium Breath	10
Devastating Bite	6
Dissolving Breath	10
Draconic Advance	4
Draconic Frenzy	6
Draconic Momentum	8
Draconic Ravager Dedication	2
Draconic Reflexes	14
Dragon Chill	12
Dragon Heat	12
Draining Bite	8
Dream Shimmer	6
Electricity Aura	12
Empowered Size	8
Entropic Breath	12
Exaggerate Weakness	8
Fool's Wisdom	4
Fragmented Strike	14
Freezing Blood	10
Furious Momentum	18
Gather Frenzy	14
Gleaming Armor	14
Golden Luck	18
Grave Breath	8
Ground Slam	10
Hindering Shards	14
Impenetrable Scales	6





Feat (cont.)	Level
Incredible Resistance	8
Inscribe Disorienting Glyph	4
Inspire Envoy	20
Jester's Jeer	6
Lashing Constrict	16
Lashing Tail	10
Laughing Gas Breath	10
Leak Corruption	8
Lethal Claws	18
Lingering Bite	10
Lingering Breath	12
Liquefy	12
Lunar Breath	10
Magic Resistance	12
Mental Static Aura	12
Miasma	14
Mist Breath	14
Mushroom Burst	10
Obliterating Breath	14
Obliteration Bite	10
Oppressive Heat	8
Overwhelming Spice	12
Painful Strikes	14
Paralyzing Gas Breath	12
Peacemaker	12
Peregrinate	6
Piezo Breath	6
Piezoelectric Shock	10
Primeval Fire	8
Ravager's Camouflage	10
Ravager's Scales	4
Ravager's Wings	16
Rebuking Breath	14
Repulsion Gas Breath	12
Rotting Breath	12
Scaled Bulwark	8
Scintillating Aura	16
Sedating Sparks	14
Seeking Breath	12
Shadow Breath	12
Sickening Bite	16
Sleep Gas Breath	12
Slime Breath	10
Slow Aura	20
Slowing Gas Breath	10
Spirit Eater	10
Spore Breath	8
Stunning Electricity	18
Stunning Frenzy	8
Stunning Venom Breath	12
Stupefying Breath	10
Suffocating Breath	12
Sweeping Scrawl	10

BITE OF OPPORTUNITY ↻ FEAT 6

ARCHETYPE

Prerequisites Draconic Ravager Dedication; bliss dragon, bronze dragon, crypt dragon, gold dragon, infernal dragon, occult dragon, red dragon, solar dragon, time dragon, or umbral dragon heritage

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

When your foe lets down their guard, you give them a nasty bite. Make a jaws Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

DRACONIC FRENZY ⚡ FEAT 6

ARCHETYPE FLOURISH

Prerequisites Draconic Ravager Dedication, any heritage except an imperial dragon (forest, sea, sky, sovereign, or underworld)

You thrash at your foes with a frenzy of unarmed attacks. Strike three times with a combination of your claw Strike, your jaws Strike, and the unarmed attacks you've gained from Additional Unarmed Attack. At most one of these attacks can be from each of your horn, jaws, or tail Strikes, and at most two of the attacks can be from each of your claw or wing Strikes. You can make the Strikes in any order. For example, you could attack with your jaws once and claw twice or with jaws once, tail once, and claw once, but you couldn't attack with jaws twice and claws once, or with claws three times.

DREAM SHIMMER ↻ FEAT 6

ARCHETYPE

Prerequisites Draconic Ravager Dedication, dream dragon heritage

Trigger A creature targets you with an attack, and you're aware of the attack and aren't flat-footed. You create brief, shimmering dream images around you, confusing your foe and potentially foiling the attack. You become concealed against the triggering attack.

DEVASTATING BITE ⚡ OR ⚡ FEAT 6

ARCHETYPE

Prerequisites Draconic Ravager Dedication

You gather the magical power dwelling within you into your throat, but instead of a breath weapon, you deliver an incredibly powerful bite. Make a jaws Strike. If you spend two actions and this Strike hits, you deal additional damage of the same damage type as your draconic heritage's breath weapon. The amount of additional damage is equal to one of your jaws Strike's weapon damage die (usually 1d8 for a draconic ravager). You can instead spend 3 actions to perform an even more devastating bite, increasing the additional damage to two weapon damage dice (typically 2d8).

If you're at least 10th level, the additional damage from this feat doubles, typically dealing 2d8 additional damage if you spend 2 actions or 4d8 additional damage if you spend 3 actions. If you're at least 18th level, the additional damage from this feat triples, typically dealing 3d8 additional damage if you spend 2 actions or 6d8 additional damage if you spend 3 actions.

IMPENETRABLE SCALES FEAT 6

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Sturdy Scales ancestry feat

Your scales become even tougher to penetrate, granting you increasing benefits. You can choose to have your scales become heavy armor; if you do, its statistics change, and it grants you a +5 item bonus to AC, with a +1 Dex cap, -3 check penalty, -10-foot Speed penalty, and Strength score of 18. Whether you choose to make your scales become heavy armor or not, you gain the armor specialization effect from your scales. Since they are from the plate armor group, this benefit grants you resistance to slashing damage equal to 1 + your scales' *potency* rune, or 2 + your scales' *potency* rune if you chose to make your scales heavy armor. The decision whether or not to make your scales into heavy armor is permanent.



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JESTER'S JEER ↷

FEAT 6

ARCHETYPE

Prerequisites Draconic Ravager Dedication, trained in Intimidation, harlequin dragon heritage

Trigger A foe critically fails a Strike against you.

You laugh and poke fun at your foe's incredible incompetence, filling them with dread until they finally land a blow on your sneering visage. Attempt to Demoralize the foe. If you succeed, the foe's frightened condition can't decrease to less than 1 at the end of its turn until it either successfully Strikes you or doesn't observe or sense you for at least 1 round.

PEREGRINATE ↷

FEAT 6

ARCHETYPE

Prerequisites Draconic Ravager Dedication, cerulean dragon heritage

Trigger A foe's turn ends, during which that foe hit you with a melee Strike.

You wander away from danger, putting yourself at a safe distance or repositioning yourself to strike. You Stride up to half your Speed, and your movement doesn't trigger reactions triggered by movement, such as Attacks of Opportunity. If you have a swim Speed, you can instead Swim up to half your swim Speed, and if you have a fly Speed, you can instead Fly up to half your fly Speed.

PIEZO BREATH

FEAT 6

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, amber dragon heritage

You've learned how to leave the electricity of your piezoelectric sand unactivated, so as to lay a trap for unwary creatures. Whenever you use Dragon Breath, if you use it on an area such that the breath doesn't impact a wall or an object or creature of size Small or larger, you can choose to leave the sand unactivated on the ground. If you do, the first time a creature or object of size Small or larger enters the area (by walking into the area, being shoved or thrown into the area, and so on) the pressure they place on the sand activates the sand throughout the area, causing the delayed effects of your Dragon Breath to happen immediately. If nothing large enough enters the area by the time your Dragon Breath has recharged (usually 1d4 rounds), the electricity from the previous breath dissipates harmlessly. While there is obviously sand in the area after you use Piezo Breath, it might not be obvious that the sand will produce electricity when a creature steps on it. Creatures unfamiliar with the nature of your sand or amber dragons in general can still determine that the sand is a trap if they spend a Seek action or similarly inspect the sand and succeed at a Perception check against your Dragon Breath's DC.

THOUGHT TRAVEL ✦

FEAT 6

ARCHETYPE CONCENTRATE CONJURATION MOVE OCCULT TELEPORTATION

Prerequisites Draconic Ravager Dedication, astral dragon heritage

Frequency once per minute

You plan out a movement in your mind's eye and then instantly transform into thought, moving to the end location without passing through the intervening space. Choose any space you can see that you could reach in a single Stride, or with a single Climb, Fly, or Swim action if you have the corresponding speed. You instantly appear in the space you chose. This movement doesn't trigger reactions based on movement, such as Attacks of Opportunity.

TWISTING TAIL ↷

FEAT 6

ARCHETYPE

Prerequisites Draconic Ravager Dedication; apocalypse dragon, copper dragon, crystal dragon, etheric dragon, green dragon, havoc dragon, lunar dragon, or tumult dragon heritage; tail unarmed attack

Trigger A creature within your reach uses a move action or leaves a square during a move action it's using.

You swing your tail, twisting to intercept your enemy's path. Make a tail Strike against the triggering creature. If the attack is a critical hit, you disrupt the triggering move action.

Feat (cont.)	Level
Sweltering Heat	12
Tail Swipe	8
Temporal Breath	12
Terrifying Rebuke	4
Thought Travel	6
Thundering Bite	8
Tidal Wave	20
Trample	16
Twisting Tail	6
Undetectable Essence	18
Vacuum Breath	10
Vexing Wings	10
Violent Retort	16
Void Gaze	16
Volcanic Purge	16
Vortex	14
Vortex Pull	16
Wave Breath	10
Weakening Gas Breath	12
Widen Breath	8
Wing Deflection	4
Wyrms' Size	18

ABSOLUTE COLD ❖

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, lunar dragon heritage

Space itself doesn't feel cold, as it doesn't conduct heat well. Nonetheless, you've learned how to draw the power of moons into your breath weapon to overcome nearly any cold resistance. If your next action is to use Dragon Breath, your Dragon Breath ignores an amount of the target's resistance to cold equal to twice your level. This applies to all damage the Dragon Breath deals, including persistent damage and damage caused by an ongoing effect of your Dragon Breath. A creature's immunities are unaffected.

ADAPT RESISTANCE ↻

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, tumult dragon heritage
Trigger You take acid, cold, electricity, fire, or sonic damage.

You adapt your resistance to protect against further damage of the same type for a brief time. Until the end of your next turn, your Draconic Resistance from the tumult dragon heritage changes from its original type to the type of damage you took. If you took more than one qualifying damage type at the same time, choose one. This resistance doesn't apply to the triggering damage, only against future damage taken until the end of your next turn.

CERULEAN HAZARD SENSE

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, cerulean dragon heritage

Your adventurous cerulean dragon instincts have honed to the point that you can notice any hazard you come across. You gain a +1 circumstance bonus to Perception checks to find traps and hazards, to AC against their attacks, and to saves against their effects. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching.

CONstrict ❖

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, apocalypse dragon heritage or any imperial dragon heritage (forest, sea, sky, sovereign or underworld)

Requirements You have a creature grabbed or restrained.

While you continue to hold them in place with your claw, you constrict your grabbed foe with your tail, crushing the life out of them. The creature takes bludgeoning damage equal to your level + your Strength modifier, with a basic Fortitude save against your class DC.

DRACONIC MOMENTUM

FEAT 8

ARCHETYPE

Prerequisites Draconic Frenzy or Coiling Frenzy, Dragon Breath

When your frenzy is especially effective, you draw on your momentum to spark your magic and recharge your breath weapon. If you get a critical hit with one or more of the Strikes with your Draconic Frenzy or Coiling Frenzy, you instantly recharge your Dragon Breath and are able to use it again without waiting the usual 1d4 rounds. This has no effect on the recharge time of the Deep Breath feat.

Special If you gain the Coiling Frenzy feat, you can immediately retrain an 8th-, 10th-, or 12th-level feat to Draconic Momentum. This is against the usual rules for retraining, which typically don't allow you to retrain for a feat for which you wouldn't qualify at the feat's original level.





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DRAINING BITE ◆

FEAT 8

ARCHETYPE NEGATIVE

Prerequisites Devastating Bite, umbral dragon heritage

Frequency once per hour

Your devastating bite drains vigor and strength from a living foe to invigorate you with a temporary boost to your own health. If your next action is a Devastating Bite against a living target, and you hit with the jaws Strike, all of the additional damage dice deal negative damage instead of the normal piercing damage. If your jaws Strike deals the target any negative damage, you gain temporary Hit Points equal to your level, which last for up to 1 minute. Additionally, the target must attempt a Fortitude save against your class DC, with the following results.

Critical Success The target is unaffected.

Success The target is enfeebled 2 for 1 round.

Failure The target is enfeebled 2 for 1 minute.

EMPOWERED SIZE

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication

You use your increasing magical power to grow larger, focusing on maintaining your coordination as you grow. Thanks to your ravager training, you're able to keep your movements fluid even at your larger size. Your size increases to Large and your reach increases to 10 feet. This doesn't change any of your other statistics.

EXAGGERATE WEAKNESS >

FEAT 8

ARCHETYPE EMOTION MENTAL

Prerequisites Draconic Ravager Dedication, vermilion dragon heritage

Trigger You critically fail a saving throw against a foe's effect, or a foe critically hits you.

You lean into your failure, playing up how helpless and defeated you are and potentially distracting your foe with their amusement at your piteousness. They must attempt a Will save against your class DC. Afterwards, the foe is temporarily immune to your Exaggerate Weakness for 1 day.

Critical Success The foe is unaffected.

Success The foe is distracted by your antics and takes a -1 status penalty on Perception checks and Will saves for 1 round.

Failure The foe is overcome by amusement at your display and is stupefied 1 for 1 round.

Critical Failure The foe is lost in its amusement at your miserable failure. Due to its incredible distraction, it is stupefied 2 for 1 round and stunned 1.

GRAVE BREATH ◆

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, etheric dragon heritage

You imbue your breath with powerful ether imbued with the overwhelming essence of death itself, causing it to tear away creatures' souls. If your next action is to use Dragon Breath, your Dragon Breath gains the death trait.

Void Dragons & Void Corruption

The lux aeterna ritual helps void dragons avoid the inevitable corruption of their essences, mind, body, life, and spirit. Instead, an aeternal void dragon can control just how far they let themselves slip towards oblivion. As long as an aeternal void dragon avoids the draconic ravager feats Leak Corruption, Obliterating Bite, Suffocating Breath, and Void Gaze, as well as the ancestry feat Nauseating Presence, they essentially sidestep the corruption entirely. Even taking a few of those feats only incrementally corrupts the void dragon, by an amount that most void dragons find manageable and doesn't lead to an inevitable spiral of decline. If you're playing a void dragon, there's no exact game mechanical effect on your character to represent the growing corruption, since the personality changes vary from dragon to dragon. It's up to you to roleplay your void dragon as you make the difficult decision as to whether to accept these feats, and the corruption they bring, as well as to roleplay the effects of each successive corrupting feat.

INCREDIBLE RESISTANCE

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Draconic Resistance

You've built up magic, increasing your resistance beyond what is normally possible for an aeternal dragon. Your resistance from Draconic Resistance increases to be equal to your level.

LEAK CORRUPTION >

FEAT 8

ARCHETYPE NEGATIVE

Prerequisites Draconic Ravager Dedication, void dragon heritage

Trigger An adjacent creature deals piercing or slashing damage to you, or a creature deals piercing or slashing damage to you with a melee unarmed attack.

The corruption in your blood leaks out, devouring your assailant. The triggering creature takes negative damage equal to your level, with a basic Reflex save against your class DC.

OPPRESSIVE HEAT ◆

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, infernal dragon heritage

You infuse your breath with the oppression of Hell, crushing your foes' morale and preventing them from feeling hope. If your next action is to use Dragon Breath, you suppress beneficial emotion effects on all creatures who fail their save against your Dragon Breath for 1 round. If a creature critically fails their save, you suppress beneficial emotion effects on that creature for 3 rounds instead. This doesn't remove the beneficial emotion effect, nor does it have any effect on other creatures benefiting from the same beneficial emotion effect.



PRIMEVAL FIRE ◆

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, solar dragon heritage

You've learned how to draw the heat of a star into your breath weapon to overcome nearly any fire resistance. If your next action is to use Dragon Breath, your Dragon Breath ignores an amount of the target's resistance to fire equal to twice your level. This applies to all damage the Dragon Breath deals, including persistent damage and damage caused by an ongoing effect of your Dragon Breath. A creature's immunities are unaffected.

SCALED BULWARK

FEAT 8

ARCHETYPE

Prerequisites Impenetrable Scales

Your scales protect you from harm, even when your reflexes aren't enough on their own. If you chose for your scales to become heavy armor, they gain the bulwark trait.

SPORE BREATH

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, toadstool dragon heritage

When you use your Dragon Breath, you can choose to release a cone of random spores that cause a variety of potential effects, rather than spores of deadly poison, though if you do so, even you won't be able to predict the results.

Once per hour, when you use Dragon Breath, you can release a cone of random spores. If you choose to release the random spores, roll 1d12 and consult the table below to find the name of another Draconic Ravager feat that changes Dragon Breath to a different effect. Change the breath weapon's effect from poison damage to instead reproduce the effects of the listed feat's once per hour effect, though the effect is caused by your spores rather than gas, moonlight, or any other catalyst indicated in the listed feat.

This version of Dragon Breath has the traits from the listed feat, except that it is primal instead of arcane, divine, or occult if the listed feat normally gives the Dragon Breath the arcane, divine, or occult trait.

TABLE 1: SPORE BREATH RANDOM EFFECT

Roll Result	Feat Effect
1	Bewildering Breath
2	Commanding Breath
3	Laughing Gas Breath
4	Lunar Breath
5	Paralyzing Gas Breath
6	Repulsion Gas Breath
7	Rotting Breath
8	Sleep Gas Breath
9	Slime Breath
10	Slowing Gas Breath
11	Stupefying Breath
12	Weakening Breath

STUNNING FRENZY

FEAT 8

ARCHETYPE

Prerequisites Draconic Frenzy or Coiling Frenzy

The power of your frenzy is too much for one opponent to handle. If you make all the attacks with your Draconic Frenzy or Coiling Frenzy against the same target, if any of the Strikes hits and deals damage, the target must succeed at a Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

Special If you gain the Coiling Frenzy feat, you can retrain an 8th-, 10th-, or 12th-level feat to Stunning Frenzy. This is against the usual rules for retraining, which typically don't allow you to retrain for a feat for which you wouldn't qualify at the feat's original level.

TAIL SWIPE ◆◆

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, tail unarmed attack

You extend your tail and swing it in an arc against two foes. Make a single melee Strike with your tail unarmed attack and compare the attack roll result to the ACs of up to two foes, each of whom must be either within your melee reach or up to 5 feet beyond your melee reach, and adjacent to the other. Roll damage only once and apply it to each creature you hit. A Tail Swipe counts as two attacks for your multiple attack penalty. The modifier from the sweep trait applies to all your Tail Swipe attacks, and as a reminder, the tail unarmed attack gained from the dragon ancestry has the sweep trait.

THUNDERING BITE

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, cloud dragon heritage

Your jaws release deafening claps of thunder. On a successful jaws Strike, the target must attempt a Fortitude save against your class DC or be deafened for 1 round, or 1 minute on a critical failure. If the jaws Strike is a critical hit, they are instead deafened for 1 minute on a failed Fortitude save and permanently deafened on a critical failure. No matter the result, they are then temporarily immune to the deafening effect of your Thundering Bite for 1 minute.

WIDEN BREATH ◆

FEAT 8

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath

You channel your breath to affect a much wider area with the full intensity of your wrath. If your next action is to use Dragon Breath, the area increases to a 30-foot cone, 60-foot line, or 10-foot burst (as appropriate). If you also take a deep breath using the Deep Breath feat, the area instead increases to a 60-foot cone, 120-foot line, or 20-foot burst, as appropriate.

ADJUST SIZE ◆

FEAT 10

ARCHETYPE CONCENTRATE TRANSMUTATION

Prerequisites Empowered Size

Now that you understand how magic and size are interconnected, you can change between sizes with ease. You change to either Medium size or any of the sizes granted by your Draconic Ravager feats. Your



reach and space change to match the size you chose (5-foot reach for Medium, 10-foot reach for Large, 15-foot reach for Huge, and 20-foot reach for Gargantuan). This size lasts until you use Adjust Size again. Adjust Size gains the tradition trait associated with your draconic heritage.

BULLYING FRENZY FEAT 10

ARCHETYPE

Prerequisites Draconic Frenzy

You can unleash the power of your frenzy for more than just raw damage, allowing you to batter and wrestle your foes as they face your wrath. You can replace any number of the Strikes in your Draconic Frenzy with Grapple, Shove, and Trip attempts.

DEFLECTING CLOUD FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, cloud dragon heritage

Trigger A creature targets you with a ranged Strike, and you're aware of the attack and aren't flat-footed.

You flex your wing and call forth a billowing cloud of mist, making it extremely difficult for the attack to hit you. You become concealed by the mist against the attack, which typically requires the foe to succeed at a DC 5 flat check to hit you. You also gain a +4 circumstance bonus to AC against the triggering attack, unless the attack is from an unusually massive projectile, such as a boulder or a ballista bolt. However, if you are Huge or Gargantuan, you gain the circumstance bonus to AC even against unusually massive projectiles; after all, they aren't so big compared to you!

DELIRIUM BREATH FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, havoc dragon heritage

You can alter the pitch of your breath weapon to cause confusion, rather than sonic damage. Once per hour, when you use Dragon Breath, change the effect from sonic damage to instead require a Will save against your class DC. On a failure, a creature is confused for 1 round, or 2 rounds on a critical failure. This version of Dragon Breath has the arcane, emotion, enchantment, and mental traits.

DISSOLVING BREATH FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, rift dragon heritage

You increase the Abyssal causticity of your breath, causing it to reduce a creature's resistance to acid and physical damage for a short time. If your next action is Dragon Breath, after applying the damage from your Dragon Breath, until the end of your next turn, creatures who fail their saving throw reduce their acid resistance by 5 and their resistance to bludgeoning, piercing, slashing, or all physical damage by 2; creatures that critically fail instead reduce their acid resistance by 10 and their resistance to bludgeoning, piercing, slashing, or all physical damage by 5.



FREEZING BLOOD ↻

ARCHETYPE

Prerequisites Draconic Ravager Dedication, white dragon heritage
Trigger An adjacent creature deals piercing or slashing damage to you, or a creature deals piercing or slashing damage to you with a melee unarmed attack.

Your ice cold blood sprays out onto the creature who dared to harm you, chilling and potentially slowing them. The triggering creature takes cold damage equal to your level, with a basic Reflex save against your class DC. On a critical failure, they are also slowed 1 for 1 round.

FEAT 10

GROUND SLAM ⚡

ARCHETYPE FLOURISH

Prerequisites Draconic Ravager Dedication, white dragon heritage
Requirements You are on the ground or flying within 10 feet of the ground.

You smash into the ground with great force, creating a shockwave that damages your foes and potentially knocks them over. If you're flying, you descend to the ground below, and Ground Slam gains the move trait. Then, all creatures on the ground within a 10-foot emanation take 3d6 bludgeoning damage, with a basic Reflex save against your class DC. On a critical failure, they are also knocked prone. You can then Step. If you were flying, the area increases from a 10-foot emanation to a 15-foot emanation and the bludgeoning damage increases from d6s to d8s. At 12th level, the bludgeoning damage increases to 4d6, at 15th level it increases to 5d6, and at 18th level it increases to 6d6.

LASHING TAIL ↻

FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, black dragon heritage, tail unarmed attack

Frequency once per minute

Trigger A creature within your reach uses an action to Strike or attempts a skill check.

When your foe tries something, you spitefully swat them with your tail, hindering their action. Make a tail Strike against the triggering creature. If you hit, the creature takes a -2 circumstance penalty to the triggering roll.

LAUGHING GAS BREATH

FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, harlequin dragon heritage

You can subtly transform your breath to create a laughing gas, rather than a cone of deadly poison. Once per hour, when you use Dragon Breath, change the effect from poison damage to instead require a Will save against your class DC with the following effects. This version of Dragon Breath has the arcane, emotion, enchantment, and mental traits.

Critical Success The creature is unaffected.

Success The creature begins chuckling at inopportune moments, giving it a -2 status penalty on all checks made as part of a reaction for 1 round.

Failure The creature is plagued with uncontrollable laughter. It can't use reactions for 2 rounds.

Critical Failure The creature is completely overcome by laughter. It can't use reactions for 2 rounds and is slowed 1 for 2 rounds.

LINGERING BITE

FEAT 10

ARCHETYPE

Prerequisites Devastating Bite

When you empower your jaws with your magic, the effect clings to your foes. If you hit with a Devastating Bite, the foe also takes 2d8 persistent damage of the same damage type as the additional damage. If you're at least 18th level, the persistent damage increases to 3d8.





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LUNAR BREATH

FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, lunar dragon heritage

You can transform your breath weapon into a shimmering line of bewildering moonlight, rather than a line of lunar chill. Once per hour, when you use Dragon Breath, change the effect from cold damage to instead require a Will save against your class DC, with the effects listed below. This version of Dragon Breath has the arcane, evocation, and light traits.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round and outlined with moonlight for 1 minute. A visible creature can't be concealed while outlined by moonlight. If a creature is invisible, it is concealed while affected by moonlight, rather than being undetected.

Failure As success except the creature is dazzled for 1 minute.

Critical Failure As success except the creature is confused for 1 round and dazzled for 1 minute.

MUSHROOM BURST ↻

FEAT 10

ARCHETYPE POISON

Prerequisites Draconic Ravager Dedication, toadstool dragon heritage

Trigger An adjacent creature deals piercing or slashing damage to you, or a creature deals piercing or slashing damage to you with a melee unarmed attack.

When your foe damages you, they burst one or more of the mushrooms growing on your body, exposing themselves to poisonous spores. The triggering creature takes poison damage equal to your level, with

a basic Fortitude save against your class DC. On a critical failure, they are also sickened 1.

OBLITERATION BITE

FEAT 10

ARCHETYPE NEGATIVE

Prerequisites Devastating Bite, void dragon heritage

You imbue your bite with the corruption of the void, causing it to disintegrate your foe's body. You can choose for the additional damage from Devastating Bite to be negative damage, rather than the usual damage type. If you choose to do so, if the foe you're biting takes any negative damage, and if the attack brings your foe to 0 Hit Points, it must succeed at a Fortitude save against your class DC or be disintegrated into nothing more than cosmic dust (its gear remains).

PIEZOELECTRIC SHOCK ↻

FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, amber dragon heritage

Trigger An adjacent creature deals damage to you with a melee attack, or a creature deals damage to you with a melee unarmed attack.

You've lightly dusted yourself with piezoelectric sand, causing an electric shock for foes who put too much pressure into their attack. The triggering creature takes electricity damage equal to your level, with a basic Reflex save against your class DC. If the triggering attack was with a metal weapon, they take a -1 circumstance penalty on their saving throw, and if the creature is made of metal, like an iron golem, they take a -2 circumstance penalty on their saving throw. On a critical failure, they are also flat-footed for 1 round.



Draconic Ravager Techniques

Draconic ravagers vary in their use of martial techniques and the way they channel their evolving magic into their bodies. While purist ravagers sometimes tend to act more similarly to traditionalist dragons in the way they fight, even some purists, as well as most other ravagers, develop magical martial techniques unique even among other aeternal dragons. These techniques and styles are constantly evolving, and differ from dragon to dragon. Some aeternal dragons name their draconic ravager style, in a fashion that describes the way they fight on the battlefield. For instance, an aeternal amber dragon draconic ravager might fight with the Inescapable Rumor, a combat style that emphasizes surrounding the opponent with attacks from all sides, like a rumor spreading through a settlement like wildfire.

Meanwhile, an aeternal toadstool dragon draconic ravager might fight with the Chef's Special, a combat style emphasizing unpredictability and never repeating the same tactic twice. This is more than just fanciful posturing. Through personalizing their fighting styles, aeternal dragons help crystallize their visualization of their magic, and that helps them grow stronger faster.

RAVAGER'S CAMOUFLAGE FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, green dragon heritage
Your heavy focus on training your body with your magic has paid off, granting you a powerful ability only possessed by ancients of your kind, long before a traditionalist dragon could. You gain the Camouflage dragon ancestry feat as a bonus feat, even if you don't meet the level prerequisite.

SLIME BREATH FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, apocalypse dragon heritage

You can transform your breath into a cone of contagious slime that rots away at your victims like a disease. Once per hour, when you use Dragon Breath, change the effect from cold damage to instead require a Fortitude save against your class DC with the following results. This version of Dragon Breath has the disease, divine, and necromancy traits.

Draining Slime (disease); **Level** 10; The target can't recover from the drained condition from draining slime until the disease is cured. **Stage 1** drained 1 (1 day); **Stage 2** drained 3 (1 day); **Stage 3** drained 4 and slowed 1 (1 day); **Stage 4** drained 4, fatigued, and slowed 2 (1 day); **Stage 5** death, as target collapses into a puddle of foul slime.

Critical Success The creature is unaffected.

Success The creature takes a -1 status penalty on saving throws against draining slime until they contract it or for 1 day, whichever comes first.

Failure The creature is afflicted with the draining slime disease at stage 1.

Critical Failure The creature is afflicted with the draining slime disease at stage 2.

SLOWING GAS BREATH FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, copper dragon heritage

You can capriciously alter your breath to create a slowing gas, rather than a viscous line of acid. Once per hour, when you use Dragon Breath, change the effect from acid damage to instead require a Fortitude save against your class DC. On a failure, a creature is slowed 1 for 1 round, or slowed 2 for 1 round on a critical failure. This version of Dragon Breath has the arcane and transmutation traits.

SPIRIT EATER FEAT 10

ARCHETYPE

Prerequisites Devastating Bite, ethereal dragon heritage

Your bites chew right past the body and latch onto a creature's spirit, even on the Ethereal Plane. Your Devastating Bites can target or affect a creature projecting its consciousness (such as via *project image*) or possessing another creature, even if its body is elsewhere, though you must know about the possession or projection and choose to do so. In the case of possession, the possessing creature takes damage from the Devastating Bite, instead of the possessed victim. Your Devastating Bites can affect creatures on the Ethereal Plane, though this doesn't grant you any particular ability to locate them.

STUPEFYING BREATH FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, astral dragon heritage

You can transform your breath into an overwhelming push of information, temporarily overloading the minds of creatures in the line instead of harming them. Once per hour, when you use Dragon Breath, change the effect from mental damage to instead require a Will save against your class DC. This version of Dragon Breath has the divination, mental, and occult traits.

Critical Success The creature is unaffected.

Success The creature is stupefied 1 for 1 round.

Failure The creature is stupefied 2 for 1 round and stupefied 1 for 1 minute.

Critical Failure The creature is stupefied 3 for 1 round and stupefied 2 for 1 minute.

SWEEPING SCRAWL FEAT 10

ARCHETYPE

Prerequisites Inscribe Disorienting Glyph



You swing your tail around, scrawling disorienting glyphs on everything you can reach. Inscribe a Disorienting Glyph against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

VACUUM BREATH FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, vortex dragon heritage

You can change your breath into a vortex full of the vacuum of space, rather than a cone of flame. Once per hour, when you use Dragon Breath, change the effect from fire damage to instead require a Fortitude save against your class DC, with the effects below. This version of Dragon Breath has the arcane and evocation traits.

Critical Success The creature is unaffected.

Success The creature is pulled 5 feet toward you.

Failure The creature is pulled 10 feet toward you. If it was closer than 10 feet, it is also flat-footed for 1 round.

Critical Failure The creature is pulled 20 feet toward you. If it was closer than 20 feet, it is also flat-footed for 1 round, and you can use your reaction to make a jaws Strike against the creature. This Strike doesn't apply your multiple attack penalty or increase your multiple attack penalty. You learn all the creatures that critically failed against your vacuum breath before deciding whether and how to use your reaction.

VEXING WINGS FEAT 10

ARCHETYPE

Prerequisites Draconic Frenzy, tumult dragon heritage, wing unarmed attack

Repeatedly buffeting a foe with your wings during your frenzy disorients and frustrates them. Any time you hit a creature with two or more wing Strikes in the same Draconic Frenzy, the creature becomes flat-footed until the end of your next turn.

WAVE BREATH FEAT 10

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, cerulean dragon heritage

You can change your breath into a wave of pushing water, rather than a cone of bludgeoning water. Once per hour, when you use Dragon Breath, change the effect from bludgeoning damage to instead require a Fortitude save against your class DC, with the effects below. This version of Dragon Breath has the arcane, evocation, and water traits.

Critical Success The creature is unaffected.

Success The creature is pushed 5 feet away from you in the same direction as the cone.

Failure The creature is pushed 10 feet away from you in the same

direction as the cone. If it hits a solid object before being completely pushed, it takes 1d6 damage for every remaining 5 feet it would be pushed.

Critical Failure The creature is pushed 20 feet away from you in the same direction as the cone. If it hits a solid object before being completely pushed, it takes 2d6 damage for every remaining 5 feet it would be pushed.

ANCIENT'S SIZE FEAT 12

ARCHETYPE

Prerequisites Empowered Size

You channel your magical power into your size to grow yet larger still, all while maintaining the reflexes you possessed at your original size. Your size increases to Huge and your reach increases to 15 feet. This doesn't change any of your other statistics.





