

with their immunity to acid, naturally favor *acid fog* for the same purpose.

A dragon's energy immunity can also work to its benefit in conjunction with spellcasting. A red, brass, or gold dragon can easily attack through a *wall of fire*, taking no impairment or damage, while forcing opponents to weather the flames to reach it. This tactic can wear down *protection from energy* spells that ward the dragon's foes.

Perhaps the most dramatic means of altering the conditions of the battlefield is the *antimagic field* spell. Most dragons can function just fine in an *antimagic field*, though sacrificing their breath weapon is a difficult choice. A dragon's full attack against a character with no magical protection is simply devastating, and the complete protection from hostile magic offered by the field is worth the loss of the dragon's own spells, spell-like abilities, and even supernatural abilities (including its breath weapon and damage reduction). Dragons particularly favor this tactic when faced with opponents who are well prepared to exploit their energy vulnerability.

Of course, the most direct way for a dragon to give itself an advantage in combat through spellcasting is to cast spells on itself that enhance its abilities. *Bull's strength* and *bear's endurance* are obvious choices for any dragon. Many dragons also favor *cat's grace*, improving their average Dexterity score so they gain +2 to Armor Class and +2 on Reflex saves. *Eagle's splendor* can give a slight boost to a dragon's spell and spell-like ability saving throw DCs, and also makes its frightful presence that much harder to resist.

Dragons love *haste*, and not just for the extra (often sixth!) attack it gives them when making a full attack. A +1 bonus on attack rolls is often just that much more cushion for using Power Attack, since dragons rarely have much difficulty hitting their foes. A +1 bonus to Armor Class is always welcome, and increasing a dragon's speed by 30 feet makes it outpace every opponent that much more.

Dragons who have access to the cleric spell list (including blue and red dragons, as well as all metallic dragons) always learn *cure* spells, and learn *heal* when they can. Few events can wipe the self-confident smirks off player characters' faces like seeing a dragon who was sorely wounded suddenly recover more than 100 hit points!

Strange as it seems, dragons sometimes learn *fly* and cast it on themselves before entering battle. Relying on magic to fly reduces a dragon's speed significantly, but increases its maneuverability drastically. Particularly when faced with humanoid foes that are airborne through the same means, a dragon is often willing to trade speed for the ability to hover and turn on a dime. Other dragons prefer spells and feats that improve their maneuverability, however.

DRAGON FEATS

In addition to general feats (such as those described in Chapter 5 of the *Player's Handbook*), this book introduces a new kind of feat, the metabreath feat, and contains information on epic feats (from the *Epic Level Handbook*) and monstrous feats (from *Savage Species*).

EPIC FEATS

These feats are available to characters of 21st level or higher. Dragons of at least old age also can choose these feats even if they have no class levels. A selection of epic feats appropriate for dragons is presented here. See the *Epic Level Handbook* for more epic feats.

METABREATH FEATS

Dragons (and other creatures) have developed ways to control their breath weapons to produce varying degrees of effects, from the subtle to the conspicuous. To take a metabreath feat, a creature must have a breath weapon whose time between breaths is expressed in rounds. Therefore, a hell hound (which can breathe once every 2d4 rounds) can take metabreath feats, whereas a behir (breath weapon usable 1/minute) cannot.

Effects of Metabreath Feats: In all ways, a metabreath weapon operates in its usual fashion unless the feat specifically changes some aspect of the breath weapon.

Using a metabreath feat puts stress on a dragon's mind and body, increasing the time it must wait until the dragon can use its breath weapon again. Normally, a dragon must wait 1d4 rounds between breaths. Using a metabreath weapon increases that wait by 1 round or more. For example, if a dragon uses an enlarged breath weapon, it must wait 1d4+1 rounds before breathing again.

Multiple Metabreath Feats on a Breath Weapon: A dragon can use multiple metabreath feats on a single breath. All increases to the time the dragon must wait before breathing again are cumulative. For example, if a dragon uses an enlarged and maximized breath weapon, it must wait 1d4+4 rounds before breathing again.

A dragon can use the same metabreath feat multiple times on the same breath. In some cases, this has no additional effects. In other cases, the feat's effects are stackable. Apply the feat's effect to the base values for the breath weapon once for each time the feat is applied and add up the extra time the dragon must wait before breathing again. For example, a Small dragon with a line-shaped breath weapon could use Enlarge Breath twice on the same breath. Since the base length of the line is 40 feet, the doubly enlarged line would become 80 feet long (20 extra feet per application of the feat), and the dragon would have to wait 1d4+2 rounds before breathing again.

If a metabreath feat stacks with itself, this fact will be noted in the Special section of the feat description.

MONSTROUS FEATS

The feats in this category all require a "monstrous" form or ability as a prerequisite. Monstrous forms and abilities are unavailable to normal humanoid or animal creatures, and can include extra or nonstandard appendages and supernatural or spell-like abilities. With the DM's permission, a player may be able to choose monstrous feats if his or her character has acquired unusual abilities through transformation or by advancing in a prestige class. See *Savage Species* for more examples of monstrous feats.

