

Reane's Guide™

Fantastic Races – The Metallic Dragon Descended

By Curtis Baum



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Rcane's Guide™

Fantastic Races – The Metallic Dragon Descended

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Introduction

As one of the oldest creatures resident to the Material Plane, dragons have been an influential part of human history. Some, of course, have been destructive and a threat to the very existence of civilization. Others, specifically the vast majority of metallic dragons, have been protectors, teachers, mentors, and allies.

During the chaotic times of the Godsfall, several dragon clutches were altered. These eggs hatched far earlier than their brothers, and instead of the great winged beasts, they contained smaller bipedal offspring. These hatchlings had the scales, horns, and eyes of their parents, but they lacked the wings, claws, fangs, or tails of true dragons.

As the new race began to emerge, the metallic dragons were dismayed but supportive of their strange children. They called them the “dracnee”, a Draconic term meaning “children of dragons”. It soon became apparent that their offspring had different needs than themselves and the parents began searching for new homes for their children. They sought a place where the young race could live and grow with both independence and security.

Each of the metallic dragon races chose a location close to their own homelands to resettle their young. When these dracnee reached puberty, their bodies changed again. Each of them manifested an aspect of their draconic heritage. While some grew wings or tails, others grew thicker scales or sharp claws. This process, called the Bleeding, cemented the dragon descendants’ uniqueness as well as their ties to the bloodlines of their parents.

The purpose of this treatise is to examine and explain as effectively as possible the attributes of these beings. While they are bipedal and incapable of flight, their relationship to their draconic progenitors is quite apparent. Every member of the species is covered with fine scales to match their individual ancestry.

Ironically, though dracnee of different lineages are able to mate, each of their offspring will be hatched with attributes representative of one parent or the other. Additionally, when an offspring goes through the Bleeding and their draconic ability manifests, it appears to be independent of their parents’ characteristics.

Baron Rcane Valdimius du Argentum Draconis

Dragon Descendants - Brass

History

The brass dragon clans live in the hostile desert of the Sun Scorched Seas. When the first dracnee were hatched, their parents were astounded and confused. Although naturally very independent, the elders convened and determined that the new race would be unable to survive the harshest parts of the desert. The brass dragons would have to outcast their own progeny to ensure their survival.

Those brass dragons with dracnee offspring dug burrows for their children, along the mesa overlooking Caelzahune city. The parents took turns feeding, teaching, and raising their bipedal descendants, until the first generation of dracnee were able to grow crops, hunt, and otherwise fend for themselves. The dragons then left their children to embrace their own fate, rarely checking in on the young race.

Through the years, as the first generation matured, the brass dracnee connected the various burrows, creating an underground village of their own. Flamehaven, as it was called, eventually grew into a bustling city. The dracnee maintained the same clans as their draconic ancestors, and each contributed in a council of elders. Eventually, the elders decided to begin trading with the nearby city of Caelzahune, burrowing out near sea level and trading across the Stonecliff River.

Many brass dracnee feel the need to explore. As such, they are one of the widest spread of the dragon descendants. They know that Flamehaven is their home and return regularly to rekindle relationships with their clan, friends, and loved ones.

Description

Brass dracnee are the smallest of the metallic dragon descendants. They range from about 4' 10" to 5' 10" tall. They are solidly built, however, and usually weigh between 170 pounds and 230 pounds. All dragon descendants are long lived and some are known to be over 150 years old.

All brass dracnee are covered in bright yellowish scales. Horns form a ring around the dracnee's head

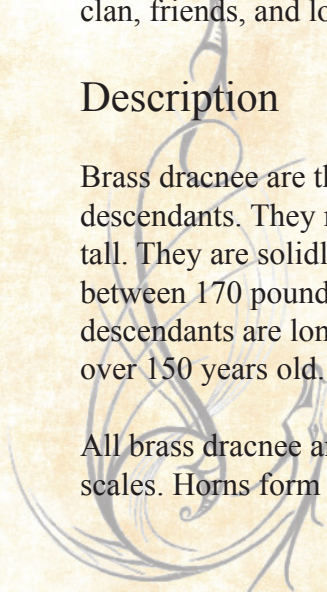
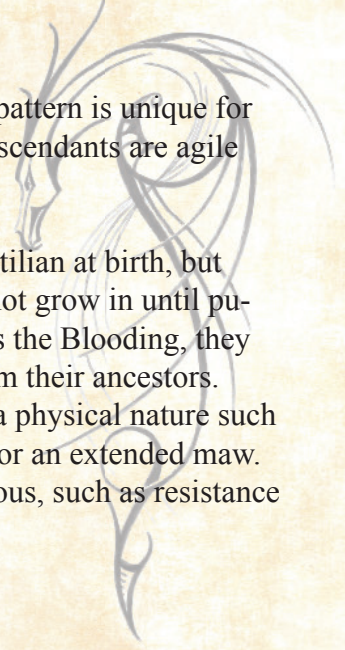
from birth, although the distinct pattern is unique for each individual. Brass dragon descendants are agile and healthy.