BULLYING BITE

FEAT 12

ARCHETYPE

Prerequisites Devastating Bite

You can deliver an even more powerful bite against foes in your clutches. When you use your Devastating Bite against a creature you have grabbed or restrained, you deal additional damage equal to the number of weapon damage dice plus the number of additional damage dice from Devastating Bite. For example, if you have a *greater striking* rune, you would deal 5 additional damage at 12th level for a two-action Devastating Bite and 7 additional damage for a three-action Devastating Bite.

COMMANDING BREATH FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, edict dragon heritage

You can change your breath into a line imbued with a single forceful command, instead of a line of slashing paper and symbols. Once per hour, when you use Dragon Breath, change the effect from slashing damage to instead require a Will save against your class DC, with the following effects. This version of Dragon Breath has the auditory, divine, enchantment, linguistic, and mental traits.

Choose whether to command all creatures in the area to approach you, run away (as if they had the fleeing condition), release what they're holding, drop prone, or stand in place. They can't Delay or take reactions until they have obeyed your command.

Success The creature is unaffected.

Failure For the first action on its next turn, the creature must use a single action to do as you command.

Critical Failure The creature must use all its actions on its next turn to obey your command.

DRAGON CHILL

FEAT 12

ARCANE ARCHETYPE AURA COLD EVOCATION

Prerequisites Draconic Ravager Dedication, silver dragon or white dragon heritage

You surround yourself in an aura of arctic cold, chilling any creatures foolish enough to stay near you for long. Any creature that ends its turn within 10 feet of you takes 3d6 cold damage, with a basic Reflex save against your class DC. At 16th level, the damage increases to 4d6, and at 20th level, the damage increases to 5d6. You can turn this aura on or off using a single action, which has the concentrate trait.

DRAGON HEAT

FEAT 12

ARCANE ARCHETYPE AURA EVOCATION FIRE

Prerequisites Draconic Ravager Dedication, red dragon heritage

You surround yourself in an aura of heat, damaging any creatures who dare to stay within. Any creature that ends its turn within 10 feet of you takes 3d6 fire damage, with a basic Reflex save against your class DC. At 16th level, the damage increases to 4d6, and at 20th level, the damage increases to 5d6. You can turn this aura on or off using a single action, which has the concentrate trait.

BLIGHT COILS

FEAT 12

ARCHETYPE

Prerequisites Constrict, Slime Breath

Your coils are infected with the same pestilent slime as your breath, allowing you to expose creatures in your grasp to the disease. When you use Constrict, before the target attempts their Fortitude saving throw, you can choose to expose them to your draining slime disease instead of dealing bludgeoning damage. If you do so, they suffer the effects of your Slime Breath based on the results of their Fortitude save instead of taking damage with a basic Fortitude save.

BRINE SPIT ↻

FEAT 12

ACID ARCHETYPE

Prerequisites Draconic Ravager Dedication, brine dragon heritage

Trigger A creature you observe within 15 feet of you attempts a concentrate action.

You spit a glob of caustic salt at the creature to distract it, dealing an amount of acid damage equal to your level with a basic Reflex save against your class DC. On a critical failure, the concentrate action is disrupted. You can't use Brine Spit again for 1d4 rounds, as you gather more brine and spit.



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ELECTRICITY AURA FEAT 12

ARCANE ARCHETYPE AURA EVOCATION ELECTRICITY

Prerequisites Draconic Ravager Dedication, bronze dragon heritage
 You surround yourself in an aura of crackling electricity, damaging any creatures nearby. Any creature that ends its turn within 10 feet of you takes 3d6 electricity damage, with a basic Reflex save against your class DC. At 16th level, the damage increases to 4d6, and at 20th level, the damage increases to 5d6. You can turn this aura on or off using a single action, which has the concentrate trait.

MAGIC RESISTANCE FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication
 You channel your magical energies to create a thin field of abjurant energy that sloughs away enemy magic. You gain a +1 status bonus to your saving throws against magic.

ENTROPIC BREATH ♦ FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, rift dragon or tumult dragon heritage
 You alter your breath's energy to better penetrate an object's hardness. If your next action is Dragon Breath, your breath ignores an amount of an object's Hardness equal to twice your level. This only applies to the initial damage, not any persistent damage or ongoing effects.

MENTAL STATIC AURA FEAT 12

ARCHETYPE AURA DIVINATION MENTAL OCCULT

Prerequisites Draconic Ravager Dedication, astral dragon heritage
 You surround yourself in an aura of mental static, painfully assaulting the minds of nearby creatures. Any creature that ends its turn within 10 feet of you takes 3d6 mental damage, with a basic Will save against your class DC. At 16th level, the damage increases to 4d6, and at 20th level, the damage increases to 5d6. You can turn this aura on or off using a single action, which has the concentrate trait.

LINGERING BREATH ♦ FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath

Whether with burning flames, toxic clouds of poison, storm bolts descending from above, or swirling snowflakes, you can modify your breath weapon to leave behind a lingering area to damage those who dare to remain in its confines. If your next action is Dragon Breath, a lingering aftereffect remains in the area, dealing damage of the same type but half the number of damage dice as your Dragon Breath to creatures who end their turn within the area, with a basic Reflex save against the same DC as your Dragon Breath. The lingering aftereffect's duration is 1d4 rounds, using the same d4 roll you made to determine how long it would take to recharge your Dragon Breath. Even if you use Draconic Momentum to recharge your Dragon Breath early, that doesn't affect the duration of the Lingering Breath.



LIQUEFY ↷ FEAT 12

ABJURATION ARCANE ARCHETYPE WATER

Prerequisites Draconic Ravager Dedication, sea dragon heritage

Trigger You would take fire damage or physical damage.

You transform yourself partially into water, gaining resistance equal to your level against physical damage and fire damage against the triggering effect. If the effect deals damage more than once, this only applies against the current damage, though you can Liquefy against it again if you have your reaction back.



OVERWHELMING SPICE

FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, vermilion dragon heritage

When a foe gets the burning spice from your breath weapon into its eyes, nose, or other sensitive areas, it is stunned by the overwhelming burning sensation. When a creature critically fails its save against your breath weapon, that creature is stunned 1; this additional benefit is a poison effect.

PARALYZING GAS BREATH

FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, silver dragon heritage

You can transmute your breath into a potent paralyzing gas, instead of a cone of frost. Once per hour, when you use Dragon Breath, change the effect from cold damage to instead require a Fortitude save against your class DC. On a failure, a creature is paralyzed for 1 round, or 2 rounds on a critical failure. This version of Dragon Breath has the arcane, enchantment, and incapacitation traits.

PEACEMAKER

FEAT 12

ARCHETYPE DIVINE EMOTION ENCHANTMENT MENTAL

Prerequisites Draconic Ravager Dedication, bliss dragon heritage
Frequency once per minute

You swipe with your claw to startle a foe and then infuse the energy of Nirvana to attempt to calm them down so you can try to reason with them. Make a claw Strike. On a success, the target must attempt a Will saving throw with the following effects; the Will save has the incapacitation trait, though the attack roll doesn't.

Critical Success The creature is unaffected.

Success Calming urges impose a -1 status penalty to the creature's attack rolls.

Failure Any other emotion effects that would affect the creature are suppressed and the creature can't use hostile actions for 1 minute. If the target is subject to hostility from any other creature, the effect ends. Additionally, on each of your turns after the turn you used Peacemaker, if you don't spend at least one action on that turn to attempt to establish a diplomatic solution with the target, the effect ends at the end of your turn.

Critical Failure As failure, but hostility doesn't end the effect, though the effect still ends if you stop attempting to find a diplomatic solution.

REPULSION GAS BREATH

FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, bronze dragon heritage

You can modify your breath to produce a powerful repelling gas, in place of a bolt of lightning. Once per hour, when you use Dragon Breath, change the effect from electricity damage to instead require a Will save against your class DC. On a failure, a creature is fleeing from you for 1 round, or 2 rounds on a critical failure. This version of Dragon Breath has the abjuration, arcane, incapacitation, and mental traits.

ROTTING BREATH

FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, crypt dragon heritage

You can transform your breath into a blast that drains away life, instead of a cone of negative energy. Once per hour, when you use Dragon Breath, change the effect from negative damage to instead require a Fortitude save against your class DC. This version of Dragon Breath has the divine and necromancy traits.

Critical Success The creature is unaffected.

Success The creature is drained 1, but the drained condition ends after 1 minute.

Failure The creature is drained 2.

Critical Failure The creature is drained 4.



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SEEKING BREATH ♦ FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, paradise dragon heritage

You cause your breath to bend and twist, seeking the wicked. If your next action is to use Dragon Breath, at one point during the line after hitting a creature you know is chaotic or evil, you can change the line trajectory up to 90 degrees for its remaining length. Even if the new trajectory causes the line to intersect a creature more than once, it still is only affected by your breath once.

SHADOW BREATH FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, umbral dragon heritage

You can transform your breath into a blast of swirling shadows, instead of a cone of devouring darkness. Once per hour, when you use Dragon Breath, change the effect from negative damage to instead require a Fortitude save against your class DC. This version of Dragon Breath has the necromancy, primal, and shadow traits.

Critical Success The creature is unaffected.

Success The creature is enfeebled 1 for 1 round.

Failure The creature is enfeebled 2 for 1 round and enfeebled 1 for 1 minute.

Critical Failure The creature is blinded for 1 round, enfeebled 3 for 1 round and enfeebled 2 for 1 minute.

SLEEP GAS BREATH FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, brass dragon or dream dragon heritage

You can concentrate your breath to produce an incapacitating sleep gas, rather than its usual effects. Once per hour, when you use Dragon Breath, change the shape from a line to a cone if you're a brass dragon, and change the effect from fire damage or mental damage to instead require a Fortitude save against your class DC. On a failure, a creature falls unconscious for 1d6 rounds, or for 1 minute on a critical failure. As the effect doesn't prevent them from waking up from loud noises, they are likely to awaken soon after to the sounds of battle, but they still fall prone and drop what they are holding. This version of Dragon Breath has the enchantment, incapacitation, and sleep traits, as well as the trait for your heritage's tradition.

STUNNING VENOM BREATH FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, forest dragon heritage

The insects comprising your breath gain a painful venom, capable of temporarily stunning any foes overwhelmed by your breath weapon. When a creature critically fails its save against your breath weapon, that creature is stunned 1; this additional benefit is a poison effect.

SUFFOCATING BREATH FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, void dragon heritage

You can change your breath to a corrupting void that steals the air, choking and suffocating other creatures. Once per hour, when you use Dragon Breath, change the effect from negative damage to instead require a Fortitude save against your class DC, with the following effects on creatures that breathe. This version of Dragon Breath has the arcane, incapacitation, and transmutation traits.

Critical Success The creature is unaffected.

Success The creature is momentarily short of breath. It's enfeebled 1 for 1 round.

Failure The creature can't breathe, and the air flow to its muscles is restricted for 2 rounds. During that time, it is enfeebled 1 and must hold its breath, making it difficult for it to speak and cast spells with verbal components without losing its remaining air.

Critical Failure The creature can't breathe and the void corruption continues to actively transform the air around the creature into an airless void. This has the effects of failure, except they last for 1 minute. After the second round, at the end of its turn, the creature can attempt a Fortitude save against your Suffocating Breath's DC, ending the effect on a success.

SWELTERING HEAT FEAT 12

ARCANE ARCHETYPE AURA EVOCATION FIRE

Prerequisites Draconic Ravager Dedication, underworld dragon heritage

You surround yourself in an aura of oppressive heat, causing creatures who remain near you to become fatigued. Any creature that ends its turn within 10 feet of you must attempt a Fortitude save against your class DC; on a failure, they are fatigued as long as they remain in the aura. On a success, they are temporarily immune for 1 minute. You can turn this aura on or off using a single action, which has the concentrate trait.

TEMPORAL BREATH FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, time dragon heritage

You can alter your breath into a cone that temporally displaces your foes, instead of a cone of electricity. Once per hour, when you use Dragon Breath, change the effect from electricity damage to instead require a Fortitude save against your class DC. This version of Dragon Breath has the arcane, divination, and incapacitation traits.

Critical Success The creature is unaffected.

Success The creature falls into time, returning at the end of your turn. For the creature, it's as if no time has passed. When it returns, the creature is flat-footed for 1 round.

Failure The creature falls deeper into time, returning at the beginning of your next turn. For the creature, it's as if no time has passed. When it returns, the creature is flat-footed for 1 round and sickened 1.

Critical Failure The creature falls completely into time, returning after 2 rounds. For the creature, it's as if no time has passed. When it returns, the creature is flat-footed for 1 round and sickened 1.





BLIZZARD

FEAT 14

ARCHETYPE AURA COLD

Prerequisites Draconic Ravager Dedication, Dragon Breath, white dragon heritage

Whenever you use your breath weapon, you can surround yourself in a momentary blizzard of swirling snow for 1 round, in a 40-foot emanation. Any creature who ends their turn within the aura takes 4d6 cold damage, with a basic Reflex save.

This increases to 5d6 cold damage at level 20.

If you also have Dragon Chill and the creature is within the area of your dragon chill aura, the damage isn't cumulative. Additionally, any creature in the blizzard is concealed by the snow and treats other creatures as concealed. Finally, the blizzard is difficult terrain for all creatures attempting to Fly through it except you.

COILING FRENZY ♦♦ FEAT 14

ARCHETYPE FLOURISH

Prerequisites Draconic Ravager Dedication, any imperial dragon heritage (forest, sea, sky, sovereign or underworld)

You strike at your foes and coil around them. Make one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, you automatically Grapple the target, causing it to become grabbed by you.

DRACONIC REFLEXES

FEAT 14

ARCHETYPE

Prerequisites Draconic Ravager Dedication

Your body reacts to your foes almost faster than you can think, lashing out to punish their mistakes or to guard you from assault. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only for one of the following reactions gained from draconic ravager archetype feats: Bite of Opportunity, Lashing Tail, Twisting Tail, Wing Deflection.

FRAGMENTED STRIKE

FEAT 14

ARCHETYPE

Prerequisites Draconic Ravager Dedication, vortex dragon heritage, Warping Presence

When you warp space to hinder your enemies, you also use those same distortions to twist your own body through space to attack your foes with ease. You can make melee Strikes using the unarmed attacks you gained from the dragon ancestry against any foe currently affected by your Warping Presence and within the aura, even if that foe isn't within your reach. This doesn't change your reach, so it doesn't cause creatures to trigger reactions that normally trigger when they are within your reach.

When you Strike a foe currently affected by your Warping Presence and within the aura with an unarmed attack you gained from the dragon ancestry, your attack can come from any direction. As long

WEAKENING GAS BREATH

FEAT 12

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, gold dragon heritage

You can render your breath into weakening gas, instead of a cone of flame. Once per hour, when you use Dragon Breath, change the effect from fire damage to instead require a Fortitude save against your class DC. This version of Dragon Breath has the arcane and necromancy traits.

Critical Success The creature is unaffected.

Success The creature is enfeebled 1 for 1 round.

Failure The creature is enfeebled 3 for 1 round and enfeebled 1 for 1 minute.

Critical Failure The creature is enfeebled 4 for 1 round and enfeebled 2 for 1 minute.



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as the foe is within your reach, or the reach of any of your allies, your attack can come from the other side, causing them to be flat-footed against the attack, as long as they can be flanked. This ability doesn't help your allies flank the target.

GATHER FRENZY FEAT 14

ARCHETYPE CONCENTRATE

Prerequisites Draconic Frenzy or Coiling Frenzy

You build up power through all the channels of magical energy made flexible by the lux aeterna ritual, causing you to be visibly surrounded by magical manifestations and energy corresponding to your heritage's breath weapon. If your next action is Draconic Frenzy or Coiling Frenzy, all the Strikes you make gain a status bonus to damage rolls equal to the number of weapon damage dice, and they ignore an amount of the target's resistance equal to your level.

GLEAMING ARMOR FEAT 14

ARCHETYPE EVOCATION LIGHT OCCULT

Prerequisites Draconic Ravager Dedication, sovereign dragon heritage

Frequency once per hour

Requirements You are wearing armor.

Your armor glows with a protective golden light. You gain a +2 status bonus to AC and resistance to all energy damage equal to your level. Each enemy in a 20-foot emanation must succeed at a Fortitude save against your class DC or be dazzled. All these effects last until the end of your next turn.

HINDERING SHARDS FEAT 14

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, edict dragon heritage

Whenever you use your breath weapon, you can leave behind shards of words and symbols on the ground for 1 round. The ground within the area of the breath weapon is difficult terrain to creatures other than you, as well as hazardous terrain that deals 3 piercing damage for each square of the area a creature moves into.

MIASMA FEAT 14

ARCHETYPE AURA POISON

Prerequisites Draconic Ravager Dedication, Dragon Breath, green dragon heritage

Whenever you use your breath weapon, you can surround yourself in a short-lived aura of miasma, a cloud of poison gas that emanates from your body for 1 round. Any creature who ends their turn within 40 feet of you takes 4d6 poison damage, with a basic Fortitude save against your class DC. This increases to 5d6 poison damage at level 20. Additionally, any creature in the miasma is concealed and treats other creatures as concealed. You can see through this concealment.

MIST BREATH FEAT 14

ARCHETYPE CONJURATION WATER

Prerequisites Draconic Ravager Dedication, Dragon Breath, cloud dragon heritage

Whenever you use your breath weapon, it can leave behind an obscuring mist in the breath weapon's area, similar to the spell of the same name. Creatures in the mist are concealed, and other creatures are concealed to them. As it is a mist, your heritage ability allows you to see through it. The mist aftereffect's duration is 1d4 rounds, using the same d4 roll you made to determine how long it would take to recharge your Dragon Breath. Even if you use Draconic Momentum to recharge your Dragon Breath early, that doesn't affect the duration of the Mist Breath.

OBLITERATING BREATH FEAT 14

ARCHETYPE FORCE

Prerequisites Draconic Ravager Dedication, Dragon Breath, rift dragon heritage

Frequency once per day

You amp the destructiveness of your breath, transforming it from a cone of acid into a line of pure disintegration. If your next action is Dragon Breath, change the damage type to force, change the shape to a line, change the saving throw to a Fortitude save, and change the damage dice to d8s instead of d4s (or instead of d6s if you have Breath of the Dragon). Your Obliterating Breath gains the benefits of a Deep Breath, whether or not you have that feat, and it doesn't count against the frequency of Deep Breath if you have the feat. A creature reduced to 0 HP is reduced to fine powder; its gear remains. If there is a force construct in the path of the line, such as a *wall of force*, the force construct is instantly destroyed.

PAINFUL STRIKES FEAT 14

ARCHETYPE

Prerequisites Stunning Frenzy, brine dragon heritage

The salty acidic crystals that encrust your body make it easier for you to stun your foes. When you aren't using Draconic Frenzy to make three Strikes against the same creature, you can still choose to force any creature hit by your unarmed attack from the dragon ancestry to attempt a Fortitude save or become stunned. Just as with Stunning Frenzy, the target must succeed at a Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect. After using Painful Strikes, the creature is temporarily immune for 1 minute, but you can still use Stunning Frenzy against them during that time.

REBUKING BREATH FEAT 14

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, paradise dragon heritage

Your breath weapon can rebuke your foes and knock them slightly back, building some distance between you and them and forcing them to advance to reengage. On a failed saving throw, your Rebuking Breath pushes a creature 5 feet back along the line, and on a critical failure, it pushes a creature 10 feet back. If you alter the line's trajectory with Seeking Breath when the line intersects with a chaotic or evil creature, Rebuking Breath pushes that creature back using the original trajectory, though creatures in the line's area after the trajectory changes are pushed back in the direction of the new trajectory.

SEDATING SPARKS

FEAT 14

ARCHETYPE ELECTRICITY

Prerequisites Draconic Ravager Dedication, Dragon Breath, bliss dragon heritage

Whenever you use your breath weapon, you can infuse the electricity of your breath with peaceful wisps of Nirvana's energy that jolt and punish those with bloodshed in their hearts. For 1 round, any creature that fails its save against your Dragon Breath takes 2d4 electricity damage each time it attempts a Strike. This damage increases to 4d4 electricity damage if the Strike is against an unconscious target, and it instead decreases to 1d4 electricity damage if the Strike is nonlethal (even if it's also against an unconscious target).

VORTEX

FEAT 14

ARCHETYPE AURA WATER

Prerequisites Draconic Ravager Dedication, bronze dragon or sea dragon heritage

You stir up the water around you, making it difficult for most creatures to move within. When you are underwater, the area within a 10-foot emanation of you that's within the same body of water is difficult terrain for swimming creatures that don't have the water trait, other than yourself. You can turn this aura on or off using a single action, which has the concentrate trait.

AURA OF FEAR

FEAT 16

ARCHETYPE AURA EMOTION FEAR MENTAL

Prerequisites Draconic Ravager Dedication

Your magical energy billows about you in fearsome waves, creating a 30-foot aura that scares all those who dare to come close. Any foe that enters the aura must attempt a Will save against your class DC or become frightened 1, or frightened 2 on a critical failure. It then becomes temporarily immune for 24 hours.

BLASTING BITE

FEAT 16

ARCHETYPE

Prerequisites Devastating Bite

You accompany your devastating bites with an explosion of power that blows your foe backward. If you hit with a Devastating Bite, you can choose to unleash an explosion against the foe and knock them back. If you do, the target must attempt a Fortitude save against your class DC.

Critical Success The target is unaffected.

Success The target is pushed back 5 feet.

Failure The target is pushed back 10 feet.

Critical Failure The target is pushed back 20 feet, or 30 feet if you spent three actions on Devastating Bite.

LASHING CONSTRICT

FEAT 16

ARCHETYPE

Prerequisites Constrict

When you constrict a foe in your coils, you can lash out with your tail and thwack them into another nearby creature before returning them to your claws for a sturdier grip. Another foe adjacent to the grabbed foe also takes your Constrict damage, though the second foe must attempt a basic Reflex save against your class DC instead of the basic Fortitude save.

RAVAGER'S WINGS

FEAT 16

ARCHETYPE

Prerequisites Draconic Ravager Dedication

Rather than energize your wings through a lengthy process, you supercharge them all at once, allowing you full access to flight. You gain a fly Speed equal to your Speed.

Special If you had the Channel Wings or Dragon's Flight feats, you can retrain them instantly into different ancestry feats, following the normal rules for retraining.

SCINTILLATING AURA

FEAT 16

ARCHETYPE AURA EVOCATION PRIMAL VISUAL

Prerequisites Draconic Ravager Dedication, crystal dragon heritage

You surround yourself in a shimmering vortex of reflected color and light, which swirls around you, potentially dazzling and stunning your foes. Any creature that ends its turn within 10 feet of you must attempt a Will save against your class DC. On a failure they are dazzled for 1 round, and on a critical failure, they are also stunned 1. They are then temporarily immune for 1 minute. You can turn this aura on or off using a single action, which has the concentrate trait, and you can choose not to affect your allies.

SICKENING BITE

FEAT 16

ARCHETYPE

Prerequisites Devastating Bite, brine dragon or sea dragon heritage

You accompany your devastating bites with sickening brine, if you're a brine dragon, or excess water that floods the target's body and causes hyponatremia, if you're a sea dragon. If you hit with a Devastating Bite, you can choose to infuse brine or dangerous amounts of water into the creature's wound. If you do, the target must attempt a Fortitude save against your class DC. If you also have the Blasting Bite feat, choose which one to use for each Devastating Bite; you can't use both on the same bite. If you're a sea dragon and you choose to inflict hyponatremia, your Devastating Bite gains the water trait.

Success The target is unaffected.

Failure The target is sickened 2.

Critical Failure The target is sickened 3.

TRAMPLE ♦♦♦

FEAT 16

ARCHETYPE

Prerequisites Draconic Ravager Dedication, rift dragon heritage

You trample through everything that gets in your way. You Stride up to double your Speed and can move through the spaces of creatures at least one size smaller, Trampling each creature whose space you enter. You can attempt to Trample the same creature only once in a single Trample. You deal bludgeoning damage equal to the damage of your claw unarmed attack from the dragon ancestry against these creatures, which can attempt a basic Reflex save against your class DC.

VIOLENT RETORT ↷

FEAT 16

ARCHETYPE

Prerequisites Draconic Ravager Dedication, sovereign dragon heritage

Trigger A creature within your reach critically hits you.



You take revenge against the creature who dared to land such a fearsome blow upon your august countenance. After fully applying the effects of the critical hit to yourself, make a claw Strike against the triggering creature. If you have a tail unarmed strike, you can choose between a claw Strike or a tail Strike instead.

VOID GAZE ♦♦

FEAT 16

ARCANE ARCHETYPE EMOTION ENCHANTMENT INCAPACITATION
MENTAL VISUAL

Prerequisites Draconic Ravager Dedication, void dragon heritage
Frequency once per minute

You stare deep into a creature's eyes, sending void corruption pouring into their mind and causing them to act erratically. They must attempt a Will save against your class DC, with the following effects. They are then temporarily immune for 24 hours.

Critical Success The target is unaffected.

Success Corruption leaks into the target's mind, granting them shocking and unspeakable insight and causing them to be stunned 1.

Failure The corruption permeates the target's mind, and they act erratically. The target is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confusion.

VOLCANIC PURGE ♦

FEAT 16

ARCHETYPE

Prerequisites Draconic Ravager Dedication, Dragon Breath, magma dragon heritage

You gather magma into your breath, preparing to leave it clinging to your foes. If your next action is Dragon Breath, creatures that fail their save take 5d6 persistent fire damage, or 6d6 persistent fire damage at 18th level, as their bodies are covered in magma. As long as they have the persistent fire damage, they also have a -10-foot status penalty to their Speeds, since the magma hinders their movements.



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VORTEX PULL ↷

FEAT 16

ARCHETYPE AURA WATER

Prerequisites Vortex

Requirements You are underwater.

Trigger A creature swimming in the same body of water as you and within 30 feet attempts to Swim.

You pull on the currents, tugging the unfortunate creature to your position to force them to face your wrath. They must succeed at a Fortitude save against your class DC or their action is disrupted and they are pulled adjacent to you instead.

ABYSSAL VENGEANCE ↷

FEAT 18

ARCHETYPE

Prerequisites Draconic Ravager Dedication, rift dragon heritage

Trigger A creature within your reach critically hits you.

You lash out after taking intense pain, punishing the perpetrator. After fully applying the effects of the critical hit to yourself, make a Strike against the triggering creature with one of the unarmed attacks you gained from the dragon ancestry.

ADAMANTINE CLAWS

FEAT 18

ARCHETYPE

Prerequisites Draconic Ravager Dedication, underworld dragon heritage

You use powerful internal alchemy to infuse your claws with adamantine. This changes the composition of your claw unarmed attacks, as they collect enough adamantine within to gain the full benefits of adamantine. The adamantine infusion can help them with certain creatures' resistances and weaknesses and allows your claws to treat any object with a Hardness of 15 or lower they hit as if it had half as much Hardness as usual.

CRYSTALLIZE FLESH ✦✦

FEAT 18

ARCHETYPE PRIMAL TRANSMUTATION

Prerequisites Draconic Ravager Dedication, crystal dragon heritage

Frequency once per hour

You bite a creature and embed transformative crystals in its flesh. Make a jaws Strike. On a hit, the creature must attempt a Fortitude save against your class DC, with the following effects.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round as portions of its flesh turn crystalline.

Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition value increases by 1 (or by 2 on a critical failure). A successful save reduces the slowed condition value by 1. A creature unable to act due to the slowed condition from Crystallize Flesh is petrified permanently, transforming into a crystalline statue. The effect ends if the creature is petrified or the slowed condition is removed.

Critical Failure As failure, but the target is initially slowed 2.

FURIOUS MOMENTUM

FEAT 18

ARCHETYPE

Prerequisites Draconic Ravager Dedication

Your draconic attacks gain fury and momentum as you continue your relentless assault, growing more and more powerful as you continue a string of frenzied attacks. Your unarmed attacks you gained from the dragon ancestry all gain the forceful trait.



GOLDEN LUCK ↻ FEAT 18

ARCHETYPE FORTUNE

Prerequisites Draconic Ravager Dedication, gold dragon heritage

Trigger You fail a saving throw against a foe's ability.

You draw upon incredible power—and incredible luck—to save you from disaster. Reroll the failed saving throw. You can't use Golden Luck again for 1d4 rounds.

LETHAL CLAWS FEAT 18

ARCHETYPE

Prerequisites Draconic Ravager Dedication

Your claw attacks are especially lethal, easily able to deliver grievous blows. When you make a Strike using the claw unarmed attack from the dragon ancestry, you critically succeed if you roll a 19 on the die as long as that result is a success. This has no effect on a 19 if the result would be a failure.

STUNNING ELECTRICITY ⚡ FEAT 18

ARCHETYPE DIVINE ELECTRICITY EVOCATION INCAPACITATION

Prerequisites Draconic Ravager Dedication, sky dragon heritage

Frequency once per day

You rapidly coil and unleash crackling lightning in a spiral pattern, stunning all around you. Creatures in a 60-foot emanation take 4d12 electricity damage, with a Fortitude save against your class DC. If you have the Divine Lightning feat, the electricity damage changes based on the feat against fiends or undead.

Critical Success The creature is unaffected.

Success The creature takes half damage and is stunned 1.

Failure The creature takes full damage, is stunned 2, and can't fly for 4 rounds.

Critical Failure The creature takes double damage, is stunned for 1 round, and can't fly for 1 minute.

UNDETECTABLE ESSENCE FEAT 18

ARCHETYPE

Prerequisites Draconic Ravager Dedication, occult dragon heritage

You are virtually undetectable to divination magic. Detection, revelation, and scrying effects fail against you and your possessions, detecting nothing about you or your possessions unless the detecting effect has a counteract level of 10 or higher. For example, *detect magic* would still detect other magic in the area but not any magic on you, *true seeing* wouldn't reveal you, *locate* or *scrying* wouldn't find you, and so on.

WYRM'S SIZE FEAT 18

ARCHETYPE

Prerequisites Ancient's Size

You've incarnated your overwhelming magical power from the lux aeterna ritual into an enormous size that strikes awe in other creatures. Depending on your heritage, this either makes you as large as the eldest of ancient wyrms among your kin, or potentially larger than they can ever be. Your size increases to Gargantuan and your reach increases to 20 feet. This doesn't change any of your other statistics.

INSPIRE ENVOY ⚡ FEAT 20

ARCHETYPE ENCHANTMENT MENTAL OCCULT

Prerequisites Draconic Ravager Dedication, sovereign dragon heritage

Frequency once per day

While choosing to adventure with a party of comrades has skewed your impartiality to the point that it's more difficult to manifest, you nonetheless have gained the vaunted ability of sovereign dragons to choose a heroic envoy and grant them incredible strength and leadership. You choose a mortal you've observed performing an exceptional act and offer your august blessing in exchange for the creature carrying out a specific directive, such as defeating a tyrant or protecting a sacred site.

If the creature agrees, until its next daily preparations, it gains a +2 status bonus to your choice of attack rolls, AC, or all of the following: Perception, Will saves, and Charisma-based skill checks. You can Dismiss this benefit by spending a single action (which has the concentrate trait), and you're swift to do so if the mortal dares to defy your directive and balk at their quest.

SLOW AURA FEAT 20

ARCANE ARCHETYPE AURA ENCHANTMENT

Prerequisites Draconic Ravager Dedication, copper dragon heritage

You surround yourself in a swirling aura of slowing compulsions and other strange tricks that bedevil and hinder those nearby, forcing anyone but your allies to slow down if they choose to remain near you.

Any creature that ends its turn within 10 feet of you must attempt a Will save against your class DC. On a failure they are slowed 1 for 1 round, and on a critical failure, they are slowed 2 for 1 round. They are then temporarily immune for 1 minute. You can turn this aura on or off using a single action, which has the concentrate trait, and you can choose not to affect your allies.

TIDAL WAVE ⚡ FEAT 20

ARCANE ARCHETYPE EVOCATION MANIPULATE WATER

Prerequisites Draconic Ravager Dedication, sea dragon heritage

Frequency once per hour

Requirements You must be in a body of water at least 20 feet long, 20 feet wide, and 20 feet deep.

You slam your body down into the water with an overwhelming force, sending a towering wave outward. This wave deals 10d12 bludgeoning damage in a 90-foot emanation. Each creature in the area must attempt a Reflex save against your class DC. Structures and unattended objects in the area take the full amount of damage with no saving throw.

Critical Success The creature takes no damage but is pushed 15 feet from you.

Success The creature takes half damage and is pushed 30 feet from you.

Failure The creature takes full damage, is pushed 60 feet from you, and falls prone.

