

a phynxkin (see page 116), that serves him as loyally as any other animal companion would.

Class: Druid or ranger.

Level: 1st (druid) or 4th (ranger).

Replaces: If you select this class feature, you give up your standard choice of animal companion, and your animal companion does not gain all benefits normally accorded to it (see below).

Benefit: You gain a phynxkin as an animal companion. Treat it as an animal for the purpose of determining the effects of your skills, feats, spells, and other abilities.

When your phynxkin would normally gain the devotion special quality, both you and the phynxkin instead gain immunity to fear effects, but only while you are within 30 feet of each other.

When your effective druid level for determining your animal companion's abilities reaches 7th, you can replace your animal companion with a dire phynxkin animal companion (see page 117). Doing this reduces your effective druid level for determining its abilities by six.

REBUKE DRAGONS

Though the destruction (or control) of undead is common to many divinely oriented characters, the deities also recognize the ancient power of the dragons as a primal force. Some reward their followers with the ability to instill such creatures with awe or command them as minions.

Class: Cleric or paladin.

Level: 1st (cleric) or 4th (paladin).

Replaces: If you select this class feature, you do not gain the ability to turn or rebuke undead.

Benefit: You channel divine energy to rebuke (awe) or command (control) dragons. This ability functions as an evil cleric rebuking undead.

It is more difficult to rebuke or command dragons that share your moral or ethical bent. Any dragon that shares one alignment component with you is treated as having turn resistance +2 against this ability. Any dragon that shares both alignment components with you is treated as having turn resistance +4 against this ability.

You can also use this ability to bolster a dragon against an attempt by another creature to use its own rebuke dragons ability (the same way an evil cleric can bolster undead against turning). To bolster a dragon, you must share at least one alignment component with the dragon.

An attempt to rebuke dragons counts as an attempt to turn or rebuke undead for the purpose of qualifying for or activating divine feats, or for using other abilities that require you to expend a use of your turn or rebuke ability.

SHAMANIC INVOCATION

Most dragon shamans channel the raw power of dragonkind through their auras and breath weapons. Some, thanks to a stronger spiritual link to their totem, learn a more advanced method of wielding draconic power: the invocations normally associated with dragonfire adepts (see page 24). Though they never display the range and skill

of dragonfire adepts, the shamans enjoy the versatility of the invocations.

Class: Dragon shaman (see *Player's Handbook II*).

Level: 5th.

Replaces: If you select this class feature, you do not learn a new draconic aura at 5th level (and can never know more than six draconic auras, at 9th level and higher).

Benefit: You learn one of the least draconic invocations (see page 78) available to dragonfire adepts. Using this invocation follows all the standard rules applicable to dragonfire adepts, except that you ignore any arcane spell failure chance. Your caster level for the invocation is equal to your dragon shaman level minus four.

UNCANNY BRAVERY

Many barbarian tribes revere dragons, while others see them as akin to natural disasters. Regardless, some barbarians learn to steel themselves against the bloodcurdling fear that these great beasts can create in weak-minded targets.

This ability also benefits rogues who try to plunder dragon hoards. Although they hope to complete the task without awakening the dragon, only the truly stupid fail to plan for such a possibility.

Class: Barbarian or rogue.

Level: 5th (barbarian) or 8th (rogue).

Replaces: If you select this class feature, you do not gain improved uncanny dodge.

Benefit: You are immune to the frightful presence of dragons. You gain a +4 morale bonus on saving throws against all other forms of fear.

FEATS

The following feats are suitable for any characters in campaigns that feature significant draconic themes.

CEREMONY FEATS

A ceremony feat grants you the knowledge and training needed to complete several specific ceremonies. Each feat uses the Knowledge (religion) skill to gauge the depth of your study. As you gain more ranks in that skill, the ceremonies available through the feat increase.

A creature can benefit from one ceremony at a time. If you attempt a second ceremony on the same creature, the first ceremony's benefits immediately end, and the second ceremony's benefits apply.

Each ceremony has a cost in time and resources. The ceremony consumes its needed materials when it ends (not when the benefit ends). If the ceremony is disrupted, such as if an opponent attacks before you finish, the material components are not lost.