Young dracnee are obviously reptilian at birth, but their more draconic features do not grow in until puberty. During this time, known as the Blooding, they manifest one of several traits from their ancestors. These features are frequently of a physical nature such as wings, a tail, powerful claws, or an extended maw. Some of these traits are not obvious, such as resistance to fire.

Traits

Every individual is different, but most brass dragon descendants share distinct traits. As previously mentioned, they tend to prefer incredibly warm climates, especially those deemed hostile by most humans. They also generally enjoy bright sunlight and many will spend several hours during the middle of the day basking in its warmth.

Additionally, many brass dracnee are avid conversationalists. They enjoy sharing rumors and stories when they meet other travelers.



Brass Dragon Descendant Racial Attributes

All Dragon Descendant:

Race: Dragon

Size: Medium

Speed: Normal (30')

Languages: Standard (Common and Draconic)

Abilities: Flexible

Darkvision 60'

Low-Light Vision

Bloodline Manifestation (see page 14)



Brass Dragon Descendant:

Abilities: Constitution +2, Dexterity +2

Terrain Stride – Desert – Character may move through natural deserts as normal terrain.

Spell-Like Ability, Lesser – speak with animals (1/day)

Dragon Descendant Age

Age	Adult	Intuitive	Self-Taught	Trained	Middle Age	Old	Venerable	Maximum Age
Dragon Descendant	20	+1d6	+2d6	+3d6	62	93	125	125+3d20

Brass Dragon Descendant Height and Weight

Subrace	Base Height	Base Weight	Modifier	Weight Multiplier
Brass	56 inches (4' 8")	160 lbs	2d6	x6

Dragon Descended – Bronze

History

The bronze dragons claim the Southern Sea as their territory. They have patrolled these waters and fought pirates and invading fleets alike for thousands of years. Their lairs are spread throughout the ocean, taking full advantage of their amphibious nature. This trait led to collective horror when the Godsfall hit and the first bronze dracnee were hatched. Without the ability to breathe water like their parents, many of the first generation did not survive.

Those who did survive were taken to a small island in the middle of the Southern Sea. The bronze dragons, both those who had surviving children and those who lost their own, rallied to defend their offspring. They secured the island, establishing a fortified port city for their progeny, named Sea Sanctum. The dragons patrolled the waters near the island, making sure that nothing threatened the delicate hold on life the surviving dracnee had.

Eventually, of course, the dragon descendants grew in number and power. They became able to feed and defend themselves. Within a few generations, the bronze dracnee had their own art, music, and distinct culture. Eventually, trade was established with the nearby city of Caelzahune, resulting in merchants being invited to the small island and dracnee traveling to other lands. Myths still persist that some of the visitors to the island are bronze dragons themselves, observing and guarding their cousins.

Description

Bronze dracnee are slightly taller than most humans. Both males and females stand between 5'4" and 6'6" tall. Their draconic heritage can also be seen in their weight, ranging from 200 pounds to over 300 pounds. As with all of the dragon descendants, many are reported to be as old as 150 years.

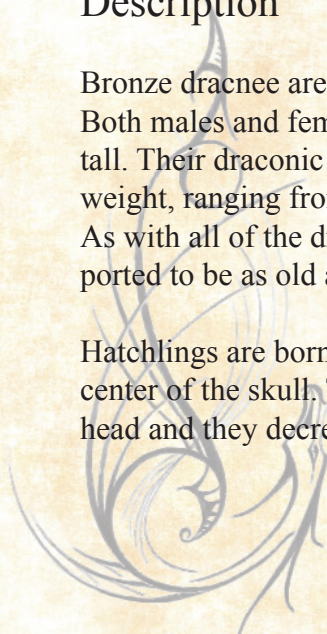
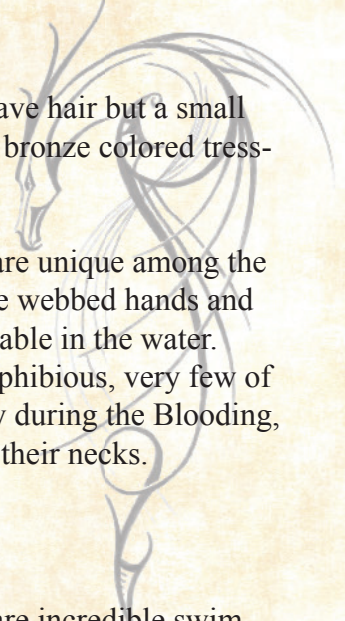
Hatchlings are born with a series of horns across the center of the skull. The longest erupts from the forehead and they decrease in size as they extend back to