Critical Failure The creature takes double damage, is pushed 120 feet from you, and falls prone.

Dragon Mage

For dragons, magic is life, and the lux aeterna ritual only proves this point beyond a shadow of a doubt. Every improvement you experience at a faster rate than other dragons is entirely due to the increased plasticity of your magic, its ability to learn rapidly in a crisis. Other aeternal dragons who spend their time on anything other than studying their magic as deeply as possible are nothing more than fools, though you may be polite enough not to tell them to their faces... or not. As a dragon mage, you have perfected the magic that races through you, gaining increased spellcasting ability alongside other magical benefits. If you take an additional feat originally from Draconic Ravager that gives a saving throw against class DC for a draconic ravager, it gives a saving throw against your spell DC instead.

Additional Feats: 4th Breath of the Dragon (page 44), Cantrip Expansion (*Pathfinder Second Edition Core Rulebook*), Counterspell (*Pathfinder Second Edition Core Rulebook*), Fool's Wisdom (page 45), Terrifying Rebuke (page 45); 6th Dream Shimmer (page 46),

Jester's Jeer (page 47), Piezo Breath (page 47), Thought Travel (page 47); 8th Absolute Cold (page 48), Adapt Resistance (page 48), Cerulean Hazard Sense (page 48), Exaggerate Weakness (page 49), Grave Breath (page 49), Incredible Resistance (page 49), Oppressive Heat (page 49), Primeval Fire (page 50), Steady Spellcasting (*Pathfinder Second Edition Core Rulebook*), Widen Breath (page 50); 10th Delirium Breath (page 51), Laughing Gas Breath (page 52), Mushroom Burst (page 53), Piezoelectric Shock (page 53), Slowing Gas Breath (page 54), Stupefying Breath (page 54), Vacuum Breath (page 55), Wave Breath (page 55); 12th Commanding Breath (page 56), Dragon Chill (page 56), Dragon Heat (page 56), Electricity Aura (page 57), Entropic Breath (page 57), Lingering Breath (page 57), Magic Resistance (page 57), Magic Sense (*Pathfinder Second Edition Core Rulebook*), Mental Static Aura (page 57), Overwhelming Energy (*Pathfinder Second Edition Core Rulebook*), Overwhelming Spice (page 58), Paralyzing Gas Breath (page 58), Repulsion Gas Breath (page 58), Seeking Breath (page 59), Shadow Breath (page 59), Stunning Venom Breath (page 59), Sleep Gas Breath (page 59), Suffocating Breath (page 59), Sweltering Heat (page 59), Weakening Gas Breath (page 60); 14th Blizzard (page 60), Gleaming Armor (page 61), Hindering Shards (page 61), Miasma (page 61), Mist Breath (page 61), Rebuking Breath (page 61), Vortex (page 62); 16th Aura of Fear (page 62), Void Gaze (page 63), Vortex Pull (page 64); 18th Golden Luck (page 65), Scintillating Spell (*Pathfinder Second Edition Advanced Player's Guide*), Stunning Electricity (page 65), Undetectable Essence (page 65); 20th Echoing Spell (*Pathfinder Second Edition Advanced Player's Guide*), Inspire Envoy (page 65), Slow Aura (page 65), Tidal Wave (page 65)



DRAGON MAGE DEDICATION

FEAT 2

Archetype, Dedication

Prerequisites dragon ancestry

You develop deeper magic, learning the secrets of the magical tradition associated with your draconic heritage. You become trained in the skill corresponding to that magical tradition (Arcana for arcane, Nature for primal, Occultism for occult, or Religion for divine), or in a different skill of your choice if you were already trained in that skill.

You gain access to the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the tradition associated with your heritage, or any other cantrips of that tradition you learn or discover. You're trained in spell attack rolls and spell DCs for your tradition's spells. Your key spellcasting ability for dragon mage archetype spells is either the mental ability score you gained from the fixed ability score boost from the dragon ancestry, or Charisma if you gained a physical ability score boost from your fixed ability boost. They are dragon mage spells of your heritage's tradition.

Special You can't select another dedication feat until you've gained two other feats from the dragon mage archetype.

BASIC DRAGON MAGE SPELLCASTING

FEAT 4

ARCHETYPE

Prerequisites Dragon Mage Dedication

You've increased the power of the spells you accessed via the lux aeterna ritual; now you can cast more than mere cantrips. You gain the basic spellcasting benefits. Each time you gain a spell slot of a new level from the dragon mage archetype, add a spell of the appropriate spell level to your repertoire: a common spell of your heritage's tradition or another spell of that tradition you have learned or discovered.

GOSSIP LORE

FEAT 4

ARCHETYPE

Prerequisites Dragon Mage Dedication, amber dragon heritage

You spread and collect so much gossip that you know something about *everything*, even if some of what you know isn't exactly accurate. You are trained in Gossip Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic. If you fail a check to Recall Knowledge with Gossip Lore, you get the effects of the Dubious Knowledge skill feat (meaning that you get some true and some false information on a failure and only false information on a critical failure).

If you have legendary proficiency in Society, you gain expert proficiency in Gossip Lore, but you can't increase your proficiency rank in Gossip Lore by any other means.

NIRVANA'S REDEEMER

FEAT 4

ARCHETYPE

Prerequisites Dragon Mage Dedication, bliss dragon heritage

You soothe all those who are hurt who come to your sanctuary, except those who will use that healing to harm others. Due to your convictions Nirvana grants you the healing abilities of a redeemer. You gain *lay on hands* as a dragon mage focus spell. It costs 1 Focus Point to cast a focus spell. This feat grants a focus pool of 1 Focus Point that you can recover using the Refocus activity. You can Refocus by meditating on the nature of Nirvana, allowing the power of pure good to refill your focus pool. Your focus spells from the dragon mage archetype are divine spells, just like your other dragon mage spells.

TALISMAN KEEPER

FEAT 4

ARCHETYPE

Prerequisites Dragon Mage Dedication, occult dragon heritage

You keep a startling collection of esoteric talismans around at all times. You gain the Talisman Dabbler Dedication feat and can select feats from the Talisman Dabbler archetype, even if you haven't taken enough Dragon Mage feats to take another archetype dedication feat.

DRAGON MAGE FEATS

If you need to look up a dragon mage feat by name instead of by level, use this table.

Feat	Level
Absolute Cold	8
Adapt Resistance	8
Aura of Fear	16
Basic Dragon Mage Spellcasting	4
Bespell Claw	6
Blizzard	14
Breath Magic	8
Breath of the Dragon	4
Cantrip Expansion	4
Cerulean Hazard Sense	8
Commanding Breath	12
Conductive Scales	10
Counterspell	4
Delirium Breath	10
Draconic Absorption	8
Draconic Breadth	8
Draconic Metamagician	20
Dragon Chill	12
Dragon Heat	12
Dragon Mage Dedication	2
Dream Shimmer	6
Echoing Spell	20
Electricity Aura	12
Elysian Performer	6
Enspelled Breath	10
Entropic Breath	12
Exaggerate Weakness	8
Expert Dragon Mage Spellcasting	12
Fool's Wisdom	4
Gleaming Armor	14
Golden Luck	18
Gossip Lore	4
Grave Breath	8
Hindering Shards	14
Incredible Resistance	8
Infernal Aid	6
Inspire Envoy	20
Invoke Hell	14
Jester's Jeer	6
Laughing Gas Breath	10
Lingering Breath	12
Living Breath	18
Magic Resistance	12
Magic Sense	12
Majestic Spell	6
Manipulate Flames	12
Master Dragon Mage Spellcasting	18
Mental Static Aura	12

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Feat (cont.)	Level
Mentalist Counterspell	6
Miasma	14
Mist Breath	14
Mushroom Burst	10
Nirvana's Mercy	6
Nirvana's Redeemer	4
Oppressive Heat	8
Overwhelming Breath	14
Overwhelming Energy	12
Overwhelming Spice	12
Paralyzing Gas Breath	12
Piezo Breath	6
Piezoelectric Shock	10
Primeval Fire	8
Psychic Counter	14
Rebuking Breath	14
Reflect Spell	12
Repulsion Gas Breath	12
Return Fire	16
Scintillating Spell	18
Seeking Breath	12
Shadow Breath	12
Sleep Gas Breath	12
Slow Aura	20
Slowing Gas Breath	10
Steady Spellcasting	8
Stunning Electricity	18
Stunning Venom Breath	12
Stupefying Breath	10
Suffocating Breath	12
Sweltering Heat	12
Talisman Keeper	4
Terrifying Rebuke	4
Thought Travel	6
Tidal Wave	20
Undetectable Essence	18
Vacuum Breath	10
Vital Radiance	6
Void Gaze	16
Vortex	14
Vortex Pull	16
Wave Breath	10
Weakening Gas Breath	12
Widen Breath	8

BESPELL CLAW ✦

FEAT 6

ARCHETYPE

Prerequisites Dragon Mage Dedication

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell.

You siphon the residual energy from the last spell you cast into one of the unarmed attacks you gained from the dragon ancestry. Until the end of your turn, the unarmed attack deals an extra 1d6 damage of a type depending on the school of the spell you just cast.

- **Abjuration** force damage.
- **Conjuration or Transmutation** the same type as the unarmed attack.
- **Divination, Enchantment, or Illusion** mental damage.
- **Evocation** a type the spell dealt, or force damage if the spell didn't deal damage.
- **Necromancy** negative damage.

ELYSIAN PERFORMER

FEAT 6

ARCHETYPE

Prerequisites Basic Dragon Mage Spellcasting, havoc dragon heritage

You perform inspirational magic with the power of Elysium, granting you a little occult magic, particularly if it's related to auditory or visual effects. You can add a single common occult spell, or other occult spell to which you have access, to your dragon mage spell list, and can choose to learn that spell in addition to the usual spells from the divine list. Alternatively, you can add three such spells from the occult list instead of one, as long as each of the three spells has one or more of the auditory, sonic, or visual traits.

INFERNAL AID

FEAT 6

ARCHETYPE

Prerequisites Basic Dragon Mage Spellcasting, infernal dragon heritage

You call upon the power of Hell to assist you, summoning devils to fight for your cause. You gain an additional spell slot of the highest level you can cast from the dragon mage archetype, which you can only use to cast *summon lesser servitor* to summon a devil; you can't use it to summon anything else, not even a lawful evil magical animal. As you continue to gain levels in the dragon mage archetype and gain the expert and master spellcaster benefits, the extra spell slot increases in level to match the highest-level spell you can cast from the archetype. If you gain 5th-level or higher spell slots from the dragon mage archetype, you can also use the additional spell slot to cast *summon fiend* to summon a devil only.

MAJESTIC SPELL ✦

FEAT 6

ARCHETYPE CONCENTRATE MANIPULATE METAMAGIC

Prerequisites Dragon Mage Dedication

Dragon magic is older and more awe-inspiring than that of most other ancestries, and the idea that they can understand your magic based on studying their own is frankly laughable, though perhaps you are polite enough that you wouldn't laugh out loud.

If the next action you use is to Cast a Spell, the manifestations and components become full of exceptional draconic majesty, gaining outlandishly powerful visuals, roaring sounds, and other effects that make the spell nearly unrecognizable. For instance, your *fireball* might take the form of a sinuous dragon made entirely out of flame that launches itself towards your foes, curls up into a compact coil, and then explodes in a shower of fireworks. Alternatively, it might appear as a miniature sun that shines out, expanding and turning red, before exploding in a nova of flame.

Creatures with the ability to Cast the Spell don't automatically know what the spell is. In addition, creatures that witness your spellcasting take a -2 circumstance penalty to checks to identify the spell with Recall Knowledge and checks to counteract the spell during its casting (such as with Counterspell). Lastly, you gain a +1 circumstance bonus to Intimidation checks against those creatures until the end of your next turn; if the spell you cast was a 6th-level or higher spell cast from a spell slot, the circumstance bonus to Intimidation checks increases to +2.



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MENTALIST COUNTERSPELL ↷ FEAT 6

ABJURATION ARCHETYPE OCCULT

Prerequisites Dragon Mage Dedication, sovereign dragon heritage

Trigger A creature you're observing within 120 feet casts a mental spell.

You use your magic to disrupt an enemy's mental spells. Expend a spell slot or prepared spell to power the energy of your counterspell; this spell slot or prepared spell need not be from the dragon mage archetype. You then attempt to counteract the triggering spell, using the spell slot or prepared spell you expended to determine the counteract level and counteract check modifier.

NIRVANA'S MERCY ✦ FEAT 6

ARCHETYPE CONCENTRATE METAMAGIC

Prerequisites Nirvana's Redeemer

Your mercy for all creatures grants you the ability to relieve their fears and paralysis. If the next action you use is to cast *lay on hands*, you can attempt to counteract a fear effect or an effect imposing the paralyzed condition on the target, in addition to the other benefits of *lay on hands*.

VITAL RADIANCE FEAT 6

ARCHETYPE

Prerequisites Basic Dragon Mage Spellcasting, solar dragon heritage

You channel the power of a star in order to heal your allies or burn your foes. You gain an additional spell slot of the highest level you can cast from the dragon mage archetype, which you can only use to cast *heal*. As you continue to gain levels in the dragon mage archetype and gain the expert and master spellcasting benefits, the extra spell slot increases in level to match the highest level spell you can cast from the archetype. When you cast *heal* with the extra spell slot and spend three actions, the healing energy emerges as a nimbus of bright flame and you can choose to have the spell deal 1d8 fire damage per spell level to living creatures in the area instead of healing them. Either way, the spell deals positive damage to undead creatures in the area.

Breath Magic and Edge Cases

In some rare cases, changing an area might lead to unusual circumstances. The GM determines how to adjudicate these circumstances, based on the intent of the spell, and might choose not to allow Breath Magic for spells that no longer make sense with the new area. For instance, a spell with a line area that deals damage and deposits the caster at the end of the line, such as frigid flurry (*Pathfinder Secrets of Magic*) has a clear effect, but it's not obvious what to do if you change the area to a cone. The GM might decide to deposit the caster at the far end of the cone in the center, as the caster travels along the center of the conic flurry. A GM who's feeling particularly adventurous might decide to allow Breath Magic for dragons with a burst breath shape, but this will be likely to make edge cases harder to adjudicate and increase the number of spells that don't work.

BREATH MAGIC

FEAT 8

ARCHETYPE METAMAGIC

Prerequisites Dragon Mage Dedication, Dragon Breath, breath shape of cone or line

Requirements You are able to use your Dragon Breath.

Magic fuels every dragon's breath, and in studying that process deeply, you've learned how to deliver your spells through your breath. If your next action is to Cast a Spell from your dragon mage spell slots that has an area and has no duration, you can choose to change the spell's area to instead use the area of your Dragon Breath. If you do, you use your breath to deliver the spell, so you can't use Dragon Breath for 1d4 rounds, even though the spell replaces all of the usual effects of Dragon Breath. If you have Deep Breath, you can choose to apply it to increase the area of your spell, but if you do so, you must wait 1d4 × 10 minutes until using Deep Breath again, as normal for Deep Breath.

DRACONIC ABSORPTION

FEAT 8

ARCHETYPE

Prerequisites Dragon Breath, Dragon Mage Dedication

You can absorb magic from your foes' spells when you completely avoid them and use it to recharge your own breath weapon. If you roll a critical success on a saving throw against a foe's spell, you instantly recharge your Dragon Breath and are able to use it again without waiting the usual 1d4 rounds. This has no effect on the recharge time of the Deep Breath feat, and you don't gain this benefit if you get a critical success through some other means than rolling it, such as from the evasion, juggernaut, or resolve class features.

DRACONIC BREADTH

FEAT 8

ARCHETYPE

Prerequisites Basic Dragon Mage Spellcasting

Your magical pathways grow broader as the lux aeterna ritual's effects expand to grow your power, allowing you to cast more spells each day. Increase the number of spells in your repertoire and number of spell slots you gain from dragon mage archetype feats by 1 for each spell level other than your two highest dragon mage spell slots.

CONDUCTIVE SCALES

FEAT 10

ARCHETYPE

Prerequisites Dragon Mage Dedication

As you draw forth the magic through your magical pathways, you send the power surging through your scales, briefly granting you increased protection. Whenever you cast one of your non-cantrip dragon mage spells, you gain a +1 status bonus to AC until the beginning of your next turn.

ENSPelled BREATH

FEAT 10

ARCHETYPE

Prerequisites Breath Magic

Frequency once per day

Requirements You are able to use your Dragon Breath.



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You've developed a powerful but draining move to use in a dire situation: combining your breath with a spell to deliver a devastating combination. You use Dragon Breath, and at the same time use Breath Magic to Cast a Spell that requires two actions or fewer to cast. Creatures in the area are affected by both effects simultaneously.

EXPERT DRAGON MAGE SPELLCASTING FEAT 12

ARCHETYPE

Prerequisites Basic Dragon Mage Spellcasting; master in Arcana, Nature, Occultism, or Religion, depending on heritage

Your magical powers burgeon further, allowing you spells only accomplished spellcasting dragons in their full adulthood could cast, all in just the short time it took you to expand your magic's capacity. You gain the expert spellcasting benefits.

MANIPULATE FLAMES ◊ FEAT 12

ARCHETYPE

Prerequisites Dragon Mage Dedication, red dragon heritage

Using the flames within you and your growing magic, you attempt to take control of a magical fire or a fire spell within 100 feet. If you succeed at a counteract check with a counteract level equal to half your level rounded up and a counteract modifier equal to your spell DC - 10, the original caster loses control of the spell or magic fire, control is transferred to you, and you Sustain the Spell (if applicable). You can choose to end the spell instead of taking control, if you choose. If you fail, that magical fire becomes temporarily immune for 24 hours.

REFLECT SPELL ↻ FEAT 12

ARCHETYPE

Prerequisites Dragon Mage Dedication; crystal dragon, lunar dragon, or silver dragon heritage

Trigger An opponent casting a spell that targets you critically fails a spell attack roll against your AC.

You reflect your foe's pathetic spell back at them, using a combination of your reflective scales and your magical prowess. Make a spell attack roll against the caster using your own spell attack bonus or the caster's spell attack bonus, whichever is higher. If you succeed, your hapless foe takes the effects of a successful spell attack roll for their own spell, or the effects of a critical success if your attack roll was a critical success.

INVOKE HELL ◊◊ FEAT 14

ARCHETYPE EVIL EVOCATION FIRE

Prerequisites Dragon Mage Dedication, infernal dragon heritage

Frequency once per day

You tear a rift into Hell and pull forth a raging storm of hellfire within 120 feet. All creatures in a 5-foot radius, 20-foot tall cylinder area take 3d6 evil damage and 3d6 fire damage as the hellfire incinerates them, with a basic Reflex save against your spell DC. You can Sustain the effect for up to 1

minute. Each time you Sustain the effect, you can move the hellfire storm up to 20 feet in a straight line. Each creature the hellfire storm moves through takes the storm's damage with a basic Reflex save against your spell DC. A creature can take damage from your hellfire storm only once per round, no matter how many times you move it through them. At 18th level, increase the storm's damage to 4d6 evil damage and 4d6 fire damage.

PSYCHIC COUNTER ↻ FEAT 14

ARCHETYPE

Prerequisites Dragon Mage Dedication, astral dragon heritage

Trigger You roll a critical success against an opponent's mental spell that targets you (as normal, if you get a critical success from effects like resolve, you didn't roll a critical success).

Your opponent was foolhardy to dare to assail the mind of an astral dragon, so you make sure they pay for their impudence. The triggering opponent must attempt a saving throw against their own spell, using your spell DC or their own spell DC, whichever is higher.





You attempt to seize control from whatever spellcaster was foolish enough to cast fire magic in your presence. Attempt a counteract check against the triggering spell, with a counteract level equal to half your level rounded up, and a counteract modifier equal to your spell DC - 10. On a success, you make all the choices to determine the targets, destination, or other effects of the spell, as though you were the caster. The spell's origin doesn't change; it still comes from the spell's actual caster, you simply alter the decisions being made to suit your own whims.

LIVING BREATH FEAT 18

ARCHETYPE

Prerequisites Dragon Breath, Dragon Mage Dedication

You can infuse your magic into your breath enough to grant it a spark of life, allowing it to continue acting as you command it. If your next action is Dragon Breath to deal damage, you can transform your breath weapon into a living breath. After its initial effects, at the end of your turn, your breath coalesces into the form of a dragon made out of the energy or matter that composes your breath weapon, with a 10-foot by 10-foot space appearing at a point in your breath weapon's area of your choice. Starting on your next turn, you can Sustain the effect to move your living breath up to 60 feet. All creatures in its area at the end of its movement take 10d6 damage of the same type as your Dragon Breath, with a basic Reflex save against your spell DC; this damage doesn't apply any additional effects that normally apply to creatures damaged by your Dragon Breath. You can Sustain the effect to a maximum duration of 1 minute, and you can't use Dragon Breath again while Sustaining the effect.

OVERWHELMING BREATH FEAT 14

ARCHETYPE

Prerequisites Dragon Breath, Overwhelming Energy, draconic heritage with an associated damage type that deals acid, cold, electricity, fire, or sonic damage

You've entwined your dragon breath with your ability to reduce resistances to magical energy. You can use your Overwhelming Energy action with your Dragon Breath action, in addition to your spell's, even though it's a metamagic action that normally only applies to spells. When applying Overwhelming Energy to your Dragon Breath, or to spells that share your heritage's associated damage type, Overwhelming Energy allows your breath or spell to ignore an amount of energy resistance equal to twice your level, rather than your level.

RETURN FIRE FEAT 16

ARCHETYPE

Prerequisites Manipulate Flames

Trigger A creature within 100 feet casts a fire spell, or a fire spell otherwise comes into effect from a source within 100 feet.

MASTER DRAGON MAGE SPELLCASTING FEAT 18

ARCHETYPE

Prerequisites Expert Dragon Mage Spellcasting; legendary in Arcana, Nature, Occultism, or Religion, depending on heritage

You've mastered the pathways of magic allowing you to cast spontaneous spells, gaining powerful magic normally available only to the most skilled ancient dragon spellcasters. You gain the master spellcasting benefits.

DRACONIC METAMAGICIAN FEAT 20

ARCHETYPE

Prerequisites Dragon Mage Dedication

You have reached the apex of your attunement to your magic. The draconic metamagic that takes other dragon mages such effort is as natural to you as breathing. You can use metamagic single actions from your dragon mage feats, or single actions from your dragon mage feats that have an effect if your next action is Dragon Breath (such as Widen Breath), as free actions.



Draconic Diehard (Class Archetype)

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Some dragons refuse to adopt the tools and trappings of other ancestries, no matter how useful their fellows might claim them to be. These draconic diehards certainly aren't traditionalists, they still performed the lux aeterna ritual, but nonetheless, they still hold certain conservative views towards how a dragon should, look, act, and behave. And these are more than mere empty words. Their beliefs hold power to influence the ritual's progress.

While you're well aware how to use weapons and armor, your own body provides the only weapons and armor you will ever need. You don't go around wielding a bow, wearing leather armor, hefting a shield, or carrying a crystal ball; those things are just unseemly. In exchange for your intense focus, you can get more out of yourself than other aeternal dragons with much less effort.

Diehard's Pact

Your scales and unarmed attacks become more powerful in exchange for an oath never to use armor, shields, manufactured weapons, or permanent held items of any kind. Unlike most class archetypes, draconic diehards don't have a separate dedication feat or archetype feats. Instead, draconic diehards gain feats from the Draconic Ravager archetype, some of which they gain automatically in exchange for dedicating themselves fully.

Prerequisites: You can take draconic diehard with any class.

Draconic Diehard Adjustments: You gain the Draconic Ravager Dedication feat at 1st level as a bonus feat, even though you don't meet the level prerequisite. If you are trained in all martial weapons, you increase your jaws' damage die to 1d10 instead of 1d8 from the Draconic Ravager Dedication feat. If you are trained in light armor, you additionally gain the Empower Scales ancestry feat as a bonus ancestry feat; if you are trained in medium armor, you can choose instead to gain the Sturdy Scales ancestry feat as a bonus ancestry feat. If you later become trained in martial weapons, light armor, or medium armor, you can immediately adjust your benefits appropriately, either gaining the larger damage die for martial weapons, gaining Empower Scales for light armor, or switching Empower Scales to Sturdy Scales, if you choose, for medium armor.

However, you become untrained in all weapons, and you can't wear any armor except your scales, Raise a Shield (or any similar action requiring a held item, like magus's Raise a Tome), or Activate or benefit from any permanent held item. If an effect would make you gain trained or better proficiency in any weapon or allow you to wear armor, Raise a Shield, or Activate or

benefit from a permanent held item, the effect fails to do so. You prevent it with an act of will through sheer stubbornness. This doesn't prevent you from using held consumable items like scrolls and potions, or material components and the like. Even diehards are willing to make some compromises. If you ever willingly use a weapon, you immediately lose the benefits of draconic diehard for 24 hours, and since draconic diehard grants you the Draconic Ravager Dedication feat, you would also lose the benefits of all feats that have Draconic Ravager as a prerequisite feat. This makes draconic diehards incredibly unsuited to play thaumaturges, as they require holding permanent items to use many of their abilities. The GM is the final arbiter of whether something is allowed by the diehard's pact and should err toward disallowing any interaction other than activating held consumable items.





Draconic Scion (Rare Versatile Heritage)

Draconic scions are creatures with a connection to dragons, in a similar way to planar scions' connection to beings from other planes. Possessed of great power, draconic scions blend the power and abilities of dragonkind along with the unique advantages of their own ancestry. Brimming with the barely disguised might of a dragon and yet neither dragon nor mortal, a draconic scion must find their own place between those worlds. Fortunately though, with the talents and skills they possess, this isn't a difficult task, and others tend to be more likely to avoid draconic scions out of awe than any intentional bigotry. If you want to play a character who isn't a dragon but who possesses many draconic qualities, you should play a draconic scion.

You Might...

- Have a contradictory dual nature, which causes you to have complex motivations and unexpected dichotomies.
- Experience urges related to your draconic lineage.
- Seek knowledge about dragons in general, and the type of dragon to which you're connected in particular.

Others Probably...

- Are in awe of you and consider you powerful, glorious, and dangerous.
- Assume one of your parents is a dragon, even though that probably isn't the case.
- Mistake you for a dragon using an imperfect disguise.

Physical Description

Draconic scions look like powerful, imposing members of their ancestry with features matching their draconic lineage, ranging from minor to extremely noticeable depending on the strength of their draconic scion heritage.

Patches of scales matching the scale coloration of their draconic lineage are common, as are manifestations of power such as glowing energy within the draconic scion's eyes and mouth, but draconic scions might also possess horns, claws, a draconic snout and jaws, or even a tail or wings. These features shift and change as the draconic scion grows in power and chooses to accept more draconic abilities, granting them more and more draconic features. A truly powerful draconic scion might look more like a bipedal humanoid dragon than they do their initial ancestry.

Society

When it comes to the potential backstories for a draconic scion, humans, whose minds are perpetually fixated on such things, default to considering unusual romances between dragons in alternate forms and other ancestries. While it's not impossible for such a pairing to result in a draconic scion child, matching the ancestry of the other parent and the disguised dragon, it is among the least common of the many rare circumstances that lend draconic essence to another creature. In cases of a draconic ancestor, the inherited draconic scion might also occur as an atavism, multiple generations removed from the original dragon. As a result, those who inherit their status as dragon scion from their parents typically are the children of two other dragon scions, who produce



dragon scion offspring with relatively high probability, or perhaps a dragon scion and someone with thinner draconic blood, like a draconic bloodline sorcerer, or even two draconic bloodline sorcerers. As the generations pass and more and more inherited draconic scions arise from the interactions of other dragon-blooded ancestries, inherited draconic scions become more likely to possess a mixture of features from several dragon heritages, including scales of different colors, heterochromatic eyes, and other such variegated features. Nonetheless, when it comes to the power of the magic within them, there's always one draconic heritage that finds the most resonance, no matter how mixed a draconic scion's background. Inherited draconic scions are more likely to be associated with heritages of dragons who like to live among other ancestries and form attachments to them.

Tutelage and training can, on rare occasions, transform a truly dedicated disciple of draconic arts into a draconic scion, or render them with enough draconic power that their offspring might become draconic scions. This most traditionally applies for a creature who works extremely closely with one or more dragons, learning to emulate dragons, and such a student often takes the dragon disciple archetype as part of their path towards draconic enlightenment. The transcendence into a draconic scion could be gradual over time and many stages of understanding one's self, or it might happen all at once in a sudden unexpected outpouring of draconic potential. A draconic scion forged in this fashion might gain their heritage later in life, retraining over time or all at once into new draconic abilities and learning how their life will be forever changed by their transformation. Enlightened draconic scions often learn at the feet of dragons who enjoy teaching and uplifting others, such as gold dragons, sovereign dragons, and even occasionally sky dragons who find someone worthy of sharing their hidden aeries.

Similar to enlightened draconic scions, transfigured draconic scions began their life as some other heritage and only later gained their draconic powers. The main difference between them is that enlightened draconic scions studied and trained to become draconic scions voluntarily through hard work, but transfigured draconic scions triggered the transformation through a deep exposure to draconic power, often accidentally or involuntarily. Transfigured draconic scions might come from a vestige hunter (*Battlezoo Bestiary* 158) who's absorbed one too many draconic vestiges, a character with a powerful soul seed (*Pathfinder Secrets of Magic*) imbuing increasingly powerful dragon gifts directly into their soul, or someone with a similar tale who was given, stole, or accidentally inherited a piece of a dragon's life force or soul within their own mortal shell. Transfigured draconic scions are equally likely to come from almost

Draconic Scion Settlements

Draconic scions tend to live in settlements alongside other creatures of their ancestry, or rarely, with dragons instead. Of the various origins, enlightened draconic scions are most likely to live among dragons.

However, extremely rarely, draconic scions form their own settlements, full of other draconic scions and strongly dragonblooded members of the same ancestry. Such confluences of draconic scions, rare though they might be, are by far the most likely sources of inherited draconic scions, since two draconic scions have a high chance to produce a draconic scion offspring together.

Aeternal dragon settlements tend to be especially accepting of draconic scions, and in areas where both an aeternal dragon settlement and a draconic scion settlement are possible, the two might combine citizenry to create a larger and more stable settlement together. For their part, aeternal dragons understand draconic scions in a way that few others do, aside from other draconic scions, and draconic scions understand and typically respect aeternal dragons as well. Due to both groups' tendencies to produce adventurers, their shared settlements often wind up much higher level and wealthier than you might expect for their relative size. Woe betide any thief who thinks that the small town hidden deep in the jungle with buildings decorated in gold and jewels is ripe for the picking.

any draconic heritage, but they almost always have a triggering moment or crucial point in their backstory connected to a specific dragon. Perhaps a dying dragon gifted the last of their power to the new draconic scion and asked a special quest or prohibition in return, to carry out the dragon's final wishes. On the other hand, the transformation could have come about due to research and experimentation, whether the eventual dragon scion was a willing participant or not, killing dragons in attempts to use magic, technology, or both to siphon their powerful energies into a non-draconic test subject.

Reincarnated draconic scions come about when a dragon's soul is reincarnated into a new form, perhaps as the result of a *reincarnate* ritual, perhaps due to a magical experiment, or simply as part of the natural cycle of reincarnation. Depending on the source of the reincarnation, the new draconic might have all, some, or none of the memories of the original dragon. Most often they are able to access whatever memories they have as flashes in dreams, or when deeply drawing on their draconic powers. Reincarnated draconic





scion is a good choice for a dragon character who was *reincarnated* into another ancestry during play, as it potentially allows the character to keep some of their dragon ancestry feats and establish continuity if those feats were important to how the character played. Dragon heritages more attached to the cycle of life and death, such as crypt dragons, are more likely to become reincarnated draconic scions.

Alignment and Religion

While their origins are diverse, draconic scions share a dual nature that often causes them to possess personality traits that are seemingly in contradiction: perhaps they are both generous and greedy, or both callous and caring. It's not that the draconic scion vacillates between one and the other. They simultaneously embody both contradictory traits and are able to express them both at once through the same actions. Their alignments generally tend to be somewhere in between the usual alignments of their ancestry and the usual alignments of the dragon heritage associated with their draconic lineage. Enlightened draconic scions are especially likely to have an alignment close to the dragon who taught them, as they learned and accepted the worldview of their mentor in order to fully embody the teachings and power necessary to become a draconic scion.

Similarly, reincarnated draconic scions are often, but not always, close to the same alignment as the dragon was before being reincarnated. Transfigured draconic scions are slightly more likely to be chaotic than other draconic scions, due to the unpredictable nature of their transformation, but this tendency isn't as strong as the tendency towards the draconic lineage's alignment.

