



LEGENDARY RACES: WYRMTOUCHED

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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LEGENDARY RACES: WYRMTouched

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WHAT YOU WILL FIND INSIDE LEGENDARY RACES: WYRMTouched

Legendary Races: Wyrmtouched is the first volume in our new series of race focused player supplements, and for this project, we've chosen a race with a very iconic heritage, dragons! This base race was designed to infuse games with draconic flavor, not only through the race itself but with a multitude of dragon styled traits, archetypes, feats, and new drake options to further suffuse your game world with the might of these awesome creatures. The wyrmtouched is a fully fleshed out race with motives, goals, plot hooks, and everything else you could want from a race that will fit fully into any campaign setting (with special care given to discuss how to insert the wyrmtouched into your setting of choice). Plus with archetypes such as the **Breath Savant** designed to help wyrmtouched get the best of their breath weapon, **Dragon Champion** to allow you to channel the might of dragons into your weapons, and **Scaled Scion** to let you live the fantasy of a spellcasting wyrm warrior, *Legendary Races: Wyrmtouched* has enough to satisfy players who simply want to include more dragons in their games without involving a new race.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson





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The following superscripts are used to denote references to official *Pathfinder Roleplaying Game* rulebooks:

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B1 = *Pathfinder Roleplaying Game Bestiary*

LOD = *Softcover companion to dragons and their legacies*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UI = *Pathfinder Roleplaying Game Ultimate Intrigue*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

UW = *Pathfinder Roleplaying Game Ultimate Wilderness*



WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word **Legendary** in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite classes and races. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and Make Your Game Legendary!

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INTRODUCTION

“Exotic? That’s a word you use to describe a plate or clothing. I’m not exotic, I’m extraordinary, and in case you want to insult me again, I can show you how an ‘exotic’ creature like me roasts you like a well-done steak.”

Ti’ri Karn, wyrmtouched medic and ‘extraordinary’ warrior

Dragons. They’re a staple of fantasy literature as well as an awe-inspiring sight for adventurers. It’s hard not to be awestruck by such majestic creatures, wielding unfathomable arcane power along with impossible physical strength, making them the pinnacle of fantasy foes. Part of that mythos is why players wish to create characters with such power, to breathe mighty goutts of flames that incinerate foes in an instant, to soar on leathery wings through the sky, and to wield magics of which mortal creatures can only dream.

With this in mind, it’s only natural to want to give players some way to have a taste of that draconic power, to let them feel the power of the fantasy in their own

characters. *Legendary Races: Wyrmtouched* seeks to provide a race that at its heart is one capable of mimicking the most iconic concepts of being a dragon while still being a race which could be added to any table or setting.

Wyrmtouched themselves are given a wide variety of options which touch upon far more draconic themes, such as alternative heritages and a slew of alternative racial features which allow them to be customized and tweaked to fit anyone’s idea of a dragon-based race. Along with them come several archetypes to expand upon draconic characters in the setting, regardless of if they are wyrmtouched or otherwise. In addition, a new type of feat, breath feats, allow players to customize their breath weapons in far more interesting ways than seen before. Finally, for those who want to ride dragons, drakes have been given new and vibrant options to create an ideal dragon riding experience for all players, regardless of race.

In *Legendary Races: Wyrmtouched*, our goal isn’t just to introduce a new race, but to help make dragons a more prominent and enjoyable part of everyone’s game, giving options to better allow GMs to play up the might and majesty of these creatures while also allowing players to tap into some of the awe-inspiring exploits of dragons.





NEW RACE: WYRMTOUCHED



"I don't know what that man was, and I can't even guess where it came from, but it may have been the most terrifying individual I have ever seen in my life. And I must see them again."

Seplin Hart, halfling biologist and wyrmtouched aficionado

The blood of dragons is a dangerous thing, and its interactions with the shorter-lived races is rarely understood. While fraternization among dragons and other mortals often results in half-dragons or other such creatures, the blood of such powerful creatures remains in a creature's bloodline for generations, slowly diluting over the ages. While its effects are often seen in more subtle fashions, such as the development of sorcerous talents and other arcane gifts, there are times when the power of this lineage surges forward, creating a scion to the great and terrible power of dragons. Wyrmtouched are the result of such a manifestation of power, carrying the might and legacy of their draconic nature into their existence.

Wyrmtouched are almost always birthed from those with latent draconic ancestry, especially in the case of those drawing power from a draconic bloodline. Arcane power is often another catalyst in their creation, as parents who both wield magical might are more likely to birth a wyrmtouched, their innate arcane ability causing the dormant dragon blood in their ancestry to manifest in such a fashion. Such occurrences have led to arranged marriages in some magic communities in an attempt to spark such a birth, being considered a gift to those involved.

In more rare occasions of interbreeding with non-true dragons, wyrmtouched can be the result of such pairings rather than half dragons. These wyrmtouched are often considered unworthy by their draconic parents and tend to be raised by their other parent. Among evil dragons, such offspring are generally killed, although wyrmtouched that favor traits from their shorter-lived parent are at times brought into the fold as spies, able to infiltrate spaces which would be far too dangerous for other dragons.

Unlike planetouched races, wyrmtouched are likely to occur regardless of their parent's races, rather than skewing towards human. While human-sired wyrmtouched are more common, due to dragon's seeming preference towards humans, other wyrmtouched are not uncommon. Often, a wyrmtouched is deeply influenced by the ancestry of their

draconic forebear with metallic wyrmtouched being more benevolent while chromatic wyrmtouched find cruelty comes naturally to them. This is not always the case, as there are some who try to fight their ancestry's more common leanings. Wyrmtouched from other draconic lines such as psionic, outer, imperial, and others are far rarer, being considered an oddity even among other wyrmtouched.

PHYSICAL DESCRIPTION

Since they can come from any dragon's lineage, wyrmtouched appearances are highly diversified. Slit sclerae along with scaled skin are common among wyrmtouched along with a lack of body hair and a long, forked tongue reminiscent of that found on a lizard or snake. Sharp teeth are common to wyrmtouched as well, giving them a predatory appearance to some, especially considering their draconic snout. Most dragonkin possess an overly muscular frame along with a draconic tail, helping to accentuate their lineage. Some wyrmtouched are known to sport long tendrils of hair along the top or back of their head, this 'hair' being composed of mostly dead scales which ceases growth after reaching a certain length.





Other obviously dragon-like features have been known to manifest in wyrmtouched, such as wings and vestigial horns, but these tend to be less common. While wyrmtouched have strong arms, only a few have sharp enough claws to use them as weapons. Male and female wyrmtouched seem to have almost no differences in their physical builds, and for most people, differences in gender are difficult to tell at a glance. Female wyrmtouched tend to have longer hair and a sharper snout with thinner tails, while hair is rarer among male wyrmtouched, males having a rounded snout and thicker tails.

SOCIETY

Without a true racial home, wyrmtouched feel a peculiar kinship with whatever culture in which they find themselves. Wyrmtouched tend to gravitate towards leadership roles whenever possible, their natural wisdom and regal demeanor inspiring respect from all those around them (the natural fear and respect other races tend to feel towards dragons also has much to do with this). This can sometimes lead wyrmtouched to butt heads with those already in power, and it doesn't help that wyrmtouched often find themselves in the center of conflict due to their stubborn nature. While evil wyrmtouched may be inclined to take control by raw force or clever plans, more benevolent wyrmtouched prefer to make peace with those around them, working together for the greater good.

Regardless of any other motives, wyrmtouched almost always put forth effort into being as influential in their community as possible. To a wyrmtouched, being known and respected is important to their sense of self. It isn't rare for a wyrmtouched of affluence to host grand festivals in honor of any event they can, regardless of importance. While these events are always bursting with themed games and drinks to match the occasion, wyrmtouched will never pass up the opportunity to rub elbows with festival patrons, always being sure that their guests are keenly aware of whom is response for the festivities.

Ever mindful of their own deeds and local status, wyrmtouched also go out of their way to participate in just about everything that a community has to offer. Whether it be contests of strength, alcohol drinking, or pie eating, a wyrmtouched will almost always find a way to compete. Woe be to those who cheat a wyrmtouched in a competition though, as the wrath of a dragon is easily stirred when they feel slighted, regardless of if they actually were or not.

RELATIONS

Due to their more aggressive nature and appearance, other races tend to keep wyrmtouched at arm's length, although this is lessened for wyrmtouched that are considered consanguineous. As a whole, humans are generally receptive to wyrmtouched, considering them an amusing rarity as long as they don't cause trouble. Half-elves, half-orcs, tieflings, and aasimar also tend to appreciate wyrmtouched, finding a kinship in the mixed blood that all of them share. Dwarves tend to have a grudging respect for wyrmtouched due to the talent some of them possess in collecting and appraising rare metals, although this rarely leads to anything more than a surface tolerance of each other.

For gnomes and halflings, wyrmtouched are generally treated as more exotic members of their non-draconic side, although both seem to resent wyrmtouched that attempt to take control of a situation. Only elves seem to have a real distaste for wyrmtouched, finding the union between a long lived race such as dragons and others unsightly, and drow are prone to hunting wyrmtouched for their corpses to harvest rare magical reagents from them. Dhampir detest wyrmtouched despite sharing a fractured heritage, allowing deeply ingrained jealousy over the differences in their ancestry to drive a wedge between the two.

Depending on the wyrmtouched's element, ifrit, oread, sylph, suli, and undine all hold different levels of comfort and respect around wyrmtouched, often bonding or feuding over these elemental differences (although suli are the most likely to enjoy the company of a wyrmtouched regardless of their element). Unless a wyrmtouched is aligned with fire, goblins tend to fear and avoid them, considering them some bizarre offshoot of kobolds. On the other hand, hobgoblins respect the strength of wyrmtouched, and often attempt to breed their own wyrmtouched to enhance their ranks.

ALIGNMENT AND RELIGION

The alignment of a wyrmtouched is rarely uniform, especially with the large amount of variance in their heritages. The only constant among wyrmtouched is that regardless of their alignment, they seem to rarely embrace true neutrality. Somewhere within the lineage of a wyrmtouched is the desire to stand for something larger than themselves, regardless of if it is embracing good, indulging in evil, or other such desires. For most wyrmtouched, the need to follow a deity is rarely more than lip service, their strong faith in themselves often sufficing for any such situations. Those that do venerate a god tend to find one that aligns with their personal beliefs, although deities of power, the elements, and pride most often appeal to even the least theistic of wyrmtouched.



ADVENTURES

To a wyrmtouched, accomplishments are what define their life, and as such, they are quick to become adventurers. Any wyrmtouched will start to feel anxious if their life lacks any exciting tales, and even those that are embellished must come from a place of truth. Barbarians, bloodragers, and clerics are among the most common of wyrmtouched adventurers, although rangers, arcanists, and skalds are almost as common. Rarely do rogues and swashbucklers come from the ranks of wyrmtouched, but those who do are often far more dangerous than they would appear.

Male Names: Alathar, Ankar, Brevox, Dreize, Nelvix, Syreth, Trex, Tyrros, Velrath.

Female Names: Alzile, Asharn, Darlyth, Fylin, Ignyce, Kerayne, Searzin, Tynaiz, Wyrin.

WYRMTouched RACIAL TRAITS

Wyrmtouched have the following racial traits.

+2 Strength, +2 Wisdom, -2 Dexterity: Wyrmtouched are strong and wise due to their draconic blood but tend to be less agile due to their bulky builds.

Medium: Wyrmtouched are medium creatures and thus have no bonuses or penalties due to their size.

Dragonkin Humanoid: Wyrmtouched are humanoids with the dragonkin subtype.

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

Sharp Senses: Wyrmtouched possess eyes which are capable of incredible focus far beyond that of other races, gaining a +2 racial bonus on Perception checks.

Bite Attack: Wyrmtouched possess a bite attack as a primary natural weapon which deals 1d6 damage.

Draconic Breath Weapon (Su): Wyrmtouched select one of the following energy types: acid, cold, electricity, or fire. A number of times per day equal to the wyrmtouched's Constitution modifier (minimum 1), as a standard action they can release a gout of elemental energy from their mouth in either a 15 foot cone or 30 foot line and deals 1d6 + their Constitution modifier (Reflex for half damage) although they must wait 1 round in between uses of it. At 4th level and every four levels afterwards, this breath weapon deals an additional +1d6 damage.

Draconic Resistance (Ex): Wyrmtouched gain resist 5 against the energy type they selected with their draconic breath weapon. If the wyrmtouched does not have the draconic breath weapon racial trait, they may instead select one of the following energy types to resist: acid, cold, electricity, or fire.



Darkvision: Wyrmtouched can see perfectly in the dark for up to 60 feet.

Low-Light Vision Wyrmtouched can see twice as far as humans in conditions of dim light.

Limited Draconic Heritage (Ex): Wyrmtouched receive a +2 racial bonus on saving throws against magical *sleep* effects and paralysis effects.

Dragon-Blood: Wyrmtouched count as dragons for effects related to creature type.

Languages: Wyrmtouched begin play speaking Common and Draconic. Wyrmtouched with high Intelligence scores can choose from the following languages: Aquan, Auran, Dwarven, Elven, Giant, Ignan, or Terran. See the Linguistics skill page for more information about these languages.



DRAGONKIN SUBTYPE

This subtype is applied to wyrmtouched and other races which are related to dragons.

A dragonkin has the following features:

Darkvision 60 feet

Low-light vision

Spells, effects, and abilities which affect or target dragons also affect dragonkin (a *dragon bane* weapon would deal additional damage to a dragonkin)

Dragons are treated as though they had the dragonkin subtype for the purpose of meeting the prerequisites of feats and abilities which require it, although they may never have the dragonkin subtype.



ALTERNATIVE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Adamantine Scales: While most wyrmtouched's bodies are covered in tough scales, others possess far more durable armor, often times showing more vibrant coloration. Wyrmtouched with this racial trait gain a +1 to their natural armor bonus. This racial trait replaces draconic resistance.

Ancestral Greed: The lure of gold and silver is often too much for a lure for wyrmtouched, their base desires getting the better of them. Wyrmtouched with this racial trait gain a +4 racial bonus on Appraise checks when dealing with precious metals and a +2 racial bonus on Craft checks that involve precious metals. This racial trait replaces sharp senses.

Brutal Dragon: For some wyrmtouched, rather than developing a connection to their element, instead overdevelop their natural weapons. Wyrmtouched with this racial trait increase the damage of their bite by 1 step; if they possess the clawed hands racial trait, the damage die of their claws is also increased by 1 step. This racial trait replaces draconic breath weapon.

Clawed Hands: Some wyrmtouched take on the more brutal traits of their forebears. Wyrmtouched with this racial trait gain a pair of claw attacks that each deal 1d4 damage. These attacks are primary natural weapons. This racial trait replaces sharp senses.

Drake Friend: Allying oneself with a drake has often been a popular decision among wyrmtouched, as the two have an innate understanding of each other's feelings and desires due to their shared heritage. Wyrmtouched with this racial trait gain the Drake Ally feat as a bonus feat. This racial trait replaces bite attack and draconic resistance.

Elevated Awareness: While some wyrmtouched develop strong visual senses, others instead develop more esoteric senses, helping them perceive all things around them. Wyrmtouched with this racial trait gain blindsense 5 feet. This racial trait replaces darkvision and low-light vision.

History of Humanity: The blood of dragons flows weaker in the veins of some wyrmtouched, leaving little clue as to their draconic heritage. A wyrmtouched with this racial trait can choose a subtype from the following list: catfolk^{ARG}, dwarf, elf, goblinoid^{ARG}, human, kitsune^{ARG}, orc^{ARG}, reptilian^{ARG}, samsaran^{ARG}, vanara^{ARG}, and vishkanya^{ARG}, while wyrmtouched with the wyrmling alternate racial trait can select gnome, goblinoid, halfling, ratfolk^{ARG}, reptilian^{ARG}, and wyrmtouched with the monstrous growth alternate racial trait can select



giant. The wyrmtouched gains that subtype and appears to be a normal creature of that subtype and does not need to succeed at a Disguise check to appear to be a creature of their subtype. The wyrmtouched may not select other racial traits that would grant them obviously draconic features (such as the adamant scales, brutal dragoon, clawed hands, powerful tail, or wyrm wings alternate racial traits, although some subtypes can ignore these restrictions with GM permission). This ability alters the wyrmtouched's subtype and replaces low-light vision.