the spine. Most dracnee do not have hair but a small percentage manage to grow long bronze colored tresses.

The bronze dragon descendants are unique among the metallic dracnee in that they have webbed hands and feet, making them more than capable in the water. Although bronze dragons are amphibious, very few of their descendants gain this ability during the Blooding, those who do acquire gills along their necks.

Traits

The bronze dragon descendants are incredible swimmers. Using the aforementioned webbed limbs, they are able to glide through water at the same speed that they can walk on land. All bronze dragon descendants have heavily tanned scales. When a young dracnee does display a thick draconic hide, it is a beautiful metallic color with a tint of green around the edges. The same coloration is shown by those with tails or wings, although it is specific to those appendages.



Bronze Dragon Descendant Racial Attributes

All Dragon Descendant:

Race: Dragon

Size: Medium

Speed: Normal (30')

Languages: Standard (Common and Draconic)

Abilities: Flexible

Darkvision 60'

Low-Light Vision

Bloodline Manifestation (see page 14)



Bronze Dragon Descendant:

Abilities: Charisma +2, Intelligence +2

Swim (30', +8 racial bonus)

Dragon Descendant Age

Age	Adult	Intuitive	Self-Taught	Trained	Middle Age	Old	Venerable	Maximum Age
Dragon Descendant	20	+1d6	+2d6	+3d6	62	93	125	125+3d20

Bronze Dragon Descendant Height and Weight

Subrace	Base Height	Base Weight	Modifier	Weight Multiplier
Bronze	62 inches (5' 2")	180 lbs	2d8	x8

Dragon Descended – Copper

History

The copper dragon descendants trace their heritage to the warm hills near the Wyrn Tail Ridge. Compared to most of the other dracnee, the terrain where the first clutches were hatched was fairly hospitable. This allowed a very large percentage of copper dragon descendants to survive and the town that they formed, Maresh, to rapidly grow into a strong citadel, defending Caelzahune from threats coming from the Wyrn Tail Ridge and Param Raj.

Although some of the descendants experienced wanderlust and spread throughout the world, most of them are still located in their ancestral hills. Unlike most other dracnee, the copper dragons keep very close tabs on their cousins, visiting the city frequently and sharing jokes, discussing events, and embarrassing their relatives.

Many of the copper dragon descendants share their ancestors' love of humor. Each individual is different, however, and the ability of some to impress others with their wit is frequently countered by another relative's likelihood to consistently insult strangers.

Description

Copper dracnee are about the same size as an average human, though slightly heavier. They stand between 5'2" and 6'2" tall. Both male and female dracnee are the same size. Their weight ranges from just over 180 pounds to almost 250 pounds. Many elders claim to be over 120 years old and some evidence exists to support ages of 150.

Copper dragon descendants have magnificent bony protrusions extending from their heads. The largest of these horns rise from above the eyes and stretch back toward the ears. Although the copper dracnee do not have as elaborate ornamentation as their ancestors, they each have unique horn patterns which allow them to be individually identified.

Many of the copper dragon descendants are able to pass for human. Those who gain tails or wings as part of their bloodline manifestation are notable excep-