Dragon scions are more likely than most members of other ancestries to worship dragon deities, but otherwise they worship all the same deities as other members of their own ancestry. A dragon scion might worship two patrons with extremely different, even contradictory worldviews, somehow finding a way in the scion's own mind to satisfy the teachings of both deities. This sort of arrangement typically doesn't work for dragon scion clerics, however, as in those cases, two conflicting sets of anathema may be impossible to avoid.

Names

Draconic scion names tend to vary based on their original ancestry and their origin. Enlightened and transfigured draconic scions have completely normal names for a member of their ancestry, unless they choose to discard their name after their ascension or transformation and take a new name. In those cases, they might pick a name in draconic or just a name they think sounds interesting. Reincarnated draconic scions' names vary based on their identity. Depending on whether they have so many of the dragon's original memories that they consider themselves to be the dragon, so few that they consider themselves to be entirely their new self, or something in between, they might either adopt one of the two names completely or else create a blend of the two. Finally, inherited draconic scions, born to their gifts, might receive names with more of a draconic flair from their parents. This also varies based on whether the parents included a dragon or draconic scion; two parents completely unaware of the possibility of a draconic avatism might be more confused by their child's draconic features than anything, and potentially mistake them for something else entirely, leading to a mistaken identity as an aasimar, ganzi, geniekin, or tiefling and a name inaccurately attempting to channel those connections.

Sample Names

Blue Flame, Kallizandrex, Red Mask, Twin Hearts, Vorik, Whiteclaw

Draconic Scion

You possess the power of dragons, whether you descended from dragons, learned from dragons, were transformed by exposure to draconic energy, or reincarnated from a past life as a dragon. You gain the





draconic scion and dragon traits in addition to the traits from your ancestry. You also gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from draconic scion feats and feats from your ancestry whenever you gain an ancestry feat. Select a dragon lineage from the list of heritages for the dragon ancestry. This dragon lineage determines what abilities your draconic scion feats grant you. Whenever you gain a draconic scion feat that would normally depend upon a dragon's heritage when taken by a dragon, use your lineage to determine the benefits. For example, if your lineage is red dragon, your Dragon Breath feat deals fire damage, Draconic Cantrip grants you arcane spells, and your Additional Unarmed Attack options would be tail and wings.

Ancestry Feats

The following ancestry feats are available to draconic scions. Draconic scions have only a few ancestry feats uniquely available only to them, but they unlock the potential to the vast majority of dragon ancestry feats, listed below in Additional Feats. Draconic scions aren't quite dragon enough to become draconic ravagers or dragon mages... at least, they aren't under normal circumstances. If the story demands it, you and your GM might decide together to allow it. If so, think carefully about which feats to allow, based on which feats were excluded from the list of Additional Feats below.

Additional Feats: **1st** Additional Unarmed Attack (page 22), Draconic Cantrip (page 22), Draconic Resistance (page 23), Dragon Breath (page 23), Dragon Lore (page 23), Empower Scales (page 23), Empower Wings (page 24), Sturdy Scales (page 25); **5th** Draconic Verve (page 26), Dragon Scent (page 26), Dragon's Endurance (page 26), Soaring Leap (page 29); **9th** Channel Wings (page 30), Deep Breath (page 30), Dive and Exhale! (page 30), Dragon's Instincts (page 30), Dragon's Tenacity (page 31), Earthbound (page 31), Energize Jaws (page 31); **13th** Channel Scales (page 35), Corona of Power (page 35), Frightful Presence (page 38), Harden Scales (page 38), Reflective Scales (page 39), Summon Draconic Servitor (page 40); **17th** Expanded Resistance (page 41), Dragon's Flight (page 37), Recurring Fear (page 42), Spellturning Scales (page 43), Ride the Breath (page 42)

1ST LEVEL

DRAGON'S CLAWS

FEAT 1

DRACONIC SCION

Your fingers grow into lethal claws. You gain a claw unarmed attack, which deals 1d4 slashing damage, has the agile and finesse traits, and is in the brawling weapon group.

Draconic Scion Adventurers

Draconic scions are extremely likely to become adventurers, or to already be adventurers if they became draconic scions later in life. They tend to prefer the same sorts of classes as either their original ancestry, or as the dragon heritage that corresponds to their lineage (for more information about which classes are most common among dragons of a given heritage, check the lore entries starting on page 81). Draconic scion backgrounds depend on the source of their draconic power. Inherited and reincarnated draconic scions have been draconic scions their entire life, and so they might have had backgrounds related to the position of awe, respect, and fear others felt towards them, such as gladiator, guard, or noble. Reincarnated draconic scions with full memories of their dragon life might simply keep the background from their past life as a dragon. Meanwhile, enlightened draconic scions are likely to be acolytes, scholars, or other backgrounds involving learning or faith. Transfigured draconic scions could have come from any background, though those who had no choice but to be the test subject for experimental draconic imbuing might be a laborer, prisoner, servant, or even have the rare magical experiment background (*Pathfinder Secrets of Magic*).

DRAGON'S EYES

FEAT 1

DRACONIC SCION

Prerequisites low-light vision

You possess the full visual acuity of a dragon, allowing you to see easily in darkness. You gain darkvision.

DRAGON'S JAWS

FEAT 1

DRACONIC SCION

Your nose and mouth extend into a draconic snout, complete with powerful draconic jaws, just like your dragon forebear. You gain a jaws unarmed attack, which deals 1d6 piercing damage and is in the brawling weapon group.

5TH LEVEL

DRAGON'S LUNGS

FEAT 5

DRACONIC SCION

Prerequisites dragon lineage that grants dragons of that heritage the amphibious trait

You are amphibious, just like the type of dragon to which you're connected, and you can swim slowly but surely. You gain the amphibious trait, allowing you to breathe both air and water. You gain a swim Speed of 10 feet.







Dragons and the Lux Aeterna Ritual



Dragons and the Lux Aeterna Ritual

Congratulations! By acquiring a copy of this esteemed tome, you've proven yourself a most discriminating scholar. Pat yourself on the back! Within these remarkable pages, you'll find a treasure trove of information about dragons and their relationship with the lux aeterna ritual. More knowledge, I daresay, than has been collected in one place before! I should know: as an aeternal green dragon myself, I know what I'm talking about.

While any author brings certain biases to their work, I have done my utmost to present a dispassionate view of the dragons herein. Nonetheless, I find color commentary can provide insights, so I've included my unvarnished opinions as well. Of course, clearly delineated; I'm a scholar, not some gossip. I'll trust you, a reader of refined tastes, to separate my opinions, informed and brilliant as they may be, from the facts, unusual as they may be.

Before we begin, a brief summary on why this book is so important. The lux aeterna ritual has allowed some dragons to grow in power at a rate more rapid than ever before. Dragons who perform this ritual are known as "aeternal" dragons, as opposed to the "traditionalist" dragons who, for reasons of their own, refuse to undertake the rite. Every culture in our world is rife with friction, especially regarding nascent societal constructs that challenge the establishment's orthodoxy. The aeternal versus traditionalist split is one of many fault lines found in dragon culture. I hope that you, dear reader, are free of such tawdry notions.

While certain tendencies exist among all the dragon heritages, every individual is different. Don't take my generalizations as gospel, especially if your observations differ from mine. Instead, engage in the practice employed by scholars since ancient times: annotate your conflicting data. Write it in the margins. Evaluate it over time and compare it to other data you've collected. If you notice a significant trend—and can prove it empirically—send your observations to the address found on this volume's title page. My publisher will forward the information to me, and if your speculations can be verified, I will give credit where it is due in the next edition of my work.

—Kallizandrex, Sage Aeternal



Amber Dragons

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Amber dragons are chatty gossips who enjoy learning all sorts of juicy details, peeping into people's businesses to assist with problems, and spreading rumors. As a result, the lux aeterna ritual fits perfectly into their usual routine. The ritual helps them maintain a fast-paced lifestyle that can keep up with the shifting tides of gossip and the rise and fall of trends, all the while testing their limits and growing their magic. Plus, the ritual gives them the perfect excuse to meddle, and amber dragons *love* meddling. Like most traditionalist wild dragons, traditionalist amber dragons get along exceptionally well with aeternal amber dragons. Mixed friend groups intermesh their gossip techniques seamlessly so that the traditionalists can cover certain more elusive rumors. At the same time, the aeternal dragon recovers their aptitude, and the aeternal amber dragon's enthusiasm and pace can drive up the group's ability to sniff out large quantities of more overt rumors. All that's left is to hash all the rumors out in a rap session and decide which ones are the most interesting to spread. This determination is often completely independent of any attempt to verify the rumors, if the amber dragon even decides to do so.

Aeternal amber dragons love joining up with adventuring parties, as the typical adventuring party represents the ideal vessel for all of an amber dragon's favorite activities. Treasures and secrets are discovered by adventurers, which is exactly what amber dragons enjoy. Not only that, but adventurers are notorious for intruding into people's businesses to fix things or take command of a situation without authority. Amber dragons adore the party's cover because it corresponds to their own interests. Adventurers tend to be a hive of activity for rumors and the like, whether they move from place to place, or quest to quest, or set up a home base for their missions, their constant momentum gives the aeternal amber dragon numerous opportunities to spread rumors of their own. Plus, the fast-paced excitement and danger are sure to supercharge their magic. In general, aeternal amber dragons get along well with any type of group willing to accept the dragon's preferences, and they quickly fall in love with groups that *want* them to gather and spread intelligence for their next mission as well as misinformation to keep their enemies guessing. An amber dragon would follow such a group to the ends of the earth... at least as long as there are rumors to find or tell out there. Aeternal amber dragons favor classes that allow them to blend in, gather information, and spread rumors until they snowball into lives of their own. Bards, investigators, and rogues handle these sorts of tasks in a more straightforward fashion. Thaumaturges are a sleeper hit with amber dragons, as they can draw all sorts of connections from rumors and vice versa.

VALUE OF CIRCULATION

Most of us just can't abide the thought of someone else getting their grubby paws on our hoards. You know how it is. The better the condition, the rarer, safer, and more hidden, the more valuable. But amber dragons have an unusual take on that based on their experience sharing and spreading rumors. Information is part of their hoards, and to them it gains value from spreading in a way they choose. So they sometimes do the same with their other treasures, lending them to museums to increase the public's awareness and awe, and increase the value of their hoard.





Apocalypse Dragons

EDGY OR SENSITIVE?

I doubt you're surprised that a dragon with a name like "apocalypse" and a natural disposition for universal annihilation leads to all sorts of cognitive dissonance for those who buck the trend and become aeternal.

While every individual is unique, there are two behaviors that are often common. Some aeternal apocalypse dragons, despite throwing off the utter evil of Abaddon, act incredibly edgy and engage in all sorts of over-the-top behavior. Others become particularly sensitive and go out of their way to be kind to others, forming a reaction that is diametrically opposed to their planar nature. Rather than two distinct emotions, the two reactions could be triggered by two sides of the same coin.

Covered in gangrenous wounds and possessed with souls of pure evil, traditionalist apocalypse dragons are as tied to the plane of Abaddon as daemons. They seek to despoil life, crush hope, and create a twisted homage to their native plane. However, not all apocalypse dragons enjoy that aspect of their nature, and a rare few find this aspect of their nature unappealing and seek to move beyond it. The lux aeterna ritual represents a way out, as the apocalypse dragon weakens or even severs the ties to Abaddon's blight in the process of the ritual. This leaves aeternal apocalypse dragons in a position to choose their own fates, and many decide to walk away from the blighted path set before them. That being said, while they might have strongly felt that they could do more than just ravage and despoil, they don't always know what else they want to do after the ritual. Some choose to turn their natural talents towards a productive cause, such as eliminating rampant growth that is actively detrimental to an area, such as plagues, infestations of devouring insects, invasive species, Abyssal blights, or marauding monsters. Others try to put their past further behind them by building things up instead of tearing them down. However, the dual impetuses of their lingering nature and the lux aeterna ritual rarely let them find a sedate or peaceful life. Plus, traditionalist apocalypse dragons represent an additional

threat to any thought of an idyllic existence. Traditionalists already love to corrupt and destroy, their hearts beating with the nihilism of Abaddon, and what better way to spread their apocalyptic desires than to crush the dreams of one who seeks to avoid their doom? Their aeternal brethren quickly learn that they have a large target painted on their backs.

Aeternal apocalypse dragons frequently band together with other adventurers not only to share strength and protect themselves from a surprise attack by their traditionalist kin, but also to find a purpose for themselves. The aeternal dragon somehow knew that destroying all life for its own sake wasn't the limit of their potential, but sometimes it comes down to others to help the dragon explore what else they can be. That doesn't mean the aeternal apocalypse dragon was consciously *aware* of the need. It can take some time for them to come to terms, during which they might subconsciously seek answers while

seeming to reject the answers given, at least on the surface. Surprisingly, this means they can work together well and learn more from gentle, patient, and wise allies, all traits the apocalypse dragon would have deeply disdained before the ritual. Regardless of

their newfound desires, many aeternal apocalypse dragons gravitate toward classes that allow them to ravage and destroy, such as barbarian, fighter, or sorcerer. Those who wish to understand the cycle of creation and destruction might broaden further to classes like inventor, allowing them to create something new that still holds great destructive potential.





Astral Dragons

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For all these reasons and more, aeternal astral dragons make their way off the Astral Plane and onto other planes, especially the Material Plane, where adventures and adventurers are plentiful. Unlike an aeternal astral dragon's judgmental kindred on the Astral Plane, most Material Plane folks are simply awed by an aeternal astral dragon, which suits the dragon's pride especially well. Aeternal astral dragons may be exceptionally haughty, as are most astral dragons, but underneath that pride often lies a layer of deep insecurity. Thus, befriending an aeternal astral dragon is not difficult if you have a little patience and remain supportive and complimentary to the dragon. Just don't engage in shameless flattery, as an astral dragon can usually spot that coming a mile away. Adventurers who take the time and effort to do so find that they have made a loyal friend for life, albeit perhaps an extraordinarily arrogant and reserved one. Aeternal astral dragons often become spellcasters who use astral essence in their work, especially psychics or dragon summoners, but also bards, wizards, and arcane or occult sorcerers and witches.

MIND PALACES

Astral dragons sometimes keep hoards of thoughts, memories, and images in mind palaces stored only within their own memories. Even though my own hoard is similar in that I keep it in tomes of knowledge, I still find this practice bizarre. Do they actually own anything if it's all in their heads? They can't really show it off easily either, like I do with my books in my self-portrait before the foreword. So, is it even really a hoard at all at that point? Astral dragons claim that this makes it almost impossible for people to steal from them without memory magic, and they point out that in the Astral Plane, thought is reality.





Black Dragons

DRACONIC SNARK

Black dragons take snark to an art form, providing sarcastic quips that infuriate or demoralize their opponents, their rivals, or just people who annoy them. Black dragons rarely waste time with insults based purely on crude physical appearance.

Instead, they strive for a more nuanced and cutting insult that attempts to undermine a creature's confidence and expose their deeper insecurities. If a foe is too shallow for that, of course, a black dragon can reluctantly go for cheap shots.

Aeternal black dragons are at extreme risk from their traditionalist brethren from the moment they complete the lux aeterna ritual. Traditionalist black dragons are full of fervent hatred toward them for becoming different and a hidden fear that the ritual might make the aeternal dragon more powerful, subjecting the traditionalist dragon to the same fate someday. Fortunately, black dragons are usually quite solitary, staying away from even their own families unless necessary. So, by the time another black dragon finds out what happened, it might be too late for them to take action, as the aeternal black dragon might have exploded in power and prominence. A prospective aeternal black dragon with an unusually large number of other dragons in or close to their territory might be best served to engage in subterfuge in order to disguise the fact that they have performed the lux aeterna ritual. Faking their own death, pretending to go into a long slumber, or other means of explaining a long absence is the easiest way to earn a reprieve, but sometimes that won't suffice, especially if they don't have a good place to hide themselves and their hoard. In situations like these, the black dragon might arrange for something else to distract their neighbors' attention, such as an infestation of monsters or an adventurer raid.

Aeternal black dragons channel their desire to win at all costs and their exultation in defeating their opponents

into the strategies and tactics they use while adventuring. Many begin their adventuring careers as loners but quickly learn the lesson that teamwork keeps one alive when taking the kinds of risks that spur the growth of their magic. By the time they are ready to join an adventuring group, they are ready to cooperate with the other members of the group, but that doesn't mean there isn't any friction between them. Black dragons are acerbically sarcastic and deeply competitive. This combination doesn't always make for pleasant company for fellow adventurers, and it can become more explosive if one of their companions engages in an escalation with the dragon in either insults or contests, leading to ever-growing challenges between the two adventurers as the black dragon refuses to back down. In a group content to simply let the dragon's tendencies pass, however, the black dragon eventually builds a rapport with their fellow adventurers and turns their biting wit and competitive nature more towards the group's foes instead. When incorporated fully into a group, aeternal black dragons are unparalleled ambushers, skilled in the use of quick in-and-out raids, skirmishing, stealth, and subterfuge on behalf of the party's objectives. The aeternal black dragon might deliver a withering one-liner just before delivering the coup de grâce that ruins their enemy's plans, the better to rub it in. Aeternal black dragons love classes that let them weave in and out of combat, deliver ambushes, and insult their foes at the moment of defeat, such as swashbuckler, rogue, ranger, and monk.



Bliss Dragons

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Bliss dragons radiate warmth and serenity as they create healing sanctuaries deep within the unspoiled wilderness, protecting wildlife and innocents while driving out malevolent beings. Deeply content with their lot, and transcendent with the enlightenment of Nirvana, they rarely see a need to perform the lux aeterna ritual on their own behalf. However, every now and then, a hero or other being with great future potential stumbles upon a bliss dragon's sanctuary in desperate need of healing beyond what the bliss dragon can provide on their own. In this case, when the life in the balance outweighs the bliss dragon's role in the sanctuary, the lux aeterna ritual provides an answer. The bliss dragon performs the ritual to save the mortal's life, changing the dragon's nature and binding the two together for the rest of the mortal's life. While other aeternal dragons who save a mortal's life or heal their ailments often go their separate ways, aeternal bliss dragons almost always choose to continue traveling with the mortal they saved. Traditionalist bliss dragons are wise enough to recognize that the aeternal dragon's decision was the better of two bad options at the time. They don't hold aeternal bliss dragons responsible or stigmatize them; instead, they seek to provide them with love, support, and sympathy, but only in the amount that the aeternal bliss dragon requires. For their part, aeternal bliss dragons value their kin's understanding, especially when they know that many other aeternal planar dragons find their traditionalist brethren unsupportive or outright hostile.

Aeternal bliss dragons are highly likely to adventure alongside the mortal they saved on the fateful day they decided to perform the lux aeterna ritual. While this companionship often leads to a strong friendship or even familial or romantic love, the relationship can also have bumps, spikes, or profound disasters. These tragic cases typically come about when either the dragon or the mortal begins to resent the other. Aeternal bliss dragons have cut themselves off from the pure serenity and enlightenment of Nirvana, and so, just as planar dragons from evil planes can develop their own sense of morality, so too can bliss dragons lose sight of their original principles. If the mortal the bliss dragon saved, who seemed so full of future potential on that day, starts acting churlish, ungrateful, or in a way that seems like they are wasting their life and thus the dragon's sacrifice, the aeternal bliss dragon can grow more and more resentful. Meanwhile, if the mortal begins to feel oppressed by the dragon's omnipresence, especially given the immense pressure placed on the mortal and the implicit reminder that the dragon sacrificed so that the mortal could live, the mortal may begin to resent the dragon. When this happens to one, it frequently spreads to the other. Even then, there's still hope that the two can talk things out, work things out, and save their relationship. However, if the situation is allowed to fester, it can lead to devastating tragedy, with one, the other, or both falling off their path, potentially leading to deep evil. Aeternal bliss dragons tend to prefer classes that facilitate healing or respect nature. While druid is chief among these, cleric, champion, ranger, and certain kinds of witch, summoner (especially angel summoner), or sorcerer are close behind. Another extremely fitting choice is life oracle, which represents the double-edged nature of the life they saved.

IGNORANCE IS BLISS

Some bliss dragons are foolish enough to seed their own misfortune through their blind benevolence, weakening themselves while saving a mortal who is broken by the pressure of the dragon's sacrifice and becomes their eventual nemesis. One technique bliss dragons can use to prevent this future is to ensure the mortal's ignorance of the true details of their salvation. If they stay unconscious, the mortal might never truly realize why their condition vanished. This allows them to fill in their own explanation. While this can help with stress, it can lead to even worse problems if the mortal feels they are invincible.



A blue dragon with gold armor and a red collar, holding a staff and a book, standing in a treasure hoard. The dragon is the central focus, surrounded by gold coins, gems, and various treasures. The background is a rich, golden landscape with a large dragon head in the top left corner.

Blue Dragons

AZURE PUPPETMASTERS

Blue dragons think they are so clever, always one step ahead of everyone else. And, well, sometimes they are, but there are some patterns you can use to discover their schemes fairly easily. They don't like to use valuable pieces unless they have to, so you have to pay attention to how their pawns move. Look for someone who appears to be acting against their own self-interest, and you may have found a pawn. By tracing the pawn's actions through a few levels of indirection, you can figure out what the dragon wants, and from there, you can chase down the movements of other pawns and more valuable pieces.

Manipulative, cultured, and highly social, blue dragons tend to play subtle mind games with each other to resolve disagreements about the lux aeterna ritual, rather than engage in direct combat, conflict, or debates. The end goal of the scheme is to prove their preferred stance on the ritual to the other dragons indirectly and without needing to stoop to advocating it directly one way or the other. As such, to an outsider, interactions between blue dragon traditionalists and aeternal blue dragons can seem especially civil, while in the background, multiple plots and schemes are unfolding, barreling together towards a collision course with all the other gambits.

Aeternal blue dragons amplify the already formidable blue dragons' predilection for social events and venues. Thus, they are highly likely to live in humanoid societies and settlements, often in an incognito alternate form. Not only do they join adventuring groups in an attempt to flex their magical power and grow stronger faster from the ritual, they often take the effort to form such groups themselves. Meticulously and subtly gathering just the right mix of adventurers to ensure the

maximum chance of success. At their most blatant, they are the sketchy cloaked figure in the tavern offering an exciting adventure to would-be heroes, but most blue dragons are subtler than that, capable of putting together the group without anyone realizing they've done so. Once they've formed a party, blue dragons rarely attempt to take a direct leadership role in such fellowships, preferring instead to control things from behind the scenes and let someone else, or the group as a whole, think they are in charge. Blue dragons value competence and loyalty in their fellow adventurers, and if they find a party member has betrayed the group, especially by stealing from the rest of the party, the blue dragon typically schemes tirelessly to pull off a plan that conclusively proves the wrongdoer's guilt to the other party members, allowing the dragon to humiliate the traitor, build consensus, and inflict severe punishment. The most straightforward plots involve tricking a would-be thief into stealing from the party while the rest of the party is surreptitiously able to see them attempt the theft, but their plots can involve significantly more complex steps and plans. Often the more profound the betrayal, the more complex the scenario. The flip side is that blue dragons who arrange a loyal and competent adventuring party consider their fellow adventurers to be metaphorically part of their own hoards—after all, didn't the dragon work just as hard to collect and arrange them as any dragon does their hoard—and so they tend to be fiercely protective and loyal in return. It is for this reason that a betrayal cuts so deep; it's not merely an act against the dragon and the dragon's hoard; it's an insult to the dragon's skill in gathering the party in the first place that they would choose someone who would later betray them.

Adventuring blue dragons excel in classes involving social manipulation and illusion magic, making them especially adept as Charisma-based spellcasters such as bards, sorcerers, or oracles. However, their love of schemes and gambits fits well with classes like rogue and investigator, and their desire to win stylishly works well for a swashbuckler.



Brass Dragons

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Brass dragons are playful conversationalists who love experiencing and understanding the cultures and customs of shorter-lived ancestries. This sometimes draws them to perform the lux aeterna ritual as part of a plan to experience these things firsthand, joining an adventuring party either in disguise or in their true forms. Because of their extreme libertarian attitude and belief that any creature should have the right to make its own decisions so long as they do not harm others, traditionalist brass dragons don't really have a problem with aeternal brass dragons, or vice versa. Carefree, emotional, and almost childlike in their curiosity, brass dragons adapt exceptionally well to the lux aeterna ritual, and their short attention spans pair perfectly with the relatively breakneck (by dragon standards) pace that the ritual encourages in order to exercise and grow their magic. Brass dragons tend towards depression as they grow old, and while many distract themselves by taking care of pets or friends, some turn to the lux aeterna ritual to reinvigorate them and make their life exciting again. This is a dangerous proposition, though; the initial loss of power is dramatic for an older, more powerful dragon, as it puts them on the same level as younger dragons, and the ultimate payoff in terms of power might not even be worth it. Nonetheless, for these depressed venerable brass dragons, power isn't the point; the ability to feel the fast-paced excitement of being young again as they face deadly challenges to grow their magic is its own reward.

Brass dragons love to form information networks, using their many lengthy conversations to gain targeted intelligence and build connections. Aeternal brass dragons take this a step further, always finding new quests and opportunities for their adventuring parties to pursue. Brass dragons' strong love of freedom of choice means that they always leave the decision of which avenue to pursue up to the group as a whole. However, the brass dragon still has extreme power in the decision-making process, as they have no particular compulsion to report every lead they hear. This means if a quest is particularly vile or repugnant to the brass dragon's sensibilities, the dragon can simply leave it out of the list of options when presenting to the group. Thereby having the ultimate veto power over the group's activities, assuming the group uses the dragon's information network exclusively to determine its next move. Brass dragons prefer a democratic process in all aspects of their adventuring group and chafe at a group with a single leader who makes decisions unilaterally. However, they recognize that if the rest of the group prefers a single decision-making voice to simplify the process and votes to have one leader, this too is their choice—as long as they can overturn that decision at any time should the leader abuse the privilege. Brass dragon adventurers tend to be charismatic classes and face characters who can take an active part in any conversation.

BRASS TACTS

Brass dragons might be carefree in their worldview, but that doesn't mean they are careless in conversation. They have a way about them that puts people at ease during conversations, even people who are ordinarily shy or who might otherwise be put off by conversing with dragons. This ability to understand others and approach them with tact stems from the same source as their incessant belief in the freedom of choice. If they couldn't understand others, they wouldn't be able to ensure that they respected another's true wishes rather than their surface level words.





Brine Dragons

PARTY FUND PURCHASES

When brine dragons gather party funds from their complicated adventuring party charters, they tend to make purchases that they feel are in the party's best interests. This often includes items that other party members might have overlooked on their path to an expensive purchase, especially consumable items or items that help handle a worst-case scenario. A cleric with a scroll of *breath of life* in hand can save a life, and a humble *owlbear claw*, a pittance for all but the lowest level adventurers, can provide a crucial effect in a difficult battle. Opinions certainly vary about these tactics.

Brine dragons are compulsive about upholding a routine steeped in strict standards of behavior and courtesy. As a result, few of them perform the lux aeterna ritual, as it represents a disruption to that routine. The few aeternal brine dragons are shunned by traditionalists, to whom they represent something out of place, an inefficiency that makes the orderly bigger picture feel jarring. But for an aeternal brine dragon, the lux aeterna ritual is part of their new life and new routine. It's just different than before. Because brine dragons are so opinionated, aeternal brine dragons believe that their view is correct, which leads them to try to correct their traditionalist kin's "wrong" opinions when they could have been better off ignoring traditionalist brine dragons and finding a group of like-minded individuals instead.

Aeternal brine dragons typically seek to establish their own adventuring party, drawing up an extensive charter for the group that usually places the brine dragon in charge but always imposes rules, guidance, and fee structures on the group as a whole. The brine dragon's rules are typically intended to promote the overall strength and success of the adventuring party, keeping it running like clockwork, but this means they don't typically make exceptions for individual needs or compassion. This can lead to

friction with more individually-minded members of the adventure group, thus brine dragons try to avoid teaming up with such allies if they can. If necessary, they make allowances to the charter to reach the point where their companions will follow them. It's a hard lesson for a perfectionist, but many aeternal brine dragons have learned that an imperfect set of rules that are closely followed is superior to a perfect set of rules that no one follows.

As one might expect, the fee structure built into the charter can sometimes be off-putting to fellow adventurers. Many potential allies are deeply skeptical of the idea of anything but an even split between members or communal sharing of items, assuming the brine dragon means to embezzle the wealth collected in fees in order to build a bigger hoard. However, brine dragons put party funds to good use, purchasing useful consumables, securing items to help remove dangerous conditions and afflictions, and creating an emergency fund for when the party suddenly needs a purchase, bribe, or even a resurrection. Thus, most groups that can learn to deal with the brine dragon's obsessive and perfectionist nature and desire for rules find that the dragon provides a significant benefit in handling inventory management and infrastructure tasks that no one else wants to deal with. Edict dragon and brine dragon adventurers often get along marvelously, with love for each other's organizational schemes at first sight. When they don't, however, they clash irreconcilably due to conflicting tastes, causing each to constantly poke at the other's perfection, in a back and forth that can never be satisfied for either dragon. Brine dragons love classes that make it easier for them to convince others to follow their opinion, such as Charisma-based classes.



Bronze Dragons

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Bronze dragons are among the most likely metallic dragons to perform the lux aeterna ritual, in the same way that they are the most likely to become intertwined in the affairs of shorter-lived ancestries. It's true that bronze dragons have a natural inclination towards a life of esoteric scholarship, guardianship, or custodianship over a site of great import. However, bronze dragons of all kinds, aeternal and traditionalist, can't help but heed the call of a good quest, joining others to see it through. This contradiction is what leads them to the lux aeterna ritual. If the quest is too much for them as they currently are, they might need their magic to grow more quickly, relying on their allies to protect them through the early stages of the ritual's aftereffects. Traditionalist bronze dragons rarely look at an aeternal dragon differently after the ritual than they did before. Each has their own path to take and truths to discover. While it's more common for a bronze dragon to perform the lux aeterna ritual at the start of a great quest that requires more from them, this story has many variations. Some bronze dragons begin their quest without the ritual, only to perform it along the way to save their own life or the life of an adventuring comrade. In this case, the bronze dragon might not even prefer the aeternal lifestyle to that of a traditionalist dragon, but chose to accept it rather than allow a life to slip away.

While many other dragons perform the ritual first and then find an adventuring group and quest, aeternal bronze dragons are more likely to have found a worthy cause and a group of like-minded allies in advance. Traditionalist metallic and chromatic dragons don't get along as a rule, but aeternal bronze dragons and aeternal green dragons have been known to bond over a shared voracious love for lore and scholarship. However, this friendship can quickly break down into a massive argument if the two dragons are proponents of rival scholarly theories on a topic important to both of them. Fortunately, unlike with a similar tension between two green dragons, the situation is likely to de-escalate when the bronze dragon calms down and apologizes (as it is unlikely the green dragon would do the same). Bronze dragons tend towards classes that allow them to gather unusual lore, like bard, investigator, witch, wizard, and thaumaturge, or classes that allow them to protect others most easily, like champion. As part of an adventuring group, they tend to help research and plan the party's next moves while enriching and fortifying the party's home base. Even for a party that travels to distant lands, a bronze dragon member typically tries to convince the group of the importance of having a place they call home, where they can return to be safe and de-stress after a dangerous journey.

THE LESSER SCHOLARS

Bronze dragons are impressive scholars when compared to non-dragons, but they can never hold a candle to a green dragon's depth of scholarship. That's not really their fault, but rather the result of their worldview. By believing themselves to be custodians and guardians of knowledge, they sealed their own fates. Scholarship is not merely passive, it requires actively engaging with the world, devising theories, and testing them.





Cloud Dragons

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Cloud dragons are adventurers at heart, wandering and exploring the world as they travel through various areas. Their lifestyle is such a great match for an aeternal dragon that perhaps the only reason they don't adopt the lux aeterna ritual more often is the deep sense of loss they feel when the ritual ends, and their magic temporarily weakens to the point they can no longer fly. As beings of air, more so than any other dragon, they feel this loss keenly and consider themselves trapped by their earthbound predicament until they build up enough power to soar through the air once again. Traditionalist cloud dragons don't bear any particular ill will towards aeternal cloud dragons, but hearing about a dragon they knew becoming aeternal typically makes a traditionalist cloud dragon wince in a moment of sympathetic pain akin to the way it feels to see someone suffer a terrible injury, as they imagine that loss being inflicted on themselves. This makes traditionalist cloud dragons uncomfortable around aeternal cloud dragons who can't fly, often enough to be visibly unsettled in those situations. Once an aeternal cloud dragon regains their wings, this reaction evaporates like mist, and they no longer run into any such setbacks interacting with their traditionalist kin.