Immortal Drake: The life force of a dragon is too strong for most, causing some wyrmtouched to age much slower. Wyrmtouched with this racial trait triple the amount of years needed to reach middle aged, old, and venerable age categories, rolling +5d100 to determine when they will die of old age. In addition, wyrmtouched with this racial trait do not gain bonuses or suffer penalties from aging. This racial trait replaces limited draconic heritage.

Learned Wyrm: The study for knowledge is one that many wyrmtouched venture upon, although some search it with more vigor than others. Wyrmtouched with this racial trait can select any two skills. The selected skills are always class skills for the character. This racial trait replaces limited draconic heritage.

Militant Legacy: As opposed to some wyrmtouched who savor the visceral experience of attacking with their fangs, there are some who would rather enter combat armed like a proper warrior. Wyrmtouched with this racial trait receive Exotic Weapon Proficiency or Martial Weapon Proficiency with one weapon as a bonus feat at 1st level. This racial trait replaces bite attack.

Monstrous Growth: While most wyrmtouched are Medium sized, there are some that react strangely to the blood inside of them, growing to an enormous size. Wyrmtouched with this racial trait are Large sized instead of Medium. This racial trait replaces draconic breath weapon, Medium size, and limited draconic heritage.

Multi-Hue Scales: The scales of most wyrmtouched are of a single color, although others have far more variety and nuance to them. Wyrmtouched with this racial trait may select a second element with their draconic resistance racial trait, gaining resist 5 against that element and being able to use that element with their draconic breath weapon. This racial trait replaces sharp senses and bite attack.

Powerful Tail: For some wyrmtouched, their draconic blood is strong enough to manifest as a tail. Wyrmtouched with this racial trait gain a tail attack that deals 1d4 damage. This tail attack is a secondary natural weapon. This racial trait replaces draconic resistance and low-light vision.

Sorcerous Lineage: The spark of the arcane is latent inside most wyrmtouched, but for some it manifests itself more prominently. Wyrmtouched sorcerers with the draconic bloodline with this racial trait treat their Charisma score as 2 points higher for all sorcerer class abilities. This racial trait replaces bite attack.

Tough Dragoon: Rather than scales and other such things, some wyrmtouched are stouter than most. Wyrmtouched with this racial trait gain 1 additional hit point at each level. This racial trait replaces draconic resistance and reduces their base speed to 20 feet.

Wyrm Wings: While most wyrmtouched develop the ability to unleash an elemental weapon upon their foes, others instead develop external wings that allow them to fly among the clouds. Wyrmtouched with this racial trait gain a fly speed of 30 feet (clumsy maneuverability). At 5th level and every four levels afterwards, this flight speed increases by 5 feet. This racial trait replaces draconic breath weapon.

Wyrmling: The majority of wyrmtouched are born from Medium races, but draconic blood can infiltrate smaller races as well. Wyrmtouched with this racial trait are Small sized instead of Medium. This racial trait replaces Medium size.

RACIAL SUBTYPES

You can combine various alternate racial traits to create wyrmtouched subraces or variant races, such as the following.

Blade Wings: These wyrmtouched are often smaller than their fellows, although their wings make them into dangerous shock troopers. These wyrmtouched have the adamantine scales, wyrm wings, and wyrmling alternative racial traits.

Educated Drakes: These wyrmtouched have eschewed more martial endeavors, instead focusing on sharpening their senses and magical abilities. These wyrmtouched have the elevated awareness, learned wyrm, and sorcerer's lineage alternative racial traits.

Unseen Wyrms: These wyrmtouched are indistinguishable from their more exotic brethren, although they still retain their draconic spark. These wyrmtouched have the history of humanity, militant legacy, and tough dragoon alternative racial traits.

Tyrant Dragons: These wyrmtouched relish combat, proving to be brutal engines of destruction that are spoken of only in legend. These wyrmtouched have the clawed hands, monstrous growth, and powerful tail alternate racial traits.

**Table 1: Random Starting Ages**

Race	Adulthood	Intuitive	Self Taught	Trained
Wyrmtouched	20 years	+1d6 years (21-26)	+2d6 years (22-32 years)	+3d6 years (23-38 years)

Table 2: Aging Effects

Race	Middle Aged	Old	Venerable	Maximum Age
Wyrmtouched	100 years	150 years	200 years	+5d10 years

Table 3: Random Height and Weight

Gender	Base Height	Height Modifiers	Base Weight	Weight modifiers
Any	4 ft. 10 in.	+2d12 in. (5 ft - 6 ft. 10 in.)	150 lbs	+(2d12x7 lbs.) (164 - 318 lbs.)

VARIANT WYRMTouched HERITAGES

A large number of wyrmtouched aren't exactly certain where their draconic power comes from, and while their breath weapon and draconic resistances are often strong clues, they can be left wondering the direct source of their powers. However, there are some wyrmtouched that hold stronger ties to their ancestors, emulating specific kinds of dragons in particular.

Players may choose one of the following eight heritages for their wyrmtouched characters in place of the traditional wyrmtouched racial features. Each heritage presents new ability modifiers and skill modifiers that replace the default wyrmtouched racial traits. Each entry also discusses the most common (though by no means ubiquitous) personality traits of wyrmtouched with that particular heritage.

Alternate Skill Modifier: While most wyrmtouched gain a +2 racial bonus on Perception checks, those of the variant heritages listed below gain a modifier to a different skill.

Table 4: Variant Wyrmtouched Heritages

d8	Heritage	Typical Alignment	Ability Modifiers	Alternative Skill Modifier	Description
1	Metallic-Blooded (Glorykin)	NG or CE	+2 Con, +2 Cha, -2 Dex	Diplomacy	Glorykin shine with an unseen light, always appearing well groomed and heroic.
2	Chromatic Blooded (Tyrantkin)	NE or CE	+2 Str, +2 Cha, -2 Wis	Intimidate	Due to their sharp scales and fierce temperaments, tyrantkin are widely feared.
3	Imperial-Blooded (Noblekin)	LN or N	+2 Con, +2 Int, -2 Dex	Knowledge (royalty)	Possessing an even stronger sense of rulership, noblekin tend to dominate whenever they can.
4	Primal-Blooded (Elementalkin)	CN or LN	+2 Str, +2 Con, -2 Wis	Survival	The least restrained of their ilk, elementkin are reckless and impulsive, often leading them into danger.
5	Outer-Blooded (Travelerkin)	LN or N	+2 Str, +2 Int, -2 Wis	Spellcraft	The most nomadic, travelerkin have little attachment to locations, instead choosing to move often.
6	Esoteric-Blooded (Enigmakin)	N	+2 Str, +2 Wis, -2 Int	Sense Motive	Of all their kind, enigmakin are the least understood, their actions seeming entirely random.
7	Planar-Blooded (Scionkin)	LG, LE, CG, or CE	+2 Str, +2 Cha, -2 Int	Knowledge (the plains)	Born with strong beliefs, scionkin are always champions of something, regardless of what it is.
8	Linnorm-Blooded (Furykin)	CE	+2 Str, +2 Cha, -2 Int	Knowledge (nature)	The cruelty of a furykin is a sight to behold, leading to them being universally reviled.



NEW TRAITS

"She didn't have any weapons, I thought it'd be an easy theft, thought I could eat for a year just from the jewelry she was wearing. Didn't expect to be shot with lightning as soon as she opened her mouth to talk. It's been almost a month, and I can still smell my flesh being seared..."

Jake Marshal, former thief and current medical patient

The unique traits of wyrmtouched are often emulated by "lesser races," and rare is the creature that wouldn't attempt to imitate the power of dragons.

RACIAL

Combat Breath (Wyrmtouched): You treat breath feats as combat feats for the purpose of which feats you can select when a class grants you bonus combat feats and the DC of your breath weapon increases by +1.

Slender Wings (Wyrmtouched): Your maneuverability with the flight granted by the wyrm wings alternate racial trait improves from clumsy to poor.

Totem Resonance (Wyrmtouched): You are treated as having either the animal fury or intimidating glare rage powers (chosen upon selecting this trait) for the purpose of meeting the prerequisites of dragon totem rage powers.

Zen Breathing (Wyrmtouched): You may use your Wisdom modifier in place of your Constitution to determine how much damage your breath weapon deals, its save DC, and as how many times each day you may use it.

COMBAT

Agile Grip: You may treat the Dexterity prerequisite for the Two-Weapon Fighting feat and all feats which require it as a prerequisite as though it was 3 lower.

Exceptional Endurance: You are treated as though you had the Endurance feat for the purpose of meeting the prerequisites of feats and prestige classes.

Imprinted Fear: Whenever you demoralize a creature with the Intimidate skill, it takes an additional -1 penalty on attacks against you for the duration of its demoralization.

Weapon Practice: Select 1 weapon, you are treated as having the Weapon Focus feat with this weapon for the purpose of meeting the prerequisites of feats and prestige classes.

EQUIPMENT

Second Skin: You treat armored coats^{UE} as though they were light armor instead of medium armor.

Weightless Robes: You are treated as though you are not wearing armor while wearing a haramaki^{UC} or silken ceremonial armor^{UC} for the purposes of retaining class features.



FAITH

Diverse Theist: You gain a +2 trait bonus on Knowledge (religion) checks, and that skill is a class skill for you. You can also select a deity, being treated as a worshiper of that deity for the purpose of prerequisites and effects. If an ability would let you benefit from worshiping more than one deity, you must select a single deity you worship for the purpose of that ability's effects.

REGION

Diverse Traveler: You gain a +2 trait bonus on Knowledge (local) checks, and that skill is a class skill for you. You can also select a country or location, being treated as though you were from there for the purpose of prerequisites and effects. If an ability would let you benefit from being from a country or location, you must select a single country or location for the purpose of that ability's effects.



WYRMTouched FAVORED CLASS BONUSES



With the diversity of wyrmtouched, quite a few have unique favored class bonuses which better allows them to compare to other races, and in some places, even surpass them.

CORE CLASSES

- Barbarian:** Add +1 to the barbarian's total number of rage rounds per day.
- Bard:** Add +1 to the bard's total number of bardic performance rounds per day.
- Cleric:** Add +1/4 to damage healed or dealt with the channel energy ability. (+1 healing or damage for every four times you select this option.)
- Druid:** Add +1/3 to the druid's natural armor bonus when using wild shape.
- Fighter:** The fighter gains +1/6 of a new breath feat.
- Monk:** Add +1/4 point to the monk's ki pool.
- Paladin:** Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).
- Ranger:** Add +1 hit point to the ranger's animal companion (or legendary drake companion if they have one). If the ranger ever replaces their animal companion, the new animal companion gains these bonus hit points.
- Rogue:** Add a +1/2 bonus on Acrobatics checks to jump and a +1/3 bonus on Intimidate checks to demoralize enemies.
- Sorcerer:** Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.
- Wizard:** Add +1/4 to the wizard's caster level when casting spells of the evocation school.

BASE CLASSES

- Alchemist:** Add +1/2 to bomb damage.
- Cavalier:** Add +1/2 to the cavalier's bonus to damage against targets of the cavalier's challenge.
- Gunslinger:** Reduce the misfire chance for one type of firearm by 1/4. You cannot reduce the misfire chance of a firearm below 1.
- Inquisitor:** Add +1/2 on Intimidate checks and Knowledge checks to identify creatures.
- Magus:** Add +1/4 point to the magus' arcane pool.

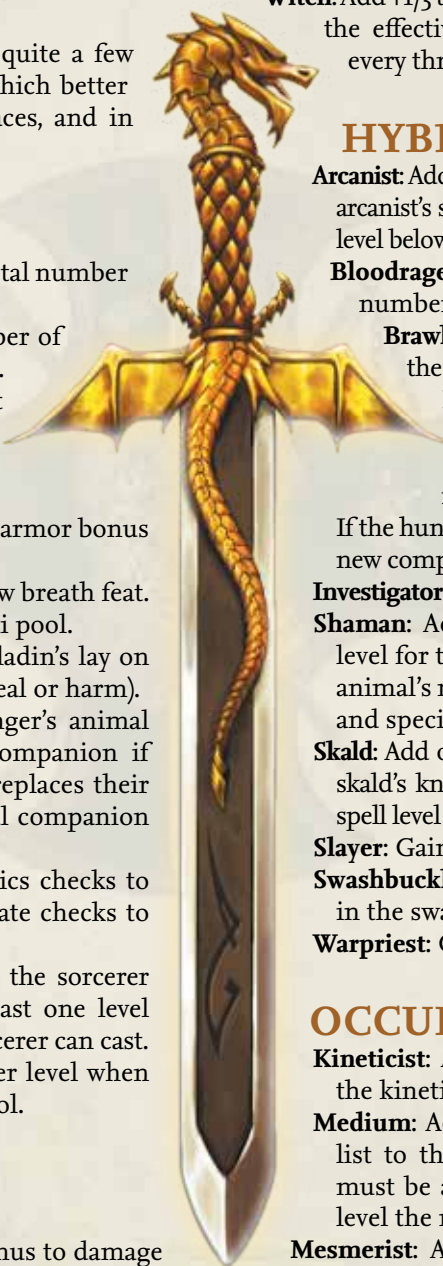
- Oracle:** Add +1/6 to the oracle's level for the purpose of determining the effects of one revelation.
- Shifter:** Add +1/3 to the shifter's natural armor while using wildshape (or shifter shape in the case of the *Legendary Shifter*).
- Summoner:** Add +1 hit point to the summoner's eidolon.
- Vigilante:** The vigilante gains +1/3 of a new social talent.
- Witch:** Add +1/3 to effective witch level when determining the effectiveness of hexes. (+1 effective level for every three times you select this option.)

HYBRID CLASSES

- Arcanist:** Add one spell from the arcanist spell list to the arcanist's spellbook. The spell must be at least 1 spell level below the highest level the arcanist can cast.
- Bloodrager:** Increase the bloodrager's total number of bloodrage rounds per day by 1.
- Brawler:** Increase the number of times per day the brawler can use martial flexibility by 1/4.
- Hunter:** Add DR 1/magic to the hunter's animal companion. Each time the hunter gains another level, the DR increases by 1/2 (maximum DR 10/magic). If the hunter replaces their animal companion, the new companion gains this damage reduction.
- Investigator:** Gain a +1/4 bonus on all inspiration rolls.
- Shaman:** Add 1/2 to the shaman's effective class level for the purpose of determining their spirit animal's natural armor adjustment, Intelligence, and special abilities.
- Skald:** Add one spell from the skald's spell list to the skald's known spells. This spell must be at least 1 spell level below the highest level the skald can cast.
- Slayer:** Gain +1/6 of a new slayer talent.
- Swashbuckler:** Increase the total number of points in the swashbuckler's panache pool by +1/4.
- Warpriest:** Gain +1/6 of a new bonus combat feat.

OCCULT CLASSES

- Kineticist:** Add +1/3 bonus on damage rolls with the kineticist's kinetic blast.
- Medium:** Add one spell from the medium's spell list to the medium's known spells. This spell must be at least 1 spell level below the highest level the medium can cast.
- Mesmerist:** Add +1/5 to the penalty on Will saves caused by the mesmerist's hypnotic stare.
- Occultist:** Add +1/4 to the occultist's effective class level for the purpose of determining the effects of their implement focus powers.
- Psychic:** Add +1/4 to the psychic's phrenic pool.
- Spiritualist:** Add +1/4 to one of the spiritualist's phantom's ability scores.





WYRMTouched IN THE WORLD



"I help those who need it, and the lesser races certainly do. Helping to dispose a weak ruler in order to take my rightful place is just another act of charity, like protecting a child from holding a sword."

Jeris Zayn, wyrmtouched monarch and regicidal ruler

The place of the wyrmtouched in the world is a complex one, and not made any easier due to their association with dragons.