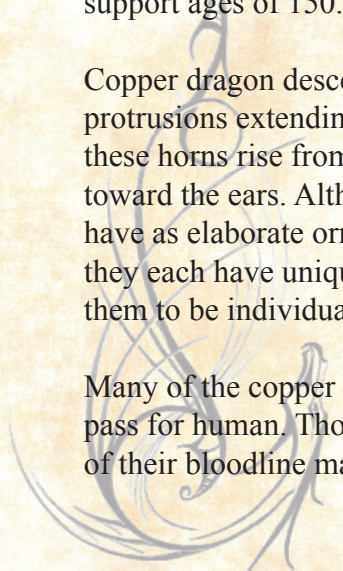
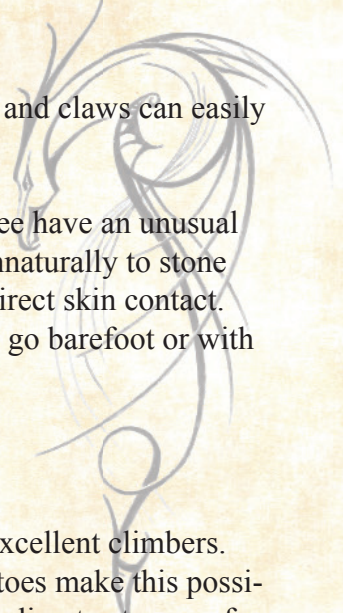
tions. The coppery dragon scales and claws can easily be covered.

Additionally, a few copper dracnee have an unusual affinity for earth and can cling unnaturally to stone surfaces, although this requires direct skin contact. These individuals will frequently go barefoot or with easily removable sandals.

Traits

Copper dragon descendants are excellent climbers. Small claws on their fingers and toes make this possible. Some individuals are able to cling to stone surfaces through the power of their heritage, but as previously mentioned, this requires direct skin contact.

The copper descendants blend in with humanity easier than most of their kin. The color of their scales is very similar to that of anyone who has spent their life working outdoors. If their bloodline manifests as wings or a tail, however, their heritage immediately becomes obvious.



Copper Dragon Descendant Racial Attributes

All Dragon Descendant:

Race: Dragon

Size: Medium

Speed: Normal (30')

Languages: Standard (Common and Draconic)

Abilities: Flexible

Darkvision 60'

Low-Light Vision

Bloodline Manifestation (see page 14)

Copper Dragon Descendant:

Abilities: Dexterity +2, Intelligence +2

Climb (20', +8 racial bonus to climb checks)



Dragon Descendant Age

Age	Adult	Intuitive	Self-Taught	Trained	Middle Age	Old	Venerable	Maximum Age
Dragon Descendant	20	+1d6	+2d6	+3d6	62	93	125	125+3d20

Copper Dragon Descendant Height and Weight

Subrace	Base Height	Base Weight	Modifier	Weight Multiplier
Copper	60 inches (5' 0")	170 lbs	2d6	x6

Dragon Descended – Gold

History

The descendants of gold dragons trace their lineage to the vast grasslands of Zaenteth, the southern continent. The vast savannah provided easy terrain and adequate food when the first generation was born during the Godsfall. The dragons, sensitive to the needs of their offspring, realized that their children needed a place to call their own and grow as a new species. They helped them form the city of Qarem.

Qarem was built along the northern coast of Zaenteth. From there, the gold dracnee could trade with other species and develop their own culture, identity, and destiny. The dragons left fate in the hands of their descendants but always kept a watchful eye for threats against their cousins.

Although originating in the tropical regions, the gold dragon descendants are not uncomfortable except in the most frigid of climates. From their coastal city, many have traveled throughout the world, often creating legends of gold “skinned” humans.

Description

The gold dracnee are the tallest of the metallic dragon descendants. With an average height of just over six feet, a few exceptional individuals stand taller than seven feet and can weigh over 300 pounds. Their size alone makes it difficult to disguise their true identity.

Gold dragon descendants begin life with a pair of horns growing from their forehead. Although they start fairly small, the horns grow throughout the life of the dracnee and can rise over eight inches above the skull, directly over their eyes.

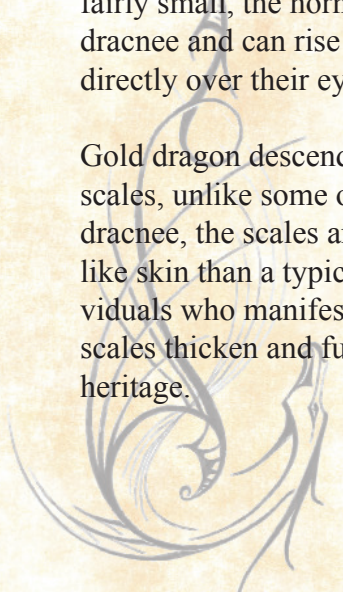
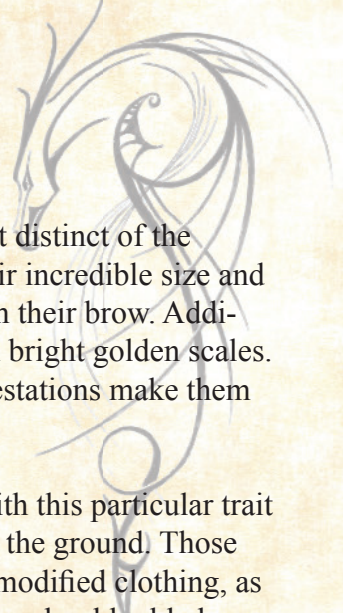
Gold dragon descendants are completely covered in scales, unlike some of their cousins. For most gold dracnee, the scales are incredibly fine and act more like skin than a typical dragon hide. For those individuals who manifest a more protective cover, the scales thicken and fuse, revealing the obvious draconic heritage.