FEAT DESCRIPTIONS

Below are descriptions of the feats listed in Table 2–3: Feats.

ADROIT FLYBY ATTACK [GENERAL]

You can make flyby attacks and get out of reach quickly.

Prerequisites: Fly speed 90, Flyby Attack, Hover or Wingover.

Benefit: When flying and making an attack action, you can move both before and after the attack, provided that the total distance moved is not greater than your fly speed. Your flying movement does not provoke attacks of opportunity from the creatures you attack during the round when you use this feat.

AWAKEN FRIGHTFUL PRESENCE [MONSTROUS]

You gain frightful presence.

Prerequisites: Cha 11, dragon type.

Benefit: You gain the frightful presence special ability with a radius in feet equal to $5 \times \frac{1}{2}$ your racial Hit Dice.

The ability takes effect automatically whenever you attack, charge, or fly overhead. Creatures within the radius are

subject to the effect if they can see you and have fewer Hit Dice than your racial Hit Dice.

A potentially affected creature that succeeds on a Will save (DC $10 + \frac{1}{2}$ your racial HD + your Cha modifier) remains immune to your frightful presence for 24 hours. On a failure, creatures with 4 or fewer Hit Dice become panicked for 4d6 rounds and those with 5 or more Hit Dice become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Special: If you have both this feat and you have (or later gain) the frightful presence ability, your frightful presence radius either increases by 50% or increases to 5 feet $\times \frac{1}{2}$ your racial Hit Dice, whichever figure is higher. The save DC against your frightful presence also increases by 2.

AWAKEN SPELL RESISTANCE [MONSTROUS]

You gain spell resistance.

Prerequisites: Con 13, dragon type.

Benefit: You gain innate spell resistance equal to your racial Hit Dice.

Special: If your racial Hit Dice increase after you gain this feat, your spell resistance increases as well. If you have this feat and you also have (or later gain) spell resistance as a racial ability, your spell resistance is equal to your new Hit Dice total or your racial spell resistance +2, whichever is higher.

You can take this feat multiple times. Each time you take the feat, your innate spell resistance increases by 2.

For example, an old silver dragon that has taken this feat twice has spell resistance 30.

CLINGING BREATH [METABREATH]

Your breath weapon clings to creatures and continues to affect them in the round after you breathe.

Prerequisites: Con 13, breath weapon.

Benefit: Your breath weapon has its normal effect, but also clings to anything caught in its area. A clinging breath weapon lasts for 1 round. In the round after you breathe, the clinging breath weapon deals half of the damage it dealt in the previous round. Creatures that avoid damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not take the extra damage. For example, an old silver dragon uses its cold breath and deals 72 points of cold damage (or 36 points against a target that makes its save). In the following round, foes that failed their saves against the breath weapon initially take an additional



This silver dragon's Clinging Breath freezes targets where they stand.

TABLE 2-3: DRAGON FEATS

General Feats	Prerequisites	Benefit
Adroit Flyby Attack	Fly speed 90, Flyby Attack, Hover or Wingover	Move before and after attacking
Improved Maneuverability	Fly speed 150, Hover or Wingover	Maneuverability improves one step
Large and in Charge	Natural reach 10 feet, size Large or larger	Push back foe attempting to close
Power Climb	Str 15, fly speed (average maneuverability)	Gain altitude without losing speed
Power Dive	Str 15, fly speed (average maneuverability)	Knock down target for extra damage
Epic Feats	Prerequisites	Benefit
Dire Charge	Improved Initiative	Make full attack after charging
Epic Fortitude	—	+4 bonus on Fortitude saves
Epic Reflexes	—	+4 bonus on Reflex saves
Epic Will	—	+4 bonus on Will saves
Fast Healing	Con 25	Fast healing ability improves by 3
Improved Spell Capacity	Ability to cast spells of the normal maximum spell level in at least one spellcasting class	Gain extra spell slot
Overwhelming Critical	Str 23, Cleave, Great Cleave, Improved Critical, Power Attack, Weapon Focus	Deal extra damage on successful critical hit
Devastating Critical	Str 25, Cleave, Great Cleave, Improved Critical, Power Attack, Weapon Focus, Overwhelming Critical	Critical hit forces foe to save or die
Spellcasting Harrier	Combat Reflexes	Casting defensively becomes more difficult for casters you threaten
Metabreath Feats	Prerequisites	Benefit
Clinging Breath	Con 13, breath weapon	Breath deals extra damage 1 round later
Lingering Breath	Con 15, breath weapon, Clinging Breath	Breath remains as cloud for 1 round
Enlarge Breath	Con 13, breath weapon	Length of breath weapon increases by 50%
Heighten Breath	Con 13, breath weapon	Increase save DC against breath weapon
Maximize Breath	Con 17, breath weapon	Maximize breath weapon's variable, numeric effects
Quicken Breath	Con 19, breath weapon	Use breath weapon as free action
Recover Breath	Con 17, breath weapon	Use breath weapon more often
Shape Breath	Con 13, breath weapon, size Small or larger	Expel breath weapon as line or cone
Split Breath	Con 13, breath weapon, Shape Breath, size Small or larger	Divide breath weapon into two attacks
Spreading Breath	Con 15, breath weapon, Shape Breath, size Small or larger	Expel breath weapon as spread effect
Extend Spreading Breath	Con 15, breath weapon, Shape Breath, Spreading Breath, size Small or larger	Expel breath weapon as spread effect that can be used at range
Tempest Breath	Str 13, breath weapon, Power Attack, size Large or larger	Breath weapon also produces wind effects

36 points of cold damage, and foes that succeeded on their saves take 18 points of cold damage.