DIVINE FEATS

Divine feats are the province of those who can turn or rebuke undead. Instead of attempting to affect an undead creature, you expend a turn or rebuke undead attempt to trigger the

benefit of a divine feat you have. You can activate one divine feat per round, though overlapping durations might allow you the benefits of more than one divine feat at a time. Activating a divine feat is a supernatural ability, requires a certain action or an amount of time depending on the feat, and does not provoke attacks of opportunity unless otherwise noted in the feat description. Activating a divine feat is not considered an attack unless doing so would directly deal damage to a target.

DRACONIC FEATS

Draconic feats debuted in *Complete Arcane* as options for sorcerers to gain abilities akin to those of their draconic ancestors. This book expands the range of draconic feats, while allowing other characters with draconic blood to qualify for some draconic feats (or for all such feats, if they first select the Dragontouched feat).

Draconic feats don't change a creature into something fundamentally different, but they can grant or increase capabilities. The original draconic feat, Draconic Heritage, is reproduced below with minor changes that were introduced in *Races of the Dragon*.

INITIATE FEATS

An initiate feat shows that a follower has achieved distinction with his deity, and therefore has gained access to additional spells and abilities. Typically, the feat grants a minor benefit to the character and allows him to add a number of spells to his cleric spell list. (In the feat descriptions, a dagger [†] denotes new spells found in *Dragon Magic*.) Some initiate feats also allow the addition of these spells to the spell lists of other classes. If you have more than one class list that qualifies for this addition, you must choose only one spell list to which they will be added.

Any character of a class that must select a deity and that uses the cleric spell list for spellcasting can treat his level in that class as if it were a cleric level for the purpose of qualifying for an initiate feat. For example, a favored soul (see *Complete Divine*) who had chosen Bahamut as his deity and who had reached 3rd level could select the Initiate of Bahamut feat. The character would then gain the benefit of the feat and would add the given spells to his favored soul spell list. Since the favored soul casts from a limited list of spells known, he still must add those spells to his spells known list as normal to cast them. If an initiate feat allows you to add skills to your cleric class skill list, you can choose to add them to the class skill list of the class you used instead of cleric to qualify.

No character can have more than one initiate feat, since such a feat presumes a deep level of commitment to a single deity.

Among the commonly known draconic deities, only Chronopsis does not offer this benefit to his clerics (few that they are). Those knowledgeable about such things claim that Chronopsis simply does not care enough about his worshippers to grant them these powers.

FEAT DESCRIPTIONS

The feats in the following section are presented in alphabetical order and summarized by category in Table 1–1: New Feats.

ARMOR OF SCALES [CEREMONY]

You imbue a target with the protection of a dragon's hide.

Prerequisite: Dragonblood subtype, Knowledge (religion) 4 ranks.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony provides up to four participants with a minor natural armor bonus. The ceremony takes 30 minutes and requires you to mark defensive runes upon the arms and torso of each participant with ash from a burned wooden shield of particular quality (see below). The effect of each ceremony lasts for 24 hours.

The natural armor bonus gained from this ceremony feat doesn't stack with a creature's existing natural armor bonus; use only the higher value.

Wyrmling Scales (4 ranks): Each participant gains a +1 natural armor bonus. This ceremony requires the ashes from a wooden shield of any size.

Adult Scales (12 ranks): Each participant gains a +2 natural armor bonus. This ceremony requires the ashes from a masterwork wooden shield of any size.

Wurm Scales (18 ranks): Each participant gains a +3 natural armor bonus. This ceremony requires the ashes from a +1 (or higher) wooden shield of any size.

BLACK DRAGON LINEAGE [DRACONIC]

You have attuned yourself to your black dragon ancestry and can poison foes with your touch.

Prerequisite: Draconic Heritage (black), sorcerer level 3rd.

Benefit: As a standard action, you can convert an arcane spell slot into a dangerous poison that you deliver by touch. At any time before the end of the same turn in which you activate this ability, you can make a melee touch attack as a swift action. The poison renders the target fatigued and deals 1d8 points of damage per level of the spell slot converted; 10 rounds later, the same effect repeats. Each time, a successful Fortitude save (DC 10 + the spell slot's level + your Cha modifier) negates the fatigue and halves the damage.