Traits

Gold dracnee are among the most distinct of the dragon descendants, between their incredible size and the massive horns extending from their brow. Additionally, they are fully covered in bright golden scales. Several specific bloodline manifestations make them even more obvious.

The large tail of those dracnee with this particular trait stretches from above the waist to the ground. Those who have wings require heavily modified clothing, as the wings not only extend from the shoulder blades but sprout along the spine and continue down both legs until roughly knee level. These features, along with the aforementioned scales, are also a bright golden color.

The gold dracnee who exhibit more internal traits, such as fire resistance, still have the golden “skin” of their lineage. With the myths ranging from hero to villain and the inability to hide their heritage, gold dragon descendants are always heavily scrutinized.



Gold Dragon Descendant Racial Attributes

All Dragon Descendant:

Race: Dragon

Size: Medium

Speed: Normal (30')

Languages: Standard (Common and Draconic)

Abilities: Flexible

Darkvision 60'

Low-Light Vision

Bloodline Manifestation (see page 14)

Gold Dragon Descendant:

Abilities: Charisma +2, Wisdom +2

Lucky, Lesser



Dragon Descendant Age

Age	Adult	Intuitive	Self-Taught	Trained	Middle Age	Old	Venerable	Maximum Age
Dragon Descendant	20	+1d6	+2d6	+3d6	62	93	125	125+3d20

Copper Dragon Descendant Height and Weight

Subrace	Base Height	Base Weight	Modifier	Weight Multiplier
Gold	66 inches (5' 6")	190 lbs	2d10	x8

Dragon Descended - Silver

History

The silver dragons establish their lairs in the imposing World Crown Mountains. These mountains spread from the Blood Plains through the Sun Scorched Sea and across northern Caelzahune. In the west, the dragons fight against the goblinoid and monstrous tribes of the Blood Plains. To the east, near Caelzahune, they maintain fair relations with the elves and humans. When the Godsfall created the first dracnee, the silver dragons built a home for their children on a small island in the Manea's Tears River, calling it Silvertear.

The unique position of Silvertear, between the humans of Caelzahune and the Elves of the Vale of Hope, provided the young race with ample opportunity for trade. Neither the humans nor elves ever threatened the developing city, likely out of fear for their parents, and soon Silvertear became a safe haven of trade between the two races. Goods stretching from the Wyrn Tail Ridge to the Sun Scorched Sea are traded in the markets and the tales are told in the taverns of Silvertear. Some of the dragon descendants are intrigued by these stories and set off on adventure as a result.

Most silver dracnee remain in their home city. The laws of Silvertear state that only those descended from the silver dragons can own property and therefore many of the silver dragon descendants own inns, taverns, shops, etc. and provide services for visiting merchants and adventurers. They take the prosperity and health of the city and its citizens as their first priority and civic duty, attending council meetings almost religiously.

Description

Silver dragon descendants have several horns growing around their face. The largest pair grows from the temples and extend upward several inches above the skull. Shiny silver scales cover their body, although they appear as the skin on the majority of dracnee. However, a few individuals have the ability to completely mask their ancestry, appearing entirely human.