A foe can take a full-round action to attempt to remove the clinging breath weapon before taking any additional damage. It takes a successful Reflex saving throw (same DC as your normal breath weapon) to remove the effect. Rolling around on the ground grants a +2 bonus on the saving throw, but leaves the foe prone. A clinging breath weapon cannot be removed or smothered by jumping into water. A clinging breath weapon can be magically dispelled (DC equal to your breath weapon save DC).

This feat only works on a breath weapon that has instantaneous duration and that deals some kind of damage, such as energy damage (acid, cold, electricity, fire, or sonic), ability damage, or negative levels.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Special: You can apply this feat more than once to the same breath weapon. Each time you do, the clinging breath weapon lasts an additional round.

DEVASTATING CRITICAL [EPIC]

Choose one type of melee weapon, such as a claw or bite. With that weapon, you are capable of killing any creature with a single strike.

Prerequisites: Str 25, Cleave, Great Cleave, Improved Critical (chosen weapon), Overwhelming Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: Whenever you score a critical hit with the weapon you have chosen, the target must make a Fortitude save (DC 10 + 1/2 your HD + your character level + your Str modifier) or die instantly. (Creatures immune to critical hits can't be affected by this feat.)

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

DIRE CHARGE [EPIC]

You can make a full attack as part of a charge.

Prerequisite: Improved Initiative.

Monstrous Feats	Prerequisites	Benefit
Awaken Frightful Presence	Cha 11, dragon type	Gain frightful presence ability
Awaken Spell Resistance	Con 13, dragon type	Gain spell resistance ability
Draconic Knowledge	Int 19, true dragon, any three Knowledge skills	Bardic Knowledge like ability
Embed Spell Focus	Con 13, dragon type, ability to cast spells	Focus component becomes a part of you
Endure Blows	Con 13, dragon type, Toughness	Gain damage reduction 2/—
Improved Speed	Str 13, dragon type	Fly speed +20 ft., other speeds +10 ft.
Multiattack ¹	Three or more natural weapons	Penalty on secondary attacks lessens to –2
Improved Multiattack	Three or more natural weapons, Multiattack	No penalty on secondary attacks
Rapidstrike	Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +10	Make one extra natural weapon attack at a –5 penalty
Improved Rapidstrike	Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +15, Rapidstrike	Make multiple extra natural weapon attacks at a cumulative –5 penalty
Shock Wave	Str 13, dragon type, size Large, Power Attack size Huge or larger	Knock down foes by hitting ground with tail
Snatch ¹	Size Huge	Grab and hold smaller opponents
Improved Snatch	Snatch	Use snatch against bigger targets
Multisnatch	Str 17, Snatch	Penalty to maintain hold lessens to –10
Rend	Two claw attacks, Str 13, Snatch, Power Attack	Deal extra damage on claw attacks
Snatch and Swallow	Con 19, dragon type, Snatch, Improved Snatch	Swallow opponent held in mouth
Tail Constrict	Dragon, Snatch, Improved Snatch	Grab opponents with tail, deal extra tail slap damage
Suppress Weakness	Energy vulnerability, Iron Will	Lessen vulnerability to energy type
Overcome Weakness	Energy vulnerability, Iron Will, Suppress Weakness	Remove vulnerability to energy type
Tail Sweep Knockdown	Tail sweep attack	Tail sweep knocks opponents prone
Whirlwind Tail Sweep	Tail sweep attack	Tail sweep affects full circle, not semicircle
Wingstorm	Str 13, dragon type, fly speed 20, Hover, Power Attack, size Large or larger	Use wings to create wind effects against foes.

1 Multiattack and Snatch are mentioned here only because they are prerequisites for other dragon feats. The full descriptions of these feats can be found in the *Monster Manual*.

Benefit: If you charge a foe during the first round of combat (or the surprise round, if you are allowed to act in it), you can make a full attack against the opponent you charge.

Normal: Without this feat, you may only make a single attack as part of a charge.

DRACONIC KNOWLEDGE [MONSTROUS]

You are attuned to nature and the elements and can draw on deep wells of knowledge.

Prerequisites: Int 19, true dragon, any three Knowledge skills.