BLUE DRAGON LINEAGE [DRACONIC]

You have learned to harness the powers of your blue dragon ancestry and can hurl orbs of lightning.

Prerequisite: Draconic Heritage (blue), sorcerer level 3rd.

Benefit: As a standard action, you can convert an arcane spell slot into a number of orbs of lightning equal to the spell's level, which immediately fly toward the targets you designate. Each orb has a range of 30 feet and requires a ranged touch attack to hit. On a successful hit, each orb deals a number of points of electricity damage equal to 1d6 + your Cha modifier. You can direct any number of orbs at any target within range, all of them at the same target if desired.



A sorcerer unlocks her brass dragon heritage

BRASS DRAGON LINEAGE [DRACONIC]

You have unlocked the power of your brass dragon ancestry and can put foes to sleep with ease.

Prerequisite: Draconic Heritage (brass), sorcerer level 3rd.

Benefit: As a full-round action, you can spend an arcane spell slot to cause a living creature within 30 feet to fall asleep for 1 round. A successful Will save (DC 10 + the spell slot's level + your Cha modifier) negates the effect. If the creature's Hit Dice equals or exceeds three times the spell slot's level, the effect automatically fails.

BRONZE DRAGON LINEAGE [DRACONIC]

You have tapped into your bronze dragon blood and can channel arcane energy to repel foes.

Prerequisite: Draconic Heritage (bronze), sorcerer level 3rd.

Benefit: As a swift action, you can spend an arcane spell slot to force nearby enemies to move away from you. Each opponent within 30 feet of you must begin its next turn by moving at least 5 feet (1 square) away from you. The direction of movement doesn't matter, as long as it takes the foe farther from you than the square in which it started. Unless the enemy designates the movement as a 5-foot step, this

movement provokes attacks of opportunity as normal. A successful Will save (DC 10 + the spell slot's level + your Cha modifier) negates this effect. This is a mind-affecting enchantment (compulsion) effect.

COPPER DRAGON LINEAGE [DRACONIC]

You have learned to channel the powers of your copper dragon ancestry to hinder your enemies' mobility.

Prerequisite: Draconic Heritage (copper), sorcerer level 3rd.

Benefit: As a standard action, you can spend an arcane spell slot to create a 20-foot-radius burst of magical energy centered on you. All enemies in that area are *slowed* (as the *slow* spell) for a number of rounds equal to the level of the spell slot unless they succeed on a Fortitude save (DC 10 + the spell slot's level + your Cha modifier).

DOUBLE DRACONIC AURA

You can project two draconic auras simultaneously.

Prerequisite: Character level 12th, ability to project two different draconic auras.

Benefit: You can project two draconic auras (see page 86) simultaneously. You must activate or dismiss your draconic auras separately.

DRACONIC ARMOR [DRACONIC]

You learn to block damage from successful attacks, lessening the blows with spell energy.

Prerequisite: Draconic Heritage, sorcerer level 1st.

Benefit: Whenever you cast an arcane spell, you gain damage reduction X/magic for 1 round (where X is equal to the level of the spell you just cast). For example, after casting *fireball*, you would gain DR 3/magic for 1 round.

DRACONIC AURA

You can tap into the raw power of dragons to create a variety of potent auras around you.

Prerequisite: Character level 3rd.

Benefit: When you select this feat, choose a draconic aura (see page 86). You can project this aura as a swift action. Its benefit applies to you and to all allies within 30 feet. The bonus of your draconic aura is +1. The aura remains in effect until you dismiss it (a free action), you are rendered unconscious or dead, or you activate another draconic aura in its place.

Special: If you are of the dragonblood subtype, the bonus of your draconic aura improves with your class level. The aura grants a +2 bonus at 7th level, a +3 bonus at 14th level, and a +4 bonus at 20th level.

You can select this feat more than once. Each time you select it, you gain the ability to project another aura of your choice (but not more than one aura at a time).