PSYCHOLOGY

Every wyrmtouched can in some way draw back their experiences to those of their ancestors, feeling the pull of their draconic blood demanding the respect and admiration (or fear) of those around them. Asking all but the most egotistical wyrmtouched if they believe they are better than those around it is a good way to get them to clam up for a moment, as the instinctive answer to this will be a self-satisfied 'yes'. Some believe this pride comes from a fear of not living up to their draconic side, a fear that such a mighty creature's blessing has been wasted upon them. The ego of a wyrmtouched is deeply intertwined with that pride, and there is no quicker way to earn the ire of a wyrmtouched as to challenge that pride publicly. Many a duel has been waged over even the most trivial of slights, as one would be wise to avoid joking around a wyrmtouched about such matters without being intimately familiar with that particular wyrmtouched's temperament.

Prideful as they are, wyrmtouched are never ones to easily accept the aid of others, and thus forming strong bonds with them can take a good deal of time. The fear of humiliation by a 'lesser race' runs deep in their thoughts, thus making a wyrmtouched far more likely to accept the aid of one of its own ilk rather than another race. It serves some small comfort to a wyrmtouched to have a vague idea of the aims of another wyrmtouched, knowing that their fellows are as much at risk as they themselves are. Due to this, most wyrmtouched relationships with others seem to have more of a 'master and apprentice' feel to them than a normal friendship, as holding a position of respect with an ally allows a wyrmtouched to grow closer with them without giving up the sense of power they crave.

Despite this, it takes a lot to sway their opinion of that person, a wyrmtouched's loyalty being second to none. To such prideful creatures, if someone else is able to draw their attention in such a positive way, it must mean they are deserving of respect. It doesn't matter for what the creature is admired; once such a bond is created, wyrmtouched will fight tooth and claw to keep those they respect safe and in good standings with others. Some joke that love among wyrmtouched is a matter of the highest admiration, and few wyrmtouched would argue that point.

PHYSIOLOGY

While the basic frame of their parent race is often easy to discern, little else about a wyrmtouched is related to their race of origin. A wyrmtouched's race is often difficult to determine, and only rarely do wyrmtouched place much thought to such issues of ancestry, considering it a curiosity at best. Regardless of the race of a wyrmtouched's parent, wyrmtouched are not born in eggs, nor do they lay eggs themselves. Like most mammals, wyrmtouched are warm blooded, although their exact temperature is affected by the element of their breath weapon, with fire and acid breath weapon wyrmtouched having the highest temperatures, cold and electric breath weapon wyrmtouched having the lowest, and other elements falling somewhere in between.

Despite the fearsome fangs wyrmtouched sport, they are omnivores, and use the element of their breath weapon to help break down certain foods that other creatures would be unable to consume. The amount of food a wyrmtouched must consume varies between them but can sometimes reach up to 1 and 1/2 times the amount needed for a normal adult human of their race due to the energy they require to remain active while adventuring. Inactive wyrmtouched require dramatically less food, generally being able to subside on 3/4 the amount of food a normal human adult would need.

One feature of wyrmtouched that is developed far beyond their base race is their vocal cords and lungs, causing them to have deeper and more powerful voices. Along the inside of a wyrmtouched's throat are supernatural glands which produce raw elemental power; whenever a wyrmtouched wishes to use their breath weapon, they must take a deep breath to call upon this elemental power, forcing it through their mouth in a fashion which is harmless to the wyrmtouched. Doing so drains the wyrmtouched of a measure of their inner reserve, requiring them to wait before using this ability again. Thankfully wyrmtouched seem keenly aware of how long is required to recharge this ability, never attempting to use it while knowing that they are still drained.



CULTURE

Despite wyrmtouched adopting the culture of their parent's races, in places where high concentrations of wyrmtouched can be found, they seem to gravitate towards certain cultural norms. Sadly, such gatherings are rare due to the scarcity of the race, causing most records of such gathering to be thought of as legends. Wyrmtouched in a group refer to themselves as a 'clutch', although this term is normally reserved for groups no larger than 20 individuals who travel together. Any number beyond this and wyrmtouched tend to splinter off into their own groups if they don't assimilate into other cultures.

While most would assume it would be an issue of contention, wyrmtouched rarely seem to segregate by color, instead looking past it in their society. There may be some situations in which is hard to ignore (gold and red wyrmtouched never seem to get along), but in general wyrmtouched tend to judge each other by their actions rather than the color of their scales, placing great importance on personal honor. An old saying among wyrmtouched is "Never judge a dragon by their scales", something wyrmtouched tend to believe about true dragons as well (whether this is true or not is up to the speaker).

Among the wyrmtouched community, few things are as universally loved or admired as breath artistry; wyrmtouched concentrate themselves while using their breath weapon to cause it to take on a variety of shapes or forms upon being used much in the same way other races blow smoke rings. While most wyrmtouched only take a passing interest in it, among the older of their kind, it is considered a much revered art, and great is the number of wyrmtouched who practice to create more ornate and beautiful imagery with their breath weapons. The more honorbound older wyrmtouched have been known to begin combat with this style of art, conceding upon being bested in this artistic display.

Drawing on their love of stories, lore, and knowledge, it's no wonder that such a large amount of wyrmtouched feel the call to write. Rare is the wyrmtouched which doesn't chronicle its own life in a journal, and often times these tomes are a wyrmtouched's most prized possession. Referred to as a 'death journal', these books are an often exaggerated story of the wyrmtouched life, with most wyrmtouched spending days if not months searching for the perfect language to encapsulate their amazing lives. The true purpose of a death journal is to be found on a dead wyrmtouched, allowing others to bask in the glory they achieved in life, with some wyrmtouched going as far as to put enchantments on the book to force others to spread the story of their greatness even in death.





Breath Artistry Duels

Wyrmtouched love to compete, and often do so with their breath weapon. Whenever a wyrmtouched uses their breath weapon to create an artistic image, they must make a [Craft \(Alchemy, Calligraphy, Painting, or Sculpture\)](#) check or [Profession \(Architect, Engineer, Gambler, or Scribe\)](#) check [these are only suggestions, feel free to allow other [Craft](#) and [Profession](#) skills to be used here, as this is intended to be an alternative use for lesser used skills] and add the DC of their breath weapon to the result. For example, if a 5th level wyrmtouched had a [Craft \(Sculpture\)](#) bonus of +4 and a breath weapon DC of 14, rolling a 10 would give them a result of 28. This result would be compared to the result of all opposed checks to determine who has created the best display with their breath weapon.

GMs should be encouraged to allow for circumstance bonuses wherever possible while creatively using skills, such as letting a wyrmtouched roll [Perform \(Percussion or Woodwind\)](#) to accompany their breath weapon with a unique sound or funnel it through a wind instrument, allowing for a wyrmtouched to proceed their breath weapon with a short story using [Knowledge \(History, Religion, or others\)](#), or casting a [prestidigitation](#) spell to alter the appearance of their breath weapon or allow for a pleasant smell to accompany it. Any skill or spell being used to augment a breath weapon in this way must be able to be done during the player's turn, and using a [Perform](#), [Knowledge](#), or other kind of check in this fashion is a move action.

In addition, encourage players to describe their breath weapon's appearance, giving bonuses where appropriate. If a player can tie their breath weapon's image into a famous event or competition that happened in the past, feel free to give them an additional +2 circumstance bonus, or even a penalty if their breath weapon depicts something that others would find distasteful. It's worth considering doing

breath artistry duels as multiple round events, possibly allowing players to create stories through their breath weapons. Players who have multiple elements can help weave together amazing scenarios through concurrent images, starting with tales of peace with cold, and transitioning to fire for more exciting ones, finishing with electricity to show hope for the future.

True dragons also participate in breath weapon artistry duels, but almost exclusively compete with other true dragons. For such a grand duel, impartial referees are chosen from lesser races to judge, and the stakes are almost always something incredibly grand, such as losing one's nesting area, horde, offspring, or even their freedom, becoming a slave to the winner for a specified amount of time. A wyrmtouched or other race with a breath weapon challenging a true dragon to a duel in this fashion is considered an insult at best, although turning down such a duel is seen as cowardly for a true dragon, and true dragons will only duel for stakes as high as the previously listed ones. For each age category a true dragon is past wyrmling, it gains a +1 bonus to its result to replicate its skill with its breath weapon gained from experimentation and natural acumen (to a maximum of +11 for great wyrms). Victory for a wyrmtouched in a competition like this is rare but is the best way to start a centuries long rivalry with a true dragon, as such shame is not easily forgiven.

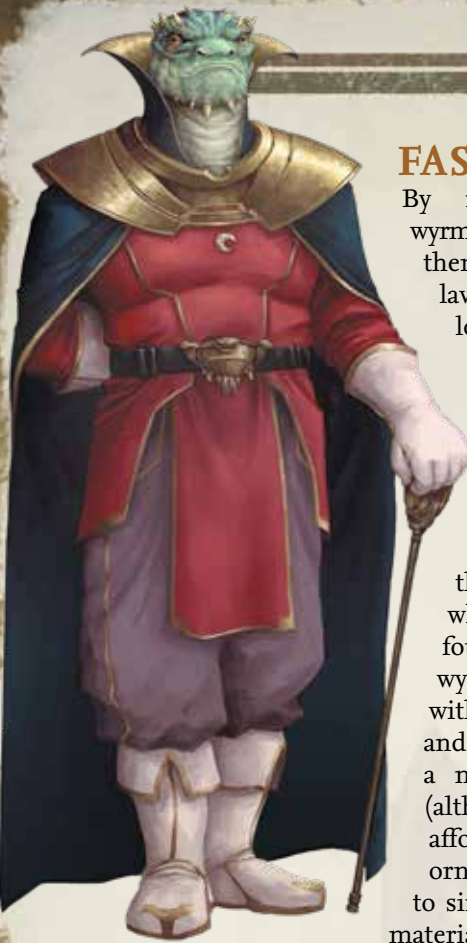
There are some stodgy wyrmtouched who would consider using anything but a breath weapon to be cheating, but for most, it is simply an enhancement of one's natural talents, and widely accepted in competition. Breath artistry duels are mostly done for larger celebrations but can be used in singular encounters as a way to avoid fighting, giving players a chance to use their abilities in unique fashion to circumvent combat and show off their character's more exotic abilities.

HOBBIES

Painting among wyrmtouched tends to be a bold affair, with colors and brushstrokes bursting with emotion. Every piece of art from a wyrmtouched is created with the desire to evoke emotion, to impress upon the viewer a sense of pride, fear, or awe. Despite most wyrmtouched being unwilling to admit it, they do often have a bit of favoritism towards the color of their scales in their art, working to incorporate it even when it wouldn't make sense.

For a wyrmtouched, cooking is taken very seriously, as a wyrmtouched's palette is capable of picking up

a wide variety of taste sensations. Due to this, exotic spices are often used, and some wyrmtouched make a game of if their fellows can guess the exact ones used in a dish. Those wyrmtouched who have fire breath weapons consider it an art to be able to use them for cooking, as long as the fire doesn't make direct contact with the food (which is considered unsanitary by the standards of most wyrmtouched). Those with ice breath weapons use theirs in similar fashion to chill meals to an enjoyable temperature, and there have been intense rivalries between the two on which style of cooking is best.



FASHION

By most races' standards, wyrmtouched tend to clothe themselves in an unnecessarily lavish manner. Taking a lot of pride in their appearance (for the social power it implies), wyrmtouched pay close attention to the latest fashion trends and go out of their way

to always be seen in the finest garments of whatever culture they are found in. As such, rare is the wyrmtouched that is found without expensive apparel and jewelry that would befit a noble of the community (although those who cannot afford such finery often use ornate pieces of glass or such to simulate the allure of these materials). For wyrmtouched

with hair, applying beads to their hair is considered the act of a warrior, and thus most assume female wyrmtouched are the more aggressive due to them more commonly having hair, and thus, beads. There are those among the wyrmtouched who choose to dress primarily in the color of their draconic heritage, working to accentuate their exotic nature among others. Such garb is often accentuated by precious gemstones which mirror the color of their scales in an attempt to make a wyrmtouched look more regal and powerful. The main focus of any outfit that a wyrmtouched wears should be to direct attention (and at times fear) towards themselves, causing very few wyrmtouched to forego fashion. Those that do tend to wear muted colors to try and downplay their exotic nature, attempting to blend into other races. Piercings are also popular among wyrmtouched, particularly on their snout, but some choose to add them other places, seeing them as more ornate decoration.

Tattoos among wyrmtouched are common, and yet they are often far more simplistic than other races, due to the difficulty of tattooing their scales. Most tattoos are straight to the point, often relating to great victories or accomplishments in their lives. For some, taking down other wyrmtouched causes them to create a very specific tattoo on their right shoulder, coloring in one of their scales to match the color of the foe they had taken down. Known as 'rainbow slayers', these wyrmtouched

often have their entire arm tattooed in a burst of different colors, marking them as someone to be feared by other wyrmtouched and dragonkin alike. Rather than a simple arm scale tattoo, killing a true dragon necessitates something grander, and wyrmtouched tend to mark their faces for such an occasion, a subtle reference to 'wearing that dragon's scales' as their own. Wyrmtouched who take on these tattoos without having earned them are known as 'soft skins', being mocked as one of the lesser races for trying to emulate being a dangerous predator.

MAGIC

Ask any wyrmtouched, and they'll tell you they could be good at magic if they tried. With an innate knack for spellcasting, it is a route which many wyrmtouched focus on their entire lives. Even wyrmtouched who can't cast a cantrip find themselves showing respect to mages, considering them the inheritors of the draconic legacy which all wyrmtouched share. Between arcane and divine magic, most wyrmtouched consider arcane magic the worthier pursuit, although divine mages are still given proper respect. Those who are not respected are the practitioners of psychic magic, as wyrmtouched find such spells a bastardization of their heritage. The only exception are kineticists, who are considered scions of the elements. Among all casters, magi^{UM} are considered the pinnacle of wyrmtouched adventurers, embodying the mix of martial and magical prowess which true dragons display.

Wyrmtouched tend to prefer spells with an elemental bent to them to simulate their own might, although spells which aggrandize the user such as *eagle's splendor* or other such transmutation spells are considered favorites. Magic as a means of building one's status is a widely accepted way of doing things in wyrmtouched culture, as well as using spells which manipulate the minds of others;

to a wyrmtouched, anyone weak enough to be affected by such spells should be thankful they are being controlled by such a mighty master. The only type of spells wyrmtouched seem to dislike are defensive spells, considering them a necessary evil and an acceptance of their own weakness.





COMBAT

Even with no cultural influence, all wyrmtouched are drawn to melee combat, eschewing ranged combat if at all possible. The savage sensation of one's teeth piercing another's flesh or the feeling of a blade carving through bone and sinew is beyond satisfying for wyrmtouched, second only to the sight of a creature being enveloped in their breath weapon. Wyrmtouched weaponry is often serrated if at all possible, favoring one or two-handed swords for this reason, as they most accurately replicate the fangs of a true dragon. The most important part of combat besides winning is leaving scars and such along an opponent's body, making sure they remember the battle for as long as possible. For this reason, wyrmtouched favor weapons that can land devastating critical blows, considering it a badge of honor to wound a foe so grievously.

Among wyrmtouched, using their breath weapon against a creature who lacks one is a sign of dominance, and most engagements will start off with a wyrmtouched letting loose an elemental gout of energy to show their prowess. Against other creatures with breath weapons such as gorgons^{B1} or iron golems^{B1}, a wyrmtouched takes the use of that creature's breath weapon as a challenge. There have been many a duel in the wyrmtouched culture that have taken place with breath weapons as the only permitted form of combat, although such combat rarely is to the death, as running out of stamina happens often. However only the most arrogant of wyrmtouched will use their breath weapon against a true dragon, as it is considered it an insult to do so.

DEATH

The end of their lives is a fate all wyrmtouched fear, although rarely is it thought of until they enter the later stages of their lives. With the blood of dragons bolstering their lifespans, wyrmtouched think themselves immortal, and any signs of aging from themselves and the world around them are taken as testaments to their longevity. The older a wyrmtouched is, the more they will talk about things which they have outlived, often bragging that they cannot die.