Cloud dragons live in the moment, so they are well suited to an aeternal dragon's fast-paced lifestyle; in fact, it isn't all that different from how they normally live! The main difference is that most cloud dragons spend most of their adventures just traveling, often safely above any possible danger, and only briefly interact when something catches their fancy. In contrast, aeternal cloud dragons get into the thick of things much more often. To exercise their magic and increase their power, they need to engage in stressful situations that push them to the limit, and just cruising past threats doesn't cut it. But their roving nature and collection of various eclectic pieces of treasure don't change a bit. Aeternal cloud dragons tend to team up with adventuring parties who aren't too tied down to any one given location, and they prefer to avoid adventuring for too long underground, where they can't see the sky. Other than that, they're extremely flexible, and they get along well with most other aeternal dragons and members of other ancestries. While cloud dragons live in the moment and often make snap decisions, they do so with great wisdom and judgment, so this tendency rarely causes friction with their fellow adventurers in the same way that making unwise snap decisions might. This is even usually the case when traveling with fellow adventurers who like to think things through, as many appreciate that the cloud dragon can find a good solution quickly. The trouble comes when the cloud dragon chooses the best of several options but still meets a bad or mixed outcome, while the results of the other choices can never be known. This can lead more methodical allies to worry that the cloud dragon's hasty choice might have been the wrong one. Aeternal cloud dragons often become especially mobile classes, like monk, or classes good at exploring, such as rogue or thaumaturge, to reflect their love for collecting assorted esoterica.

PATHS TO THE SKY

Aeternal cloud dragons sometimes become overly obsessed with the sky. They're torn up from sacrificing their flight for even a brief time, and that feeling grows to fill an increasingly large portion of their life. Treasure and decorations with sky aesthetics can help, as do magics or technologies that allow them to take to the air, if only for a short time. Levitation and flight magic, or even vehicles like hang gliders, are extremely popular among aeternal cloud dragons overcome with their yearning for the sky. In due time and with enough effort, they regain their flight and the feelings ebb.





Copper Dragons

COPPER PRANKS



Copper dragons have senses of humor that vary from dragon to dragon. Some are complex and truly funny, others puerile and childish. Aeternal copper dragons have their own variations. Some tend towards complex pranks that create a deeper humor after a buildup period, in a trajectory mirroring the lux aeterna ritual. Others live in the moment, pulling pranks entirely centered around getting the quick and cheap laugh. This latter form of prank is tiresome to many, myself included. However, the aeternal copper dragons who prefer these pranks believe that they embody the fast-paced lifestyle of an aeternal dragon.

Copper dragons are capricious tricksters known for their distinctive and sometimes shocking senses of humor. Additionally, they love to enjoy the finer things in life, indulging in the most delicious flavors, experiencing the greatest sensations, and surrounding themselves with the finest treasures. While this might make it seem like copper dragons are flighty and likely to make a life-changing decision on a whim, the truth is that copper dragons don't jump to hasty conclusions or choices. Instead, they stop to examine every possible angle before making a big decision. While their epicurean pleasure-seeking and pranks rarely lead them to the lux aeterna ritual, copper dragons still occasionally partake

in the ritual to earn freedom from an otherwise incurable affliction, for themselves or another. Traditionalist copper dragons respect the freedom of other copper dragons to make their own choices, including the choice of whether or not to perform the lux aeterna ritual. At most, a traditionalist copper dragon might take the opportunity to perform a series of lighthearted pranks while the aeternal dragon's defenses are down. In this case, the pranks are opportunistic, not out of any desire to rub in the downsides of the ritual. And what's more, the traditionalist dragon would expect to be pranked in turn when the aeternal copper dragon's power grows to exceed their own.

Aeternal copper dragons go on adventures to test the limits of their magic's new adaptability, to fight for the freedom of others, and to gain a wider stage upon which to perform their pranks. They often join adventuring parties, taking the role of tricksters or comic relief on a day-to-day basis. Thus, it is crucial for a copper dragon to join a group with members who have a good sense of humor, or at least who are tolerant of the dragon's antics. While a copper dragon's pranks are meant in good

fun and tend to be ultimately harmless, those who don't have a taste for those kinds of jokes can become offended, leading to tension in the group. Copper dragons aren't particularly more or less likely to adventure with other dragons, and they enjoy spending time with energetic and fun-loving ancestries, such as gnomes, and with fey pranksters, such as pixies and draxies. When copper dragons have several alternatives, they prefer to indulge their passions by joining groups that promote the cause of freedom, fighting against tyranny, slavery, and those who impose unwanted restrictions on the people around them. Despite their usual lighthearted demeanor, copper dragons are roused to great anger by the injustices around them. As a result, they often choose classes that help them play pranks and live it up, like bard and rogue, but a few copper dragons become barbarians, mastering that passionate anger and channeling it towards combat prowess.



Crypt Dragons

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Crypt dragons patrol the planes beyond Purgatory for signs of foul play involving the dead and their souls. Sometimes, however, they come across something too big for them to resolve at their current age and power level. In these cases, the lux aeterna ritual offers an opportunity to grow rapidly, outpace the necromantic or spiritual malfeasance, and put a stop to it. Thus, crypt dragons are more likely than most other planar dragons to perform the ritual for reasons similar to those of non-planar dragons. Crypt dragons are typically solitary in their patrols and investigations. This independence and lack of infrastructure are major contributing factors to the need to use the lux aeterna ritual to prepare for and overcome a major threat. On the other hand, it means that crypt dragons trust each other to operate independently and exercise their own discretion to deal with any problems they might encounter in the best way that they see fit. As a result, traditionalist crypt dragons rarely waste time second-guessing an aeternal crypt dragon's decision to perform the ritual. What's done is done, and ultimately all shall pass, even for dragons someday. This leads to the two types of crypt dragons getting along relatively well. Though they remain at a distance from each other, that's to be expected even before the lux aeterna ritual comes into the picture.

Aeternal crypt dragons usually have an important mission that inspired them to perform the lux aeterna ritual, and based on their nature, it's typically something threatening a vast number of the dead or their souls. These types of threats tend to involve necromancers, sahkil, or undead, but not always. There are a variety of other calamities and disasters that could pique the interest of an aeternal crypt dragon. Just after performing the ritual, an aeternal crypt dragon knows they aren't quite ready to handle the larger threat, so they often try to do something outside of their comfort zone from their traditionalist lifestyle: make some friends and allies and work to build up strength together. If the crypt dragon's chosen threat offers some weaker opposition along the periphery with which to sharpen the group's skills, all the better, but if not, the crypt dragon is fine with the idea of helping out their allies with their petty problems first and moving on to more important matters later when they are all ready to do so. Aeternal crypt dragons gravitate towards classes with connections to life and death, as well as those skilled at protecting souls and destroying undead. Often this includes divine classes like champion, cleric, oracle, or divine witch. Psychopomp sorcerer or summoner are also especially fitting choices.

TALES FROM THE CRYPT DRAGON

Crypt dragons travel far and wide in pursuit of their mission, and so they tend to wind up with interesting stories as a side effect, rather than an intentional goal. When it comes to aeternal crypt dragons, who desperately needed power quickly, they build up adventuring anecdotes much faster than other crypt dragons. For taleseekers out there, crypt dragons would be an excellent potential source, if only they were more interested in actually *telling* their stories. They don't necessarily enjoy the process in the way a vermilion dragon would, so it might take some negotiation, but the result is worth it. I recommend offering items for the crypt dragon's hoard. They tend to enjoy fancy funereal items.





Crystal Dragons

CRYSTAL DRAGON ART



Not every crystal dragon has a talent for creating art of their own, but just about all of them are huge fans of fine art. This leads crystal dragon hoards to tend strongly towards collections of artwork, whether paintings, sculptures, tapestries, fine jewelry, or any other form of visual art. Crystal dragons have a particular love for art made using crystals, as well as pieces of art with a reflective surface, so they can admire their own visages.

The height of vanity really. The only creature vainer than a crystal dragon is one with something to prove. Thus, it's best not to insult the art in a crystal dragon's hoard, or especially their appearance, if you don't want to become embroiled in some sort of petty crystal dragon tantrum.

Crystal dragons are extremely vain and easily angered, and so, even though most traditionalist crystal dragons are benevolent, they are incredibly likely to get into epic arguments with aeternal crystal dragons. The result of the lux aeterna ritual, with the flow of magic altered, has a visible effect on the crystalline body structure of a crystal dragon. This leads to rancor because a crystal dragon's appearance is a major point of pride, but also their biggest emotional vulnerability. Add to that a tendency to see insults where none are intended, and you have a recipe for disaster. The tragedy of the situation is that the crystal dragons trapped in this cycle don't intend to antagonize and escalate with each other; it's just their nature. Even in the absence of direct malice or prejudice, the escalation of conflict over time can result in the severing of ties between an aeternal crystal dragon and former friends and family.

Aeternal crystal dragons are quick to make new friends to replace any broken bonds from their past, and they especially enjoy teaming up with other adventurers who shower them with praise. They enjoy being surrounded by the finer things and prefer adventures in fancy or beautiful surroundings rather than getting covered in muck in a dreary swamp. Aeternal crystal dragons' love of physical beauty does not hinder their choice of companions, as they can find beauty in all appearances, shapes, and sizes. Neither are they jealous of others' appearances; another's beauty does nothing to diminish a crystal dragon's own. This leads crystal dragons to team up with allies of all ancestries, with no particular draw towards fellow aeternal dragons. However, some other dragons, such as black dragons with their mocking insults, are particularly bad matches for an aeternal crystal dragon.

While they often get along exceptionally well with every member of their adventuring group at any given moment, crystal dragons' ability to find insults in innocuous words or actions can lead to tension in a group.

When the crystal dragon takes umbrage with an innocent comment, it can leave the other adventurers scrambling to try to explain or make amends. Fortunately, given time to calm down, the crystal dragon is likely to forgive and forget. Trouble arises, however, if their fellow adventurers aren't willing or able to do the same.

Aeternal crystal dragons are easily distracted and work best on sustained tasks in a controlled environment. However, the same traits that lead them to be easily distracted also make them great at multitasking when necessary in a complex, fast-paced situation. Their love of shiny things and praise means that aeternal crystal dragons often become rogues or Charisma-based characters like bards and swashbucklers, particularly with the celebrity archetype. However, with their vanity and love of mirrors, nothing fits a crystal dragon quite so well as any class or archetype that lets them use mirrors as a tool to fight monsters.



Dream Dragons

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Dream dragons are wanderers, hunters, masters, and guardians of the Dreamlands, and so perhaps it might seem bizarre that any would choose to perform the lux aeterna ritual. It's true that they rival astral dragons for their unwillingness to give up on their traditional role as self-styled rulers of their plane, which initially led to few adopters. Indeed, rumors say that the first dream dragons to perform the lux aeterna ritual weren't doing so for themselves, but rather to spy on aeternal nightmare dragons. It was rumored that nightmare dragons were leaking onto the Material Plane and potentially pursuing a plot that could have ramifications back in the Dreamlands. Whether or not that's strictly true, the first aeternal dream dragons headed out to the Material Plane and returned to report back what they'd felt and experienced to their traditionalist brethren. The experiences they found and the things they learned altered their perspectives on the Dreamlands and the nature of the sleepers who generated the various bubbles of dream realms within the ever-shifting dimension. The traditionalist dragons found that these new perspectives were not only valid, but they were also fresh and insightful. While this didn't convince many to perform the lux aeterna ritual, per se, the idea of taking a stretch on the Material Plane before returning to "rule" the Dreamlands became more and more popular.

In turn, there was no particular need for many to perform the ritual. The traditionalist dragons could gain the aeternal dragons' perspectives without the ritual's inherent drawbacks by simply living on the Material Plane for a short period of time. Eventually, this led to an arrangement where certain families and social groups of aeternal dream dragons moved permanently to the Material Plane, setting up adventurer's guilds and other infrastructure partially paid for by traditionalist dream dragons. The traditionalists would then send their children to live as wards, fostered by aeternal dream dragons for a short while before returning home. In practice, this usually works out well, resulting in a one-of-a-kind interaction between traditionalists and aeternal dream dragons among all dragon heritages. Sometimes young dream dragons take a liking to their foster home and choose to stay, often performing the lux aeterna ritual themselves. However, this isn't something that particularly thrills their parents, and an aeternal dream dragon with a penchant for converting their wards to an aeternal lifestyle might find the patronage swiftly revoked.

While they aren't showing young traditionalist dream dragons what life is like on the Material Plane, aeternal dream dragons love adventures; the more fanciful and varied, the better. When choosing companions, they typically select not for demeanor, philosophy, or even skill set. Instead, they want to know what drives their potential companions and their biggest dreams in life. Those who dream big earn the dragon's approval, so long as the dream isn't especially repugnant. Furthermore, an aeternal dream dragon ally is among the best an adventurer can hope for to stand steadfast alongside them when faced with great difficulties in pursuit of that dream. Aeternal dream dragons tend toward classes that allow them to innovate, adapt, and dream up new strategies. That doesn't just include classes that interact with dream magic like psychics or bards, but also classes that dream in completely different ways, like inventor.

NO MORE YIELDING

Most ancestries consider dreams to be fleeting, but dream dragons feel that there's nothing more enduring or real. A person's actions, emotions, and even memories fade with time, but true dreams last a lifetime, at least unless they are crushed by an outside force. One of the key reasons that dream dragon parents send their children to live for a time with aeternal cousins is to learn exactly these kinds of insights into how other creatures interact with their dreams. What births a true dream, as opposed to a passing fancy? To what lengths will dreamers go to make their dreams a reality? And what can kill even a dream?





Edict Dragons

EDICT DRAGON SOCIETIES



What exactly does an edict dragon's ideal society look like? I'm sure you won't be shocked if I told you that they uphold strict hierarchies and the rule of law. What's more surprising is that they actually don't all converge on some sort of shared framework based on the societal structure of Utopia. Turns out, edict dragons have an inventive streak, and they each think they've come up with a system of governance that has advantages even over the eternal order of Utopia itself. It's more than a little arrogant, but that's how some dragons are. Myself excluded, of course. My achievements are earned.

Edict dragons are lawbringers who travel the Material Plane in search of lawless regions or societies with corrupt law enforcement. There, they seek to excise corruption and build functioning structures in order to create a perfectly ordered society. Unfortunately, sometimes the region's lawlessness or the corruption in the society is too much for an edict dragon to overcome. The first recourse in such a situation is for edict dragons to resolve these conflicts by building up infrastructure and alliances, inching ever closer towards their ultimate goals. Sometimes, however, these first steps meet failure, or the threat facing order is much more powerful than the dragon and any potential allies, so the edict dragon needs to take more extreme measures. The lux aeterna ritual gives an edict dragon a way to perform the same kind of incremental progress internally within their own bodies, magic, and spirits as they ordinarily might externally by building alliances. As such, it's a sensible option when external incrementalism is unsuccessful, unpromising, or insufficient on its own. Aeternal edict dragons feel that this is a perfectly natural progression of the natural tendencies shared by all edict dragons to work hard and build things up until they can succeed. However, traditionalist edict dragons often consider the choice drastic, rash, and potentially disorderly, given that it is irreversible and cuts the aeternal edict dragon off from some of the connections to Utopia that tie them to a life of pure order. Aeternal edict dragons are happy to engage in

spirited debates on the matter, and they point out that will and determination can lead to a more profound respect for order than sheer determinism on its own. An aeternal and traditionalist edict dragon may even seek out a lawful mortal to serve as a neutral arbiter in such a debate.



Aeternal edict dragons actively seek allies willing to help advance their cause of bringing order to lawless regions or corrupt settlements. That doesn't mean that all their allies must themselves be lawful; anyone with a sincere wish to develop a perfect functioning society can contribute to an edict dragon's dreams. This typically starts small, on the scale of an adventuring party taking missions while progressing the aeternal edict dragon's magic via the pathways from the lux aeterna ritual. Aeternal edict dragons, on the other hand, rarely stop there; they frequently form alliances with other local inhabitants, organizations, governments, mercantile groups, distant allies, and others who are eager to work for a better life. As the web of connections and alliances grows, so do the chances of success, as does the aeternal edict dragon's drive. Edict dragons like to think deeply about which sorts of classes and skills are available in their adventuring party and their broader alliance and then choose to pursue a class

that fits into that greater machine, providing exactly what the team needs to succeed. If left to their own devices, with truly no niche or role needed to balance the party, they often choose classes that allow them to either protect and bring order, like paladin champion, or refine and improve things, like inventor.



Etheric Dragons

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Etheric dragons typically dwell in the distant and isolated reaches of the Ethereal Plane, far from the areas that overlap with the Material Plane. There they focus on extreme pragmatism, practicality, and raw survival above all other pursuits. Given the other denizens of the Ethereal Plane, including marauding sahkils, this is a prudent and cautious approach. In turn, this allows ethereal dragons to live until they grow strong enough that they no longer need such caution, though by then, the lessons have been long ingrained within them. These two competing aims, pragmatism and survival instincts, represent a push and pull towards and away from the lux aeterna ritual.

On the one hand, performing the ritual might allow the dragon to grow strong enough to survive more threats in weeks or months than they could otherwise live through without decades or centuries of growth. On the other hand, the side effects just after performing the ritual make an ethereal dragon feel uniquely vulnerable and wary; it's exposing a weakness that's just asking for an ambush at their lowest point. Some etheric dragons handle the contradiction by realizing the fallacy of seeing only two paths: they can either refrain from the ritual and hope to survive the centuries without it, or they can travel to a safer backwater, like the Material Plane, and perform the ritual there, only returning to their home when they are strong enough to stand tall against its threats. This strategy has met with considerable success among ethereal dragons, and as a result, the majority of ethereal dragons seen on the Material Plane are, in fact, aeternal. While traditionalist dragons have determined that the ritual is impractical for them, if an aeternal dragon performs it, survives, and thrives, they clearly chose the right path, and that should be respected. But that's for a dragon who succeeds. As to the rest, etheric dragons are quick to mock those who met a ruinous fate after a foolhardy use of the lux aeterna ritual left them in such a vulnerable situation, making them a sitting duck for danger. However, it isn't only the traditionalist dragons who do so; aeternal etheric dragons will often join their traditionalist brethren in considering such failures to be lessons in the sort of behavior they should never repeat.

Etheric dragons are eminently practical when it comes to choosing their companions. They don't want a group with the best fit for their personality or principles—they want the group most likely to survive, period. Often, this means a special focus on finding allies who can protect and recover, such as champions and clerics, but etheric dragons also know that too much defense and too little offense gives your enemies too many chances to bring forth calamity. Since survival is paramount and the rest is flexible, etheric dragons try their best not to rock the boat once they've found a good group. Instead, they try to fit in and make themselves indispensable so that the group will want to be sure to continue including them, even going so far as putting themselves on the line for the others so that they will do so for the dragon as well.

Nonetheless, an etheric dragon has no desire to throw himself on the pyre for a lost cause. If the battle is lost and the choice is between dying with their comrades or making their escape, an etheric dragon chooses the latter, attempting to help fellow survivors escape as well if it's feasible. Etheric dragons take well to cautious, mobile, and well-defended classes such as monk, allowing them to potentially survive and escape a losing fight.

INTO THE ETHER

I can admire the extreme pragmatism of etheric dragons in most circumstances, but for some people it takes some getting used to. One of their most divisive practices is the tendency to feel that discretion is the better part of valor, retreating from a losing conflict to regroup, learn, and prevail later if they can. I find this refreshing, as those who attempt to barrel through an obviously lost cause deserve what happens to them. But some who speak of pretty lies like "honor" consider the actions of etheric dragons cowardly. It's best not to let an etheric dragon hear that, though.





Forest Dragons

FOR THE TREES

Forest dragons like to claim their actions are on behalf of nature, and that their disdain for civilization comes from a greater cause. However, we green dragons, who share some qualities with forest dragons, have quickly determined that this is no more than a convenient excuse. You can't see the forest, the saying goes.

Forest dragons prefer the old ways of doing things, eschewing technology and civilization in favor of a simpler life in tune with nature. Thus, many forest dragons first saw the lux aeterna ritual as something to be disdained. For decades after the ritual began to spread among dragons, no forest dragon would perform it. But slowly, ever so slowly, as a few had to use the ritual out of dire need, it managed to enter the world of the forest dragon and began to gain a foothold. Currently, the lux aeterna ritual is still too newfangled for most forest dragons, but for others, it has become comfortably entrenched and understood enough to become part of their accepted view on life. After all, lux aeterna is a magical ritual, not technology or another trapping of civilization. Thus, it could have merit.

Nonetheless, forest dragons who hold this point of view are in the minority and tend to be on the younger side. They might find that their elders hold them in deep contempt and scorn, but such isn't necessarily unheard of between the youngest and oldest forest dragons, even without as polarizing a life choice as the lux aeterna ritual to draw out the animosity. Since forest dragons already spend much of their time with animals, this isolation doesn't necessarily bother them. Still, it can lead to a dangerous confrontation between an ancient traditionalist forest dragon and a younger aeternal forest dragon grown strong, potentially with an adventuring party in tow.

Aeternal forest dragons are incredibly particular about their adventuring groups. They vastly prefer animalistic, bestial, and monstrous allies who are as eager as the forest dragon to stay far away from civilization. While they're willing to accept allies of any ancestry, the wrong background or class could be an immediate dealbreaker. Inventors and gunslingers, for instance, are overlooked except in the direst of circumstances. The most important thing to an aeternal forest dragon is that their adventures take place in the wilderness, not in settlements,

farmlands, or other places tamed by civilization. An ideal mission might be to explore some ancient ruins, loot the treasure, and then destroy the offending structure in a way that allows nature to reclaim the site. A close second is a quest to hunt down poachers, slash and burn foresters, or others who harm or exploit the environment for its riches. A group that satisfies a forest dragon's desires finds their forest dragon compatriot to be eminently reasonable and easy to get along with, helpful to other members, and even sometimes generous as the forest's bounty.

But when a forest dragon is forced to travel with someone who irritates them, perform missions they don't like, or visit civilization, they become extremely irritable and petty in interactions, as harsh and unforgiving as the forest in winter. Forest dragons are more likely to be a druid, ranger, or perhaps a primal sorcerer or witch than any other class. They often take archetypes tied to nature, like beastmaster or herbalist.



Gold Dragons

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Meditative, patient, and wise, gold dragons often live in seclusion, contemplating the greater implications of every action and taking the broader view. Thus, when a gold dragon performs the lux aeterna ritual, changing themselves to require fast-paced, stressful action, their traditionalist brethren have great difficulty understanding their rationale and perspective. After all, directly intervening in the breakneck world of shorter-lived ancestries is the polar opposite of the slow, deliberate counsel offered in service of longer-term goals and a wider perspective. Traditionalist gold dragons can't help but feel that their aeternal counterparts are shortsighted, becoming too engrossed in the particulars of whatever circumstance they felt required the ritual and thus incapable of understanding the greater implications of their actions. Nonetheless, traditionalist gold dragons remain polite and compassionate when speaking with a gold dragon considering the ritual. They seek to offer gentle advice and wisdom to subtly steer the other dragon away from the ritual while still allowing them to make their own choice. With aeternal gold dragons, they see little point in a debate since the ritual is over and the process irreversible. It's more important to help guide and support other dragons than to be "right." For their part, aeternal gold dragons can sense the unspoken disapproval and are more likely to attempt to engage in discourse to persuade other gold dragons that their actions were appropriate and well-considered. The fact that this frequently results in the traditionalist dragon politely disengaging rather than engaging in an argument can be even more frustrating to an aeternal gold dragon trying to prove themself.

Aeternal gold dragons tend to eschew the solitude of their traditionalist kindred, instead joining up with groups of adventurers in order to exercise their magic's explosive potential for growth. They tend to choose adventuring groups with tremendous future potential, but likely in need of guidance and wise counsel to stay on the right path. After all, guiding talented but troubled individuals to become heroes of an age not only produces a great good, it could also protect against the danger of such talented adventurers being led astray along the wrong path and, in so doing, prevent the rise of a great villain. This is not to say that they don't get along well with righteous adventuring groups; everyone needs someone to lean on and offer advice every once in a while. Aeternal gold dragons tend towards classes that make it easier for them to provide a guiding support role to others without taking too much of the spotlight themselves. Clerics and monks are especially common, which allows them to protect or heal their comrades, both physically and psychologically. Gold dragons, on the whole, are used to taking things slow and reacting, protecting, and healing. Aeternal gold dragons, on the other hand, can surprise both foes and friends when they act quickly and decisively.

ALL THAT GLITTERS

Of the most commonly encountered dragons, the chromatic and metallic dragons, gold dragons are the most powerful. But that doesn't mean they're better than the rest of us. If anything, it just makes them the most aggravating form of arrogance, where they pretend to be modest but their true arrogance is exposed by their aloof actions.





Green Dragons

OBSESSIVE STUDY

We green dragons tend to have a small number of narrow fields of research that we consider the most interesting to study. Many green dragons focus on only a single such topic. However, topics vary wildly from dragon to dragon, across all fields of study. One green dragon might prefer to chronicle the genealogies of nobility and royalty, another to examine the movements of the stars and other celestial bodies, and a third to understand the migration patterns of woolly mammoths. As a discerning reader such as yourself must have determined by now, my obsession is with the lux aeterna ritual and the aeternal dragons who perform it. How does the ritual work? Who created it? And why? How is it reshaping our society? I must know!

Green dragons' obsessive search for knowledge has often led a green dragon to perform the lux aeterna ritual to further that pursuit. After all, it is not merely physical and magical strength that increases rapidly after applying the ritual, but knowledge as well. Green dragons who haven't performed the ritual tend to be more accepting of those who have, unlike other chromatic dragons. Disputes are much more likely to form over scholarly disagreements on pet theories and hypotheses, the interpretation of various ambiguous bits of text, or the scope of what constitutes canon on a particular topic. Many aeternal green dragons take up the mystery of the lux aeterna ritual as an area of interest in their research. They figure that learning more about its origin will reveal deeper secrets of the ritual and perhaps the path to a superior version of the ritual, one that will lead other dragons to recognize their brilliance.

While most green dragons prefer isolation to perform their research and correspond with other scholars only by written correspondence using a pen name, those who have performed the ritual are much more likely to mingle with other scholars who have earned their respect in person, often in a humanoid disguise. Aeternal green dragons stir themselves from isolation out of the knowledge that they must push themselves to the limit to experience the full benefits of the ritual. But their caution leads them to travel in adventuring groups with other aeternal dragons, or even humanoids and other non-dragons, rather than risk such dangers on their own. Green dragons are able to get over their tendencies towards a solitary life, albeit often with reticence, but fellow adventurers with scholarly interests can help them open up towards friendship... so long as they don't disagree on scholarly topics and begin a rivalry instead. Such rivalries can be particularly tempestuous for a fellow adventurer, as failing to hold their own

might cause the green dragon to lose interest altogether, but there is no quicker way to earn a green dragon's ire than soundly thrashing the green dragon in their own obsessive specialty.

Their love of nature causes them to prefer quests and adventures in a wilderness setting, and they are surprisingly willing to help assist against threats that blight the area near where they adventure and live, as they see such things as unsightly and a blemish on their reputation. On the other hand, lost knowledge or strange and wondrous antiquities are the greatest motivators for an adventuring green dragon. These two predilections often intersect in jungle-choked ruins of civilizations long past, and so such places are favorites of adventuring green dragons. Green dragons tend towards classes based on research, such as investigator and wizard, though they likewise often specialize in classes granting primal magic, like druid. Perhaps no class combines the two more completely than primal witch, and so aeternal green dragons willing to pledge to a patron often find that calling especially suits their nature.



Harlequin Dragons

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Harlequin dragons engage in biting jokes and pranks that ultimately reveal deeper truths and a greater understanding of other people than one might expect from a light-hearted prankster. Like all wild dragons, they are likely to perform the lux aeterna ritual, but they are the least likely of the bunch. Traditionalist harlequin dragons grow in power and insight slowly over time, engaging in sagacious folly as the muse strikes them, and they still represent a significant majority of harlequin dragons. Even traditionalist harlequin dragons use items as props or to gain their benefits and sometimes wear fool's motley, costumes, or other outfits. This suits aeternal harlequin dragons just fine, though. Not only do they get the opportunity to take their observations and quips on the road, testing their insights to the limit to grow more powerful rapidly, they also get to play one more trick on everyone else. After all, since most harlequin dragons are traditionalists, an aeternal harlequin dragon who keeps their equipment similar to that of a traditionalist can choose to disguise their true power. By explicitly choosing to remain at a relatively smaller size, others might expect that a harlequin dragon who has maxed out the potential of their magic is a mere youngling at a glance, when in fact, the dragon's true power rivals that of ancient wild dragons. These kinds of surprises, wherein someone else underestimates a harlequin dragon to their ultimate dismay, delight and amuse them. Because it takes both types of dragon to play this trick, aeternal harlequin dragons are incredibly fond of traditionalist harlequin dragons. They hope that their traditionalist brethren will remain the notable majority, lest it spoil their fun. Aeternal harlequin dragons' antics amuse traditionalists, and they consider it a true expression of their goal to enlighten through mockery and wit. After all, the aeternal dragon is teaching the lesson not to judge a book by its cover.

Aeternal harlequin dragons couldn't imagine any other way to adventure than with a party of fellow adventurers. Someone needs to appreciate their pranks, tricks, jokes, and epic snark, and their adversaries aren't likely to last long enough to reach that deeper level of appreciation that takes time and reflection. Some groups just can't mesh with a harlequin dragon if they are too straitlaced, serious, and self-important to be able to introspect and realize that the dragon's comedy act holds a deeper meaning that can help them grow. Most parties, however, have at least one member who is able to figure out what the harlequin dragon is doing, and in the worst case, they can hopefully convince the others to play along. A harlequin dragon's dream group, however, is full of members who, by and large, have a great sense of humor, the grace to laugh along when they're knocked down a few pegs, and the wisdom to use the opportunity to gain insights into the mirror of their inner self that the harlequin dragon has shown them. Harlequin dragons tend towards bards, swashbucklers, thaumaturges, and other classes that specialize in comedy and deeper meanings.

FOOL'S WISDOM

Harlequin dragons play the fool, but they like to think of themselves as the smartest person in the room. They aren't, of course, but they do manage to gain some fascinating insights. However, instead of just revealing what they've discovered directly, they misdirect through humor. This obscures their point, making it harder for anyone else to understand what the harlequin dragon is trying to say. Seems like a fool's errand, right? But it has a point. Harlequin dragons try to reveal a person's own shortcomings through their humor. But there's a funny thing about our shortcomings: people don't like hearing things that challenge our deeply held beliefs. When we do, we tend to entrench. By making us search for the answer, harlequin dragons make us more receptive.





Havoc Dragons

HOT MESSAGES



Havoc dragons are walking disasters, and I'd never personally associate with one from anywhere but a distance. I recommend the same for you, dear reader. But you might be wondering, how do they keep finding comrades given their sheer propensity for calamity? The truth is that their earnest enthusiasm, cheerful upbeat attitude, even in the face of failure, and zest for life can make their personalities quite attractive to others. They often find enablers who consider them too charming to truly blame them for their mistakes.

Havoc dragons try to make the world around them into playful and fantastic vistas full of wonder and new experiences. While this is marvelous in theory, in practice, havoc dragons have earned their name because they wind up making messes and being a bit of a mess themselves. Havoc dragons' whimsical schemes are so varied and unpredictable that it's hard to predict exactly why or when they'll use the lux aeterna ritual. It's for any of a thousand different reasons that the havoc dragon chooses to try the ritual out, from complex reasons related to a particular desire or goal, to simpler rationales like that it seemed like a good idea at the time, or simply because it was there. With many other dragons, their kin can look back at their decision and, even if they vehemently disagree, they can at least see the line of reasoning that led their aeternal brethren to perform the ritual. But with havoc dragons, sometimes looking at the timing or the choice, it just seems like a mystifying decision with timing that doesn't make sense.

Did they perform the ritual to stop a disaster but then didn't get strong fast enough before the disaster hit? Sure enough, there are many aeternal havoc dragons who have fallen into that trap. Or perhaps the ritual looked interesting, so they leapt without looking, but the next day they realized they needed some of the powers they lost to the ritual for a critical task? Many aeternal havoc dragons have done that too. Traditionalists and aeternal havoc dragon kin can both sympathize; after all, whether or not it involved the lux aeterna ritual, what havoc dragon hasn't caused some unintended collateral damage or unintended consequences in their days? Havoc dragons don't even really tend to make a distinction between aeternal and traditionalists, treating each other exactly the same as before. As is normal among havoc dragons, they spend most of their time tacitly and supportively ignoring each other's biggest blunders, only occasionally descending into light, good-natured teasing long enough after the fact that the wound is no longer raw.