Benefit: This feat works much like the bard's bardic knowledge class feature, except that it relies on the scale and impact of past events rather than on how many people already share the information. You may make a special Draconic Knowledge check (d20 + your age category + your Int modifier) to see whether you know some relevant information about an item, event, or locale. This check will not reveal the powers of a magic item but may give a hint about its general function. You may not take 10 or take 20 on this check; this sort of information is essentially random. If you have a Knowledge skill that is related to or applicable to the information you seek, you receive a +1 bonus on the draconic knowledge check for every 5 ranks you have in that Knowledge skill.

The DM determines the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge	Examples
10	Something with worldwide or planetwide significance	Information about the creation of the world, worldwide cataclysms, powerful places of mystery, or gods.
15	Something with regional significance, but long-lasting or with a long-term impact	Information about empires, wars, regional disasters, or legendary individuals or groups
20	Something with regional significance, but relatively short-lived effects	Information about countries, battles, national disasters, or powerful individuals or groups
25	Something with local significance, but long-lasting or with a long-term impact	Information about a minor dynasty, a minor place of mystery, single magic item, or hero
30	Something with local significance and relatively short-lived effects	Information about a local hero, a minor battle, or a single building

DC Modifiers:

–1	Per 10,000 gp of item's value, if an object
–5	Individual is a dragon, dragonslayer, or dragon friend
–5	Dragon has a lair in the area affected

EMBED SPELL FOCUS [MONSTROUS]

You can embed focus components required for your spells into your body.

Prerequisites: Con 13, dragon type, ability to cast spells.

Benefit: You can embed the focus component for a spell you know how to cast into your skin or hide and use the embedded focus anytime you cast the spell. You can embed a number of focuses equal to your Constitution score.

Special: The total value of expensive spell focuses a dragon has embedded in its hide should be considered part of the dragon's treasure.

ENDURE BLOWS [MONSTROUS]

You are adept at lessening the effects of blows.

Prerequisites: Con 19, dragon type, Toughness.

Benefit: You gain damage reduction 2/—. This stacks with any damage reduction you have from other sources. Damage reduction cannot reduce damage below 0.

ENLARGE BREATH [METABREATH]

Your breath weapon is larger than normal.

Prerequisites: Con 13, breath weapon.

Benefit: The length of your breath weapon increases by 50% (round down to the nearest multiple of 5). For example, an old silver dragon breathing an enlarged cone of cold produces a 75-foot cone instead of a 50-foot cone. Cone-shaped breath weapons get wider when they get longer, but line-shaped breath weapons do not.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

EPIC FORTITUDE [EPIC]

You have tremendously high fortitude.

Benefit: You gain a +4 bonus on all Fortitude saving throws.

EPIC REFLEXES [EPIC]

You have tremendously fast reflexes.

Benefit: You gain a +4 bonus on all Reflex saving throws.

EPIC WILL [EPIC]

You have tremendously strong willpower.

Benefit: You gain a +4 bonus on all Will saving throws.

EXTEND SPREADING BREATH [METABREATH]

You can convert your breath weapon into a spread effect that can be used at range.

Prerequisites: Con 15, breath weapon, Shape Breath, Spreading Breath, size Small or larger.

Benefit: You can modify your breath weapon so that it fills a spread centered anywhere within a short distance of your head. The range and size of the spread depends on your size, as shown below.

Dragon Size	Spread Radius	Spread Range
Small	10 ft.	40 ft.
Medium	15 ft.	60 ft.
Large	20 ft.	80 ft.
Huge	25 ft.	100 ft.
Gargantuan	30 ft.	120 ft.
Colossal	35 ft.	140 ft.

When you use this feat, add +2 to the number of rounds you must wait before using your breath weapon again.

FAST HEALING [EPIC]

You heal your wounds very quickly.

Prerequisite: Con 25.

Benefit: You gain fast healing 3, or your existing fast healing improves by 3. The benefit of this feat does not stack with fast healing granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack.

HEIGHTEN BREATH [METABREATH]

Your breath weapon is even more deadly than normal.

Prerequisites: Con 13, breath weapon.

Benefit: You can increase the save DC of your breath weapon by any number up to a maximum equal to your Constitution bonus.

For each point by which you increase the save DC, add +1 to the number of rounds you must wait before using your breath weapon again.

IMPROVED MANEUVERABILITY [GENERAL]

Your maneuverability in flight improves.

Prerequisites: Fly speed 150 feet, Hover or Wingover.

Benefit: Your maneuverability improves by one category, from clumsy to poor, poor to average, or average to good (see Tactical Aerial Movement, page 20 of the *Dungeon Master's Guide*).

Special: You can take this feat multiple times. Each time you take the feat, your maneuverability improves by one category (but never becomes better than good).

IMPROVED MULTIATTACK [MONSTROUS]

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three or more natural weapons, Multi-attack.

Benefit: Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only 1/2 your Strength bonus, if any, to damage dealt.

Normal: Without this feat, your secondary natural attacks are made at a –5 penalty (or a –2 penalty if you have the Multiattack feat).

IMPROVED RAPIDSTRIKE [MONSTROUS]

You can make multiple attacks with a natural weapon.