DRACONIC HERITAGE [DRACONIC]

You have a greater connection with your draconic bloodline than others of your kind.

Prerequisite: Sorcerer level 1st.

Benefit: You gain the dragonblood subtype. Choose one kind of dragon from the list in the table below. This is your draconic heritage, which cannot later be changed unless you undergo the Rite of Draconic Affinity (see page 59 of *Races of the Dragon*). Half-dragons must choose the same dragon kind as their dragon parent.

When you declare your draconic heritage, you gain a bonus on saving throws against magic sleep and paralysis effects, as well as on saves against spells and abilities with a descriptor that matches the corresponding energy type. This bonus equals the number of draconic feats you have. In addition, you gain the corresponding skill as a sorcerer class skill.

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Green	Acid	Move Silently
Red	Fire	Intimidate
Silver	Cold	Disguise
White	Cold	Balance

Special: With your DM's permission, you can choose a draconic heritage associated with a kind of dragon not found in the *Monster Manual*. For details and more options, see Draconic Heritage, page 102 of *Races of the Dragon*.

DRACONIC KNOWLEDGE [DRACONIC]

Your draconic blood lets you access ancient draconic knowledge.

Prerequisite: Draconic Heritage, sorcerer level 1st.

Benefit: You gain a bonus on Knowledge checks equal to the number of draconic feats you have. All Knowledge skills are class skills for all your classes.

DRACONIC SENSES [DRACONIC]

Your draconic blood grants you great sensory powers.

Prerequisite: Cha 11, dragonblood subtype.

Benefit: You gain low-light vision and a bonus on Listen, Search, and Spot checks equal to the number of draconic feats you have.

If you have three or more draconic feats, you also gain darkvision out to 60 feet.

If you have four or more draconic feats, you also gain blindsense out to 20 feet.

DRACONIC VIGOR [DRACONIC]

You gain some of the vitality of your draconic ancestry when casting spells.

Prerequisite: Draconic Heritage, sorcerer level 1st.

Benefit: Whenever you cast an arcane spell, you heal a number of points of damage equal to the spell's level.

DRAGONFIRE ASSAULT [DRACONIC]

You can augment your most powerful melee attacks with draconic power.

Prerequisite: Str 13, Cha 11, dragonblood subtype, Power Attack.

Benefit: When you use Power Attack to increase the damage dealt from your attack, you can choose for the extra damage to be of the fire type instead of its normal type. Make this choice for each attack after it is resolved but before damage is dealt. This is a supernatural ability.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

DRAGONFIRE CHANNELING [DIVINE, DRACONIC]

You channel draconic fire through your holy symbol.

Prerequisite: Cha 11, dragonblood subtype, ability to turn or rebuke undead or elementals.

Benefit: You can spend a turn or rebuke undead attempt or a turn or rebuke elementals attempt as a standard action to create a 15-foot cone of fire that deals 1d6 points of damage per 2 cleric levels (minimum 1d6 points). A successful Reflex save (DC 10 + 1/2 your cleric level + your Cha modifier) halves this damage. Half of this damage is fire, while the remainder is sacred damage (to which resistance or immunity to fire does not apply).

If your effective cleric level for the purpose of turning or rebuking is higher than your actual cleric level (for instance, if you are a paladin), use that value instead.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

DRAGONFIRE INSPIRATION [DRACONIC]

You can channel the power of your draconic ancestry into the attacks of your allies.

Prerequisite: Cha 11, dragonblood subtype, bardic music.