Silver dragon descendants range from 5' 6" to 6' 8" tall. The largest can weigh over 300 pounds, but the

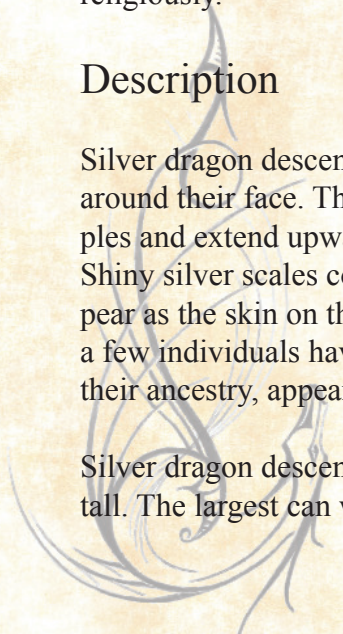
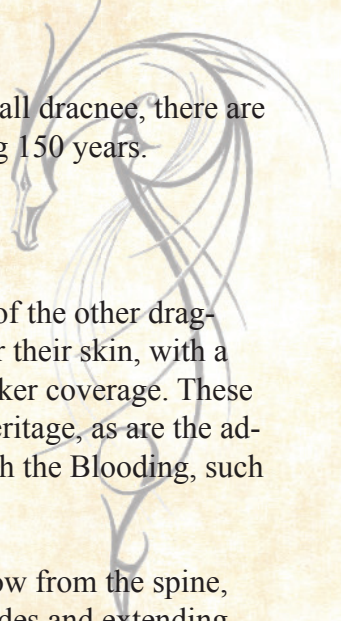
average is closer to 250. As with all dracnee, there are reports of a few individuals living 150 years.

Traits

Silver dracnee share many traits of the other dragon descendants. Fine scales cover their skin, with a few exceptions having much thicker coverage. These scales are tinted to match their heritage, as are the additional features they gain through the Blooding, such as wings or tails.

When wings are present, they grow from the spine, starting between the shoulder blades and extending down to the waist. Tails grow from just above the waist and tend to slightly longer and more lithe than those of other dracnee.

The most profound ability that is displayed by some silver dragon descendants is their power to disguise their ancestry. This allows these individuals to pass as human, although taller and heavier than an average man.



Silver Dragon Descendant Racial Attributes

All Dragon Descendant:

Race: Dragon

Size: Medium

Speed: Normal (30')

Languages: Standard (Common and Draconic)

Abilities: Flexible

Darkvision 60'

Low-Light Vision

Bloodline Manifestation (see page 14)

Silver Dragon Descendant:

Abilities: Dexterity +2, Intelligence +2

Fearless



Dragon Descendant Age

Age	Adult	Intuitive	Self-Taught	Trained	Middle Age	Old	Venerable	Maximum Age
Dragon Descendant	20	+1d6	+2d6	+3d6	62	93	125	125+3d20

Copper Dragon Descendant Height and Weight

Subrace	Base Height	Base Weight	Modifier	Weight Multiplier
Silver	64 inches (5' 4")	180 lbs	2d8	x8

Bloodline Manifestations

Each dragon descendant displays a single ability from their progenitor race. In most cases, these abilities function the same for every dracnee, such as wings or a tail. However, each individual species can choose a unique ability rather than those common to all dracnee.

Common Abilities

Blood – The magical blood of your dragon kindred flows through your veins. This grants you resistance to one element and some magic. The element associated with each dragon is listed below:

Brass: Fire
Bronze: Electricity
Copper: Acid
Gold: Fire
Silver: Cold

Claws and Maw – Your hands end in vicious claws and your mouth is elongated and filled with sharp teeth. This allows you to use them as deadly weapons.

Scales – Your scales are thicker and more durable than average, providing you with a better defense than a normal human.

Tail – A thick serpentine tail extends from your back. This tail gives you a devastating secondary attack.

Wings – You have great wings growing from your back. They are not powerful enough for full flight, but they can be used to help you safely glide from a fall.

Unique Abilities

Brass – Your draconic ancestry has given you claws that are not useful in combat but are quite effective in digging.

Bronze – The aquatic nature of your ancestor has given you gills, allowing you to survive underwater.

Copper – The unique relationship of your ancestor with the earth has gifted you with the ability to cling to stone surfaces.

Gold – The benevolent nature of your ancestor grants your eyes the ability to see the true nature of evil creatures.

Silver – The ability to change shape is particularly strong among silver dragons. Although that ability is substantially weaker in their descendants, you have inherited some of this ability.

Pathfinder Role-playing Game Rules

Each of these are explained in detail in the Pathfinder Role-playing Game: Advanced Race Guide. The specific trait is listed after the description in parentheses.

Common Abilities

Blood – You gain elemental resistance 5, based on your heritage. You also gain spell resistance equal to 6 + character level. (Energy Resistance and Spell Resistance, Lesser).

Claws and Maw – You gain a bite attack (1d3) which acts as either primary attack or secondary (if you use manufactured weapons). Additionally, your claws (2) act as primary weapons (1d4 each). (Bite and Claws).