Such bravado is rare in venerable wyrmtouched, as they are keenly aware that the end is coming. Older wyrmtouched often begin finishing off their death journals and preparing for the end, wishing to leave their mark on the world. These older wyrmtouched can prove to be the most dangerous of all, as they are willing to bet their life on any encounter which they engage, showing the ferocity of a great wyrm during its twilight.

Much like true dragons, wyrmtouched are often engaged in pursuits to elongate their lifespan, at times going to unnatural lengths to survive. Among wyrmtouched, liches and death knights are common as they are seen as ways to continue living, few understanding the true sacrifices of such paths. Other routes towards immortality are taken just as often, with almost all wyrmtouched fearing a world without them the most. Amusingly, undead wyrmtouched tend to begin new death journals once they become undead, as they accept that their previous life is behind them.





HOLIDAYS

Of the few days wyrmtouched do observe, there is a two-week period each year that wyrmtouched hold in high regard; The Holy Cycle, a series of festival events based around the 12 draconic age categories. While only 12 days are officially apart of the ceremony, most wyrmtouched participate in all 14 days, and expect that others do too. The first day, the egg, is mostly celebrated through preparation for the rest of the holiday, considered a day of planning. The next, the birthing day, involves the opening of gifts given to each other. This is followed by the learning day, in which wyrmtouched head out to attempt to learn at least one new thing to share with their fellows. The competition day is next, and consists of contests of strength against worthy foes, doing their best to prove themselves as adolescent dragons would. Following this is the flight day, where wyrmtouched seek to visit a new location and return with a memento to show their friends.

The next holiday is the magic day, so called for most dragons learning their first spells; it is a day of magical duels and other similarly magic themed activities. After that comes the lovers' day, in which it is traditional for wyrmtouched to express their feelings towards those they care about most. Most wyrmtouched greatly enjoy the next day's festival, challenge day, in which a wyrmtouched is encouraged to take about a new challenge or quest to better themselves. Not surprisingly, the day which follows, the wise day, is one in which wyrmtouched look back at what they've done (often being encouraged to apologize for past transgressions).

Continuing with the festivities, the art day, is a day in which wyrmtouched are expected to either create or show off a piece of art or literature they have created, being a popular day for breath artistry duels. One of the days the older wyrmtouched enjoy, memory day, involves the elders of the wyrmtouched sharing stories of their youth with the younger of their village. None compare to the following day, wyrm day, which culminates in a massive festival for all to enjoy. The final official day, rest day, is one in which wyrmtouched can slowly acclimate back to life after the rigors of the festival. While not official, the festival continues for an additional day, the last day, in which the wyrmtouched remember and honor the dead, leaving behind mementos from that year's festival along the graves of the departed.

SAMPLE COMMUNITY: KHOSIS

The Dragon's Temple

Theocratic Metropolis (Pop 26,000)

Resources & Industry: Agriculture, sapphire mines

A swath of green and blue breaks sandy dunes, vast farms along the river Waid the first sign of the thriving city beyond. The sprawling buildings beyond its limestone walls are the foothills of an urban mountain, and its painted tovertops are the brightly colored stars of its sky. This is Khosis, the dragon's temple.

Hobgoblins make up the majority of the population, but the city is increasingly cosmopolitan and the sizable minority of wyrmtouched and other dragonkin are the focus of the city's attention; the culture considers dragon blood to be a sign of strength and nobility, the city's priests revere dragons as divine and their descendents as blessed. Dragonkin that dedicate themselves to Khosis and accept its mystic beliefs are accorded special rank and favor, often serving in the city's highest positions.

Three factions control Khosis. The Sapphire Scales are first and foremost, warrior-priests who revere the mythical dragon founder of Khosis and oversee the military. The scales are led by the Adoratrice, the divine ruler of the city and (in theory) consort of their dragon founder. In the service of the Adoratrice is the second faction, the nomarchs. Scribes and bureaucrats, the nomarchs govern the territory of Khosis, each one managing a single territory (or nome) or holding a position in its command economy. Though there are fewer than a hundred nomarchs, they are served by countless scribes and attendants who fill out the government hierarchy. Last are the necromancers, the city's reclusive spellworkers and lorekeepers. They maintain the vast library-tomb of Khosis, the Place of Truth, where they commune with the dead, explore the secrets of immortality and undeath, and work magic for the good of the city.

PEOPLE OF KHOSIS

The people of Khosis can be described as follows.

Appearance: Khosis is a city of myriad origins. Hobgoblins, humans, orcs, and dwarves all live there in notable numbers, with wyrmtouched of all ancestries in abundance. They do tend towards certain common features though; the blood of dragons runs through Khosis, decorating its people with colored scales, reptilian eyes, and pointed teeth. Skin is more often tanned or dark than pale, and body shape is wide shouldered and tall, built for mass and muscle.

Dress: By day the desert is scorching. As such, the citizens of Khosis favor light-colored sleeveless linen tunics or dresses, or similarly made skirts worn without upper garments. Jewelry is in high demand, particularly colorful pieces of enamel set in precious metals. Sapphires and the color blue are associated with dragonkin and nobility, typically reserved for people of import.



Families: Lineage is important in Khosis, and everyone seeks to draw an ancestral line to important figures, particular dragons or dragonkin. Adoption has become a major part of the culture, and heroes or foreign dragonkin are often adopted into major families to increase the status of both the adopters and adopted.

Names: Naming convention in Khosis adheres to no standard as far too many conventions and names have entered the culture. Only family names show some pattern: the most prominent family names are epithets with a draconic theme, such as Gemhide, Strongwing, or Brightbreath.

CHARACTER CONNECTIONS

There are many ways a character from Khosis can end up in an adventuring party. Here are some suggestions.

- Priests of the Sapphire Scales sometimes go on holy pilgrimage to seek out dragonkin and call them to Khosis. Warriors and wanderers, such as priests often find themselves at home among adventuring parties, where they can prove their strength, achieve glory, and travel the world.

- Politics can be a dangerous game. Nomarchs are hesitant to level punishment against dragonkin that displease them, but they get around it by sending them on 'honorable expeditions' such as vague diplomatic work, searches for the city's dragon founder, or other expeditions that are little more than political exile. Such honorable exiles sometimes fall in with adventurers as they vainly attempt to complete their task.
- Dragonkin from Khosis sometimes go on 'flights,' long journeys or quests to test their mettle, prove themselves, or win glory. Performed with the proper rituals and ceremony, a flight is said to bring dragon blood to the fore and heighten its potency, and indeed, many dragonkin seem to show new draconic powers at the end of a successful flight.

STORY HOOKS

- Wyrmtouched or dragonkin of any lineage among the PCs are approached by an emissary of Khosis, who offers them a minor rank, stipend, and a home if they will base themselves out of Khosis and become a citizen. They promise still more if they dedicate themselves to Khosis and show their worth.



- Khosis is built among the ruins of countless older civilizations, which rumors say hold treasures and magical wonders beyond imagining. Still others are homes to monsters that Khosis would pay well to have removed.

ADAPTATION

As widely acceptable as human/dragon relationships are in some settings, in other settings they may be taboo or there might not be any true dragons around to sire wyrmtouched. In such settings, wyrmtouched could have come from other sources, such as linnorm parents. In such a setting, wyrmtouched may be seen as a far more evil and aggressive race, being seen as akin to orcs or ogres. Consider allowing players to only take the linnorm heritage, or to use different heritages as different varieties of linnorm to further differentiate them. For this adaptation, wyrmtouched would be viewed far more negatively, as their aggression and violence would be universal, causing them to take the place of another

aggressive race (GMs can use this as a chance to 'de-evil' another race such as orcs or drow, giving another option for an antagonistic humanoid race).

Due to their relation to the elements, wyrmtouched also make fine choices for planestouched races, possibly being related to ifrit, oread, sylph, or undyne. For those looking for a more unified natural outsider experience, wyrmtouched could fit into this role in place of the previously mentioned races; consider changing wyrmtouched's race to outsider (native) for this adaptation to further solidify their new role in the setting. Wyrmtouched may also work alongside such races, instead representing a different type of elemental race.

Another option is to treat them as an offshoot of lizardfolk who possess more elemental powers, possibly the result of relations with planestouched races. Consider the culture of the wyrmtouched to be an offshoot of lizardfolk lore, or possibly a bastardization of the race. With this adaptation, wyrmtouched and lizardfolk could be cultural allies or racial enemies, either celebrating their similarities or filled with hate over the perceived flaws of one another.

Wyrmtouched can also serve as a created race, the product of selective breeding or magical tampering. This could be combined with several of the previous suggestions such as lizardfolk building up a more destructive warrior race, elemental races building up their numbers, or dragons creating more human versions of themselves to better understand (and possibly conquer) the shorter-lived races. For this adaptation, consider having wyrmtouched pride mixed with the knowledge that they are unnatural, questioning their place in the world.

Finally, consider making wyrmtouched a normally occurring race, removing their connection to dragons. While dragons are intended to be a part of the wyrmtouched's lore, they are capable of existing without dragons in the setting, being another base race with a strong tie to the elements.

For this adaptation, wyrmtouched can be used for whatever a setting needs, allowing flexibility in their inclusion, including making them far more social. Few things will shock players more than moving to a new location and finding it inhabited almost exclusively by fire spewing lizards, making for an unforgettable reveal.





NEW ARCHETYPES



"Sometimes people ask me if it's weird to be married to a wyrmtouched, if he eats children or sleeps on a pile of gold. And I can promise you all, he does NOT eat children."

*Kundark Greybeard, dwarven priest
and collector of rare gold coins*

As rare as wyrmtouched are, those that do exist often develop special techniques in order to survive, mastering their latent abilities to wield powers far beyond lesser races. Whether it be breathing gout of impossibly hot fire, tearing through foes with razor-sharp claws, or turning away blows with steely scales, wyrmtouched are a race that is capable of surviving nearly any situation.

RACIAL ARCHETYPE

The following archetype is exclusive to wyrmtouched characters:

BREATH SAVANT (BRAWLER^{ACG} ARCHETYPE)

Plenty of wyrmtouched embrace the gift of their breath weapon, but only a dedicated few truly master it. A breath savant is a true artisan of their breath weapon, being able to alter and control it with barely a thought.

Breathbound (Ex) A breath savant must have the draconic breath weapon racial trait as well as a bite attack to take this archetype.

Breath's Fury (Su) At 1st level, a breath savant gains the Enigmatic Origin feat regardless of her character level. The damage die of the breath savant's breath weapon increases as shown on **Table 2-1: Breath Weapon Damage**; dealing the amount of damage listed at each given level (eg; a 4th level breath savant's breath weapon would deal 2d8 + her Constitution modifier damage, and a 20th level breath savant's breath weapon would deal 12d10 + her Constitution modifier damage). The breath savant's breath weapon cannot benefit from the Powerful Breath Weapon feat.

Whenever a feat would reduce the damage die of the breath savant's breath weapon, it uses this table to determine the reduced damage die until it reduced to 1d6, afterwards using the method listed in the breath feats section.

This ability replaces unarmed strike.

Mutable Breath (Su) In addition to being able to gain a combat feat, a breath savant may decide to change the

Table 5: Breath Weapon Damage (Breath Savant)

Level	Breath Weapon Damage
1-3	1d6
4-7	1d8
8-11	1d10
12-15	2d6
16-19	2d8
20	2d10

type of damage her breath weapon deals. Doing so is treated as gaining a single combat feat for the purposes of this ability, making the change permanent until they again change her breath weapon's damage type. A breath savant also treats all feats with the [breath] tag as combat feats for the purposes of which feats she can select with this ability and with her bonus combat feats.

This ability alters martial flexibility and bonus combat feats.

Melee Breath (Su) At 2nd level, a breath savant gains the Unbound Breath Weapon and Combat Breath Weapon feats, even if she does not meet the prerequisites for them. At 6th level, whenever the breath savant uses an attack action, she may make an additional melee attack with a -3 penalty. At 12th level, she may make a second additional melee attack with a -6 penalty. At 18th level, she may make a third additional melee attack with a -9 penalty. These attacks must be made with a natural weapon.

This ability replaces brawler's flurry.

Consistent Breath (Ex) At 4th level, a breath savant gains the Flowing Breath feat. If she already possesses this feat, she may instead select a breath feat for which she qualifies.

This ability replaces maneuver training.

Dragon Scales (Ex) At 4th level, a breath savant gains a +1 natural armor bonus. This natural armor bonus increases by 1 at 9th, 13th, and 18th levels.

This ability replaces AC bonus.

Torrent Breath (Ex) At 4th level, once per day a breath savant may decide to make her breath weapon a torrent breath weapon. Doing this causes all damage from her breath weapon to be maximized and all associated saving throws gain a +2 to their DCs. At 9th level and every five levels thereafter, the breath savant may use this ability 1 additional time per day.

This ability replaces knockout.

Fang Strike (Ex) At 5th level, a breath savant's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction. At 9th level, her natural attacks also treated as cold iron and silver for





the purpose of overcoming damage reduction. At 12th level, she chooses one alignment component: chaotic, evil, good, or lawful; her natural attacks also counts as this alignment for the purpose of overcoming damage reduction. (This alignment component cannot be the opposite of the breath savant's actual alignment, such as a good breath savant choosing evil strikes.) At 17th level, her natural attacks are also treated as an adamantine weapon for the purpose of overcoming damage reduction and bypassing hardness.

This ability alters brawler's strike.

Razor Fang (Ex) At 5th level, a savant's damage with their bite attack increases. When attacking with her bite attack, she uses the base damage for her breath weapon instead of the base damage for her bite attack (for example, a 5th-level breath savant attacking with their bite attack deals 1d8 damage rather than 1d6). If her bite attack would normally deal more damage than this amount, its damage is unchanged. This ability does not affect any other aspect of her bite attack.

This ability replaces close weapon mastery.

GENERAL ARCHETYPES

The following archetypes are common among wyrmtouched but have also grown popular among other races.

DRAGON CHAMPION (VIGILANTE^{UI} ARCHETYPE)

To some vigilante, dragons are the apex of their ideals, powerful and frightening creatures what rule over vast swaths of land with an iron fist. A dragon champion does their best to emulate these powerful creatures, drawing on their strength to become one with the power of the most ancient and powerful dragons.

Draconic Identity (Su) While a dragon champion is in their vigilante identity, they are treated as though they possessed the dragon type (in addition to any other type they possess) for all spells and other effects, being treated as a dragon when it would be more favorable to them. A dragon champion must select one exemplar dragon, basing their abilities off of that dragon. A dragon champion can select from the following dragons, each one associated with its energy type:

Red, Brass, Gold: fire

Black, Green, Copper: acid

Blue, Bronze: electricity

White, Silver: cold

If the dragon champion has the draconic bloodline class feature from either the [sorcerer](#) or [bloodrager](#)^{ACG} class, they must select the same type as they did with

that class feature. A dragon champion can choose to manifest or hide any draconic talents they possess while not in their vigilante identity as a move action, and each draconic talent they manifest while in an identity other than their vigilante identity causes them to suffer a -5 penalty on all Disguise checks and cannot benefit from the seamless guise class feature when these features are manifested. A dragon champion manifesting a dragon talent while in an identity other than their vigilante identity must make a Disguise check as though they used a vigilante talent while in their social identity, although upon making a successful Disguise check, anyone who failed this check sees nothing odd about the dragon champion.

This ability alters dual identity, although it doesn't prevent a character from taking another archetype which also alters dual identity.

Draconic Talents (Ex or Su) A dragon champion can select from any of the following vigilante talents, in addition to general vigilante talents.

Brutal Bite (Su) The dragon champion cloaks their jaw in draconic energy manifesting as a bite attack. This bite attack is treated as a primary natural attack and deal 1d6 damage (1d4 damage for small dragon champions). At 6th level, the dragon champion increases the critical threat range of their bite attack by 1 (this stacks with the Improved Critical feat and the *keen* weapon enhancement, but is applied last) and applies 1 + 1/2 their Strength modifier on attacks made with this bite attack. At 12th level, the dragon champion's reach with their bite attack increases by 5 feet. At 18th level, the dragon champion instead applies two times their Strength modifier on attacks made with this bite attack. If the dragon champion possess the dragon claws talent, the damage die of their bite becomes equal to that of their claws unless it would be lower.