TABLE 1-1: NEW FEATS

Ceremony Feats	Prerequisites	Benefit
Armor of Scales	Dragonblood subtype, Knowledge (religion) 4 ranks	Grant natural AC bonus to allies
Heart of Dragons	Dragonblood subtype, draconic feat, Knowledge (religion) 3 ranks	Imbue allies with draconic power
Slayer of Dragons	Knowledge (religion) 4 ranks, no dragonblood subtype, no draconic feats	Protect allies against dragon attacks
Words of Draconic Power	Knowledge (religion) 4 ranks, Speak Language (Draconic)	Enhance allies' language-based abilities
Divine Feat	Prerequisites	Benefit
Dragonfire Channeling	Cha 11, dragonblood subtype, ability to turn/rebuke undead or elementals	Spend turn/rebuke attempt to create cone of sacred fire
Draconic Feats	Prerequisites	Benefit
Draconic Heritage	Sorcerer level 1st	Gain dragonblood subtype, class skill, bonus on saves
Black Dragon Lineage	Draconic Heritage (black), sorcerer 3rd	Convert arcane spell slot into poisonous touch
Blue Dragon Lineage	Draconic Heritage (blue), sorcerer 3rd	Convert arcane spell slot into orbs of lightning
Brass Dragon Lineage	Draconic Heritage (brass), sorcerer 3rd	Convert arcane spell slot into sleep effect
Bronze Dragon Lineage	Draconic Heritage (bronze), sorcerer 3rd	Spend arcane spell slot to repel enemies
Copper Dragon Lineage	Draconic Heritage (copper), sorcerer 3rd	Convert arcane spell slot into <i>slow</i> burst
Draconic Armor	Draconic Heritage, sorcerer 1st	Gain DR/magic when you cast arcane spells
Draconic Knowledge	Draconic Heritage, sorcerer 1st	Gain bonus on Knowledge skills; treat as class skills
Draconic Vigor	Draconic Heritage, sorcerer 1st	Heal damage when you cast arcane spells
Gold Dragon Lineage	Draconic Heritage (gold), sorcerer 3rd	Convert arcane spell slot into bonus on allies' saves
Green Dragon Lineage	Draconic Heritage (green), sorcerer 3rd	Spend arcane spell slot to impose penalty on foe's next Will save
Red Dragon Lineage	Draconic Heritage (red), sorcerer 3rd	Convert arcane spell slot into cone of lingering fire
Silver Dragon Lineage	Draconic Heritage (silver), sorcerer 3rd	Spend arcane spell slot to paralyze adjacent foes
White Dragon Lineage	Draconic Heritage (white), sorcerer 3rd	Spend arcane spell slot to gain temporary hit points and resistance to cold

Benefit: When you use your bardic music to inspire courage, you can choose to imbue your allies with dragonfire. This choice is made when first activating the ability, and the choice applies to all allies affected.

Each ally so inspired loses the standard morale bonus on weapon attack rolls and damage rolls. Instead, he deals an extra 1d6 points of fire damage with his weapons for every point of morale bonus that your inspire courage ability would normally add to the attack roll. For example, an 8th-level bard using this ability would add 2d6 points of fire damage to his allies' attacks.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your

parent is not associated with one of these energy types, this feat has no effect for you.

DRAGONFIRE STRIKE [DRACONIC]

You can call upon your innate draconic power to augment certain weapon attacks.

Prerequisite: Cha 11, dragonblood subtype, and one of these class features: sneak attack, sudden strike, or skirmish.

Benefit: When you gain extra damage from a sneak attack, sudden strike, or skirmish, you can choose for the extra damage to be fire damage. If you apply this effect, increase the extra damage dealt by 1d6 points. Make this choice for each attack after it is resolved but before damage is dealt. This is a supernatural ability.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

DRAGONTOUCHED

You have a trace of draconic power, a result of dragons in your ancestry or a spiritual connection between you and the forces of dragonkind.

Prerequisite: Cha 11.

DRAGON SHAMANS AND DRACONIC HERITAGE

The dragon shaman is a standard class introduced in *Player's Handbook II* that reveres a particular kind of dragon. Whenever a dragon shaman selects a feat or other option whose effect depends on a character's draconic heritage (from the Draconic Heritage feat), treat his totem dragon as his heritage selection.

For example, if a dragon shaman who has chosen silver dragon as his totem selects the Dragonfire Assault feat, the extra damage dealt by the feat would be cold damage, as appropriate for a character with Draconic Heritage (silver).

TABLE 1-1: NEW FEATS (CONT.)