Scales – Your tough scales provide a natural armor bonus of +2. (Natural Armor and Improved Natural Armor).

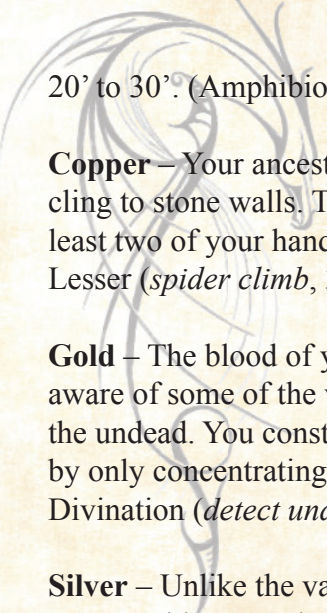
Tail – Your tail can be used to make attacks of opportunity (1d8). (Slapping Tail)

Wings – Although your wings are not powerful enough for full flight, they do allow you to glide. They must be able to function, however, and therefore they are not helpful if you are held, unconscious, or similarly restricted. (Gliding Wings)

Unique Abilities

Brass – Instead of a common ability, your claws were designed for digging. You gain a burrow speed of 20'. (Burrow).

Bronze – Instead of one of the above abilities, your draconic heritage has given you the ability to breathe water and has improved your natural swim speed from



20' to 30'. (Amphibious and Powerful Swimmer).

Copper – Your ancestry has given you the ability to cling to stone walls. This requires direct contact of at least two of your hands and feet. (Spell-Like Ability, Lesser (*spider climb*, 3/day)).

Gold – The blood of your ancestors has made you aware of some of the worst abominations in the world, the undead. You constantly detect undead, as the spell, by only concentrating on them. (Constant Spell-Like Divination (*detect undead*)).

Silver – Unlike the vast majority of your brethren, you are able to mask your draconic heritage. You only have one alternate form, an individual of a humanoid of roughly the same size as yourself, but you are able to take this form at will as a standard action. (*Change Shape*, Lesser)

Feats

Human Form

Using your bloodline, you are able to take the form of a single humanoid creature of roughly your own size.

Prerequisite: Character Level 5th, metallic dragon descendant or metallic draconic bloodline

Benefit: You gain an alternate humanoid form of roughly the same size as your natural form. This is a specific individual form and cannot be changed once chosen. This feat grants the ability of the *Change Shape*, Lesser ability from the Advanced Race Guide. Taking this alternate form requires a standard action.

Special: You can gain this feat multiple times. Each time you take this feat, you are granted another specific humanoid form. Silver dragon descendants who have this ability are also able to take the feat, granting another specific humanoid form.

Second Manifestation

Your ties to your draconic ancestry are incredibly strong, allowing you a second bloodline manifestation.

Prerequisite: dragon descendant

Benefit: You are able to take a second Bloodline Manifestation. As with your original racial ability, this must be taken from either Common Abilities or the Unique Ability appropriate for your heritage.

Normal: Dragon descendants only receive one Bloodline Manifestation.



New Magic Items

Blood Boil Elixir

Aura faint evocation; **CL** 3rd

Slot none; **Price** 350 gp; **Weight** –

Description

This pungent smelling liquid seems to change colors, although all are metallic in nature. When drunk by a dragon descendant, it allows the character to use the breath weapon of their ancestor species. This effect is very similar to a *burning hands* spell and can be used, as a standard action, three times within one hour. The effect is always a cone-shaped burst with a range of 15'. The damage of the attack is 3d6 with a reflex save (DC 11) for half.

If the elixir is imbibed by someone without draconic ancestry, it has no effect. The result is entirely up to the GM.

Construction

Requirements Brew Potion, *burning hands*, draconic ancestry (dragon descendant, sorcerer with draconic bloodline, or similar); **Cost** 175 gp

Scale of the Sire

Aura faint transmutation; **CL** 10th

Slot none; **Price** 7,200 gp; **Weight** 4 lbs.

Description

Each of these dragon scales is the size of a human hand. There are known to be five varieties, each corresponding to one of the metallic dragons (brass, bronze, copper, gold, and silver). Engraved upon them, in draconic, is a command word.

When the command word is spoken, the user acquires one of the bloodline manifestations appropriate to the scale that is used. This ability is randomly determined each time the item is used from the following table, but every manifestation lasts for ten minutes. The scale can only be used once per day.