Aeternal havoc dragons are enthusiastic, energetic go-getters who are eager to please. Their enthusiastic attitude, relentless optimism, and strong loyalty and passion quickly endear them to fellow adventurers of almost all stripes. However, when the havoc dragon's blunders wind up creating mayhem for their fellow adventurers, that's when their bonds together are truly tested. Some groups can't abide the dragon's good-natured bumbling and banish their former friend to look for another party. For this reason, aeternal havoc dragons, always maintaining their optimism, might be on their third, fourth, fifth, or even sixth (or later) adventuring group before they find the right fit who will become their true boon companions. A group that can learn to accept the dragon, mistakes and all, has a loyal, hard-working best friend for life. Havoc dragons tend to prefer classes that give them a variety of options to help solve problems, whether of their own making or not, though it's this same tendency that gives them exactly the right tools to get themselves into trouble.

These especially include spellcasters like sorcerer or oracle, creative or improvisational classes like inventors and thaumaturges, or classes with a mix of spells and other talents like magus.



Indigo Dragons

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Indigo dragons are the life of the party, working hard but then partying hard and celebrating their successes. As such, even traditionalist indigo dragons fit right into humanoid settlements as friendly, helpful, but sometimes raucous neighbors. A district or section of a settlement home to indigo dragons has some kind of festival every few days, so it's a perfect vacation spot for visiting tourists who want to enjoy a special occasion, and that, plus indigo dragons' consumption of local products, makes them good for the economy... if you can handle the noise and spectacle. Aeternal indigo dragons are hard to tell apart from their traditionalist brethren. They continue to live life fast, hard, and joyously, filling their days with thrilling adventures and their nights with exuberant celebrations of their victory. Due to their shared perspectives, even if they take them in different directions, aeternal and traditionalist indigo dragons get along famously. They actively try to form friend groups that include dragons of both types in order to experience a wider variety of parties and perspectives. While other ancestries have difficulties even telling the difference between aeternal and traditionalist indigo dragons, indigo dragons have no such trouble, and they celebrate their differences with pride.

Aeternal indigo dragons might have a friend group of traditionalists with whom they like to hang out and throw parties, but they understand that when it comes to adventuring and empowering themselves with the lux aeterna ritual, they need to find a different group. They tend to be delighted by the fact that a group of adventurers is known as an "adventuring party," though mildly disappointed that an adventuring party is not some kind of giant party at all. Nonetheless, aeternal indigo dragons are hard workers during the adventure as long as they have plenty of time to blow off steam and celebrate afterwards. They try to rope their entire group into their carousing and wild parties, even fellow adventurers who are more reserved or introverted. They do, however, have enough social awareness to tell the difference between a companion who is truly offended and upset by the constant invitations and pressures to socialize and one who is simply reticent and reluctant but ultimately enjoys themselves when they let loose and join in the fun. Aeternal indigo dragons will stop attempting to entice allies who truly despise parties, but with reluctance and sadness. While they are incredibly easy-going companions who can get along with almost any group, indigo dragons won't last long in an adventuring party entirely composed of extremely serious adventurers who repeatedly refuse to celebrate and socialize. It's not that the indigo dragon can't just keep it professional and go party with someone else; it's more that they don't want to share their exciting adventures with a group of people when they can't also share any of the rest of themselves as well. Aeternal indigo dragons prefer charismatic and exuberant classes such as bard and swashbuckler.

LIFE OF THE PARTY

Indigo dragons are well known for their extreme love of parties, but they don't just treat parties as a background leisure activity to crash when they have some spare time. Indigo dragons take parties seriously. They party hard wherever they go, but they don't do so in ways that disrupt the party for short-term enjoyment. Instead, they act in pursuit of greater partying over the course of the entire party, by creating spectacles that help build the party's intensity and make the party a smashing success. When an indigo dragon throws a party themselves, you know it's going to be a must-attend if you're the partying sort. I prefer a quiet book.





Infernal Dragons

DEVIL'S IN THE DETAILS

You might wonder, dear reader, why people keep making bargains with infernal dragons if they always turn out badly in the end. The answer is rather more pedestrian than you might think, having been raised on fearmongering tales of infernal contracts gone wrong: they don't. Not always. Sometimes, yes, they are quite the disaster for the one who signs them, maybe even often. But if you can pay attention to the details, you can wind up with a mutually beneficial arrangement with an infernal dragon. That doesn't mean the dragon doesn't still get something they want, but you might do so as well, without some fatal hidden catch.

Infernal dragons love to make bargains and deals, gaining something in exchange for unusual costs. They are usually more comfortable on the supply side of bargains, offering mortals what they desire in exchange for service, favors, or more. However, the lux aeterna ritual is a riddle of a bargain demanding an infernal dragon's attention from the other perspective, that of the person receiving the offered bargain. Infernal dragons wonder how they can game the system to get the maximum benefits from the ritual's effects at the minimum cost to themselves. Ultimately, many choose not to accept the deal; they've seen too many bargains go sour. But many others seek to seize the advantage by performing the ritual under maximally beneficial terms. For example, they might search for a mortal with an incurable or terminal condition and negotiate a great price in servitude and riches in exchange for a miracle cure from the lux aeterna ritual. Having a powerful ally when they are at their weakest, or the wealth to purchase additional protective items, could spell the difference between success and failure in those crucial early stages. And if they survive those stages, they will only grow in power and influence until they rapidly outpace their prior capabilities and emerge as a true power player. Traditionalist infernal dragons tend to look askance at aeternal infernal dragons in the same way a drug dealer might shake their head when hearing that a rival dealer was getting high off their own supply. In the business of contracts, bargains, and mysterious rituals, traditionalist infernal dragons imagine, it's better not to muddy the waters.

Aeternal infernal dragons try to gather many allies to their cause, forming adventuring groups or even greater alliances to protect themselves and provide them with assistance, favors, and services in their rapid rise via the lux aeterna ritual. Ideally, all of these allies owe the infernal dragon favors, service, and obeisance. However, allies with some specific personality types don't take well to that particular impression. When dealing with those, it's easier to ensnare them with honey than vinegar, allowing them to believe themselves to be more of the infernal dragon's equal or partner, and even act with friendship towards them, and even build a real mutual friendship as much as possible to cement the ties and earn their loyalty. There will always be countless bowing masses willing to debase themselves before the infernal dragon's might, after all, but powerful allies who can stand alongside the dragon are few and far between. Therefore, it's worth going outside the dragon's comfort zone and treating those allies with respect in order to cultivate the relationship. Infernal dragons who managed to secure a powerful ally via a bargain for the healing powers of their lux aeterna ritual have hit the jackpot, as this ally can help carry them through the first steps of accelerating the rapidly-growing powers of their magic. Aeternal infernal dragons prefer charismatic classes that help them wheedle and bargain, like bard or scoundrel rogue, though diabolic sorcerer is also a favorite.



Lunar Dragons

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Lunar dragons are passionate observers of mortalkind. Even traditionalists flit about to planets that amuse them in order to watch what's going on. They treat mortal drama like one might treat an ongoing improvised play on a grand stage. What unexpected plot twist will happen next? Aeternals, however, come from the ranks of lunar dragons who want to take a deeper plunge and break the "fourth wall" between themselves and the events playing out before them. The ritual is their best recourse when the dragon feels the need to insert themselves into the narrative. This might occur because someone is in trouble, needs some help, or is making a bad decision, much as audience members might heckle a play's characters with advice like "Wait, don't open that door!" If events are about to kill off their favorite mortal "character," a lunar dragon might perform the ritual to save that person's life. This can be a disconcerting event for the grateful mortal. From their perspective, a dragon appears out of nowhere and makes a sacrifice to save their life. But when they recover, they realize the dragon knows all sorts of details about them somehow and now wants to follow them around, excited by all sorts of events in their daily life. This is especially disconcerting for mortals who were otherwise relatively unknown. Traditionalists find it rude when aeternals perform the ritual and intervene, but with a potential to be amusing depending on how the aeternal acts. It's akin to how someone might react if they were in an audience at a play and another audience member leapt onto the stage and began to ad lib themselves into the performance. If these antics lead to an entertaining performance, all is forgiven. But if a traditionalist feels the intervention ruined the ending by altering the fate of the "characters" or the relationships between them, they could become angry enough to remove the aeternal dragon violently.

Aeternal lunar dragons almost always join mortals whom they were already watching before the ritual. If their favorite mortals weren't already an adventuring group, the lunar dragon might convince them to join together and form such a fellowship. How these fellow adventurers react to the aeternal lunar dragon depends on how much they value their privacy. On the one hand, having this weird dragon who seems to know their private moments can be extremely unnerving. On the other hand, having someone who feels like you're one of the most important people in the world, someone who will always be in your corner, and for whom your every success is worthy of exultation, can be a great feeling. In the end, it isn't necessarily much different from having a nosy but affectionate uncle or auntie... who just happens to be a dragon. Lunar dragons tend towards classes good at Perception that let them watch over things unnoticed, like ranger or rogue, those that will help them act out their own stories, like bard, or those based on connections to those around them and understanding the weight of stories, beliefs, and traditions, like thaumaturge.

OVER THE MOON

Newly aeternal lunar dragons sometimes possess an unusually over-the-top starstruck exuberance, almost a childlike wonder that others find difficult to understand. The source is simpler than you might think: essentially, up until the moment they performed the ritual and crashed upon the mortal stage, our world, the mortal world, wasn't fully "real" to them. It was like a make-believe realm in a book or play that they could watch but never enter. Actors call the separation between the performance and the audience the "fourth wall" because there is an imaginary wall at the edge of the stage. By breaking the fourth wall aeternal lunar dragons open up a world of wonder.





Magma Dragons

RECKLESS VIOLENCE

Personally, I don't recommend magma dragons as acquaintances, aeternal or otherwise. However, there are ways to mitigate their tendency towards property destruction, capricious violence, and overall reckless behavior. Which is good because, otherwise, aeternal magma dragons would have died a long time ago, along with their fellow adventurers. Keep a sharp eye out for a restless look in their eyes or a twitch in their arms or wings. It's a sign that they're about to do something terrible that will get your whole team killed. When you see it, stop planning, debating, or whatever else you're doing and just make the best decision you can. Otherwise, the magma dragon will probably make the worst possible decision for you.

Magma dragons are unpredictable and full of confidence and barely constrained violence, ready to tear off at the slightest provocation and find themselves a piece of the action. The lux aeterna ritual is yet another risk that an aeternal magma dragon may take rashly, oblivious to the dangers that may result. Their love of fighting and challenges combines well with the need to test and push their magic after the ritual is complete. Other magma dragons almost never fault an aeternal magma dragon for that choice, but it does provide an excuse for a fight, and potentially an interesting one. Attacking an aeternal magma dragon right after they perform the ritual is pointless because they are too weak to pose a challenge. But once the ritual's magic has allowed the aeternal magma dragon to rebuild their strength, other magma dragons start becoming interested in conflicts and scraps to show dominance, or just to blow off steam. For better or worse, however, this is barely different from how magma dragons normally treat each other, and it is a prime reason for the solitary lifestyles of most magma dragons.

Aeternal magma dragons are eager to join groups that engage in plenty of challenging combat, which is most adventuring groups, but they can get a reputation as unpredictable loose cannons. Magma dragons' actions sometimes seem random to onlookers, but a magma dragon can always justify why they made a certain decision; they just typically choose not to do so. With fellow adventurers they trust, however, an aeternal magma dragon can learn to explain things in order to build consensus... at least sometimes. Other times, they might still act on the spur of the moment, explaining and asking for forgiveness later. Another tendency of magma dragons that some fellow adventurers can find off-putting is their love of intense practice matches against allies. A magma dragon willing to explain their desire to battle their allies can deftly articulate the value of knowing each other's strengths and weaknesses and potentially helping each other with pointers to close gaps in their defenses. But the other part of the truth is that they just love to fight, and training battles allow a magma dragon to channel that energy into something productive. All this means that while magma dragons are powerful allies well-suited to the fast-paced aeternal lifestyle, they are still quite a handful to deal with, and only adventuring groups with the right attitude can incorporate a magma dragon member smoothly. Particularly orderly or peaceful groups who like to talk things through and avoid conflict are particularly poorly suited for a magma dragon. Magma dragons love classes that let them channel their frenetic energy into explosive force, such as barbarian, gunslinger, and sorcerer. The more explosions or grievous strikes, the better!



Nightmare Dragons

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Nightmare dragons are artists and auteurs when it comes to horror, dread, and, occasionally, catharsis. Traditionalists thus spend much of their time flitting about the Dreamlands, molding and sculpting the nightmares of mortal and immortal sleepers alike, seeking to outdo the others in the skill, style, and elegance of the horrors they weave. While they occasionally make deals with other beings such as night hags, nightmare dragons usually spend more time working on their art and, when necessary, showing it off to their peers. The lux aeterna ritual throws a wrench in the usual plans of nightmare dragons, as it makes it harder for the dragons to enter and sculpt nightmares, especially in the immediate aftermath. Because of this, few nightmare dragons choose to perform it. Those who do become aeternal dragons make the choice either out of desperation or out of boredom and a desire to innovate in their art in an avante-garde direction. By denying themselves the intrinsic ability to sculpt nightmares, they must learn to work with other media, and the ritual makes them incredibly quick learners. This potentially allows them to create something so distinct that they will stand out from all the rest. For their part, traditionalist nightmare dragons scoff at aeternals' rejection of the accepted medium of artistic expression. That's what they care about, not that the other dragons performed a potentially dangerous and life-changing ritual. Aeternal nightmare dragons usually quickly find that while the Dreamlands are the perfect place to build art and stories out of dreams, for those determined to work in other media, it's far better to go visit those sleeping beings in their home realms and explore the limitless possibilities. The Material Plane is an especially popular choice for aeternal nightmare dragons, as it is home to a wide variety of settings and characters that nightmare dragons recognize via spying on various nightmares.

Aeternal nightmare dragons on the Material Plane usually start by setting up an isolated studio and experimenting with various media to get their bearings, but they quickly realize they won't be able to advance their magic and reap the benefits of the ritual unless they go on an adventure. However, the world works in ways they don't necessarily expect based on their experience from nightmares. All sorts of things they thought were commonplace are actually rather rare, such as falling from a great distance, being chased by a relentless predator, or being forced to deliver a speech while unexpectedly naked. As such, they team up with locals to help them understand, keep them safe in their early adventures, and serve as confidantes or test canvases for their art. Nightmare dragons get along extremely well with groups that include members who enjoy horror or being frightened. Grouping with adventurers who don't is possible, and a nightmare dragon can turn their skills more towards foes than allies, but this leads to a great deal of friction: The dragon's art continues to unnerve their allies, while the dragon is aggravated that these uncultured fools can't appreciate their brilliance. Nightmare dragons tend towards classes that let them evoke fear in unique ways, especially through art and dreams. Bard and psychic are especially common, but even classes as different from those as barbarian can be a good choice for an atypical display of the art of fear.

WAKING NIGHTMARES

Nightmare dragons' art is somewhat eccentric by most of our tastes, but they truly believe in what they do, as grotesque as it might seem to cultivate nightmares into an art form. Aeternal nightmare dragons, bereft of the ease of painting nightmare vistas in the Dreamlands, express that creativity in an astounding way. Rather than simply imagining something into existence, they have to plan, consider, and then build it. These "waking nightmares" show off the artist's resourcefulness.





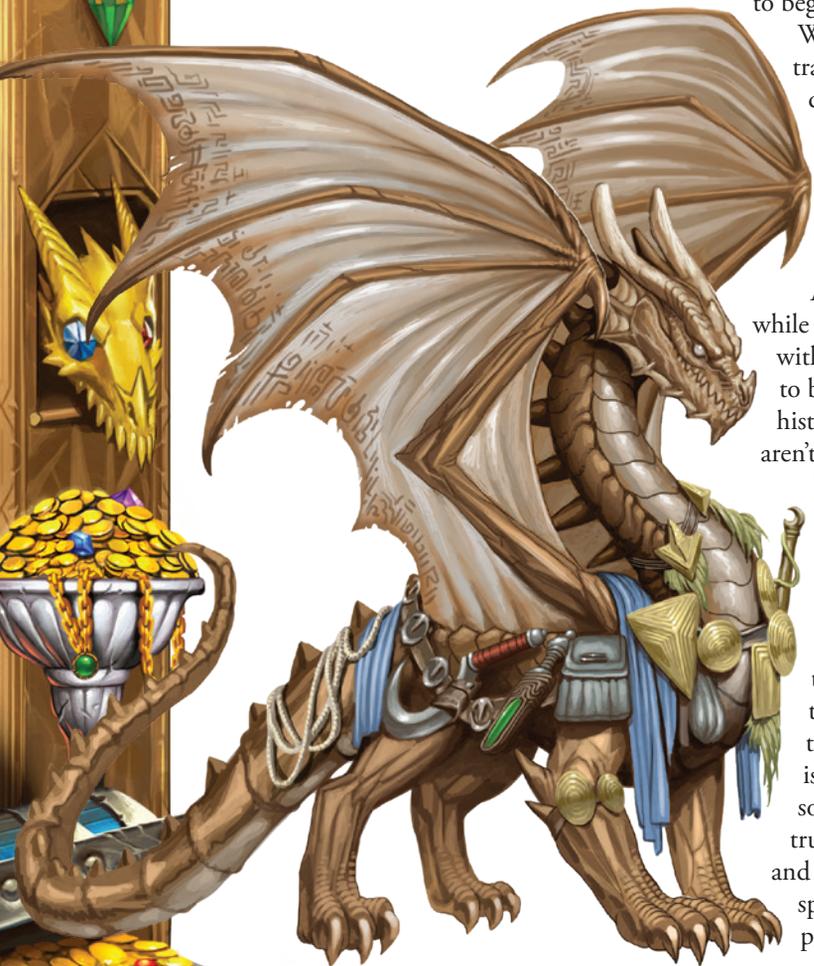
Occult Dragons

OCCULT DRAGONS OR THAUMATURGE DRAGONS?



Neither the name occult dragon nor thaumaturge dragon is quite right, in my opinion. That doesn't mean I have a great alternative though. Esoteric dragon would be fine if it wasn't already the name for the entire family of heritages that includes these dragons. I've interviewed quite a few of them about this, and they can't decide among themselves whether they should be called occult dragons, thaumaturge dragons, or something else. Both names are confusing, but at least occult dragon doesn't get you mixed up with a dragon from another heritage who's also a thaumaturge!

Sometimes called thaumaturge dragons, occult dragons routinely live in mortal societies. Even the most hardened traditionalists hardly ever roost in distant caverns, grottos, or glades. An occult dragon's lair is a city, and their hoard is an archive of secrets and objects with thaumaturgical meaning. Since occult dragons live a life so atypical of the common dragon experience, it comes as little surprise that they are especially likely to perform the lux aeterna ritual. By exploring all the possibilities within themselves, an occult dragon hopes to uncover untold secrets, and the temptation of the unknown is considerable. Occult dragons aren't so proud as to assume one of their kind must have created the ritual, but given the way it works with and influences connections, up to and including the ability to spill off excess energy to heal another creature and form a lifelong bond, they certainly consider an occult dragon's influence to be a strong possibility. One popular occult dragon theory is that several dragons of different heritages might have created the ritual, rather than a single solitary genius. For their part, traditionalist occult dragons don't really associate the ritual with any sort of stigma or negative opinion. Instead, they'd rather explore the way the ritual changed the connections and occult impressions left on the aeternal dragon, especially if they knew the dragon both before and after the ritual. This means that occult dragon social groups can, in theory, have mixed aeternal and traditionalist dragons with little to no social disharmony, though in practice, occult dragons weren't likely to congregate with many other dragons to begin with.



While the views and overall predilections of aeternal and traditionalist occult dragons are widely the same, where they differ most is in the relative pace, urgency, and danger level of their actions. While traditionalist occult dragons can certainly understand the aeternal viewpoint, living as they do among mortals, they still tend to act a little more cautiously and take a longer view. Meanwhile, aeternal occult dragons join adventuring parties with relish and great frequency. After all, what better way to build on the magic of the ritual while establishing and testing powerful bonds and connections with other like-minded individuals? Besides, adventurers tend to both possess and unearth secrets and objects with incredibly historical and thaumaturgical significance. Occult dragons aren't especially picky about their companions, in most cases, but they can't abide by adventuring groups that crash and burn their way through archaeological sites, archives, and lost dungeons without regard for the history and secrets they are crushing underfoot. Occult dragons work hard to form strong bonds with the other members of their adventuring parties, but they also seek to examine and test those bonds, meaning that while they are stalwart friends, they sometimes poke into others' secrets or boundaries more than they might be comfortable with. While thaumaturge is the most obvious class for an occult dragon, even going so far as to grace the dragon with its alternate moniker, in truth, occult dragons find themselves well-suited to inquisitive and magical classes of all types, not limited to, ironically, occult spellcasters. After thaumaturges, bards, investigators, oracles, psychics, sorcerers, witches, and wizards are most common.



Paradise Dragons

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Paradise dragons seek to create impregnable sanctuaries to protect allies and ward off enemies. Normally, a paradise dragon can keep out dangers in their area, but that depends on their relative power compared to the other denizens. When a paradise dragon senses enemies approaching far beyond their current abilities, the lux aeterna ritual is a natural choice. Aeternal paradise dragons perform the ritual swiftly upon learning of the encroaching threat, allowing themselves time to keep to a strict schedule of adventuring and heroism, the better to accelerate their growth. While this pushes them out of their usual pattern and onto the offensive, it's all in pursuit of the goal of defending the area from the imminent calamity. But traditionalist paradise dragons don't see it that way. They feel aeternal paradise dragons have grown feral, going off on quests half-cocked rather than staying the course. What if the predicted disaster arrives sooner than expected and now the aeternal paradise dragon is even less able to prevent it? There could be far greater devastation than if the paradise dragon had remained at their post and sacrificed themselves to limit the damage and give others time to escape. Or worse, what if the danger never comes, and the ritual was a wasted effort? There are too many variables for traditionalists' tastes, and they feel aeternals have acted too rashly. For their part, aeternal paradise dragons look down on the idea that the right choice was to accept defeat, sacrifice themselves, and try to mitigate damage, when instead the path they chose has a good chance of stopping the threat entirely. The dueling philosophies of maximizing the worst case scenario versus improving the expected outcome are nearly impossible to reconcile conclusively, so paradise dragons continue to debate long after the threat is done. How the results actually turned out in the end hardly matter to the argument, as this one case, according to the side whose views the outcome fails to support, was simply an anecdote.

In order to progress fast enough to stop the incoming threat, aeternal paradise dragons need to go on the offensive in a strategic sense, aggressively pursuing quests and overcoming challenges that push their magic to the limit. However, on a tactical level, they still prefer to handle each mission and battle defensively, bringing allies and keeping those allies meticulously protected and safe from harm, taking each inch of an enemy's stronghold methodically and with the minimum chance of losing any of their companions along the way. This leads them to gather together with like-minded groups of adventurers, serving as an implacable guardian for their allies. While paradise dragons are tolerant towards those willing to work towards a good cause, they have little patience for anyone who would create dissension in the ranks and allow interpersonal feuds to leak over onto the battlefield. Going on tilt and acting against the plan increases the danger for all and makes even the simplest mission potentially deadly. Aeternal paradise dragons have a strong preference towards classes that are well-defended and can help them protect their allies. While paladin champion is an obvious choice, other options include monks, amulet thaumaturges, or even classes that can provide indirect protection like healers or spellcasters with battlefield control and wall spells.

PARADISE LOST

Uppity traditionalist paradise dragons believe that the lux aeterna ritual makes dragons, particularly their own kin, lose something precious, undefinable, and irreplaceable. Preposterous! This is the same kind of fearmongering and obsession that leads some to blindly stick to the old ways instead of using what works best.





Red Dragons

BOASTFUL TITLES

Red dragons' arrogance leads them to invent titles for themselves corresponding to their deeds, and that is especially true for aeternal red dragons, who tend to rack up impressive feats at a faster pace.

Rather than replace titles with the most impressive, they usually append them all together. It makes them sound ridiculous.

The sheer power of red dragons is rivaled only by their incredible egos. Thus, it's little wonder that red dragons count amongst their number many who would perform the lux aeterna ritual—and many more too proud to sacrifice their current might in return for future rewards. Most traditionalist red dragons deride aeternals, opining that only the weak or desperate would resort to such magic to increase their strength. But beneath this bluster are red dragons who fear the potential of those who participate in the ritual, and often work to snuff it out before it can be realized.

Across the land, red dragons settle this debate as they always have, putting aside words and allowing combat to determine who amongst them must submit.

During these conflicts, traditionalist red dragons rely on abilities the lux aeterna ritual hampers, such as flight, to taunt their opponents into making tactical mistakes. However, aeternals typically have enough tricks up their sleeves to level the playing field. And even if they can't win the battle today, they have the ultimate trick up their wing—the ability to return to fight again, always growing stronger while the traditionalist dragon remains stagnant. Unless they plan on ending their rival's life immediately, wise traditionalist red dragons remain guarded in their criticism while in the company of aeternals, lest a heedless insult or failed challenge returns to haunt them in the future.

Most aeternal red dragons believe the lux aeterna ritual must have been created by red dragons. In their minds, it's only logical: the lux aeterna connects power to light, which in turn is connected to fire. And what creature is more associated with flame than a red dragon? Aeternal red dragons tend to get along well with other aeternals—even those who would traditionally be their enemies—so long as their egos remain properly stroked. Red dragon adventurers can even cooperate with other ancestries, although they usually insist on taking a leadership role within their party. Whether or not one of their companions is the group's de facto leader makes little difference to the dragon. To them, a prestigious title is often preferable to the burdens of true leadership.

Typically, a red dragon in an adventuring group is willing to entertain the equitable division of treasure, demanding no special compensation for themselves. However, many parties find it's best to let the red dragon have its pick of any spoils. The dragon will remember the deference shown to it and be more reasonable when entertaining future requests. A red dragon deprived of a bauble it had its heart set on is likely to grow irritable and a potential detriment to the party as a whole.

Red dragons excel in any class they choose to pursue, but they are often drawn to those that either demonstrate their physical dominance or allow them to cow others with their innate charisma.

Thus, red dragons often become barbarians, champions, fighters, or sorcerers.



Rift Dragons

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Rift dragons exist only to destroy. Endlessly impatient for the opportunity to break things, rift dragons often pursue the lux aeterna ritual early in life, so as to more rapidly increase their destructive potential. In their minds, the ritual simply encourages them to engage in the sort of continual rampage they were likely to perform anyway. It's a perfect marriage of action and intent, as a rift dragon's lifestyle is one of the few among dragons that's naturally fast-paced enough to match the frenetic pace required by the lux aeterna. If they hesitate to undertake the ritual, it is only because they fear becoming vulnerable in the magic's aftermath. After all, death is not only deeply unpleasant, but it also means an end to their frenzy of destruction.

Aeternal rift dragons know that they can't rely upon their traditionalist kin for protection, and not because traditionalists bear any particular prejudice against the ritual's use. Interacting with any rift dragon is always a risk, and weakness is exactly the sort of excuse a traditionalist rift dragon needs to set upon a young aeternal. According to the traditionalist, if they do not attack their rival now, when they are weak, they may not be able to defeat them later, when the aeternal has had a chance to emerge as a real threat.

In general, those who love to destroy things have a reputation for being unintelligent brutes. But aeternal rift dragons are actually quite clever, and they recognize the conundrum that the lux aeterna poses. While the power offered by the ritual is tempting, the dangers it creates are great. For many rift dragons, the best way forward is to gather allies whose appetite for destruction rivals the dragon's own. The camaraderie created by their shared love of destruction should prevent their new allies from turning on them. While the concept of loyalty doesn't come naturally to rift dragons, that doesn't mean a young aeternal can't see the value in it.

In their search for companions, rift dragons invariably encounter those who fit the bill perfectly: adventurers. Endlessly destructive yet often quite loyal, adventurers routinely find themselves in situations where they must defeat hordes of enemies or dismantle devious traps. Though reckless, adventurers rarely turn on their own. Thus, for their own protection, aeternal rift dragons work their way into adventuring parties, where they can cause havoc while benefiting from their companions' bonds of loyalty. Though their reasons for working alongside others might initially be selfish, the lux aeterna ritual instills in them a great capacity for change. Over time, many rift dragons develop a genuine affection for their new friends.

Aeternal rift dragons love classes that allow them to create maximum destruction. This need not involve carnage or suffering—many rift dragons find that causing collateral damage to their environment is equally satisfying. If a plan calls for the adventurers to collapse a lich's ancient crypt, lest its unspeakable secrets tempt others to pursue the same path, the rift dragon wants to be the one to blow it up. Alchemists, barbarians, gunslingers, inventors, and spellcasters with impressive firepower often possess the complement of skills the rift dragon requires. Dragons more concerned with reestablishing their connection to the Abyss, however, may become demonic sorcerers or demon summoners instead.

RIFTS INTO THE UNKNOWN

Traditionalist rift dragons may be chaotic, but if you ask me, they are still utterly predictable. If you build something up and one comes along, they'll inevitably tear it down, like a child throwing a tantrum. Aeternal rift dragons are a different story. Their flexibility means you can't really predict how they'll react. Sure, some will wreck everything around them, just like a traditionalist, but they might also pass by peacefully or even help build. Some find this uncertainty even more disconcerting.





Sea Dragons

SEA CHANGE



Living as an adventurer is a shock to the system for many sea dragons, who are more used to lives of lazy benevolence, praise, and luxury than they are to a hard day's work with a dash of risking their life. Don't tell them this, because they think of themselves as religious icons and living divinities, but I feel that often they were little more than powerful pets and mascots for their regions. However, for better or for worse, I suppose they do seem rather adaptable after being thrown into the deep end of the tide pool.

One thing fits right in with most adventurers, at least: that feeling of being special and deserving of praise and reward for their "good deeds."

The lux aeterna ritual represents a significant disruption to a typical sea dragon's lifestyle, but given their fickle and capricious nature, a disruption is sometimes just what a sea dragon is looking for. Nonetheless, sea dragons are used to a life of worship and veneration from farmers, sailors, and all those who depend on weather, wind, and waves for their livelihoods, and so losing the power to elicit that awe, even temporarily, represents a mighty blow to a sea dragon's self. For this reason, it is often younger or less established sea dragons who perform the lux aeterna ritual, or those who live in regions that don't know as much about sea dragons and thus haven't established a tradition of veneration towards them. A young sea dragon might seize on the ritual as a way to quickly gain greater powers and thus earn the admiration traditionally reserved for their elders. For their part, traditionalist sea dragons don't really care that aeternal sea dragons have performed the lux aeterna ritual. However, they do love offering all sorts of well-intentioned but ultimately off-base advice to their aeternal kith and kin, as the traditionalist dragon does not share the aeternal dragon's experiences and perspective, and so can't truly understand the situation.

Aeternal sea dragons usually go on adventures to help others and earn their praise and admiration, particularly traditional groups that worship sea dragons, such as sailors or farmers. As such, they often join a party that owns a ship and sail the seas in search of adventure. In general, they get along especially well with groups willing to venerate them, though this need not take the form of a heavily slathered encomium. Unlike

arrogant red dragons and vain crystal dragons, sea dragons equally prefer simple, quiet worship and reflection and a sincere expression of thanks. In general, sea dragons prefer good-natured groups who will help others, as they wish to be revered out of love and appreciation, not fear. Other than that, they place few qualifiers on fellow adventurers and are equally likely to join a group composed entirely of aeternal dragons, a mixed group with all different

ancestries, or a group where all other members

except the sea dragon are chochori. That

said, groups that can't appreciate a sea dragon's fickle moods might grow to wear on the dragon over time. Those

who keep an open mind, on the other hand, find it easy to remain friends with an aeternal sea dragon, even

if they have no desire to worship the dragon. Mercurial and

swift, sea dragons prefer classes that allow them to perform

nimble feats of acrobatics and move across the battlefield

swiftly, such as monk, rogue, or swashbuckler. They might

also tap into divine magic as an oracle or divine sorcerer in order

to grant the boons of divinity to those who seek to exalt them.