Prerequisites: Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +15, Rapidstrike.

Benefit: If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make two or more extra attacks with one of those weapons, the first at a –5 penalty and the second and subsequent attacks at an additional –5, but never more than four extra attacks. Creatures with multiple limbs qualify for this feat as well, so a creature with three arms and three claw attacks qualifies for this feat.

Normal: Without this feat, you attack once with each natural weapon.

Special: You can take this feat once for each pair of natural weapons you have. For example, a Large true dragon has one bite, two claws, two wings, and one tail attacks. The dragon can take this feat twice, once for its claws and once for its wings.

IMPROVED SNATCH [GENERAL]

You can make snatch attacks against bigger opponents than other creatures can.

Prerequisite: Snatch.

Benefit: As the Snatch feat (see page 304 of the *Monster Manual*), except that you can grab a creature two size categories smaller than you with your bite or claw attack.

IMPROVED SPEED [MONSTROUS]

You are faster than others of your kind.

Prerequisites: Str 13, dragon type.

Benefit: Your fly speed (if you have one) improves by 20 feet. All other speeds you have improve by 10 feet.

IMPROVED SPELL CAPACITY [EPIC]

You can prepare spells that exceed the normal limits of spellcasting.

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest level spell you can already cast in a particular class. For example, if you select this feat as a 21st-level wizard, you would gain one wizard spell slot of any spell level up to 10th.

You must still have the requisite ability score (10 + spell level) to cast any spell stored in this slot. If you have a high enough ability modifier to gain one or more bonus spells for this spell level, you also gain the bonus spells for this spell level.

You must use the spell slot as a member of the class in which you can already cast spells of the normal maximum spell level. For instance, a 5th-level ranger/22nd-level sorcerer couldn't add a ranger spell slot, because he can't cast spells of the normal maximum spell level for rangers. He must add the spell slot to his sorcerer spells.

Special: You can gain this feat multiple times.

LARGE AND IN CHARGE [GENERAL]

You can prevent opponents from closing inside your reach.

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you

win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

LINGERING BREATH [METABREATH]

Your breath weapon forms a lingering cloud.

Prerequisites: Con 15, breath weapon, Clinging Breath.

Benefit: Your breath weapon has its normal effects, but also remains as a lingering cloud of the same shape and size as the original breath weapon. This cloud lasts 1 round.

Foes caught in the breath weapon's area when you breathe take no additional damage from the lingering breath weapon, provided they leave the cloud by the shortest available route on their next turn. Otherwise, anyone who touches or enters the cloud while it lasts takes one-half of the breath weapon's normal effects; any saving throw the breath weapon normally allows still applies. Damaging breath weapons deal one-half their normal damage, and breath weapons with effects that have durations last for half the normal time. If a creature is affected by the same non-damaging breath weapon twice, the effects do not stack.

For example, an old silver dragon uses this feat on its cold breath weapon. Creatures caught in the 50-foot cone take 16d8 points of cold damage, and a DC 31 Reflex save reduces the damage by half. The 50-foot cone lingers for 1 round. While the cone lasts, anyone touching or entering it takes 8d8 points of cold damage, and a DC 31 Reflex save reduces the cold damage to 4d8 points. Creatures in the cone when the dragon breathed take no additional damage if they leave by the shortest available route on their next turn.

If the same dragon uses this feat on its paralyzing breath weapon, a creature caught in the 50-foot cone must make a DC 31 Fortitude save or be paralyzed for 1d6+8 rounds. The 50-foot cone lingers for 1 round. While the cone lasts, anyone touching or entering it must make a DC 31 Fortitude save or be paralyzed for 1d3+4 rounds. Creatures in the cone when the dragon breathed take no additional damage if they leave by the shortest available route on their next turn. Creatures paralyzed by the initial breath cannot leave the cloud, but suffer no additional effects because the paralyzing effects do not stack.

When you use this feat, add +2 to the number of rounds you must wait before using your breath weapon again.

Special: You can apply this feat more than once to the same breath weapon. Each time you do, the lingering breath lasts an additional round.

You can apply this feat to a breath weapon that also has received the Clinging Breath feat, but the resulting breath clings only to foes caught in the initial breath.

MAXIMIZE BREATH [METABREATH]

You can take a full-round action to use your breath weapon to maximum effect.

Prerequisites: Con 17, breath weapon.

Benefit: If you use your breath weapon as a full-round action, all variable, numeric effects of the attack are maximized. A maximized breath weapon deals maximum damage,

lasts for the maximum time, or the like. For example, an old silver dragon using a maximized cold breath weapon (damage 16d8) deals 128 points of damage. An old silver dragon using a maximized paralysis gas breath weapon (duration 1d6+8 rounds) paralyzes creatures for 14 rounds if they fail their saving throws.

The DCs for saving throws against your breath weapon are not affected.

When you use this feat, add +3 to the number of rounds you must wait before using your breath weapon again.