Roll 1d6

1 – Blood

2 – Claws and Maw

3 – Scales

4 – Tail

5 – Wings

6 – Unique

Construction

Requirements Craft Wondrous Item, *bloodline manifestation* (see below); **Cost** 3,600 gp



New Spells

Detect Dragon Blood

School divination; **Level** bard 0, cleric/oracle 1, druid 1, inquisitor 1, magus 1, shaman 1, sorcerer/wizard 0, summoner 1, witch 0

Casting Time 1 standard action

Components V, S

Range 60'

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You detect the presence of draconic blood. This works very similar to a detect magic spell, with the following differences:

1st round – You are able to detect the presence of dragon blood within the area of effect.

2nd round – You are able to determine the number of creatures present and the power of the strongest individual.

3rd round – You can discern each creature and their strength. With a successful Knowledge (arcana) skill check, you can also detect the specific bloodline for each creature. The default DC for this check is 15, but may be higher if the creature is adept and concealing its ancestry or if multiple bloodlines are present within one individual.

The relative power of the draconic blood in any individual is listed in the table below.

Bloodline Manifest

School transmutation (polymorph); **Level** bard 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a drop of blood from a dragon or a dragon scale)

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell, you gain one bloodline manifestation appropriate to the dragon based on the material component used. The manifestation is chosen at the time of casting and cannot be changed unless the spell is cast again. Additionally, you gain darkvision 60' if you do not already possess darkvision. The bloodline manifestation can be either a common or unique ability and lasts until the spell ends.

If the caster already has a bloodline manifestation, this grants an additional manifestation for the duration of the spell. Identical effects, such as scales from two sources, do not stack.

Bloodline Manifest, Greater

School transmutation (polymorph); **Level** magus 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a drop of blood from a dragon or a dragon scale)

Range personal

Target you

Duration 1 min./level (D)

This spell functions as bloodline manifest except that it grants the caster all of the bloodline manifestations, common and unique, appropriate to the type of dragon scale or blood used.

Table 1: Detect Dragon Blood

Creature	Faint Power	Moderate Power	Strong Power	Overwhelming
Sorcerer with Draconic Bloodline (level)	7 or lower	8-15	16 or higher	
Dragon Relative (dragon descendants, drake, wyvern, etc.) (HD or level)	5 or lower	6-11	12-17	18 or higher
True Dragon (HD)		10 or lower	11-19	20 or higher

Religion

Zyterus – Dragon God of the Sky

When the eldest gods created the world and life began, dragons were the first race. When Manea and Pyren made the long-lived species, they realized that they would need assistance in governing, diversifying, and shaping the dragons. The first god to join the Pantheon was Zyterus. Zyterus, the Eternal Sky Dragon represents the source of light and good among the dragons. His mate, Evetia, helped create the dragons before being corrupted by Wenin. Zyterus now considers the fate of all dragonkind to rest on his massive shoulders.

Alignment: Lawful Good

Portfolios: God of the sky, good dragons, valor, honor

Domains: Air, Good, Law, Nobility, Sun

Symbol: Dragon coiled around a golden disk

Synysh – Dragon God of Nature

Synysh is one of the first brood hatched by Zyterus and Evetia. When Evetia became corrupted and took many of dragonkind with her, and others joined Zyterus in protecting the weaker races from the malice and greed of their mother, Synysh strove to save nature itself. He saw only destruction in the struggle of his parents and convinced them to separate and settle different lands with their followers. Pyren and Manea rewarded the dragon with godhood, allowing him to preserve the land and nature he cherished.

Alignment: Neutral

Portfolios: God of nature, balance, weather

Domains: Animal, Healing, Plant, Protection, Weather

Symbol: Dragon claw reaching up, forming the root and branches of a tree

Zelgadyn – Dragon God of Magic

Zelgadyn is one of the youngest of the dragon gods. He was hatched as the smallest dragon of his clutch, the last one before Zyterus and Evetia separated. When the dragons began to choose sides in the war, Zelgadyn decided to learn everything he could about the mystical powers of the universe. He worked with both sides of the conflict, learning from others but avoiding the fight itself. Eventually, he taught his kin

to utilize their innate elemental abilities, including magic and their breath weapons. It is rumored that Zelgadyn could travel the planes freely and utilize all four elements in his own breath. His pursuit of knowledge above all else inspired Pyren and Manea, and they granted him divinity.

Alignment: Lawful Neutral

Portfolios: God of magic, elements, research, travel

Domains: Artifice, Knowledge, Magic, Rune, Travel

Symbol: Open book with dragon eyes on the cover

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