Draconic Resistance (Su) The dragon champion's body becomes incredibly resilient, gaining resist 3 against their exemplar dragon's element. At 4th level and every three levels thereafter, this energy resistance increases by 3, becoming immunity at 16th level. In addition, the dragon champion's natural attacks gained through draconic talents surge with power, dealing +1d4 energy damage of their exemplar dragon's energy type. At 8th level this increases to +1d8 and at 16th level it increases to +2d8.

Dragon Claws (Su) The dragon champion sheathes their hands in draconic energy manifesting as a pair of claws. These claws are treated as a primary natural attack and deal 1d4 damage (1d3 damage for small dragon champions). At 6th level and every six levels thereafter, these claws increase their damage die by 1 size (1d6 at 6th, 1d8 at 12th, and 2d6 at 18th).



Dragon Slayer's Blade (Su) The dragon champion can channel their wyrm breath into a weapon they are currently wielding (including unarmed strikes) as an attack action, allowing them to make a single attack with it (this can be used with the Vital Strike feat, one punch assault vigilante talent [Legendary Villains: Vigilantes], or an iaijutsu slash from the mercurial duelist archetype [Asian Archetypes: Martial], being treated as an iaijutsu talent for the limit of iaijutsu talents that can be applied to an iaijutsu slash). This attack deals additional damage equal to the dragon champion's breath weapon upon a successful hit, being treated as the wyrm breath talent for the purposes of ignoring energy resistance and immunity. A dragon champion must have the wyrm breath talent and be 10th level or higher to select this talent.

Fearsome Facade (Su) The dragon champion's presence is terrifying to others, gaining the Dazzling Display feat, being treated as though they had the Weapon Focus feat for all natural weapons gained with draconic talents and the draconic bloodline for the purposes of using this feat. At 6th level, they can use the Dazzling Display feat as a move action. At 12th level, they can use the Dazzling Display feat as a swift action. At 18th level, any creature demoralized by the dragon champion using their Dazzling Display feat is frightened instead of shaken for the duration of the demoralization. A dragon champion must have either the brutal bite, dragon claws, tyrant tail talent or the draconic bloodline power to select this talent.

Great Wyrm Breath (Su) The dragon champion's breath weapon increases to a 30 ft. cone or a 60 ft. line and adds +2 damage to each d6 of damage it deals. At 16th level, it again increases to a 45 ft. cone or 90 ft. line. A dragon champion must have the wyrm breath talent and be 8th level or higher to select this talent.

Steel Scales (Su) The dragon champion's skin gleams with a coat of shimmering scales, gaining a +1 natural armor bonus and DR 1/magic (this damage reduction stacks with similar damage reduction). At 6th level and every four levels afterwards, this natural armor bonus and damage reduction increases by +1.

True Dragon Blood (Ex) The dragon champion's draconic talents (except for the fearsome facade or wyrm breath talents as well as talents which require those talents as a prerequisite) are now extraordinary abilities instead of supernatural abilities. The dragon champion gains a +1 bonus on all Intimidate and Diplomacy checks for each draconic talent they manifest. For every two draconic talents the dragon champion manifest (including this one), they treat their dragon champion level as 1 higher for the effects of the manifested talents. A draconic champion must have either the brutal bite, dragon claws, steel scales, tyrant tail, or wings of the beast talent to select this talent.

Tyrant Tail (Su) The dragon champion can form a strong tail behind them made of draconic energy, granting them a tail attack. This tail attack is treated as a secondary natural attack and deals 1d6 damage (1d4 for small dragon champions). At 6th level, trip attempts made with this tail attack gain a +2 bonus and if the dragon champion's trip attempt fails by 10 or more, they can't be tripped in return. At 12th level, this tail is treated as a primary natural attack. At 18th level, whenever the dragon champion makes a successful attack with their tail, they can make a free trip attack with it. If the dragon champion possesses the dragon claws talent, the damage of their tail attack becomes equal to that of their claws unless it would be lower.

Wings of the Beast (Su) The dragon champion forms a spectral pair of wings, granting them a fly speed of 40 ft. with average maneuverability. At 12th level, their flight speed increases to 60 ft. with good maneuverability, while at 18th level their flight speed increases to 100 ft. with perfect maneuverability. A dragon champion must be 6th level or higher to select this talent.

Wyrm Breath (Su) The dragon champion gains the ability to channel their draconic might into a breath weapon. This breath weapon deals 1d6 damage determined by the dragon champion's exemplar dragon. This breath weapon can either be a 15 ft. cone or a 30 ft. line, and the dragon champion must wait 1 round after using their breath weapon before using it again. At 4th level and every three levels afterwards, the damage of the dragon champion's breath weapon increases by +1d6 damage. At 6th level the dragon champion's breath weapon ignores up to 10 points of energy resistance against the energy type it deals. At 12th level, the dragon champion instead ignores up to 20 points of energy resistance. At 18th level, the dragon champion's breath weapon ignores all energy resistance and immunity. Wyrm breath is treated as the draconic breath weapon racial trait for the purposes of feats and other abilities which require it.

DRAGON TOUCHED

(SHIFTER^{UW} AND LEGENDARY SHIFTER ARCHETYPE)

The bond between dragons and lesser lived races often manifests in strange and unique fashions. For dragon touched, these connections show in a far more obvious form, being able to draw upon ancient draconic power.

Dragon-Blooded (Ex) A dragon touched must select one type of dragon, using its energy type for his abilities.

Red, Brass, Gold: fire

Black, Green, Copper: acid

Blue, Bronze: electricity

White, Silver: cold



This choice cannot be changed later and affects the dragon touched's breath weapon class features.

Breath Weapon (Su) At 1st level, a dragon touched gains a breath weapon; as a standard action she can release a gout of elemental energy from her mouth in either a 15-foot cone or 30 foot line and deals $1d8 + \text{her class level}$ (Reflex for half damage). At 5th level and every five levels afterwards, this damage increases by $+1d8$.

Shifter: This ability replaces shifter claws.

Legendary Shifter: This ability replaces the claws gained from shifter evolution.

Dragon Heritage (Su) At 1st level, a dragon touched gains low-light vision.

At 5th level, a dragon touched gains darkvision 120 feet as well as a pair of wings; these wings are not strong enough for normal flight but do allow her to glide.

At 9th level, a dragon touched's wings grant her a fly speed of 60 feet with average maneuverability.

At 13th level, a dragon touched gains blindsense 30 feet.

At 17th level, a dragon touched's flight speed increases to 120 feet and her blindsense increases to 60 feet.

Shifter: This ability replaces shifter aspect.

Legendary Shifter: This ability replaces shifter aspect.

Draconic Shape (Su) At 1st level, a dragon touched gains the ability to turn herself into a metallic or chromatic Small dragon and back again, although she may only shift into a type of dragon she has selected with her dragon-blooded or chimeric dragon class features. This ability functions like the *form of the dragon I* spell, except as noted here. The effect lasts for a number of hours equal to $1/2$ her legendary shifter class level + her Wisdom modifier (minimum 1), and she may split the duration of this ability however she wants. Each use of this ability uses up at least an hour of its duration, regardless of how long she stays in it. A dragon touched

This archetype was originally intended for the [Legendary Shifter](#) alternative class. Due to design, this archetype will also have listed changes for the original [shifter^{UW}](#) class to help others play with this archetype. This archetype may prove more powerful for those using the original shifter, so it is important to discuss using this archetype with your GM to make sure it fits your game.



can change form while in her draconic shape, but doing so reduces her total duration by 1 hour. Draconic shape is treated as wild shape for the purpose of feats which would affect it.

In addition, a dragon touched can change her form while in shifter shape as a standard action a number of times per day equal to $1/2$ her character level + her Wisdom modifier (minimum 1); doing so does not consume any duration of her draconic shape ability.

A dragon touched who takes the form of a small dragon does not gain the wing attacks, fly speed, energy resistance, breath weapon or movement types, and she gains a +2 size bonus to Dexterity and +1 natural armor rather than the benefits normally granted by *form of the dragon I*. At 5th level, she gains the fly speed normally granted by *form of the dragon I*. At 8th level, she gains the wing attacks normally granted by *form of the dragon I*. At 11th level, she gains the movement type granted by *form of the dragon I*.



At 5th level, a dragon touched can take the form of a Medium dragon as per the *form of the dragon I* except as noted here. A dragon touched who takes the form of a medium dragon does not gain the wing attacks, energy resistance, breath weapon or movement types, and she gains a +2 size bonus to Strength and Constitution, a -2 size penalty to Dexterity, and +2 natural armor rather than the benefits normally gained from *form of the dragon I*. At 8th level, she gains the wing attacks normally granted by *form of the dragon I* and her size bonuses increase to +4 to Strength and Constitution. At 11th level, she gains the movement type and energy resistance granted by *form of the dragon I*.

At 11th level, a dragon can take the form of a Large dragon, as per the *form of the dragon II* spell, except as noted here. A dragon touched who takes the form of a Large dragon does not gain the damage reduction or breath weapon granted by *form of the dragon II*. At 15th level, she gains the damage reduction granted by *form of the dragon II*.

At 15th level, a dragon can take the form of a Huge dragon, as per the *form of the dragon III* spell, except as noted here. A dragon touched who takes the form of a Large dragon does not gain the breath weapon *form of the dragon III*.

Shifter: This ability replaces wild shape.

Legendary Shifter: This ability alters shifter shape.

Chimeric Dragon (Ex) At 9th level, a dragon touched selects a different type of dragon, gaining that dragon's breath weapon. At 14th level, she selects a third type of dragon.

Shifter: This ability replaces chimeric aspect and greater chimeric aspect.

Legendary Shifter: This ability replaces chimeric aspect and greater chimeric aspect.

Master of Many Dragons (Su) At 20th level, a dragon touched can use her dragon shape at will.

Shifter: This ability replaces final aspect.

Legendary Shifter: This ability replaces master of many forms.

SCALED SCION (MAGUS^{UM} ARCHETYPE)

Magic is in the blood of wyrmtouched, no matter how much they try to avoid it. Yet even the greatest of draconic mages feels the pull of their more bestial instincts, seeking a way to let loose with their most brutal instincts, searching for ways to combine the two.

Weapon and Armor proficiencies A scaled scion is not proficient with armor or shields and suffers normal arcane spell failure chance when casting magus spells while armored.

This ability alters a magus's armor proficiencies.

Spellcasting A scaled scion must prepare his spells ahead of time, but unlike a normal magus, his spells are not expended when they're cast. Instead, he can cast any spell that he has prepared consuming a spell slot of the appropriate level, assuming he haven't yet used up their spell slots per day for that level. To learn or cast a spell, a scaled scion must have a Charisma score equal to at least 10 + the spell's level. The DC for a saving throw against a scaled scion's spell is 10 + the spell's level + the scaled scion's Charisma modifier.

A scaled scion may know any number of spells, but the number he can prepare each day is limited; he may prepare a number of spells equal to the spells known of a bard of his level. Unlike the number of spells he can cast per day, the number of spells a scaled scion can prepare each day is not affected by his Charisma score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a scaled scion can prepare.

A scaled scion can only cast a certain number of spells of each spell level per day. His base daily spell allotment is equal to his spells per day. In addition, he receives bonus spells per day if he has a high Charisma score.

A scaled scion must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1





hour studying his spellbook. While studying, the scaled scion decides what spells to prepare and refreshes their available spell slots for the day.

Like a sorcerer, a scaled scion can choose to apply any metamagic feats he knows to a prepared spell as they cast it, with the same increase in casting time (see Spontaneous Casting and Metamagic Feats). However, he may also prepare a spell with any metamagic feats they know and cast it without increasing casting time like a wizard. He cannot combine these options—a spell prepared with metamagic feats cannot be further modified with another metamagic feat at the time of casting.

This ability alters the magus's spells class feature.

Arcane Pool (Su) Any magus class feature or spell from the magus spell list that normally uses a calculation based on Intelligence is instead based on Charisma for a scaled scion. For example, a scaled scion with the arcane accuracy magus arcana grants himself an insight bonus on attacks equal to his Charisma bonus, not his Intelligence bonus. This has no effect on the scaled scion's skills or skill points. This ability modifies arcane pool.

Dragon-Blooded (Ex) A scaled scion must select one type of dragon, using its energy type for his abilities.

Red, Brass, Gold: fire

Black, Green, Copper: acid

Blue, Bronze: electricity

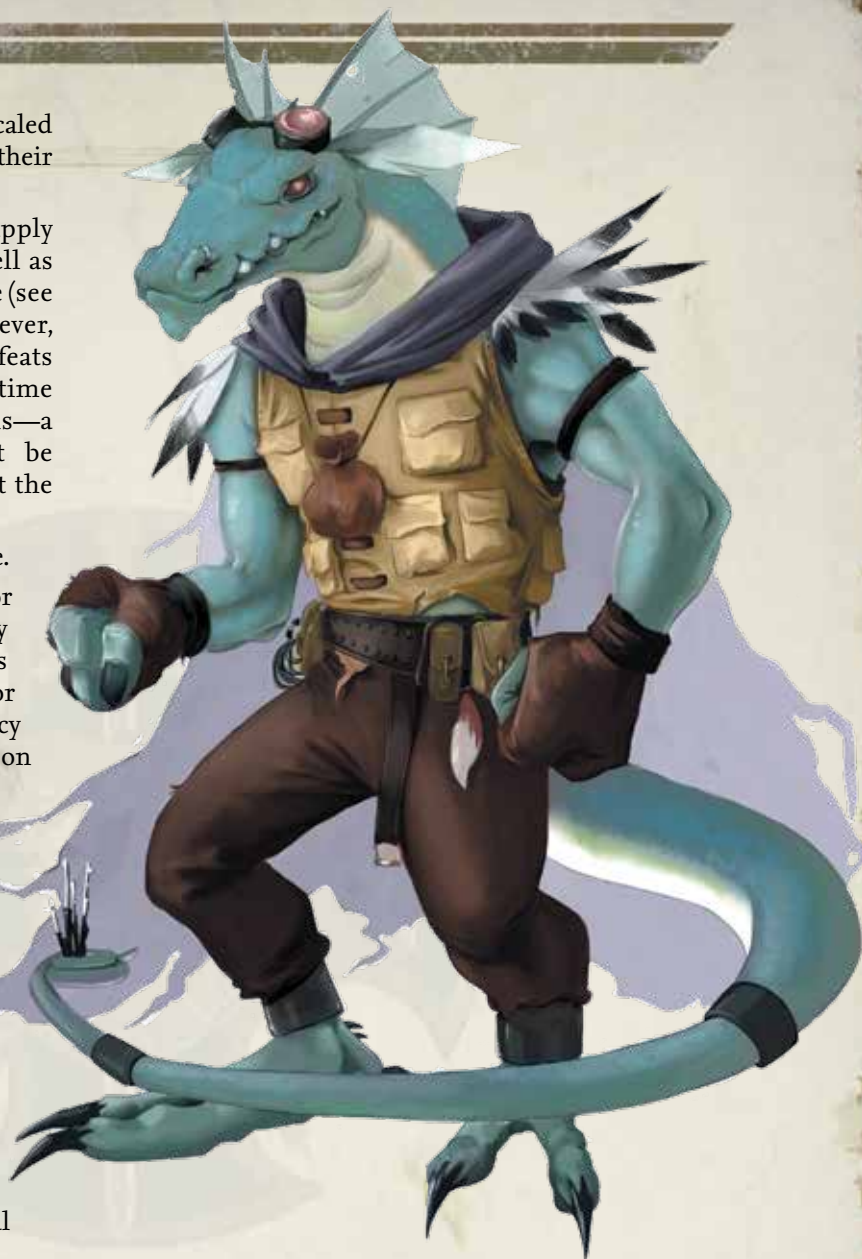
White, Silver: cold

He is also treated as a dragon for the effects of spells and abilities whenever it would be beneficial to him.

Scaled Skin (Su) At 1st level, as a full round action a scaled scion can manifest a set of scales which provide an armor bonus equal to the scaled scion's Charisma modifier (minimum +1). For each point of armor bonus provided by these scales, the scaled scion gains an equal amount of energy resistance to his chosen energy type. A scaled scion can spend 1 minute to remove these scales, causing them to wither into dust. At 3rd level and every three levels afterwards, the armor bonus provided by these scales increases by +1.