Silver Dragons

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Silver dragons are often champions of justice. Even when they aren't, they have causes they hold deeply in their hearts. And such a cause is what most often leads a silver dragon to the lux aeterna ritual. When a silver dragon's potential for growth is just too slow to act on behalf of their cause and the danger is beyond the dragon's power, the lux aeterna ritual is a tempting alternative to giving up or charging into the threat unprepared. This requires a particular kind of timing by draconic standards, where a few weeks or months are available for the dragon to grow after the ritual supercharges their potential, but centuries to age and grow in power naturally would be too long a wait. Silver dragons make such a decision after careful deliberation, during which time they are likely to seek out another creature with a terminal condition whom they can save with the ritual's aftereffects, potentially related to their cause if possible, but just as often a relatively unknown innocent. For this reason, aeternal silver dragons are more likely than other aeternal dragons to have a bond with another creature through the ritual, potentially with someone who was previously a stranger. This can potentially lead to a bond of lifelong friendship in thanks for the dragon's magnanimity, or a simple parting of ways. Most tragic are the situations where the person the dragon saved becomes a villain and harms others, as the silver dragon then feels honorbound to track down and defeat this person who shares a bond with them as penance for accidentally enabling their deeds.

Traditionalist silver dragons don't usually debate or express negativity towards their aeternal kin, even if they think the aeternal silver dragon has made a grave and short-sighted error. However, an aeternal dragon tuned into the emotions of those around them can sense the quiet disapproval. If pressed, a traditionalist silver dragon might say something like, "I'm not angry, I'm just disappointed."

Aeternal silver dragons almost always try to join adventuring groups, knightly orders, or other established societal groups that share the silver dragon's cause. Having a group for support only makes sense, as they can help protect the silver dragon during a period of relative weakness, allowing the dragon to work towards their cause right away, and together they can grow alongside the dragon into a major force for change. Silver dragons aren't picky about whether their group is made of dragons or non-dragons; the unity of cause is paramount. As such, they are more likely to share a group with non-dragons than they are with other dragons, just because there are so many members of the shorter-lived ancestries around. A silver dragon's group also has a fair chance to host the silver dragon's boon companion, the person whom the silver dragon saved via the incidental benefits of the lux aeterna ritual. This can add an interesting dynamic to an adventuring party, as the minor magical bond between the two adds a twist to their relationships with the other members of their group.

SILVER LININGS

Silver dragons seek out justice in all its forms out of a naive sense of righteousness. This means they're well aware of the trade-offs of the lux aeterna ritual, unlike some of the more irresponsible sorts of dragons who might perform it on a lark. That's why they look to add as many silver linings as possible in order to make the benefits of the ritual outweigh the drawbacks. While you might think that they'd be hyperfocused on the particular brand of justice they seek, this practice actually leads them to delve into completely unrelated places in search of the best benefit to others. The upshot is that, unless they are possessed with very unusual circumstances, they usually wind up diluting their intentions in order to do so. The quintessential example is when they save some unrelated person from a terminal condition with the ritual's magic.





Sky Dragons

REACH FOR THE SKY

Sky dragons have a strong belief that anything truly valuable requires a trial, journey, or ordeal to achieve that goal. It's the same metaphor that leads them to live following the tired old trope of "ancient wise being on a mountaintop which you must ascend to gain their enlightenment."

As you might imagine, they have sharp disagreements as to how the lux aeterna ritual fits in. Aeternal sky dragons think the ritual and its reset are the journey, while traditionalists feel that it skips the journey.

Sky dragons share a robust religious tradition, but even among those who worship wildly disparate deities, there is great debate as to whether the lux aeterna ritual is in keeping with their common teachings. Thus far, there have been no definitive answers, and the dissension has led to numerous theological summits in isolated aeries, where the liturgical arguments can become surprisingly heated.

Three main viewpoints currently exist. The slight plurality of sky dragons believe that nothing in their teachings speaks either for or against the lux aeterna ritual or the changes it makes to a dragon's body and life. A somewhat less prominent group has deemed the ritual taboo, as it leads to even greater violations of tradition down the line. The smallest faction, made up almost entirely of aeternal sky dragons, insists that their teachings actually encourage dragons to perform the lux aeterna, so that they might better offer guidance to others. Needless to say, members of this last group are those most likely to come into conflict with other sky dragons. Outside theological summits, these clashes of belief often result in one sky dragon either excusing themselves from the conversation or expelling the other dragon from their presence, effectively sidestepping the need for confrontation. While these tactics work well for traditionalist dragons, who are used to simply banishing those who disrespect them from their isolated mountain courts, it still often leads to a widening fissure between them and their aeternal rival. Not only does the evasion mean the dragons never lance the wound between them, but the aeternal can sense they are being treated in a way the traditionalist would a rude or presumptuous supplicant, a slight they are not quick to forgive.

Aeternal sky dragons are all too happy to share their wisdom with adventuring groups who treat them with respect. Companions who constantly pester them earn the sky dragon's ire, however, leaving the dragon no other choice but to ignore the annoying party member or abandon the group entirely. Aside from that, sky dragons enjoy adventuring in groups of almost any sort, so long as their ethical beliefs are not anathema to the dragon's own. If a request is delivered respectfully, aeternal sky dragons find it hard to deny a plea for help from someone in genuine need, even if there isn't much offered in the way of reward.

On the other hand, an obnoxious patron faces an uphill battle in convincing a sky dragon to undertake a quest, despite any payday they might offer. In either case, sky dragons are always willing to listen to the opinions of their allies before making a decision.

Sky dragons often choose classes of a religious or spiritual nature, particularly champion, cleric, monk, or oracle. They typically serve deities of weather, especially those that grant life-sustaining rain to the mortals who revere them. Those who eschew religion may become sorcerers or wizards instead, drawing their arcane power from gale-force winds and ground-shattering thunderstorms.





Solar Dragons

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Those who believe that astral, red, or sovereign dragons must surely be the most arrogant of all dragons have never met a solar dragon. Solar dragons see themselves as the source of all light in the vastness of the universe. Thus, all living beings, including dragons from other heritages, are ultimately their creations. This perspective—a view contrary to that of just about every other creature in the universe—tends to earn amused sighs from other dragons. Though perhaps not to the solar dragon's face.

Not surprisingly, solar dragons also believe their kind created the lux aeterna ritual. As evidence, they point out that since they made all living things, it would be a trivial thing for them to create a ritual that transformed their creations as well. They also embody light, which is half the ritual's name! While solar dragons hold themselves above dragons of other heritages, they rarely display the same arrogance when dealing with their own kin. After all, other solar dragons are also members of the heritage that created life. Elder solar dragons, in particular, are worthy of respect since they are that much closer to their ancestors. Because of this, there's a split between solar dragons who feel the lux aeterna ritual must be performed and those convinced that doing so separates a solar dragon from their original, and therefore perfect, form.

Swathed in cloaks of unshakable arrogance, solar dragons of both camps are convinced they are correct, and that arguments to the contrary are poppycock. Fortunately, solar dragons rarely allow their differences of opinion to become violent. Perhaps paradoxically, their saving grace is their arrogance, which leads them to prefer a smug sense of superiority over a desire to crush those who disagree. Violence, after all, is a sign of insecurity, a weakness behind a mere facade of confidence. Solar dragons are quite happy to let those who disagree with them continue on their way, certain that in time they will see the error of their ways.

Aeternal solar dragons have a challenging task ahead of them, as even they acknowledge that the lux aeterna ritual temporarily reduces their strength, prodigious as it is. To regain their former standing as the greatest of all dragons, solar dragons must either test themselves as a solitary adventurer or find a way to ask for help without admitting to their weakened state. Fortunately, solar dragons can be especially creative when it comes to hiding their shortcomings. They can fabricate all sorts of reasons why they must join a party without denying their own greatness. One common rationale is that solar dragons created all life, including those of their new companions, and so it falls to the dragon to protect their handiwork.

Their powerful egos lead many solar dragons to pursue classes with Charisma as its key ability, such as bard, oracle, sorcerer, and thaumaturge. Solar dragons aligned with mortal deities of the sun may be clerics, while those more interested in creation or the study of the stars are often inventors or wizards.

SOLAR POWER

You might think, based on their unparalleled arrogance, that solar dragons must be more powerful than any other dragon to sustain themselves to that sheer insufferable degree. But that's the odd thing. They're not. They're even tied for the weakest dragons in the outer dragon family. No, their true greatest power isn't their actual strength; it's the sheer perseverance of their arrogance against all facts and harsh realities. It may sound like I'm mocking them, and I am, but there's something real there too.





Sovereign Dragons

SOVEREIGN SECRET

Of all the dragons who claim their ancestors must have been the ones who created the lux aeterna ritual, sovereign dragons have one of the soundest claims simply because of the rumor of the as-yet undiscovered secret magic for which they traded away their connection to earth.

That they lack that connection is simply a fact. I think it's likely the magic they gained for their earth affinity was something else entirely, but the fact remains that it *could* be the lux aeterna ritual.

Whereas nothing but sheer arrogance could lead red dragons to assert that their ancestors created the lux aeterna ritual, aeternal sovereign dragons believe they have an actual right to such a claim. First of all, sovereign dragons—even traditionalist ones—are among the only dragons to routinely wear armor, an idiosyncrasy almost unheard of before the ritual's creation. A second, and far more pertinent, bit of evidence suggests that sovereign dragons long ago severed themselves from the cycle of elements that both empowers and restricts other imperial dragons. Scholars of all ancestries have long whispered that this was done so that sovereign dragons could “attain forbidden magic.” Though even sovereign dragons can't be certain of the truth, it's plausible that this forbidden magic included the lux aeterna ritual. If so, then sovereign dragons sacrificed their connection to the element of earth in part to ground the lux aeterna ritual for all dragons.

Many traditionalist sovereign dragons find the suggestion that they traded away their elemental connection for taboo magic insulting. And yet, aeternal sovereign dragons speak with such an air of authority that it's easy to become convinced they are correct. Add to this the tendency of sovereign dragons to engage in convoluted political maneuvering, and you have a surprisingly robust amount of intrigue surrounding what might otherwise be a dusty academic thesis. Even other dragons are sometimes surprised by the effort sovereign dragons devote to discrediting those who disagree with them over the matter.

Aeternal sovereign dragons take well to lives of adventure, but they possess a quirk that makes them indispensable to some parties and a nuisance to others. In whatever situation they find themselves, sovereign dragons feel compelled to play the role of impartial judge, absorbing all the facts, weighing them carefully, and then issuing a verdict, often in the form of an impassioned speech. They are happiest when serving as figurative kingmakers, breaking ties and building consensus. It's when they act as literal kingmakers that sovereign dragons often find themselves at odds with the rest of their group. Sovereign dragons can't help but express their opinion as to who should lead. But even in groups inclined to want a single leader, some people simply avoid such roles. In cases where the group balks even after the sovereign dragon's eloquent oration, the dragon might appear to acquiesce. However, as the dragon is thoroughly convinced of their selection, this is merely the beginning of a series of subtle schemes designed to install their chosen candidate into their proper role.

Sovereign dragons radiate an air of authority that seems to demand obedience from those in their presence. Most are wise enough, however, to know when to use this clout as a tool, and when to wield it as a weapon. They prefer classes that leverage their ability to influence others and allow them to shift between the background and forefront as they choose. As such, they make excellent bards, scoundrel rogues, and spellcasters devoted to enchantment or illusion magic. Sovereign dragons with a more martial bent might choose to become champions or fighters instead.



Time Dragons

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Their role as the guardians of history gives each and every time dragon a unique perspective on the lux aeterna ritual. Though their attitudes regarding the ritual range from unbounded exuberance to open aggression, all time dragons agree that the lux aeterna's creator must have been a time dragon themselves. The ritual, which draws upon a dragon's future to accelerate its current growth, has all the signatures of a time dragon's mastery of chronomancy. If the lux aeterna's origins are murky, these dragons claim, it is because the creator was a time dragon from either the primordial past or distant future.

While time dragons agree about the ritual's origins, they argue fiercely over whether the ritual should be performed. Aeternal time dragons believe that the dragon who developed the ritual would not have risked endangering the time stream for no purpose. These dragons perform the lux aeterna in preparation for a cataclysmic event they believe must be inevitable. Traditionalist time dragons, on the other hand, point out that even time dragons can lose their way, so placing blind faith in the ritual's anonymous creator seems foolhardy. They exhort all dragons to consider the unnatural way in which the lux aeterna distorts their future. By drawing all their potential into a single moment, a dragon risks forever losing access to the legendary powers they might have gained had they traveled their timelines naturally. Aeternal time dragons find these arguments unconvincing. Traditionalists, they insist, reject the ritual's benefits in the same way they claim aeternal dragons ignore its risks.

Given the certainty both sides feel about the issue, it's no wonder that debates between aeternal and traditionalist time dragons often end in violence. Typically, the spark for this conflict occurs when a traditionalist deems an aeternal dragon's actions a threat to the timeline, causing them to condemn the dragon as a vile abomination. Needless to say, such harsh reactions represent a marked departure from the normally implacable demeanor for which time dragons are renowned.

The lux aeterna ritual affects time dragons in a way unlike other dragons. While some time dragons maintain their ageless patience, many others experience a startling shift in personality after undergoing the ritual. These dragons recognize that the lux aeterna demands intense challenges in a shortened time frame, causing them to seek out allies with a similar sense of urgency. They often flit from one adventure to the next, pressing onward even when stopping for rest would prove more prudent. Time dragons, more than any other aeternal, feel their mortality closing in around them. Death—perhaps in the form of the great calamity that led to the lux aeterna's creation—is coming, and when it does, the dragon must be ready.

TIME IS OUT OF JOINT

Time dragons have an unusual belief that they are somehow “guardians” of history. Think deeply about what that implies, and you will realize that they believe that there is a version of history that is “right” and other, alternate versions that are “wrong.” That is a dangerous philosophy that could be used to justify just about any atrocity in the name of maintaining the “right” path of history. Thus, do not be fooled by the time dragon's claims of pure neutrality. They aren't neutral; they've chosen favorites, and they will kill for their beliefs.





Toadstool Dragons

FERMENTATION OR ROT?



Toadstool dragons have extremely expanded senses of taste even compared to other dragons, making them capable of analyzing and enjoying meals that would make even other dragons nauseous to smell or taste, and for good reason. Their digestion works differently, more like a hybrid of fungi and dragons really. They are knowledgeable enough to tell the difference, though. While a toadstool dragon might enjoy drinking a tonic of moldy rotten barley and juniper berries, they would be able to tell you and I wouldn't like it, and so they'd serve us a perfectly concocted ginny delicious spirit instead.

Bioluminescent toadstool dragons are a study in contrasts. On the one hand, they are consummate gourmands, famous throughout the world as both culinary geniuses and masters of fermentation. On the other hand, they enjoy the taste of rotting and decomposing food, "delicacies" that would make most other creatures sick. The source of this contradiction lies in their enhanced sense of taste. Toadstool dragons taste not only with their tongues, but with hyphae extending across a vast mycelial network, allowing them to distinguish flavor palettes wider than those of other creatures, including other dragons. Drawing upon the knowledge they've collected over the centuries, though, toadstool dragons have cataloged which flavors put off other ancestries, allowing them to cook a dish sure to wow even the most discerning orpok.

While many other dragons live relatively solitary lives, perfectly happy to drowse in their remote lairs with only their hoards for company, toadstool dragons are more communal. Sometimes, they even share a common stockpile of treasure, a concept that would be blasphemous to almost any other kind of dragon. What's more, toadstool dragon colonies don't always consist solely of toadstool dragons. More open-minded groups welcome other dragons, or even non-dragons, to join them.

However, this tradition of camaraderie and connection doesn't guarantee that every toadstool dragon feels like they fit into their community. These dragons are especially likely to perform the lux aeterna ritual in order to disconnect from their family group and begin their adventures on their own. While this means that aeternal toadstool dragons tend to be outsiders, it's not because toadstool dragons deliberately ostracize their aeternal kin. In fact, the situation is often the reverse of that of other types of dragon, where performing the ritual causes tension with other dragons of their kind. For toadstool dragons, the tension already existed, and it's what led the dragon to perform the ritual in the first place. Of course, it's also possible for a toadstool dragon to be on great terms with their colony and still perform the ritual for another reason, such as to save their own life or the life of another. And sometimes, at the end of an aeternal toadstool dragon's journey, they realize they have come to miss the home they left behind. When these dragons return to their old colony, they are always welcomed home with open arms.

An aeternal toadstool dragon who sets off on their own often find themselves lonely without a colony to keep them company. This makes them quick to join up with any sort of adventuring group. Their new friends provide the toadstool dragon with the constant communication and engagement they are accustomed to, even as they share in the daring adventures the dragon needs to exercise their magic and grow their power. This "leap before you look" approach to making friends sometimes means the aeternal toadstool dragon joins the first adventuring group they encounter, even if it's an extremely poor fit. When this occurs, it sometimes takes a toadstool dragon weeks or months to realize that they need to leave. Fortunately, aeternal toadstool dragons have already proven they possess the mental fortitude to strike out on their own. Burned once, aeternal toadstool dragons are much more discerning when choosing their second group. However, sometimes the dragon's original party reappears as rivals or even foes, leading to an awkward situation for the dragon as they attempt to fit in with their new companions.

Aeternal toadstool dragons love classes that allow them to use cooking, brewing, or herbalism as part of their routine, whether that be alchemist, druid, or witch.



Tumult Dragons

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Tumult dragons seek one thing above all else: change. Indeed, the only reason each and every tumult dragon hasn't already performed the lux aeterna ritual is their nagging sense that the burst of rapid change engendered by the ritual might eventually lead to stagnation once the dragon has prematurely reached the pinnacle of their power. The desire to spread wonder over the span of millennia, instead of a few weeks, is understandable. Doing so staves off the boredom tumult dragons spend their entire lives trying to avoid. But it also relies heavily on patience, a concept all but foreign to most tumult dragons.

While vast swaths of tumult dragons perform the lux aeterna ritual, the few traditionalists among them typically regard their aeternal brethren as overeager, predicting that they will eventually come to regret their rash decision once the lux aeterna has had the chance to exact its changes on them. Secretly, however, these traditionalists aren't trying to change anyone's mind. More often than not, the traditionalist is merely attempting to convince themselves that the choice to remain on their current trajectory is the right one. These feeble justifications rarely last long. Groups of tumult dragons routinely undergo the ritual in rapid succession, as one dragon takes the plunge and others follow.

Because they often perform the lux aeterna ritual together, tumult dragons are more likely than any other type of dragon to form adventuring parties made up entirely of aeternals. Of course, the ritual does nothing to dull a tumult dragon's enthusiasm for change and variety, leading groups of aeternal tumult dragons to specifically invite adventurers of other heritages into their fold. Lone aeternal tumult dragons just go with the flow, joining any type of party. What matters most is that they can experience a wide variety of adventures in dynamic and unusual locations. They avoid working with parties that stay in one place too long or go on the same type of adventure over and over again. For example, a group that performs repetitive quests, such as exterminating the same kinds of monsters in the same kinds of places, is simply unacceptable. If they see their companions falling into a rut, tumult dragons take it as a personal challenge to shake things up. Other adventurers don't always appreciate the dragon's efforts to keep their lives from growing stale, and parties that seek consistency might push back. Even in cases such as these, though, a compromise is usually possible. Learning to work with others, after all, requires change, and tumult dragons are nothing if not adaptable.

Aeternal tumult dragons like classes that allow them to switch up what they're doing from day to day and adapt to new experiences as they come. Thus, prepared spellcasters and inventors are often perfect classes for them. A fighter's ability to improvise feats on a daily basis can be tempting as well, provided the tumult dragon chooses feats flexible enough to allow a truly varied choice of fighting styles.

WELL THAT WAS RANDOM

Tumult dragons revel in change, not in complete and utter randomness in any given situation. It's easy to misunderstand this. If someone brought a die along with them and always rolled it to determine how they would act, you might think it was chaotic, but it's in fact an act of utter law. Chaos adapts to the situation and remains flexible. Law prescribes a way of handling things and follows it no matter what.





Umbral Dragons

THE SHADOW KNOWS

Umbral dragons' focus on their families can actually make them a bit adorable, at least as far as undead-munching dragons go. If they invite you to meet their parents, that means they're serious about you. They like to think of the way they owe their ancestors as "standing in their ancestors' shadows," except in a good way, more like the rest of us might say we were standing on someone's shoulders.

Traditions, inheritance, and heirlooms are especially important to umbral dragons, guiding each umbral dragon through its life from hatchling to great wyrm. This means that umbral dragon families, in particular, react disastrously when they learn about an aeternal umbral dragon. This break with tradition is seen as spitting on the dragon's inheritance from their parents, and so most aeternal umbral dragons are disowned and left to their own devices. Due to this fact, umbral dragons are not particularly likely to perform the lux aeterna ritual unless they already feel estranged from the traditions of their family. However, one particular exception in the opposite direction comes in the form of families of aeternal umbral dragons, who typically induct their children in the lux aeterna ritual as a coming of age ritual, passing on the tradition to the next generation.

Aeternal umbral dragons are especially happy to join adventurers focused on battling undead, given that undead are their absolute favorite snack. Such groups are often all too happy to recruit a dragon capable of dealing force damage to handle challenging incorporeal opponents. On the flip side, aeternal umbral dragons in areas with very few undead might become necromancers in order to cook themselves up some tasty treats for later. While umbral dragons absolutely take the danger of adventuring seriously, they are quite playful when a mission is going well, tending to treat things a little less seriously and more like a game, even when there is a deep emotional stake for their fellow

adventurers or the patrons who hired the adventuring group. This attitude can sometimes cause tension, but few would deny that while an umbral dragon might think of a quest as a game, they absolutely play to win. Umbral dragons train their fellow party members to avoid tactical blunders like running up to a

melee opponent and swinging wildly until one side falls. Instead, they recommend the group engage in the use of shadow ambushes, gambits, misdirection, proxies, and cat's paws.

Play to the enemy's weaknesses, make them come to you, and fight them on your terms.

Confuse them as to the exact extent of what they are facing, and they will make mistakes. This means they often get along splendidly with aeternal black dragons, who are in the same headspace when it comes to tactics. Aeternal umbral dragons aren't especially picky in their adventuring companions, although undead adventurers can become unsettled by the way their umbral dragon ally sometimes gazes at them as if they smelled especially delicious.

Aeternal umbral dragons prefer stealthy and swift classes that allow them to set traps and engage in ambushes, such as rogue, ranger, and monk, and the shadowdancer archetype is especially common. On the other hand, umbral dragons cherish their heirlooms, and so an umbral dragon possessing important objects passed down in their family for generations might well take up those heirlooms as implements and become a thaumaturge.





Underworld Dragons

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Underworld dragons spend much of their time building their hoards with gems and precious minerals, or studying the interactions of alchemy and magic, and so it would seem on the surface that they wouldn't have much need to perform the lux aeterna ritual. However, a growing movement among underworld dragons has come to believe that the way the ritual works, disrupting the inherent internal alchemy of a dragon's body and the flow of magic, could only have been discovered by another underworld dragon. As such, a surprising number of underworld dragons have engaged in the ritual as a point of pride, or to research and attempt to learn more about the ritual by experiencing it themselves within their own bodies. Their innate understanding of alchemical reagents and magical catalysts, they speculate, will allow them to analyze the ritual's effects as they feel those effects coursing through their own magic. Thus far, no underworld dragon has been able to crack the ritual's secrets, but that certainly doesn't stop further underworld dragons from attempting it. Underworld dragons' family groups and research circles tend to promote all sorts of daring experimentation more so than snub reckless endangerment, and so even traditionalist underworld dragons who feel that the lux aeterna ritual is a risk or a poor trade-off typically still respect their aeternal peers' attempts to further magical science. That said, if the aeternal underworld dragon's post-ritual enervation makes it impossible for them to live up to a responsibility to their family or peer group while they are still weakened, the failure in follow-through can potentially lead to tension and resentment.

Aeternal underworld dragons particularly enjoy joining groups with aeternal dragons who aren't underworld dragons, as this allows them to secretly gather data on their allies and try to determine how the reactions to the ritual differ across various dragon types, thus allowing them to understand the ritual better than they could with only themselves as a test subject. That's not to say they disdain the company of other ancestries if no other aeternal dragons are available. To aeternal underworld dragons, adventuring is all a grand experiment, and they love trying new tactics, strategies, and techniques and seeing which ones work best. In this way, they feel they can grow and expand their minds at the same time they are flexing and rapidly increasing their magic with the ritual's help. Adventuring parties who can deal with the dragon's constant experimentation and view of others as test subjects find underworld dragons to be remarkably useful, flexible, and adaptable allies. However, it's always a good idea to let the underworld dragon have first pick of any gem or mineral treasure, as nothing raises their ire quite like a fellow adventurer demanding such a treasure when the underworld dragon feels an alchemical affinity for it and has their heart set on it.

Underworld dragons most commonly become alchemists, alchemical science investigators, gunslingers, or Intelligence-based arcane spell-casters who dabble in alchemy, such as wizards, magi, or witches.

UNDERWORLD ALCHEMY

Underworld dragons engage in peculiar forms of alchemy that go beyond the strange science's basic precepts and blend elemental techniques and site-based geomancy into the mix. Things like the exact configuration and placement of an underworld dragon's hoard and laboratory are important to underworld dragon alchemists, and they believe such factors can influence their results. If you ask me, a chemical reaction should either work or not; it shouldn't depend upon exactly where you place a particular tapestry within a room. But then again, I suppose alchemy has never been mere chemistry in the first place.





Vermilion Dragons

VERMILION WHOPPERS

If you're anything like me, your main concern with vermilion dragons is figuring out how to gain the oftentimes extremely valuable truth out of the sheer exaggerated fiction of their distorted narratives. From hard-earned personal experience, my suggestion is to just ignore adjectives and descriptors and instead count words.

Vermilion dragons love telling all sorts of stories, especially tall tales based on things that happened to them or someone they know. Excitement is the spice of life for vermilion dragons, but even so, many vermilion dragons would rather not move things at quite as fast a pace as the lux aeterna ritual demands in order to grow their magic and their power. That said, the sorts of amazing stories that adventuring aeternal vermilion dragons experience are exactly the kinds of stories that traditionalist vermilion dragons want to learn, embellish, and retell. This leads to an effect unique among the different heritages of dragons where sometimes traditionalist vermilion dragons encourage their friends or relatives to become aeternal dragons, even though they themselves remain traditionalists. From their perspective, this allows them to experience the best of both worlds as they can take things at their own pace while still being guaranteed a steady stream of outlandish adventure stories from their intrepid associate. Of course, as the story passes from reality through the

aeternal vermilion dragon's retelling and then through the traditionalist vermilion dragon's interpretation, the tale has a tendency to grow and grow. Once it passes through the filters of enough vermilion dragons, even an adventure as pedestrian as clearing out dire rats in a sewer could become an epic saga to prevent a plague swarm of millions of intelligent rats from devouring the entire kingdom. Even so, the stories tend to keep the central details accurate, if exaggerated, and they're always entertaining to hear.

While vermilion dragons could go off on adventures alone, thus becoming the sole corroborating witness for their own heroic tales, they prefer to join adventuring groups instead, as tales of fellowships of adventurers tend to make better stories. Aeternal vermilion dragons prefer to join groups that are planning exciting adventures that sound like they'll lead to great stories. A group with too humble or passive a goal is much less attractive to a vermilion dragon than one that's a bit overambitious in its aims. When it comes to the party's individual members, vermilion dragons appreciate groups with varied personalities, differing opinions rather than a group that acts in perfect lockstep, and complicated histories and relationships that often intrude upon their adventures in interesting ways. All of them make for a better story. But if the group they find doesn't have those, not to worry! The vermilion dragon can embellish some of their own in the retelling. Vermilion dragon adventurers particularly enjoy classes that are good at telling and embellishing stories, or at understanding the connections in stories, such as bard, scoundrel rogue, and thaumaturge. Classes that let them perform over-the-top antics are a close second.



Void Dragons

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The lux aeterna ritual means something different to void dragons than it does to any other dragon. For most, it's an opportunity that comes at a great cost. But for void dragons, it represents something deeper—salvation. Void dragons' inborn corruption by alien entities is destined to consume them in an encroaching void, transforming them into a tide of annihilation, able to do little more than consume and destroy. Most void dragons struggle against this fate for a time, but eventually all fall victim to it. However, the lux aeterna ritual removes conditions afflicting a dragon, even some that can't be removed in any other way. Thus, void dragons are certain one of their own kind created the ritual as a lifeline to allow them to avoid their heritage's tragic and inevitable fate. Performing the lux aeterna ritual completely reverses the process of void corruption, and furthermore, it limits the corruption's spread beyond that point to strictly voluntary increases the dragon accepts by focusing their magic on void abilities. However, crucially, accepting a limited amount of corruption in exchange for void power doesn't begin the slippery slope of gradual corruption again. The clock has stopped, and if the void dragon never focuses on improving void powers again, the corruption won't grow any further. Thus, a void dragon is able to take exactly as much corruption as they feel they can handle in exchange for power, and that amount could be none. This is a life-changing discovery, and after the spread of the lux aeterna ritual, a huge percentage of void dragons who retained their will to fight the corruption chose to perform it. Even so, there are dragons who procrastinate the ritual and fall to corruption, or whose will is weak enough that the tide of annihilation takes them before they are even capable of performing the ritual. Aside from that, there are a great number of void dragons that have already fallen to corruption, typically the older and more powerful dragons. Worse still, their corrupted brethren's destruction isn't mindless, and corrupted traditionalists seek out and destroy aeternal void dragons with a relish overshadowing all other prey.

Aeternal void dragons join adventuring parties to protect themselves while they increase their strength. They usually don't tell their fellows that an outlandishly powerful void dragon might come and kill them all, an omission that has more than once led to great tragedy. While shadier groups might seem to fit in better with an aeternal void dragon's temptation to take in a little more corruption, aeternal void dragons sometimes intentionally choose redemptive or understanding companions with a strong moral compass to help them make decisions and keep a watch on them. Aeternal void dragons tend to classes that let them focus on improving their will, the better to stave off corruption, and those who seek to avoid corruption entirely might even become champions or clerics of good-aligned deities. Oracle, particularly cosmos, makes a lot of sense, as they're already used to power being a double-edged sword.

FILLING THE VOID

One of the techniques aeternal void dragons use to help them stave off void corruption is something they colloquially call "filling the void." Essentially, they become passionate about some other topic, hobby, or pursuit, which helps them gain a purpose or understand their desires. This, in turn, makes it easier to avoid the temptation to dive right back into the corruption and the power it can bring them. Even if they can't fill the void with anything else, the lux aeterna ritual still helps them from falling right down the slippery slope.





Vortex Dragons

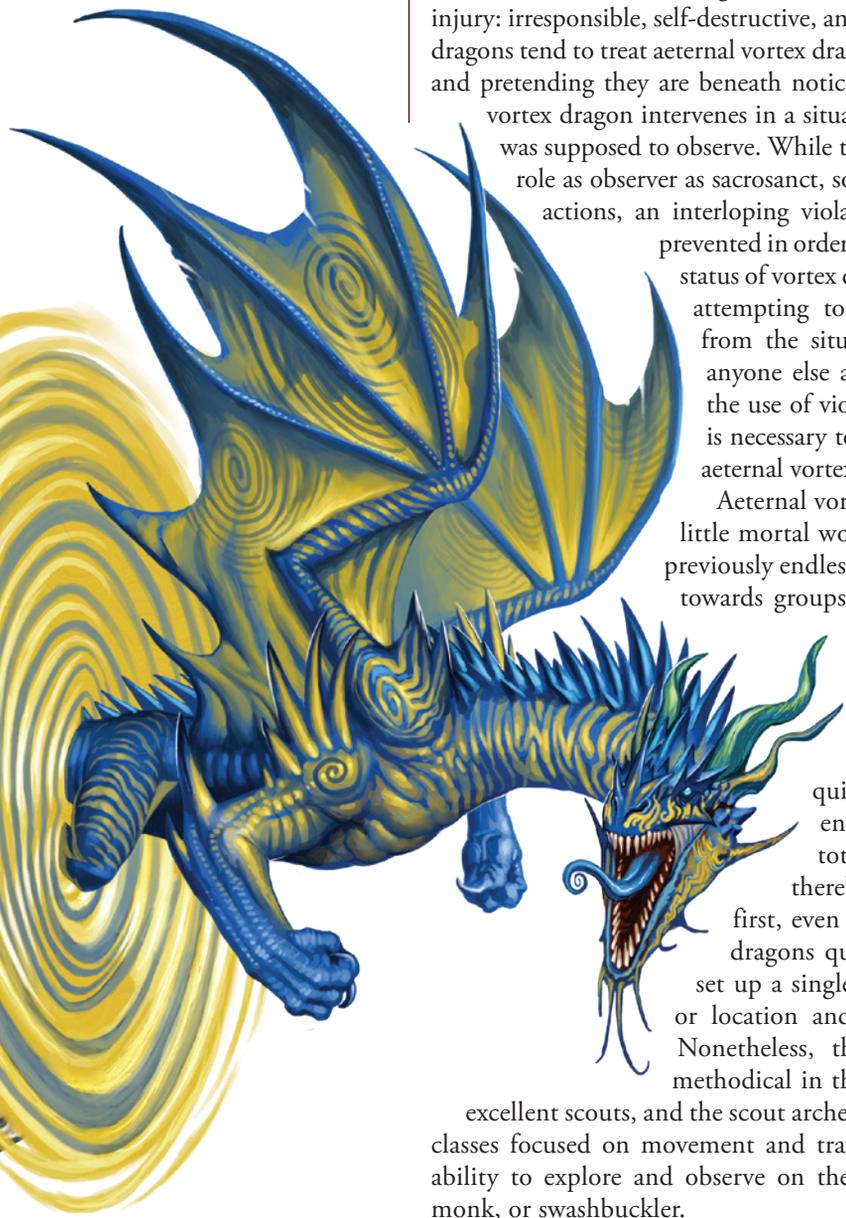
A MESSAGE FOR YOU

It's ironic that after rebelling against the entities that forced them to act as messengers and seizing the option to do whatever they wanted, a decent number of vortex dragons decided to continue delivering messages. Not as their main job any more, sure, but as a side job, or as they say in the adventuring business, a "sidequest." If you have a vortex dragon in your group, don't be shocked if they pick up some mail to deliver to your next destination.