This feat stacks with the effects of breath weapons enhanced with other meta-breath feats, but does not maximize them. For example, a maximized breath weapon further enhanced by the Tempest Breath feat produces the type of wind effect noted in that feat description, but the velocity of the wind is not also maximized.

Special: You cannot use this feat and the Quicken Breath feat on the same breath weapon at the same time.

MULTISNATCH [GENERAL]

You can grapple enemies more firmly with only one of your natural attacks.

Prerequisites: Str 17, Snatch.

Benefit: When grappling an opponent with only the part of your body that made the attack, you take only a -10 penalty on grapple checks to maintain the hold.

Normal: Without this feat, you take a -20 penalty on grapple checks to maintain a hold with only one part of your body.

OVERCOME WEAKNESS [MONSTROUS]

You can overcome an innate vulnerability through sheer willpower.

Prerequisites: Vulnerability to energy, Iron Will, Suppress Weakness.

Benefit: You can completely suppress your vulnerability to a type of energy. When subjected to an attack based on that type of energy, you take no extra damage.

Normal: A creature vulnerable to a type of energy takes

half again as much (+50%) damage as normal from that energy type, regardless of whether a saving throw is allowed, or if the save is a success or failure.

OVERWHELMING CRITICAL [EPIC]

Choose one type of melee weapon, such as claw or bite. With that weapon, you deal more damage on a critical hit.

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: When using the weapon you have selected, you deal +1d6 points of extra damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add +2d6 points of extra damage instead, and if the multiplier is $\times 4$, add +3d6 points of extra damage instead. (Creatures immune to critical hits can't be affected by this feat.)

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

POWER CLIMB [GENERAL]

If you fly in a straight line, you can gain altitude in flight more easily than others.

Prerequisites: Str 15, fly speed (average maneuverability).

Benefit: When flying, you can gain altitude and still move your full speed provided you fly in a straight line.

Normal: Without this feat, you must move at half speed to gain altitude (see Tactical Aerial Movement, page 20 of the *Dungeon Master's Guide*).

POWER DIVE [GENERAL]

You can fall upon an opponent from the sky.

Prerequisites: Str 15, fly speed (average maneuverability).

Benefit: When flying, you can dive and land on an opponent to deal extra damage. This is a standard action that can only affect creatures that are smaller than you. You make an overrun attack, but the opponent cannot choose to avoid you. If you knock down the target, you may make an additional slam attack, dealing the indicated damage plus 1-1/2 times your Strength bonus (round down). This attack is at the usual +4 bonus against prone opponents.

This green dragon's Power Dive knocks Lidda off her feet.

Size	Power Dive Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Normal: Without this feat, you can attack with just one natural weapon and do not have a chance to knock down the opponent.

Special: If you fail in the overrun attempt and are tripped in turn, you are instead knocked down and deal the indicated slam damage to yourself.

QUICKEN BREATH [METABREATH]

You can loose your breath weapon with but a thought.

Prerequisites: Con 19, breath weapon.

Benefit: Using your breath weapon is a free action.

When you use this feat, add +4 to the number of rounds you must wait before using your breath weapon again.

Special: You cannot use this feat and the Maximize Breath feat on the same weapon at the same time.

RAPIDSTRIKE [MONSTROUS]

You can attack more than once with a natural weapon.

Prerequisites: Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +10.

Benefit: If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make one extra attack with one of those weapons at a –5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with three arms and three claw attacks.

Normal: Without this feat, you attack once with each natural weapon.

Special: You can take this feat once for each pair of natural weapons you have. For example, a Large dragon has one bite, two claws, two wings, and one tail attacks. The dragon can take this feat twice, once for its claws and once for its wings.

RECOVER BREATH [METABREATH]

You wait less time before being able to use your breath weapon again.

Prerequisites: Con 17, breath weapon.

Benefit: You reduce the interval between uses of your breath weapon. You wait 1 round less than usual before breathing again, but always at least 1 round. The feat stacks with the effects of metabreath feats, reducing the total time you must wait to use your breath weapon again by 1 round.

Special: If you have multiple heads with breath weapons, all breath weapons use the reduced interval.

REND [MONSTROUS]

You can rend opponents you hit with your claws.

Prerequisites: Two claw attacks, Str 13, Power Attack, Snatch, size Huge or larger.

Benefit: If you strike the same opponent with two claw attacks, you automatically deal extra damage equal to that of two claw attacks plus 1-1/2 times your Strength bonus. You cannot grab an opponent at the same time you rend that opponent.

SHAPE BREATH [METABREATH]

You can make the area of your breath weapon a cone or a line, as you see fit.

Prerequisites: Con 13, breath weapon, size Small or larger.

Benefit: If you have a line-shaped breath weapon, you can opt to shape it into a cone. Likewise, if you have a cone-shaped breath weapon, you can shape it into a line.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Normal: Without this feat, the shape of your breath weapon is fixed.

SHOCK WAVE [MONSTROUS]

You can strike the ground with your tail so hard it knocks other creatures down.

Prerequisites: Str 13, dragon, size Large or larger, Power Attack.