The scaled scion can also spend 1 point from his arcana pool to enhance his scales with draconic power as a swift action. This power grants him DR 2/magic for 1 minute. For every four levels beyond 1st, this damage reduction increases by 2 (to a maximum of DR 10/magic at 17th level).

This ability replaces medium armor and heavy armor.



WYRM RESEARCHER (ALCHEMIST^{APG} ARCHETYPE)

Despite often turning to magic, some wyrmtouched instead explore other avenues of power, and the allure of alchemy is a powerful one. Due to wyrmtouched's strong connection to the elements, they often find themselves looking for ways to better emulate their draconic forebears through complex formulae and explosive weaponry.

Dragon-Blooded (Ex) A wurm researcher must select one type of dragon, using its energy type for his abilities.

Red, Brass, Gold: fire

Black, Green, Copper: acid

Blue, Bronze: electricity

White, Silver: cold

He is also treated as a dragon for the effects of spells and abilities whenever it would be beneficial to him.



Wyrms Heart (Ex) At 1st level, whenever a wyrms researcher is under the effects of his mutagen, instead of gaining +2 natural armor, he instead gains resist 5 to the element of the dragon he selected with the dragon-blooded class feature (this stacks with resistances gained due to race). In addition, while under the effects of his mutagen, a wyrms researcher may choose to apply the breath weapon bomb discovery to his bombs; doing so does not count as using a discovery with an asterisk for the purpose of being able to add other discoveries to his bomb, but he is only able to add discoveries which would change the damage type of his bombs (such as frost bomb or void bomb) or how much damage it deals (such as madness bomb).

If the wyrmtouched researcher selects a discovery which would improve his natural armor bonus while under the effects of his mutagen (such as due to the greater mutagen discovery), it instead increases the resistance provided by his mutagen by 5.

This ability alters mutagen.

Bomb Breath Focus (Ex) A wyrms researcher's bombs deal damage one die step lower than normal (regular bombs deal d4s, concussive bombs deal 1d3s, and so on) unless he applies the breath weapon bomb discovery to it.

This ability otherwise functions as and replaces the standard alchemist bomb class feature.

Dragon Claws (Su) At 2nd level, a wyrms researcher gains the feral mutagen discovery. While he is under the effects of his feral mutagen, he gains +1 to his natural armor bonus.

This ability replaces the 2nd level discovery.

Wicked Wings (Ex) At 6th level, a wyrms researcher gains the wings discovery, except these wings only appear while he has imbibed their mutagen and have no duration.

This ability replaces the 6th level discovery.

Draconic Research (Ex) At 8th level, a wyrms researcher adds the following discoveries to the list which he can select:

Admixture Breath (Ex) When a wyrms researcher applies the breath weapon bomb discovery to his bomb, he may choose to have the bomb deal 1d4 damage of both the bomb's normal damage type and the damage type selected with the dragon-blooded class feature (this discovery has not effect if both energy types would be the same).

Tyrant Jaw (Ex) A wyrms researcher's bite attack gained from the feral mutagen discovery deals additional damage equal to +1/2 his Strength modifier damage and has its reach increased by 5 feet during his turn. A wyrms researcher must be 8th level or higher to select this discovery.

Bladed Wings (Su) At 10th level, whenever a wyrms researcher is under the effects of their mutagen, he gains a pair of secondary wing attacks dealing 1d4 bludgeoning damage.

This replaces poison immunity.

Elemental Immunity (Su) At 18th level, a wyrms researcher becomes immune to their chosen element.

This ability replaces instant alchemy.

NEW FEATS



"So, what do they buy most? Probably alchemist's fire, bit of tinder twigs, and lots of coal. The fire breathers at least, but those are the ones who come up the most. Not sure what they do with them, but hey, they pay good money!"

Kallen Telos, tiefling shop owner of the Gunpowder Scorpion

Among wyrmtouched, the need to grow and evolve is a constant driving force in their lives. While some wyrmtouched pick up the feats of their base race, others prefer to specialize in their own unique talents,



leading them to become exemplars of their kind. Mastering techniques which would make even the most experienced of lesser races nervous, wyrmtouched are known to sharpen their skills to a razor's edge, especially when it comes to their natural gifts.

Breath Feats: A new category of feats, these feats serve to alter a wyrmtouched's breath weapon. Some of these feats reduce the damage die of your breath weapon while being used, indicated on the following table:

This reduction applies to all damage dice the breath weapon deals (a 5th level wyrmtouched with 14 Constitution who applied the Breath Weapon Artisan feat to their breath weapon would deal 2d4+2 damage rather than 2d6+2). These feats can be combined, but the reduction to the breath weapon's damage die is cumulative and a breath feat cannot be applied if it would reduce the damage of a breath weapon below 1d1. Breath feats are marked with the [Breath] tag. Dragons are treated as though they had the draconic breath weapon racial trait for the purpose of qualifying for breath feats and treat their hit dice as their character level for the purpose of meeting prerequisites.

ADVANCED BREATH WEAPON [BREATH]

Your breath weapon hinders foes in ways others cannot.

Prerequisites: Expanded Breath Weapon, character level 5th.

Benefit: If a creature fails its saving throw against your breath weapon, it also suffers the following effects for a number of rounds equal to your Constitution modifier (minimum 1):

- *Acid:* The foe is sickened
- *Cold:* The foe is fatigued
- *Electric:* The foe is dazzled
- *Fire:* The foe catches fire
- *Bludgeoning:* The foe takes a -2 penalty to all saving throws
- *Piercing:* The foe's base land and flight speed is reduced by half
- *Slashing:* The foe takes an amount of bleed damage equal to 1/2 your hit dice
- *Negative Energy:* The foe is shaken
- *Sonic:* The foe is deafened

Using this feat reduces the damage die of your breath weapon by 2 steps.

BLINDED AWARENESS

Without your sight, you grow more aware of the world around you.

Prerequisites: Elevated awareness racial trait, character level 9th.

Table 6: Breath Weapon Damage (Base)

Reduced by 1 step	Base Breath Weapon Damage	Increased by 1 step
1d1	1d2	1d3
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	1d10
1d10	1d10	1d12

Benefit: While your eyes are closed or you are otherwise blinded, the range of your blindsense increases to 30 feet and you gain blindsight 15 feet.

BREATH WEAPON ADMIXTURE [BREATH]

The elemental energy which brews in you is far more complex than most.

Prerequisites: Draconic breath weapon racial trait, character level 7th.

Benefit: Select an energy type (or physical damage types if you possess the Enigmatic Origins feat) which your breath weapon does not deal; you may now use that energy type with your breath weapon. In addition, you can mix any two damage types you may use with your breath weapon, causing your breath weapon to deal both types of damage; creatures take full damage from this breath weapon if they are not immune to or resist both damage types. Using this feat reduces the damage die of your breath weapon by 1 step (2 steps if one of the energy types is sonic).

Special: If you apply the Advanced Breath Weapon feat to your breath weapon in addition to this feat, any foe who fails their saving throw against your breath weapon suffers the effects of both conditions imposed by that feat.

BREATH WEAPON ARTISAN [BREATH]

Your talent at wielding your breath weapon is awe inspiring.

Prerequisites: Expanded Breath Weapon, character level 5th.

Benefit: You may modify your breath weapon by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. Your breath weapon cannot travel more than 120 feet from your square. Using this feat reduces the damage die of your breath weapon by 1 step.



CAREFUL BREATH WEAPON [BREATH]

Through technique and training, you have made your breath weapon less dangerous to those around you.

Prerequisite: Draconic breath weapon racial trait.

Benefit: When you use your breath weapon, you may choose a number of spaces equal to your Constitution modifier (minimum 1); these spaces are unaffected by your breath weapon.

CHANNELED BREATH WEAPON [BREATH]

Rather than using your elemental might as a weapon, you instead suffuse it into your weapon.

Prerequisite: Draconic breath weapon racial trait.

Benefit: As a swift action, you may expend a use of your breath weapon to instead channel its power into one weapon you are currently wielding, causing it to deal an additional +1d6 damage of that element for a number of rounds equal to your Constitution modifier (minimum 1). At 8th level and again at 16th, this additional damage increases by +1d6.

Special: Using this feat is treated as using your breath weapon, requiring you to wait 1 round before you can use it again.

COMBAT BREATH WEAPON [BREATH]

Even in the thick of battle, you can wield your breath weapon without missing a step.

Prerequisites: Draconic breath weapon racial trait, character level 5th.

Benefit: You gain the ability to use your breath weapon in different circumstances:

- Whenever you cast a spell that has a casting time of 1 standard action, you may use your breath weapon as a swift action. Using this feat in this way reduces the damage die of your breath weapon by 3 steps.
- Whenever you make an attack action, you may use your breath weapon as a swift action. Using this feat in this way reduces the damage die of your breath weapon by 2 steps.

Normal: You can use your breath weapon as a standard action.



DEFENSIVE SCALES

Your scales provide you a measure of protection against all blows.

Prerequisites: Draconic scales or adamantine scales racial trait, character level 3rd.

Benefit: You gain DR 3/magic.

Special: If you possess the adamantine scales racial trait, this DR is increased by 2.

DRAGONBLESSED

Despite not being a wyrmtouched, you share a fragment of their power.

Prerequisite: Non-wyrmtouched race.

Benefit: You gain the dragonkin subtype.

Special: You must select this feat at 1st level.

DRAGON CRAWL

Your claws have adapted to more than one task.

Prerequisites: Claw attack, Climb 3 ranks.

Benefit: You gain a climb speed equal to your base land speed. You also gain 1 skill rank per level which must be invested into the Climb skill. This benefit applies retroactively, and you are allowed to retrain any skill ranks you had previously invested into Climb upon taking this feat.

DRAKE BOUNCE

You can maneuver around the battlefield in the blink of an eye.

Prerequisites: Drake Dive, Acrobatics 3 ranks.

Benefit: Whenever you use your Drake Style feat, if an object or creature would be in your path and you have not moved your full base land speed, you can choose to kick off of it to continue your movement, making an additional Acrobatics check to further increase your height. You can continue to kick off of different creatures until you have traveled your entire base land speed, but you cannot kick off of the same creature more than once. If you have the Drake Talons feat, you can deal damage to each creature you kick off of with this feat. This does not increase the amount of times you can attack a creature with the Drake Style feat.

DRAKE DIVE

Your ability to dive into opponents is greatly enhanced.

Prerequisites: Drake Style, Acrobatics 3 ranks.

Benefit: Whenever you use your Drake Style feat, you can substitute a living creature in place of a solid object, although it must be at least one size smaller than you.

While you can jump off of a willing creature without issue, if you wish to jump off of a hostile creature, your Acrobatics check must exceed the creature's AC. If it does not, the creature is allowed to make an attack of opportunity against you and your movement speed using Drake Style is halved. In addition, you can make an attack against any creature in your path and you can choose to double the result of your Acrobatics check for the purpose of how high you can jump.

Normal: Drake Style only allows you to attack a single creature.

DRAKE FLURRY

The only thing quicker than how you fly through the air is how easily you can attack while doing so.

Prerequisite: Drake Style, Acrobatics 7 ranks.

Benefit: Whenever you use your Drake Style feat, you can make a second attack with your unarmed strike against a creature with a -5 penalty. When you have 15 or more ranks in Acrobatics, you can make a third attack with a -10 penalty.

Special: If you have the Drake Meteor feat, these additional attacks do not count as an attack action, nor may you use your breath weapon in place of these attacks.

DRAKE METEOR

Your aerial prowess is beyond compare.

Prerequisites: Drake Dive, Drake Style, Acrobatics 7 ranks.

Benefit: When using your Drake Style feat, your base land speed is doubled and you can choose to triple the result of your Acrobatics check for the purpose of how high you can jump. You can also treat this attack as an attack action for the purpose of what can be applied to it (such as the Vital Strike feat). In addition, if you possess a breath weapon, you can use it in place of the attack granted by the Drake Style feat.

DRAKE STYLE (STYLE)

You possess the ability to attack from the air, just as a drake.

Prerequisite: Improved Unarmed Strike, Acrobatics rank 1.

Benefit: As a full round action, whenever you are adjacent to a solid object that is one size smaller than you or larger, you can make a DC 10 Acrobatics check. If this is successful, you can jump up to your land or flight speed above the ground (use your Acrobatics check to determine the height of your jump), although this movement must be in a straight line and you do not take any falling damage while falling using this feat. During this movement, you can move through other creature's spaces and make an attack against one creature in your path with your unarmed strike;



this attack is treated as being made with two hands for the purpose of the Power Attack feat. If your Acrobatics check exceeds a creature's AC, that creature cannot make an attack of opportunity against you during this movement.

DRAKE TALONS

Your agility allows you to deal damage at all times.

Prerequisites: Drake Dive, Acrobatics 5 ranks.

Benefit: Whenever you use your Drake Style feat to kick off of an unwilling creature successfully, you also deal damage to that creature equal to your unarmed strike's damage. In addition, if you end your turn adjacent to an object of creature which you could kick off of, you can choose to cling to them until the beginning of your next round (to cling to a hostile creature, you must make an Acrobatics check with a DC of the creature's armor class), sharing that creature or object's space. At the beginning of your next turn, you can choose to drop off (this movement does not provoke an attack of opportunity) of that creature or kick off of them to use your Drake Style feat once again, but you cannot choose to continue to cling to them.

DRUIDIC BOND

The bond between you and your animal companion has been greatly empowered.

Prerequisites: Animal companion or mount class feature.

Benefit: You are able to choose any animal as your animal companion or mount that a druid of your level would be able to choose (for example, a ranger with this feat could select an allosaurus as their animal companion). In addition, you treat your effective druid level as though it was 2 higher than it normally is.

EFFORTLESS SPELL COMBAT

Casting and combat is a natural process for you.

Prerequisite: Spell combat class feature

Benefit: You no longer need a free hand to use the spell combat class feature.

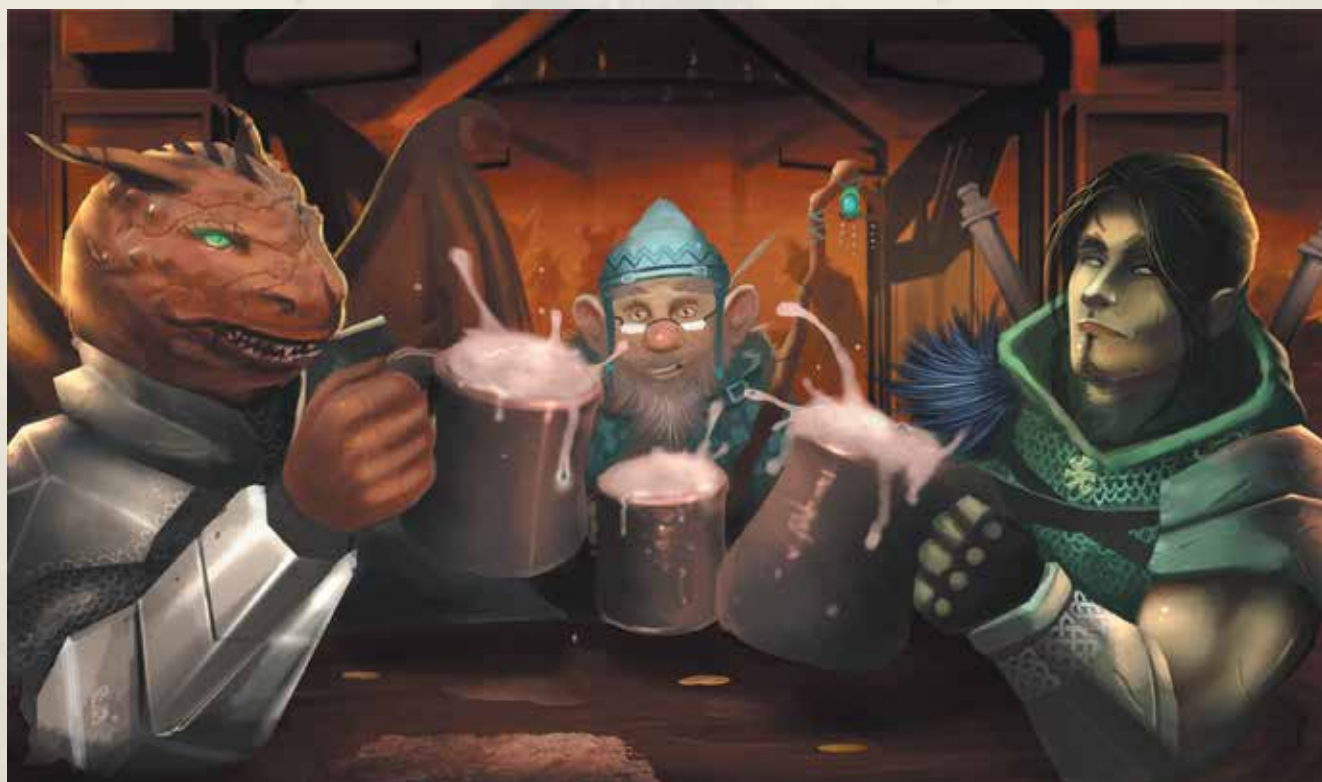
ENIGMATIC ORIGINS

Your draconic heritage is far more complex than others.