Vortex dragons are messengers and observers par excellence. Those who develop a wanderlust to make their own choices on where to travel, wherever, rather than deliver a message or watch over something on behalf of another, often perform the lux aeterna ritual as a means of seizing their own destiny. In so doing, they sever the ties binding them to whatever patron of the void demands their service, both metaphysically and because they are physically incapable of completing any such missions for a time. Even so, this is an extreme measure, as a vortex dragon becomes essentially trapped in a given mortal world for quite some time while they recover from the ritual. For a being used to being able to flit about between worlds, this loss is significant enough that only the extreme desire to be able to make their own decisions can outweigh it. Traditionalist vortex dragons look upon such an action with intense horror. To them, it is akin to maiming oneself out of a desire to get out of work due to injury: irresponsible, self-destructive, and disgusting. Thus, traditionalist vortex dragons tend to treat aeternal vortex dragons as draco non grata, snubbing them and pretending they are beneath notice. The situation worsens if an aeternal vortex dragon intervenes in a situation that a traditionalist vortex dragon was supposed to observe. While the traditionalist continues to hold their role as observer as sacrosanct, some believe the aeternal vortex dragon's actions, an interloping violation of that observer status, must be prevented in order to maintain the overall neutral observer status of vortex dragons as a whole. This typically means attempting to extricate the aeternal vortex dragon from the situation without disturbing anything or anyone else around them if possible, even through the use of violence. Of course, if a little disturbance is necessary to prevent greater disturbances from the aeternal vortex dragon, so be it.

Aeternal vortex dragons love to explore all over the little mortal world that has become the limit of their previously endless playground. They inevitably gravitate towards groups with a wanderlust in equal measure, especially those seeking to explore unknown or undiscovered dungeons, lands, and areas. Nonetheless, they find the idea that anything on such a small stage can truly be "undiscovered" quite laughable. When you can soar past entire worlds, you have a view of their totality. Nothing is truly unexplored, and there's always someone who has been there first, even for the most remote locations. Vortex dragons quickly tire of adventuring parties who set up a single base camp in a particular settlement or location and stay there for all their adventures. Nonetheless, they also appreciate groups that are methodical in their approach. Vortex dragons serve as

excellent scouts, and the scout archetype is an excellent fit. They appreciate classes focused on movement and travel and those that can facilitate their ability to explore and observe on their own terms, such as ranger, rogue, monk, or swashbuckler.





White Dragons

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White dragons are especially likely to perform the lux aeterna ritual, as it speaks to their situations and their mindsets in a way so deeply that other types of dragons can't completely understand. As the weakest chromatic dragons and among the weakest of all true dragons, white dragons feel a deeper pressure to eke out every possible advantage. After all, their competition among other white dragons would otherwise be on an even footing, and they'd start from behind against anyone else. And so, a strange ritual that grants the possibility of much faster power? That's the best possible way to outpace other white dragons or even more powerful types of dragons. And the drawback is that you have to get into a series of dangerous situations in order to exercise your magical energy and grow it more rapidly? For most dragons, that's a significant stumbling block, as their cultures tend towards a slower, methodical accumulation of power. But for white dragons, the raw visceral thrill of the hunt is an old friend, as they claw and scabble for advantage, surviving purely by cunning and instinct. Traditionalists and aeternal white dragons don't tend to insult or deride each other socially. There's no point and no reason to make enemies unnecessarily. It's better not to leave a potential enemy who could become a threat later, whether that means leaving things be and going separate ways, or whether it means killing that aeternal white dragon just after the ritual while they're still weak, before they outpace you and present a true threat.

Aeternal white dragons don't really need any complicated schemes or goals to get them to go adventuring. They just want to fight, and the ritual has changed their magic, so their magic needs them to fight. It's a win-win. The simplicity of this credo might lead other dragons to underestimate aeternal white dragons as simpleminded or shortsighted, but in truth, while they have a high mortality rate, they are also among the dragons that rise the fastest after completing the ritual, a fact that many an arrogant red conveniently ignores. Aeternal white dragons recognize that they are in a vulnerable state, however, and so they are less likely to go it alone, themselves against the world, than other white dragons. They join groups of companions only if those companions prove that they are strong, sometimes by defeating the white dragon in combat, only to have the white dragon pledge loyalty on the spot. While would-be traveling companions might be understandably worried that the dragon they just defeated might turn on them, aeternal white dragons who join an adventuring party after being defeated in combat are typically sincere and have no plans to backstab the group later, at least unless they have a reason to believe the group is planning on doing the same to them. It all comes back to the idea of avoiding a potential threat. If this group are the white dragon's allies, it would be foolishly to make enemies of them, but if they're already a threat to the white dragon, it's a different story.

WHITE LIES

Sometimes aeternal white dragons have a little trouble expressing how they really feel, especially if those feelings are positive. Having learned from a young age that vulnerability or softness means weakness and weakness means death, they've socialized that they can't be vulnerable around anyone. And expressing affection or admiration implies vulnerability. You can sometimes find them out when they make an over-the-top denial of a positive feeling (maybe even one that no one else was even implying) and then try to make an angry or scary face and meet your gaze until you look away first.





Hoard of Power

While many aeternal dragons use the same tools of the trade as other adventurers—swords, armor, bows, and the like—there are quite a few who prefer traditional techniques of claw and scales. It's a fact, however, that concentrating magic for the purpose of building up an aeternal dragon's scales and unarmed attacks diverts efforts best used elsewhere. This contradiction led an aeternal underworld dragon to create a novel form of geomancy tied to the shared draconic obsession with accumulating a hoard. By building and arranging a hoard just so, an aeternal dragon would be able to easily regain a few specific sorts of power possessed by their traditionalist kin, power which adventurers normally attain via the use of magic items.

What Are Hoards of Power?

Hoard of power is an optional subsystem for dragon PCs. Though there's nothing that especially prevents other PCs from using hoards of power too, they are most thematic for dragons. If your group decides to use hoards of power, you will need to reference either the *Battlezoo Bestiary* monster parts system, which is recommended, or the automatic bonus progression from *Pathfinder Second Edition Gamemastery Guide*. You can use hoards of power on one PC, even if the rest of the group isn't using them. They don't disrupt the game play or treasure distribution for anyone else.

Designing Your Hoard

Once you and your group have decided to use hoards of power, you've chosen to increase the importance of your dragon's hoard. Think about where you keep your hoard, what it looks like, and how it is arranged. A green dragon might have a vast library filled with treasures, while an underworld dragon might prefer a laboratory full of gems, minerals, and alchemical reagents. Whatever you choose, your hoard's physicality is important to you. You need to return to your hoard and rest in its splendor every so often to retain the benefits, typically at least once a month, though going that long away from your hoard makes you feel anxious, and you prefer to return to it as often as possible.

Upgrading Your Hoard

Upgrading your hoard is simple! Whenever you gain treasure, you can choose to add it to your hoard. If you do, you calculate the full value of appropriate currency, art, gems, and the like, and half the value of any items, magical or otherwise. What happens next depends on which system you are using to track your hoard.

If you have *Battlezoo Bestiary*, you should probably use the monster parts system for this purpose, as it offers you much more flexibility. In that case, when your hoard's value increases, you can apply the value to refine or imbue your unarmed attacks, unarmored defense, skill modifiers, or Perception modifier directly; if you choose to gain an item bonus to AC in this way, your maximum Dexterity modifier to AC is capped at +5. While you don't create any items out of monster parts, this otherwise has the exact same effects as refining and imbuing normally have in the system. For instance, after increasing the value of your hoard by 500 gp, you could choose to refine your unarmored defense to level 8 and gain a +1 item bonus to AC when unarmored and a +1 item bonus to saving throws, just like refining an armor in the monster parts system. Alternatively, you could use the new value you added to your hoard to imbue your unarmed attacks with fire up to level 8, or any number of other choices.



If you don't have *Battlezoo Bestiary*, you can use automatic bonus progression instead. In this case, whenever you've upgraded your hoard to the appropriate amount on **Table 2**, you gain the benefits from automatic bonus progression for that level, to a maximum of your own level. In this case, use item bonus instead of potency bonus from automatic bonus progression (since you're still keeping item bonuses in your game). If you gain defense potency in this way, your maximum Dexterity modifier to AC is capped at +5 (and should be in any case whenever you use the automatic bonus progression variant to avoid an issue at high levels).

All Hoards All the Time

With one or even two characters in a party using the hoard rules, a group gets excellent mileage out of having the PCs who aren't using the hoard rules grab any items that are keepers while putting weaker items they would sell anyway in the dragon's hoard. Even dragons using the hoard rules can choose to keep magic items they especially like, though they have less incentive to do so given the benefits granted by their hoards might overlap with the item's bonuses. But what if the entire party is using these rules and doesn't want to keep around magic items? In that case, they're going to be throwing many of the fun higher level items into their hoards, and that means they are essentially selling everything for half, gaining a lower overall value than expected. There are a few ways to avoid this.

First, and simplest if you are already picking treasure for your campaign, consider handing out magic items that specifically don't overlap with the hoard benefits. Typically this means focusing on items that provide utility or benefits other than item bonuses. That way, the dragon PCs can keep some of those around instead of putting it all into their hoards.

The flip side of adjusting treasure into magic items that work well with hoards is to just stop giving magic items at all and focus on rare gems, books, art objects, and other loot your dragons collect, converting the magic items you didn't hand out into 75% of their value of hoard objects, to make up for the fact that the PCs no longer have the option to keep and use items at their full value.

Finally, and easiest for a published adventure, you can perform the adjustment on the hoard side rather than in distribution. If the players announce their intentions never to use any magic items they find anyway, you can just hand out the items stated in the adventure and grant 75% value, instead of half, when the PCs put those items in their hoards. This is easy for you, but it runs the risk of causing an issue if the players change their mind and decide they want to start keeping the stronger magic items they find partway through.

Hoard Burglars

Once an object makes its way into a dragon's hoard, it tends to stay there, and dragons are incredibly irritated when they lose something from their hoard, with the psychological response far outweighing an object's actual value. No self-respecting dragon would voluntarily remove objects from their hoard to buy or sell them, and indeed, doing so intentionally typically destabilizes the entire hoard's strange geomancy, resulting in a loss of all benefits. In a dire situation, you can remove an item intentionally with great care, and usually only by accepting a trade for an item of equal or greater value.

What happens if a burglar sneaks into your hoard to abscond with a prized treasure? GMs should consider carefully whether and how to use this plotline, as NPC burglars don't often need to go through the same effort as PC burglars would. If there's a reason this would happen, perhaps your group could play a side session where the players take the roles of the NPC burglars, performing a heist or using the infiltration system to make it past your dragon PC's prodigious defenses. Whatever the case, unintentional theft isn't as catastrophic to a hoard as simply giving items away. The hoard loses value which could weaken your dragon if the new value isn't high enough to provide all the same benefits, and your dragon is strongly compelled by their own impulses to seek out the burglars and retrieve the lost item. Nonetheless, you might choose to roleplay resisting those urges in order to continue on a time-sensitive mission. There's no Will save to do so; it's an opportunity for some interesting roleplaying and interplay between party members.

TABLE 2: HOARD VALUE PER LEVEL

Level	Hoard Value
1	0 gp (no benefit)
2	35 gp
3	75 gp
4	140 gp
5	300 gp
6	350 gp
7	400 gp
8	750 gp
9	1,250 gp
10	2,000 gp
11	3,000 gp
12	4,000 gp
13	5,000 gp
14	8,100 gp
15	8,600 gp
16	16,600 gp
17	32,500 gp
18	42,000 gp
19	84,000 gp
20	142,000 gp





Appendix

Alternatives to Lux Aeterna

The lux aeterna ritual is a mix of lore and mechanics that suits the lifestyle of adventuring dragons perfectly, providing a variety of interesting plot hooks and character ideas, as well as a catalyst to examine the effects on dragon society. However, it's not perfect for every possible concept for a dragon PC. Below are 10 possible stories and origins for dragon PCs who exhibit the same patterns as aeternal dragons without the lux aeterna ritual, and you can feel free to invent more of your own. The rules work the same either way!

- You were born unusually frail but with power brimming beneath the surface, potentially with a strange birthmark, glowing array of magical runes, or without wings, like a Wingless sprite.
- A reckless researcher captured you and attempted to steal your draconic power and grant it to a mortal recipient. This process might have resulted in the death of the other creature, or even in the creation of a draconic scion (page 74). Either way, you found that even as the link drew upon your abilities, you gained some of the mortal's limitless ambition and potential to grow.
- A magical mutation due to an exposure to wild magic or another similar surge of uncontrolled energy shorted out your dragon's power but began to change you rapidly, granting you new and bizarre possibilities.
- Whether you deserved it or not, a dying mortal foe or a mortal you wronged placed a curse upon you to try to force you to see their perspective. While initially the curse laid you low, they didn't realize that in time, due to the exact wording, the curse would allow you to grow like mortals do and make you stronger than you had ever been before.
- You found a powerful symbiote or entity that bonded to your soul, offering you the potential for great power as long as you fed it and kept it alive within you. While adjusting to its needs has taken some getting used to, soon you will become more powerful than any other dragon.
- Eager to fill your hoard with only the greatest treasure, you sought out a special relic, said to grow with its wielder. But after the relic bound itself to you, you realized the effect worked both ways. In order to power the relic to its full potential and become more powerful than other dragons, you have to bring yourself to the relic's level and start from scratch. Fortunately, you're up to the challenge.
- You're a firm believer that to reach true power, you must place restrictions upon yourself, for instance, training to move around and fight while carrying heavy weights. That way, when you become used to the restrictions, you'll be even more powerful when you remove them. In keeping with this extreme philosophy, you intentionally limited certain aspects of your draconic power, building in an inherent decay to the limiter such that the more you train, the more the limits melt away. This will allow you to grow stronger much faster than dragons who laze about in their training.
- You have a secret. You're not really sure how you wound up in this dragon body. The last thing you remember, you were minding your own business and then... something happened. Was it an unintentional body swap? Were you reincarnated as a dragon, and if so, are you even originally from this world? Whatever the case, you're not really used to being a dragon, and you have to teach yourself what other dragons take for granted. But because you are willing to reexamine the expected limits, you realize that you're learning things that other dragons don't realize are possible.
- You died once and were magically resurrected, or perhaps resuscitated at the verge of death. Perhaps you saw visions that stuck with you when you returned and have shaped your destiny. Whether you remember it or not, your time in the afterlife changed you. You returned with different strengths and weaknesses, and a potential for growth unlike anything you had experienced before.
- A deity or other powerful being heard you boasting of your power and offered you a challenge: if you have true strength, then you should be able to prove it by starting from the bottom and earning your strength, rather than by gaining it purely from age. In exchange, you would receive the potential to become even more powerful still, as long as you were strong enough to earn it. You couldn't resist that offer, and so you took them up on their strange deal. Now you work to prove your strength and earn your reward.
- Does it have to be complicated? You're just not like the other dragons. You don't prioritize the same things they do. Who cares? If they try to point out the differences in what you can do, you just glare at them until they stop. You walk your own path, and one day, they'll see.



Dragon Index

The following entries list information about each of the 45 dragon heritages for easy reference.

DRAGON NAME

Dragon Family: The family to which the dragon belongs, such as chromatic for red dragons, **Tradition:** The dragon's magical tradition.

Breath Shape: The shape of the dragon's breath, **Damage Type:** The dragon's associated damage type. There might be additional notes if the damage type varies.

Feats: The feats available to the dragon that aren't available to every dragon.

AMBER DRAGON

Dragon Family: wild dragon, **Tradition:** arcane
Breath Shape: cone, **Damage Type:** electricity
Feats: Gossip Lore (page 67), Piezo Breath (page 47), Piezoelectric Shock (page 53), Piezo Ink (page 33), Rumormonger (page 28)

APOCALYPSE DRAGON

Dragon Family: planar dragon, **Tradition:** divine
Breath Shape: cone, **Damage Type:** cold
Feats: Constrict (page 48), Planar Infusion (page 28), Slime Breath (page 54), Soul Drinker (page 39), Twisting Tail (page 47)

ASTRAL DRAGON

Dragon Family: esoteric dragon, **Tradition:** occult
Breath Shape: line, **Damage Type:** mental
Feats: Astral Eyes (page 29), Astral Sight (page 34), Mental Static Aura (page 57), Psychic Counter (page 71), Psychic Resilience (page 28), Stupefying Breath (page 54), Thought Travel (page 47)

BLACK DRAGON

Dragon Family: chromatic dragon, **Tradition:** arcane
Breath Shape: line, **Damage Type:** acid
Feats: Amphibious Ease (page 25), Animal Speaker (page 25), Corrupt Water (page 36), Lashing Tail (page 52), Reptile Speaker (page 24), Underwater Mastery (page 34)

BLISS DRAGON

Dragon Family: planar dragon, **Tradition:** divine
Breath Shape: line, **Damage Type:** electricity
Feats: Animal Shape (page 25), Bite of Opportunity (page 46), Peacemaker (page 58), Planar Infusion (page 28), Meditative Restoration (page 42), Nirvana's Redeemer (page 67), Sedating Sparks (page 62)

BLUE DRAGON

Dragon Family: chromatic dragon, **Tradition:** arcane
Breath Shape: line, **Damage Type:** electricity
Feats: Desert Thirst (page 36), Mirage (page 42), Sound Mimicry (page 29), Wing Deflection (page 45)

BRASS DRAGON

Dragon Family: metallic dragon, **Tradition:** arcane
Breath Shape: line, **Damage Type:** fire
Feats: Animal Speaker (page 25), Desert Wind (page 36), Reptile Speaker (page 24), Sleep Gas Breath (page 59), Wing Deflection (page 45)

BRINE DRAGON

Dragon Family: primal dragon, **Tradition:** primal
Breath Shape: line, **Damage Type:** acid
Feats: Amphibious Ease (page 25), Brine Spit (page 56), Capsize (page 35), Painful Strikes (page 61), Sickening Bite (page 62), Underwater Mastery (page 34)

BRONZE DRAGON

Dragon Family: metallic dragon, **Tradition:** arcane
Breath Shape: line, **Damage Type:** electricity
Feats: Amphibious Ease (page 25), Animal Speaker (page 25), Bite of Opportunity (page 46), Electricity Aura (page 57), Reptile Speaker (page 24), Repulsion Gas Breath (page 58), Underwater Mastery (page 34), Vortex (page 62), Vortex Pull (page 64), Water Mastery (page 40)

CERULEAN DRAGON

Dragon Family: wild dragon, **Tradition:** arcane
Breath Shape: cone, **Damage Type:** bludgeoning
Feats: Amphibious Ease (page 25), Cerulean Hazard Sense (page 48), Far Traveler (page 24), Quenching Breath (page 28), Peregrinate (page 47), Underwater Mastery (page 34), Wave Breath (page 55)

CLOUD DRAGON

Dragon Family: primal dragon, **Tradition:** primal
Breath Shape: cone, **Damage Type:** electricity
Feats: Cloud Form (page 41), Cloud Walk (page 35), Deflecting Cloud (page 51), Mist Breath (page 61), Mist Vision (page 27), Thundering Bite (page 50)

COPPER DRAGON

Dragon Family: metallic dragon, **Tradition:** arcane
Breath Shape: line, **Damage Type:** acid
Feats: Mass Laughter (page 41), Slow Aura (page 65), Slowing Gas Breath (page 54), Stone Climb (page 34), Twisting Tail (page 47)

CRYPT DRAGON

Dragon Family: planar dragon, **Tradition:** divine
Breath Shape: cone, **Damage Type:** negative
Feats: Bite of Opportunity (page 46), Entomb (page 37), Ghostbane Breath (page 26), Planar Infusion (page 28), Rotting Breath (page 58)

CRYSTAL DRAGON

Dragon Family: primal dragon, **Tradition:** primal
Breath Shape: cone, **Damage Type:** piercing
Feats: Crystallize Flesh (page 64), Reflect Spell (page 71), Scintillating Aura (page 62), Twisting Tail (page 47)

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DREAM DRAGON

Dragon Family: esoteric dragon, **Tradition:** occult

Breath Shape: cone, **Damage Type:** mental

Feats: Dream Shimmer (page 46), Dream Sight (page 23), Exodus of Dreams (page 41), Join Dreamscape (page 32), Sleep Gas Breath (page 59)

EDICT DRAGON

Dragon Family: planar dragon, **Tradition:** divine

Breath Shape: line, **Damage Type:** slashing

Feats: Commanding Breath (page 56), Hindering Shards (page 61), Inscribe Disorienting Glyph (page 45), Lingua Franca (page 38), Planar Infusion (page 28), Raise Wing (page 33), Sweeping Scrawl (page 54), Wing Deflection (page 45)

ETHERIC DRAGON

Dragon Family: esoteric dragon, **Tradition:** occult

Breath Shape: line, **Damage Type:** force

Feats: Ghost Stride (page 31), Grave Breath (page 49), Spirit Eater (page 54), Twisting Tail (page 47)

FOREST DRAGON

Dragon Family: imperial dragon, **Tradition:** primal

Breath Shape: cone, **Damage Type:** piercing

Feats: Coiling Frenzy (page 60), Constrict (page 48), Draining Blight (page 41), Forest Shape (page 26), Lignifying Bite (page 33), Stunning Venom Breath (page 59), Woodland Stride (page 34)

GOLD DRAGON

Dragon Family: metallic dragon, **Tradition:** divine

Breath Shape: cone, **Damage Type:** fire

Feats: Bite of Opportunity (page 46), Golden Luck (page 65), Weakening Gas Breath (page 60)

GREEN DRAGON

Dragon Family: chromatic dragon, **Tradition:** arcane

Breath Shape: cone, **Damage Type:** poison

Feats: Camouflage (page 41), Miasma (page 61), Ravager's Camouflage (page 54), Trackless Step (page 40), Twisting Tail (page 47), Woodland Stride (page 34)

HARLEQUIN DRAGON

Dragon Family: wild dragon, **Tradition:** arcane

Breath Shape: cone, **Damage Type:** poison

Feats: Fool's Wisdom (page 45), Insightful Jest (page 27), Jester's Jeer (page 47), Jester's Trick (page 32), Laughing Gas Breath (page 52)

HAVOC DRAGON

Dragon Family: planar dragon, **Tradition:** divine

Breath Shape: cone, **Damage Type:** sonic

Feats: Animal Shape (page 25), Delirium Breath (page 51), Elysian Performer (page 68), Planar Artist (page 39), Planar Infusion (page 28), Rapturous Revel (page 42), Twisting Tail (page 47)

INDIGO DRAGON

Dragon Family: wild dragon, **Tradition:** arcane

Breath Shape: cone, **Damage Type:** piercing

Feats: Celebratory Cheer (page 35), Life of the Party (page 32), Rapturous Revel (page 42), Ride the High (page 24), Weren't You At That Party? (page 29)

INFERNAL DRAGON

Dragon Family: planar dragon, **Tradition:** divine

Breath Shape: line, **Damage Type:** fire

Feats: Bite of Opportunity (page 46), Damnation Flames (page 36), Hellfire (page 26), Infernal Aid (page 68), Invoke Hell (page 71), Oppressive Heat (page 49), Planar Infusion (page 28)

LUNAR DRAGON

Dragon Family: outer dragon, **Tradition:** arcane

Breath Shape: line, **Damage Type:** cold

Feats: Absolute Cold (page 48), Alien Presence (page 40), Lunar Breath (page 53), Moonsilver (page 33), Reflect Spell (page 71), Stupefying Presence (page 40), Twisting Tail (page 47)

MAGMA DRAGON

Dragon Family: primal dragon, **Tradition:** primal

Breath Shape: cone, **Damage Type:** fire (fire and bludgeoning for breath only)

Feats: Magma Swim (page 27), Magma Tomb (page 41), Volcanic Purge (page 63), Wing Deflection (page 45)

NIGHTMARE DRAGON

Dragon Family: esoteric dragon, **Tradition:** occult

Breath Shape: cone, **Damage Type:** mental

Feats: Dream Sight (page 23), Invoke Nightmare (page 32), Join Dreamscape (page 32), Terrifying Rebuke (page 45)

OCCULT DRAGON

Dragon Family: esoteric dragon, **Tradition:** occult

Breath Shape: cone, **Damage Type:** cold or fire (your choice)

Feats: Appraising Sight (page 25), Bite of Opportunity (page 46), Item Mastery (page 32), Talisman Keeper (page 67), Undetectable Essence (page 65)

PARADISE DRAGON

Dragon Family: planar dragon, **Tradition:** divine

Breath Shape: line, **Damage Type:** force

Feats: Banishing Breath (page 34), Collective Aid (page 22), Planar Infusion (page 28), Rebuking Breath (page 61), Redemption (page 42), Sacred Space (page 34), Seeking Breath (page 59), Wing Deflection (page 45)

RED DRAGON

Dragon Family: chromatic dragon, **Tradition:** arcane

Breath Shape: cone, **Damage Type:** fire

Feats: Bite of Opportunity (page 46), Dragon Heat (page 56), Manipulate Flames (page 71), Smoke Vision (page 28)



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RIFT DRAGON

Dragon Family: planar dragon, **Tradition:** divine

Breath Shape: cone, **Damage Type:** acid

Feats: Abyssal Vengeance (page 64), Dissolving Breath (page 51), Entropic Breath (page 57), Gouging Claws (page 31), Obliterating Breath (page 61), Planar Infusion (page 28), Trample (page 62)

SEA DRAGON

Dragon Family: imperial dragon, **Tradition:** arcane

Breath Shape: burst, **Damage Type:** bludgeoning

Feats: Amphibious Ease (page 25), Coiling Frenzy (page 60), Constrict (page 48), Liquefy (page 57), Quenching Breath (page 28), Sickening Bite (page 62), Tidal Wave (page 65), Underwater Mastery (page 34), Vortex (page 62), Vortex Pull (page 64)

SILVER DRAGON

Dragon Family: metallic dragon, **Tradition:** divine

Breath Shape: cone, **Damage Type:** cold

Feats: Cloud Walk (page 35), Dragon Chill (page 56), Mist Vision (page 27), Paralyzing Gas Breath (page 58), Reflect Spell (page 71), Wing Deflection (page 45)

SKY DRAGON

Dragon Family: imperial dragon, **Tradition:** divine

Breath Shape: burst, **Damage Type:** electricity

Feats: Coiling Frenzy (page 60), Constrict (page 48), Divine Lightning (page 30), Perfected Flight (page 42), Stunning Electricity (page 65)

SOLAR DRAGON

Dragon Family: outer dragon, **Tradition:** arcane

Breath Shape: line, **Damage Type:** fire

Feats: Alien Presence (page 40), Beam of Light (page 35), Bite of Opportunity (page 46), Dazzling Presence (page 36), Primeval Fire (page 50), Vital Radiance (page 69)

SOVEREIGN DRAGON

Dragon Family: imperial dragon, **Tradition:** occult

Breath Shape: cone, **Damage Type:** mental

Feats: Coiling Frenzy (page 60), Constrict (page 48), Gleaming Armor (page 61), Inspire Envoy (page 65), Mentalist Counterspell (page 69), Violent Retort (page 62)

TIME DRAGON

Dragon Family: outer dragon, **Tradition:** arcane

Breath Shape: cone, **Damage Type:** electricity

Feats: Alien Presence (page 40), Bite of Opportunity (page 46), Countless Chances (page 36), Read the Threads (page 24), Second Chance (page 28), Slowing Presence (page 39), Temporal Breath (page 59)

TOADSTOOL DRAGON

Dragon Family: leshy dragon, **Tradition:** primal

Breath Shape: cone, **Damage Type:** poison

Feats: Collective Aid (page 22), Faerie Ring Transport (page 38), Incredible Palette (page 32), Leshy Roots (page 27), Mushroom Burst (page 53), Spore Breath (page 50)

TUMULT DRAGON

Dragon Family: planar dragon, **Tradition:** divine

Breath Shape: cone, **Damage Type:** your choice of acid, cold, electricity, fire, or sonic

Feats: Adapt Resistance (page 48), Eccentric Infusion (page 31), Entropic Breath (page 57), Flexible Breath (page 38), Planar Infusion (page 28), Transforming Breath (page 43), Twisting Tail (page 47), Vexing Wings (page 55)

UMBRAL DRAGON

Dragon Family: primal dragon, **Tradition:** primal

Breath Shape: cone, **Damage Type:** negative

Feats: Bite of Opportunity (page 46), Draining Bite (page 49), Ghostbane Breath (page 26), Shadow Breath (page 59)

UNDERWORLD DRAGON

Dragon Family: imperial dragon, **Tradition:** arcane

Breath Shape: burst, **Damage Type:** fire

Feats: Adamantine Claws (page 64), Coiling Frenzy (page 60), Constrict (page 48), Scorched Earth (page 42), Smoke Vision (page 28), Sweltering Heat (page 59)

VERMILION DRAGON

Dragon Family: wild dragon, **Tradition:** arcane

Breath Shape: cone, **Damage Type:** fire

Feats: Burning Poison (page 25), Exaggerate Strength (page 24), Exaggerate Weakness (page 49), Overwhelming Spice (page 58)

VOID DRAGON

Dragon Family: outer dragon, **Tradition:** arcane

Breath Shape: cone, **Damage Type:** negative

Feats: Alien Presence (page 40), Leak Corruption (page 49), Nauseating Presence (page 38), Obliteration Bite (page 53), Suffocating Breath (page 59), Void Gaze (page 63)

VORTEX DRAGON

Dragon Family: outer dragon, **Tradition:** arcane

Breath Shape: cone, **Damage Type:** fire

Feats: Alien Presence (page 40), Fragmented Strike (page 60), Star Flight (page 43), Vacuum Breath (page 55), Warping Presence (page 40), Wing Deflection (page 45)

WHITE DRAGON

Dragon Family: chromatic dragon, **Tradition:** arcane

Breath Shape: cone, **Damage Type:** cold

Feats: Blizzard (page 60), Dragon Chill (page 56), Freezing Blood (page 52), Ground Slam (page 52), Ice Climb (page 31), Snow Vision (page 29), Shape Ice (page 39)

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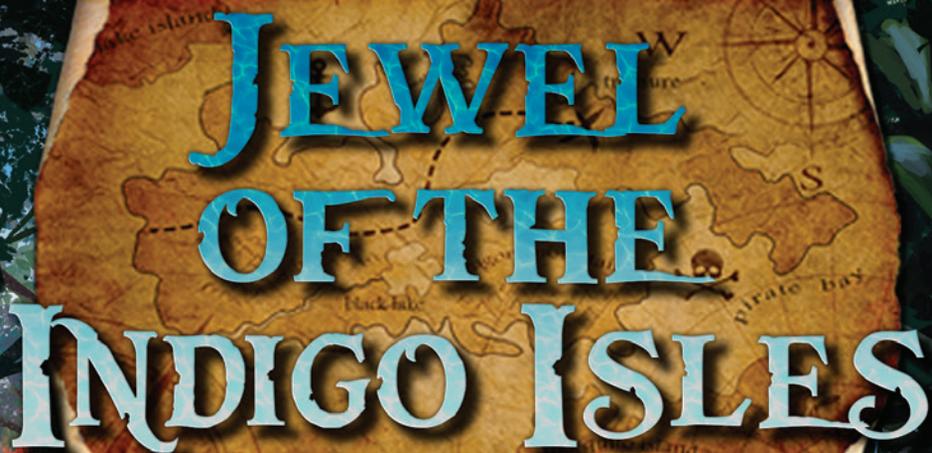
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