Benefit: You may, as a full-round action, strike a solid surface with your tail and create a shock wave that radiates out from your space and continues for a number of feet equal to 5 × your racial Hit Dice. Make a bull rush attack by rolling once regardless of how many creatures are in the radius. Every creature in the radius makes a Strength check and compares it to your roll. Those who fail their opposed checks are knocked down.

Special: Structures and unattended objects at least partially within the shock wave take damage equal to 1d6 + your Strength bonus.

SNATCH AND SWALLOW [MONSTROUS]

You can swallow creatures you have grabbed with your bite attack.

Prerequisites: Con 19, dragon, Snatch, Improved Snatch, size Huge or larger.

Benefit: If you begin your turn with an opponent held in your mouth, you can attempt a new grapple check (as though attempting to pin the opponent). If you succeed, your opponent takes bite damage and is swallowed.

A swallowed creature is considered grappled, while you are not. A swallowed creature can try to cut its way free with any light piercing or slashing weapon (the amount of damage required to get free is noted on the table below), or it can just try to escape the grapple. If the swallowed creature chooses the latter course, success puts it back in your mouth. Any damage a swallowed creature deals is deducted from your hit points. If a creature cuts itself free, muscular action closes the hole, so that if you swallow someone again, that creature must cut itself free again. Swallowed creatures take damage in each round they remain swallowed, as shown below.

Dragon Size	Swallowed Creature Size ¹	Physical Damage ²	Energy Damage ³
Huge	Medium	1d8	2d8
Gargantuan	Large	2d6	4d6
Colossal	Huge	2d8	4d8

1 Maximum size of a swallowed creature. Your stomach can hold two such creatures; smaller foes count as one-quarter of a creature.

2 A swallowed foe takes bludgeoning damage in each round it spends in your stomach.

3 A swallowed foe takes energy damage in each round it spends in your stomach. The type of energy is the same as that of your breath weapon.

SPELLCASTING HARRIER [EPIC]

Spellcasters you threaten find it difficult to cast defensively.

Prerequisite: Combat Reflexes.

Benefit: Any spellcaster you threaten in melee provokes an attack of opportunity if he or she tries to cast defensively. You get a +4 bonus on this attack roll.

SPREADING BREATH [METABREATH]

You can convert your breath weapon into a spread effect.

Prerequisites: Con 15, breath weapon, Shape Breath, size Small or larger.

Benefit: You can modify your breath weapon so that it fills a spread centered on your head instead of taking its normal shape. The radius of the spread depends on your size, as shown below.

Creature Size	Spread Radius
Small	10 ft.
Medium	15 ft.
Large	20 ft.
Huge	25 ft.
Gargantuan	30 ft.
Colossal	35 ft.

When you use this feat, add +2 to the number of rounds you must wait before using your breath weapon again.

SPLIT BREATH [METABREATH]

You can split your breath weapon into a pair of weaker effects.

Prerequisites: Con 13, breath weapon, Shape Breath, size Small or larger.

Benefit: Your breath weapon retains its size and shape, but splits into two areas that you aim separately. Each portion deals half the damage the breath weapon normally deals or lasts half as long as the effect normally lasts.

For example, an old silver dragon that uses this feat on its cold breath weapon produces two 50-foot cones of cold that deal 8d8 points of cold damage each. If the same dragon used this feat on its paralyzing gas breath weapon, it would produce two cones of gas, each of which could paralyze a creature for 1d3+4 rounds.

You can aim the split breath effects so that their areas overlap. Creatures caught in the area of overlap are struck by both weapons and are affected twice, subject to all the normal rules for stacking magical effects.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

SUPPRESS WEAKNESS [MONSTROUS]

Your vulnerability to an energy type is reduced.

Prerequisites: Vulnerability to energy, Iron Will.

Benefit: You can partially suppress your vulnerability to a type of element or energy. When subjected to an attack based on that type of energy, you take one-quarter again as much (+25%) damage, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Normal: A creature vulnerable to an element or energy type takes half again as much (+50%) damage as normal from that energy type.

TAIL CONSTRICT [MONSTROUS]

You can make constriction attacks with your tail.

Prerequisites: Dragon, Snatch, Improved Snatch.

Benefit: You can grab and constrict creatures you hit with your tail slap attack. This works just like a snatch attack, except that it can be used against any creature smaller than you.

If you successfully grab an opponent with your tail, you deal bludgeoning damage equal to your tail slap damage plus 1-1/2 times your Strength modifier. Each round you hold your opponent, you deal constriction damage.

You cannot make tail slap or tail sweep attacks while constricting an opponent with your tail.

TAIL SWEEP KNOCKDOWN [MONSTROUS]

Your tail sweep attack knocks opponents prone.

Prerequisite: Tail sweep attack.

Benefit: Creatures who fail their saving throws against your tail sweep attack are knocked prone in addition to taking full damage.

TEMPEST BREATH [METABREATH]

You can make your breath weapon strike with the force of a windstorm.

Prerequisites: Str 13, breath weapon, Power Attack, size Large or larger.