Prerequisite: Wyrmtouched.

Benefit: You may add the following options to those you can select for your draconic breath weapon racial trait, allowing it to deal the listed type of damage:

- Bludgeoning
- Piercing
- Slashing
- Negative Energy (this breath weapon cannot be used to heal undead)
- Sonic





In addition, you can choose for your draconic resistance to instead grant negative energy resist 5, sonic resist 5, DR 3/bludgeoning, DR 3/piercing, or DR 3/slashing.

Special: You must select this feat at 1st level.

Special: Whenever you choose to deal sonic damage with your breath weapon, your breath weapon's damage die is reduced by 1 step.

EXPANDED BREATH WEAPON [BREATH]

Tapping into your inner dragon, you learn how to better harness your elemental power.

Prerequisite: Draconic breath weapon racial trait, character level 3rd.

Benefit: You can increase the area of your breath weapon to a 30 foot cone or 60 foot line.

EXTENDED BITE

Your fangs can travel a surprisingly long distance.

Prerequisites: Wyrmtouched, bite attack, character level 5th.

Benefit: The reach of your bite attack increases by 5 feet during your turn.

FLOWING BREATH [BREATH]

You are capable of using your breath weapon without hesitation.

Prerequisites: Draconic breath weapon racial trait, character level 3rd.

Benefit: You no longer have to wait 1 turn in between uses of your breath weapon.

Normal: You must wait 1 turn in between uses of your breath weapon."

FULFILLED LEGACY

Your draconic heritage has slowly been unlocked.

Prerequisites: Limited draconic heritage racial trait, character level 7th.

Benefit: Select either magical sleep effects or paralysis; you become immune to that condition.

Special: You can select this feat up to two times, each time selecting a different condition. If you select this feat twice, your type changes to dragon.

PIERCING BREATH WEAPON [BREATH]

Your elemental bond is strong enough to pierce any protection.

Prerequisite: Draconic breath weapon racial trait.

Benefit: Your breath weapon ignores an amount of energy resistance or damage resistance equal to 1/2 your character level + your Constitution modifier (minimum 1). At 12th level, you treat immunity to the element of

your breath weapon as resist 20, although this feat does not allow you to ignore that resistance.

POTENT BREATH WEAPON [BREATH]

You have trained to keep your breath weapon potent, regardless of how you use it.

Prerequisite: Draconic breath weapon racial trait.

Benefit: Whenever you use a feat or ability which would reduce the damage die of your breath weapon by 1 or more steps, you ignore 1 step of the reduction (For example, if you used the Advanced Breath Weapon feat while you possessed this feat, the damage of your breath weapon would be reduced by 1 step instead of 2). At 8th level and again at 16th level, you may ignore an additional reduction to your breath weapon's damage die.

POWERFUL BREATH WEAPON [BREATH]

Drawing on your heritage, you can empower your breath weapon.

Prerequisites: Draconic breath weapon racial trait, character level 5th.

Benefit: The damage your breath weapon deals increases to d8s. At 10th level, it instead deals d10s, and at 15th level it deals d12s.

Special: If you possess the Channeled Breath Weapon feat, this damage increase applies to the additional damage added by that feat.

RESISTANT SCALES

You can weather your element far better than most.

Prerequisites: Draconic resistance racial trait, character level 7th.

Benefit: Your resistance to your element increases to resist 10.

TAILED ADEPT

Unlike other wyrmtouched, your tail is incredibly dangerous.

Prerequisites: Powerful tail racial trait, character level 5th.

Benefit: Your tail attack is treated as a primary attack.

Special: If you possess the brutal dragoon racial trait, the damage die increase also applies to your tail.

TYRANT FANG

Your bite can crack anything.

Prerequisites: Vital Strike or spell strike class feature, bite attack.

Benefit: Whenever you use the Vital Strike feat or spell strike class feature with a bite attack, your bite attack is considered 1 size larger when determining its damage (this does not stack with other such size increases, such as the *impact*^{UE} weapon quality).



UNBOUND BREATH WEAPON [BREATH]

Your spring of elemental power is limitless.

Prerequisite: Draconic breath weapon racial trait.

Benefit: Your breath weapon can be used once every other round, regardless of your Constitution modifier.

Normal: You may only use your breath weapon a number of times per day equal to your Constitution modifier.

VITAL MAGIC

You know how to strike with impressive force even while casting.

Prerequisites: Spell combat class feature.

Benefit: You can use the spell combat class feature as a standard action. If you do, you no longer need a free hand to cast. You also treat your character level as your BAB to determine when you qualify for feats with 'Vital' in their name. You cannot use the spellstrike class feature while using this feat.

Special: If you have the Vital Strike, Improved Vital Strike, or Greater Vital Strike feats, you may use it with the spell combat class feature with this standard action.

VITAL POWER

You know where to strike to most effectively empower your spells.

Prerequisite: Vital Magic, character level 5th.

Benefit: Whenever you use the Vital Magic feat, the DC of a spell cast during your spell combat class feature increases by +1. At 14th level, the spell's DC increases by an additional +1.

VITAL SPELLSTRIKE

You only require a single swing to devastate foes with magic.

Prerequisite: Vital Magic, spellstrike class feature, character level 7th.

Benefit: You can use the spellstrike class feature while using Vital Magic as well as removing the -2 penalty on attack rolls when using spell combat.

WYRMTOUCHED SCION

You stand above other wyrmtouched, a paragon of your race.

Prerequisites: Character level 5th, wyrmtouched.

Benefit: You gain one of the following racial traits or alternate racial traits from the wyrmtouched race:

- Brutal dragoon
- Draconic breath weapon
- Elevated awareness
- Wyrms wings

Special: You can select this feat multiple times, each time selecting a different racial trait.

Special: You cannot select the brutal dragoon racial trait if you have the monstrous growth racial trait.

LEGENDARY DRAKES



"Oh, wyrmtouched are way better charges. It's nice being with someone who understands what it means to a dragon. There's a mutual respect that I can really get behind. Sometimes they can get a bit cocky though, so it's good to knock them down a peg."

Aurulias, drake charge (wyrmtouched only)

While there is a large variety of drakes^{LOD} which take on mortal charges, the variety of such noble creatures is far more expansive than one would assume at first glance, as pariahs of the drake lineage often find themselves accepting charges more readily than others. Wyrmtouched themselves share a kinship with drakes, being able to draw even more power and prestige from these mighty beasts. The following section details legendary drakes; archetypes which would be allowed to gain a drake companion can choose to gain a legendary drake in place of a normal drake.

Drakes are brutish lesser kindred of true dragons. Though they aren't particularly intelligent, drakes' significantly faster breeding allows their kind to survive in harsh environments.

A few organizations have developed methods for rearing and training drakes. Their techniques allow some to transform these wild dragonkin into allies as devoted as they are deadly.

A drake can be a powerful ally to one who understands how to deal with its surly and obstinate attitude. Such a character is called the drake's "charge," as drakes refuse to refer to another being as their master. Due to their body structure, drakes only have the following magical item slots: head, headband, eyes, shoulder, neck, body, chest, and two rings.

Legendary drake companions are not animal companions and don't count as animal companions for any purpose, including Handle Animal checks and tricks. While a drake can be mounted, it is only willing to be mounted by its charge, and must at least be 1 size larger than its charge. Legendary drake companions are extreme oddities among drakes and irreplaceable to their charges, as it takes years to win a drake's trust.



As such, should a legendary drake companion die, their charge doesn't gain a replacement legendary drake companion and must restore the companion from the dead. At the GM's discretion, a charge who lost their drake might be able to bond with a new drake after going on a quest to find another special drake and spending several years bonding with the new drake.

Normally, drakes would only be available to those with specific archetypes, but the following feats can be taken by anyone in order to gain a legendary drake companion:

DRAKE ALLY

You understand the basics of forming a partnership with a drake.

Benefit: You gain a +2 bonus to Perception checks and a +2 bonus to Diplomacy checks made against dragon type creatures (this bonus increases to +5 when made against a drake who recognizes you as its charge). In

addition, you learn the draconic language (if you already knew this language, you may learn another language of your choice) and dragon type creatures will recognize you as a friend and ally (causing them to have a starting attitude of unfriendly or better towards you unless they have reason to be hostile towards you).

DRAKE BOND

You have formed a weak connection with a drake.

Prerequisites: Drake Ally, animal companion, or mount class feature.

Benefit: You gain a legendary drake companion (if you possess an animal companion or mount, the legendary drake companion replaces it even if you have the Drake Ally feat), although the drake cannot possess more than 5 hit dice, regardless of its charge's level. As such, it does not gain as any other benefits it would normally get from gaining hit dice, such as additional drake powers, size increases, or ability adjustments.





Drake Friend

Your bond with your drake has grown stronger.

Prerequisites: Drake Bond, character level 5th.

Benefit: Your legendary drake companion may possess up to 10 hit dice.

Drake Master

You and your drake are as one.

Prerequisites: Drake Friend, character level 13th.

Benefit: Your legendary drake companion may possess up to 15 hit dice.

Table 7: Legendary Drake Companions

Charge's Level	HD	BAB	Saves	Skills	Feats	Special
1 st	1	+1	+2	3	1	Darkvision, drake power, low-light vision, immunities
2 nd	2	+2	+3	6	1	—
3 rd	3	+3	+3	9	2	Natural armor
4 th	3	+3	+3	12	2	Drake power
5 th	4	+4	+4	15	2	Ability score increase
6 th	5	+5	+4	18	3	Natural armor, size increase
7 th	6	+6	+5	21	3	Drake power
8 th	6	+6	+5	24	3	—
9 th	7	+7	+5	27	4	Natural armor
10 th	8	+8	+6	30	4	Ability score increase, drake power
11 th	9	+9	+6	33	5	—
12 th	9	+9	+6	36	5	Natural armor
13 th	10	+10	+7	39	5	Drake power, size increase
14 th	11	+11	+7	42	6	—
15 th	12	+12	+8	45	6	Ability score increase, natural armor
16 th	12	+12	+8	48	6	—
17 th	13	+13	+8	51	7	Drake power
18 th	14	+14	+9	54	7	Natural armor
19 th	15	+15	+9	57	8	—
20 th	15	+15	+9	60	8	Ability score increase, drake power, size increase

LEGENDARY DRAKE COMPANION BASE STATISTICS

A legendary drake companion has the following features.

Charge's Level: This is the class level of the drake's charge in the class that grants the legendary drake companion (or character level if the drake was obtained through feats).

HD: This is the drake's total number of 12-sided (d12) Hit Dice.

BAB: This is the base attack bonus of the drake, which is equal to its number of Hit Dice.

Saves: These are the drake's base saving throw bonuses.

Skills: This entry lists the drake's total number of skill ranks. A drake with a high Intelligence score modifies this total as normal (for each Hit Die it has, it gains a number of skill ranks equal to 6 + its Intelligence modifier). A drake can't have more ranks in a skill than it has HD.

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

Feats: This is the drake's total number of feats.



Special: As the drake increases in power, it gains the special abilities described below.

Darkvision (Ex): The drake has darkvision out to a range of 60 feet.

Low-Light Vision (Ex): Drakes see twice as far as humans in dim light.

Immunities: Drakes are immune to sleep and paralysis.

Drake Power: The drake gains a power for which it qualifies from the list of drake powers. A drake gains a drake power when its charge gains its first level and every 4 levels thereafter; each power can be chosen only once unless otherwise listed.

Natural Armor: The drake's natural armor bonus to its AC increases by 2 when the charge reaches 3rd level and every 3 levels thereafter.

Ability Score Increase (Ex): The drake adds 1 to one of its ability scores when its charge reaches 5th level and every 5 levels thereafter.

Size Increase: The drake matures further and advances a size category when the charge reaches 6th level and every seven levels thereafter. Each time this occurs, the drake's natural armor bonus to its AC increases by 2, its natural attacks increase in damage based on the new size category, and it gains the following ability scores adjustments: Str +4, Dex -2, Con +2.

DRAKE STARTING STATISTICS

Size Medium; **Alignment** any; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** bite (1d4), tail* (1d4); **Ability Scores** Str 14, Dex 15, Con 13, Int 7, Wis 11, Cha 9; **Languages** Draconic.

*This is a secondary natural attack.

LEGENDARY DRAKE VARIANTS

Considering the incredible variety among dragons, drakes are also a varied lot, allowing for alterations in drakes unknown by most charges. A drake can select any number of variants as long as they do not alter the same features:

Agile Variant Drakes with this variant do not lose Dexterity when they increase in size. Due to their more slender figures, they possess a poor Fortitude save.

Armored Variant Drakes with this variant possess DR 2/-. At 3rd level and every three levels afterwards, this damage reduction increases by 1. Due to their altered physiology, they do not gain the natural armor feature or advancements to it.

Construct Variant Drakes with this variant change their type to construct, lose their Constitution score, gain construct traits (including additional hit points for their size), and do not reduce their Dexterity score upon increasing in size. If a construct drake is destroyed, it can be repaired with a Craft (blacksmith) check equal to 10 + its hit dice and costing materials equal to 100 gp x its hit dice. Due to their machine construction, they possess all poor saves, their hit die is reduced to a d10, and they gain 2 less skill points whenever they would gain skill points.

Undead Variant Drakes with this variant change their type to undead and lose their Constitution score, gaining undead traits (including gaining hit points based on their Charisma modifier), and increasing their



Charisma score whenever they would normally increase their Constitution. If an undead drake is destroyed, it can be returned to life with a Knowledge (religion) check equal to 10 + its hit dice and costing materials equal to 100 gp x its hit dice. Due to their undead origin, they possess a poor fortitude and will save, their hit die is reduced to a d8, their base attack bonus is reduced to that of a normal animal companion, and they gain 1 less skill point whenever they would gain skill points.

LEGENDARY DRAKE POWERS

Legendary drake companions can select from the following drake powers.

Aligned Drake (Su): Select 1 alignment (chaos, evil, good, or law); the drake's attacks count as that alignment for the purpose of penetrating damage reduction. Your drake's alignment also shifts to that alignment. This drake power can be selected twice, the second time requiring an alignment on a different axis to be selected (a drake could select chaos and good, but not chaos and law).

Aqualung (Ex and Su): The drake can breathe in water as well as in air; if the drake has mount, any creature using it as a mount gains the effects of this drake power (granting this benefit is a supernatural ability). To select this, a drake must have swim.

Breath Weapon (Su): The drake gains the draconic breath weapon racial trait, selecting a damage type upon

selecting this legendary drake power, and treating their charge's level as their character level for the purposes of how much damage their breath weapon deals.

Blindsight (Ex): The drake gains blindsight 30 feet and its blindsense increases to 60 feet. To select this, the drake must have dragon senses and their charge must be 15th level or higher.

***Bloody Bite (Ex):** Whenever the drake makes a successful bite attack against an opponent, that opponent must make a Reflex save (DC = 10 + 1/2 the drake's Hit Dice + the drake's Strength modifier) or take bleed damage equal to the drake's Strength modifier. A drake can only apply one drake power that modifies their bite attack at a time.

Breath Master (Ex): The drake gains the Expanded Breath Weapon and Powerful Breath Weapon feats, even if they do not meet the prerequisite for them. The drake can choose to use their breath weapon as either a line, cone, or to as it normally would be. To select this, the drake must possess breath weapon.

Burrow (Ex or Su): The drake gains a burrow speed of 30 feet and can breathe while underground; if the drake has mount, any creature using it as a mount can be carried while it is burrowing and can also breathe while underground (granting this benefit is a supernatural ability). When its charge reaches 11th level or higher, this speed increases to 60 feet.

Dragon Senses (Ex): The drake gains darkvision 120 feet. They also see four times as well as a human in dim light and twice as well in normal light. When the drake's charge is 7th level, it also gains blindsense 30 feet. They see four times as well as a human in dim light and twice as well in normal light.

Earth Glide (Sp): The drake is treated as though under the constant effect of the earth glide^{ARG} spell; if the drake has mount, any creature using it as a mount it also gains the benefits of this drake power. To select this, the drake must have burrow and its charge must be at least 11th level.

Enchanted Attacks (Su) The drake gains a +1 enhancement bonus to attack and damage rolls with its natural attacks and its attacks count as magic for the purpose of penetrating damage reduction. For every eight levels the drak's charge possesses, this enhancement bonus increases by +1.

***Energy Bite (Su):** The drake's bite deals 2d6 extra points of damage of the same energy type as its breath weapon. When the drake's charge is 15th level, this damage increases to 4d6. To select energy bite, a drake must have breath weapon its charge must be at least 7th level.





Energy Resistance (Ex): Select 1 energy type, the drake gains resist 5 against that energy type. For every five levels the drake's charge possesses, this energy resistance increases by 5. When the drake's charge reaches 20th level, this instead becomes immunity to that energy type.

Flight (Ex): The drake gains a fly speed of 40 feet (clumsy). When its charge reaches 7th level, the drake's fly speed improves to 60 feet (average), and when its charge reaches 15th level, its fly speed improves to 80 feet (good). To select flight, a drake must have glide and its charge must be at least 4th level.

Glide (Ex): The drake is able to take ranks in Fly. It can slow its fall to 60 feet per round, and it takes no falling damage as long as it can take actions and succeeds at a DC 15 Fly check each round. As it falls, it can take a move action to move up to 30 feet laterally in a straight line, or two move actions to move up to 60 feet laterally in a straight line. The drake can't gain height while gliding.

Iron Scales: The drake gains DR 2/-. For every eight levels the drake's charge possesses, this damage reduction increases by 2. This drake power stacks with the armored variant.

Keen Mind (Ex): The drake's Intelligence, Wisdom, and Charisma scores each increase by 2. This drake power can be selected multiple times; its effects stack.

***Magic Bite (Su):** The drake's bite applies $1\frac{1}{2} \times$ its Strength modifier to the damage dealt by its bite attack, and its bite attack deals full damage to incorporeal creatures. To select magic bite, a drake must have enhanced attacks and the drake's charge must be at least 7th level. A drake can only apply one drake power that modifies their bite attack at a time.

Mount (Ex): The drake can carry a rider of its own size and will allow creatures other than its charge to use it as a mount.

Pounce (Ex): The drake gains pounce. To select this, the drake's charge must be 7th level or higher.

Powerful Claws (Ex): The drake gains two claw attacks which deal 1d4 damage; these attacks are treated as secondary natural weapons.

Rend (Ex): The drake gains a rend attack with its claws. To select this power, the drake must have powerful claws and its charge must be 7th level or higher.

Scent (Ex): The drake gains the scent ability and a +6 competence bonus to Perception checks.

Shadowed Drake (Su): The drake permanently reduces the lighting levels of its squares and all adjacent squares by 1 step, the drake can end or reactivate it as a free action on its turn. To select this, the drake's charge must be 3rd level or higher.

Sharpened Attacks (Ex): Select 1 natural attack, the drake's critical threat range with that natural attack increases by 1 (this stacks with the Improved Critical

feat and the *keen* weapon enhancement but is applied last.) This drake power can be selected multiple times, each time selecting a different natural attack.

***Sickening Bite (Ex):** Whenever the drake makes a successful bite attack against an opponent, that opponent must make a Fortitude save (DC = 10 + $\frac{1}{2}$ the drake's Hit Dice + the drake's Constitution modifier) or be sickened for a number of rounds equal to the drake's Constitution modifier (or Charisma modifier if the drake has the undead variant).

Swim (Ex): The drake gain a 60-ft swim speed.

Tremorsense (Ex): The drake gains tremorsense 30 feet. When the drake's charge reaches 15th level or higher, this increases to 60 feet. To select this, the drake must have dragon senses and its charge must be 7th level or higher.

Tripping Bite (Ex): Whenever the drake makes a successful bite attack against an opponent, that opponent must make a Reflex save (DC = 10 + $\frac{1}{2}$ the drake's Hit Dice + the drake's Strength modifier) or be knocked prone. A drake can only apply one drake power that modifies their bite attack at a time.

NEW DRAKE FEAT

The following feat can only be taken by drakes with charges.

EXTRA DRAKE POWER

Your power and that of your charge flows through you more easily than most.

Prerequisites: Drake, must have a charge.

Benefit: You gain an additional drake power.

Special: You can select this feat multiple times.

NEW MAGIC ITEMS



The following magic items are intended for drakes or to assist drakes.

DRAKE'S HEART PRICE 1,000 GP

Aura strong conjuration; **CL** 15th

Slot none; **Weight** 1 lb.

This fist sized gem shines with a dull spark inside of it and must be attuned to a drake with a charge over the course of 1 week. If the attuned drake dies, its charge can touch the



drake's heart and take 1 point of damage per level they possess to imbue it with their life energy. After 1 week, the attuned drake is brought back to life, shattering the *drake's heart*.

CONSTRUCTION REQUIREMENTS COST 500 GP

Craft Wondrous Item, *raise dead*; Cost 500 gp

DRAKE'S CREST PRICE 4,000 GP (SIMPLE), 16,000 GP (ORNATE)

Aura moderate transmutation; CL 5th

Slot head; **Weight** 3 lbs.

This ornate headpiece appears to be blank at first until worn by a drake, taking on a color and theme of importance to the wearer, imbuing them with a sense of pride and devotion towards their charge. The wearer of this crest gains one drake power decided when this item is created; if a drake wears a crest which would grant them a drake power for which they do not qualify, it has no effect upon them, and drake powers gained through crest may be used as prerequisites for other drake powers provided the drake has worn the crest for 24 hours. An ornate drake crest instead bestows two drake powers. A drake which does not have a charge gains no benefit from this item.

CONSTRUCTION REQUIREMENTS COST 2,000 GP (SIMPLE), 8,000 GP (ORNATE)

Craft Wondrous Item, *form of the dragon I*

DRAKE SADDLE PRICE 6,000 GP

Aura moderate transmutation; CL 5th

Slot body; **Weight** 20 lbs.

This fine leather saddle is adorned with various designs of drakes and dragons along its sides. The wearer of this saddle must be a drake, granting them the mount drake power. The drake is also treated as one size larger when determining its carrying capacity.

CONSTRUCTION REQUIREMENTS COST 3,000 GP

Craft Wondrous Item, *mount*

REDUCTION HARNESS PRICE 6,000 GP

Aura moderate transmutation; CL 5th

Slot chest; **Weight** 10 lbs.

Made of intricately woven copper and silver depicting a mighty beast being reduced to a small cub, this harness can only be worn by a drake with a charge or an animal companion. Upon being activated with a command word, the wearer's size is reduced to Tiny, remaining so indefinitely until the command word is spoken again.

CONSTRUCTION REQUIREMENTS COST 3,000 GP

Craft Wondrous Item, *reduce person*

SAMPLE CHARACTER



The following character can be used as an example of a typical wyrmtouched, designed to show off the race's prowess with its breath weapon and other racial features.

TI'RI KARN

"Life is best when it's simple, when you can just relax with your dogs and take a break from everything. The only wars that need to be fought is to protect that." Ti'ri Karn, wyrmtouched pacifist and dog enthusiast

TI'RI KARN

CR 4

XP 1,200

Wyrmtouched brawler (breath savant) 5

NG Female Medium humanoid (dragonkin)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +1 nat, +1 shield)

hp 48 (5d10+20)

Fort +7, **Ref** +4, **Will** +3; +2 vs. sleep and paralysis

Defensive Abilities Resist 5 fire

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+4) or mwk dagger +9 (1d4+3, 19-20/x2)

Ranged mwk light crossbow +6 (1d8, 19-20/x2) or dagger +5 (1d4+3, 19-20/x2)

Special Attacks draconic breath weapon (2d8+3 fire damage, DC 15 Reflex for half)

TACTICS

Before Combat If Ti'ri is expecting a long engagement, she'll use her mutable breath to gain the Forced Breath feat to make sure she always has it ready as an option. She'll also change her breath weapon's type depending on her foes, favoring fire or slashing damage.

During Combat If Ti'ri sees her opponents as being worthy challengers, she has no problem beginning combat with her torrent breath in an attempt to frighten them, using Artistic Breath Weapon to capture as many in her blast as possible. Preferring to fight up close, Ti'ri will attack with her bite attack until it recharges.

Morale If reduced to 10 or fewer hit points, Ti'ri will surrender. If she believes her opponents will honor the surrender, she will stay true to her word, otherwise fighting to the death.



STATISTICS

Str 16, **Dex** 10, **Con** 16, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +5; **CMB** +7; **CMD** 17

Feats Breath Weapon Artisan, Careful Breath Weapon, Combat Breath Weapon, Enigmatic Origin, Expanded Breath Weapon, Potent Breath Weapon, Toughness, Unbound Breath Weapon

Skills Handle Animal +8, Heal +10, Perception +12, Sense Motive +10

Languages Common, Draconic

SQ Brawler's cunning, breath's fury, consistent breath, dragon scales, fang strike, melee breath, mutable breath, razor fang, torrent breath

Combat Gear *potion of cure light wounds* (4), *potion of invisibility*; **Other Gear** +1 chain shirt, crossbow bolt (50), dagger (5), explorer's outfit, healer's kit (2), ink (3), ink pen (2), journal (3), masterwork backpack, masterwork buckler, masterwork dagger, masterwork light crossbow, *potion of endure elements*, small tent, trail rations (20), waterskin, 112 gp, 6 sp

Ask anyone who knows Ti'ri Karn, and they'll tell you that she's an old soul. While only 80 years old, still in the prime of her life, her time living with humans has helped her grow and mature far beyond her years, to the point where she speaks as though she was born in a different generation. Having lived, loved, and fought for most of her life, the world weary wyrmtouched seeks to enjoy what she continues to refer to as her "golden" years doing the one thing she loves most, tending to animals. After overseeing the creation of an animal sanctuary for all variety of beasts, Ti'ri sees to their needs with a matronly love and affection that most would consider saintly.

Among her most beloved companions are a pair of wolves, Nine and Leia, whom she found one day on one of her long walks into the forest. Finding Nine caught in a hunter's trap while Leia tried to pull it free, she removed Nine from the trap, bringing both back to her home before treating Nine's wounds. Leia stayed with her through the entire process, Ti'ri being able to feel the anxiousness from the wolf as she worked to save the animal's life. After a day and a half of intensive care, Nine was up and mobile again, both wolves choosing to stay with her in gratitude for what she had done.

While Ti'ri is normally a calm and rational person, she is also impatient with the needs of people, and won't waste time with small talk. Motivated by her desires to help animals, she will take time out of her schedule to aid an animal in need (or even a person if they seem in poor enough shape), only asking for enough payment to cover the cost of materials. The only kinds of people Ti'ri will not help are trophy hunters or slavers, finding both to be inherently evil. If Ti'ri believes a person to be such a person, she will not hesitate to threaten them, attacking if they show any signs of aggression. In combat, Ti'ri is assumed to be joined by Nine and Leia (represented as two wolves with the giant and advanced template applied to them) unless otherwise separated from them.

Boon: Ti'ri can provide a place to rest for up to 4 Medium or smaller sized creatures for up to 1 week, providing long-term care for the duration of their stay. This amount of time is doubled for animals.





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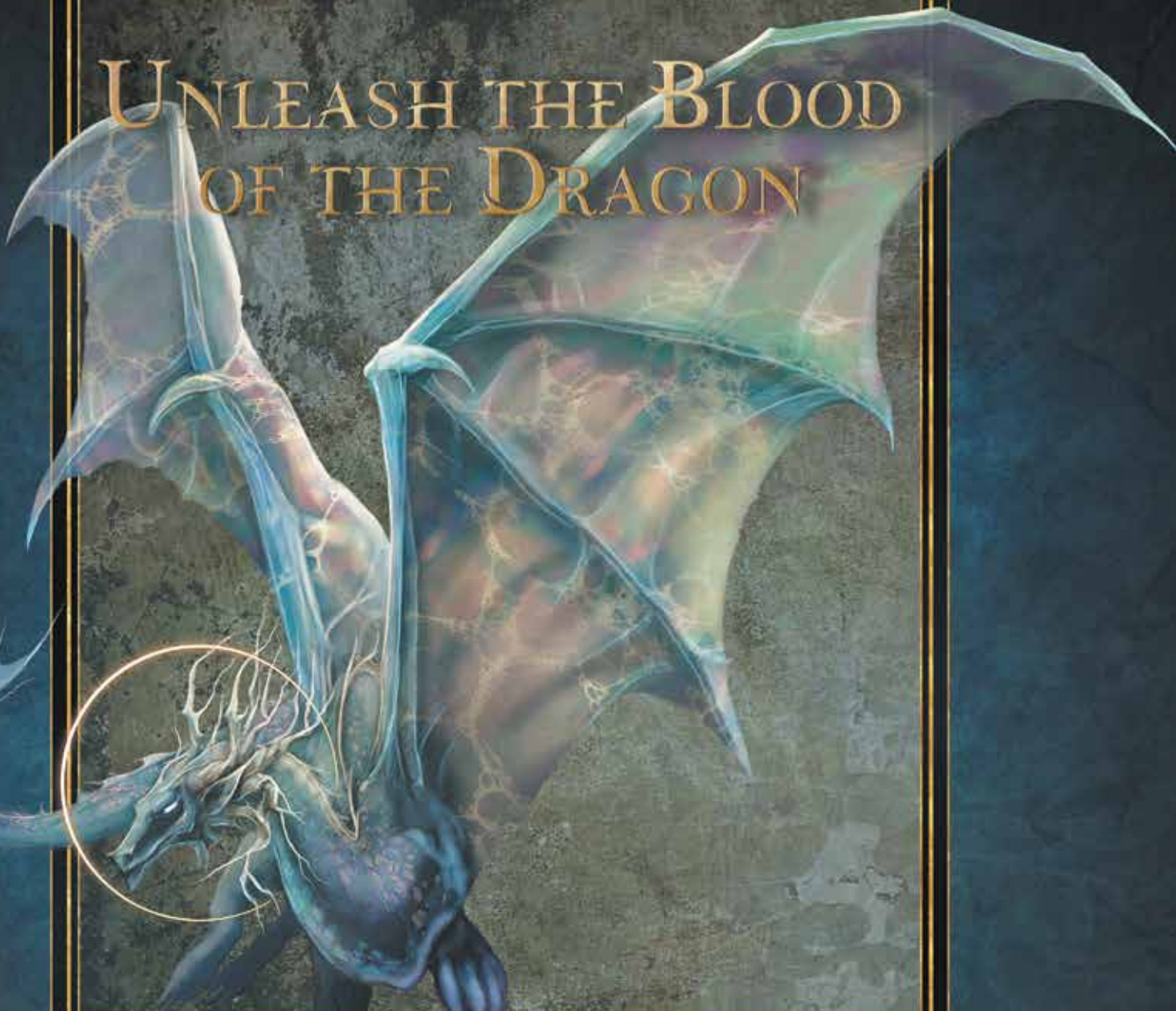


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