Benefit: When you use your breath weapon, in addition to its normal effects, creatures in the area are affected as through struck by wind effects. The force of the wind depends on your size, as indicated below. For the effects of high winds, see Table 3–24 on page 95 of the *Dungeon Master's Guide*.

Dragon Size	Wind Force
Large	Severe
Huge	Windstorm
Gargantuan	Hurricane
Colossal	Tornado

Because your breath weapon has an instantaneous duration, creatures ignore the checked effect unless they are airborne (in which case they are blown back 1d6×5 feet).

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

WHIRLWIND TAIL SWEEP [MONSTROUS]

You can sweep your tail in a circular arc.

Prerequisite: Tail sweep attack.

Benefit: Your tail sweep attack affects a circle with a radius equal to your tail slap's reach.

Normal: Your tail sweep attack affects a semicircle.

WINGSTORM [MONSTROUS]

You can flatten targets with blasts of air from your wings.

Prerequisites: Str 13, dragon, fly speed 20, Hover, Power Attack, size Large or larger.

Benefit: As a full-round action, you can hover in place and use your wings to create a blast of air in a cylinder with a radius and height of 10 feet times your age category.

The wind blows from the center of your body toward the outside edge at the bottom of the cylinder.

The force of the wind depends on your size, as indicated below. For the effects of high winds, see Table 3–24 on page 95 of the *Dungeon Master's Guide*.

Dragon Size	Wind Force
Large	Severe
Huge	Windstorm
Gargantuan	Hurricane
Colossal	Tornado

Because the blast of air only lasts for your turn, creatures ignore the checked effect unless they are airborne (in which case they are blown back 1d6×5 feet).

Special: You can elect to keep the wind in effect for longer than your current turn. If you do, the wind lasts until your next turn (and you can opt to continue the effect during your next turn). Anyone in or entering the cylinder is affected. Because you are producing a continuous blast of air, the checked effect works normally while the wind lasts (checked creatures cannot move forward against the force of the wind, or they are blown back 1d6×5 feet if airborne).

DRAGON SPELLS

Over the millennia, dragons have developed a number of spells that take their special abilities and qualities into account. Despite the origin of these spells, any spellcaster can learn and use them if he or she is capable of casting spells of the indicated class and level.

METABREATH SPELLS

Similar to the metabreath feats described in the previous section, a large number of spells in this section alter a dragon's breath weapon. While metabreath feats allow mundane manipulation of a breath weapon's shape or power, metabreath spells represent significant magical enhancement of the breath weapon. A metabreath spell has a special breath (B) component listed in the spell description. Using the breath weapon is a part of casting the spell, just like making a touch attack is a part of casting a touch spell. Unlike touch spells, a dragon cannot hold the charge on a

metabreath spell; it must breathe as part of the spellcasting. Casting a metabreath spell counts as a normal use of a breath weapon, and the dragon must wait the normal length of time before using it again.

A spellcaster must have a breath weapon to cast a spell with a breath component. Some metabreath spells apply only to breath weapons with a damaging, energy-based effect—so a dragon turtle's scalding breath (which deals damage with no energy descriptor) or a gorgon's petrifying breath, for example, could not be animated with *animate breath*. Either could be enhanced with fire damage using *breath weapon admixture* or replaced with electricity damage using *breath weapon substitution*. A character under the effect of an *elixir of fire breath* can use metabreath spells normally.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Trans **Breath Flare.** Your breath weapon dazzles targets.

2nd-Level Sorcerer/Wizard Spells

Abj **Scintillating Scales.** You gain an AC deflection bonus equal to your Constitution modifier.

Ench **Mesmerizing Glare.** Your gaze dazes creatures.

Trans **Razorfangs.** Your bite or claw attack threatens a critical hit on a 19 or 20.

Wings of Air. Target's flight maneuverability improves by one step.

3rd-Level Sorcerer/Wizard Spells

Trans **Blinding Breath.** Your breath weapon blinds targets.

4th-Level Sorcerer/Wizard Spells

Abj **Dispelling Breath.** Your breath weapon acts as a targeted dispel magic to all creatures in its area.

Evoc **Wingbind.** A net of force entangles the target, preventing it from charging, running, or flying.

Necro **Rebuking Breath.** Your breath weapon rebukes undead.

Trans **Breath Weapon Substitution.** Your breath weapon deals a different kind of damage than normal.

Sharptooth. One of your natural weapons deals damage as if you were one size larger.

Stunning Breath. Your breath weapon also stuns creatures for 1 round.

5th-Level Sorcerer/Wizard Spells

Trans **Burning Blood.** Your blood deals energy damage to nearby creatures when you are struck.

Draconic Polymorph. You change into a dragon's form.

Ethereal Breath. Your breath weapon manifests on the Ethereal Plane.

Superior Magic Fang. Your natural weapons gain +1 enhancement bonus per four levels.*

Greater Wings of Air. Target's flight maneuverability improves by two steps.

*Also a 5th-level druid spell.