Draconic Feats	Prerequisites	Benefit
Draconic Senses	Cha 11, dragonblood subtype	Gain keen senses similar to a dragon's
Dragonfire Assault	Str 13, Cha 11, dragonblood subtype, Power Attack	Deal extra damage from Power Attack as fire damage
Dragonfire Channeling	Cha 11, dragonblood subtype, ability to turn/rebuke undead or elementals	Spend turn/rebuke attempt to create cone of sacred fire
Dragonfire Inspiration	Cha 11, dragonblood subtype, bardic music	Add fire damage to your allies' attacks
Dragonfire Strike	Cha 11, dragonblood subtype, sneak attack/sudden strike/skirmish	Deal extra damage as fire damage
General Feats	Prerequisites	Benefit
Double Draconic Aura	Character level 12th, ability to project two draconic auras	Project two draconic auras simultaneously
Draconic Aura	Character level 3rd	Draconic aura grants bonus to you and allies within 30 feet
Dragontouched	Cha 11	Gain dragonblood subtype, other minor benefits
Initiate Feats	Prerequisites	Benefit
Initiate of Aasterinian	Cleric level 3rd, dragonblood, deity Aasterinian	Improve cleric skill list and spell list
Initiate of Astilabor	Cleric level 3rd, dragonblood, deity Astilabor	Improve cleric skill list and spell list
Initiate of Bahamut	Cleric level 3rd, dragonblood, deity Bahamut	Smite evil, improve cleric spell list
Initiate of Falazure	Cleric level 3rd, dragonblood, deity Falazure	Enhance <i>inflict wounds</i> , improve cleric spell list
Initiate of Garyx	Cleric level 5th, dragonblood, deity Garyx	Empower fire spell, improve cleric spell list
Initiate of Hlal	Cleric level 5th, dragonblood, deity Hlal	Gain bonus on Escape Artist and grapple checks, gain extra bardic music, improve cleric spell list
Initiate of Io	Cleric level 3rd, dragonblood, deity Io	Gain save bonus against dragonblooded effects, improve cleric spell list
Initiate of Lendys	Cleric level 3rd, dragonblood, deity Lendys	Improve cleric skill list and spell list
Initiate of Tamara	Cleric level 3rd, dragonblood, deity Tamara	Enhance <i>cure wounds</i> , improve cleric spell list
Initiate of Tiamat	Cleric level 5th, dragonblood, deity Tiamat	Deal extra damage to fearful foes, improve cleric spell list

Benefit: You gain the dragonblood subtype. You gain 1 hit point, a +1 bonus on Listen, Search, and Spot checks, and a +1 bonus on saving throws against paralysis and sleep effects. In addition, you can select draconic feats as if you were a sorcerer of your character level.

GREEN DRAGON LINEAGE [DRACONIC]

Your link to your green dragon ancestors allows you to weaken the wills of others.

Prerequisite: Draconic Heritage (green), sorcerer level 3rd.

Benefit: As a standard action, you can spend an arcane spell slot to impose a penalty on the next Will save made by one living creature within 30 feet. The penalty is equal to the spell slot's level and lasts until the creature attempts a Will save against an effect that is not harmless or until the end of your next turn, whichever comes first. Multiple uses of this ability don't stack. This is a mind-affecting enchantment (compulsion).

HEART OF DRAGONS [CEREMONY]

You imbue your allies with draconic power.

Prerequisite: Dragonblood subtype, any draconic feat, Knowledge (religion) 3 ranks.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony allows you to imbue up to four participants with a tiny fraction of draconic might by chanting a liturgy invoking the power of dragons and sprinkling diamond dust over them. Each ceremony requires 10 minutes of time, and its effects last for 24 hours.

Blood of Dragons (3 ranks): Each participant in the ceremony is treated as having one more draconic feat than he actually

GOLD DRAGON LINEAGE [DRACONIC]

You can harness the legacy of your gold dragon ancestry to protect your allies.

Prerequisite: Draconic Heritage (gold), sorcerer level 3rd.

Benefit: As a swift action, you can spend an arcane spell slot to create a lucky aura that protects your allies. All allies within 30 feet (including you) gain a luck bonus equal to the spell slot's level that they can apply on any one saving throw as an immediate action. This bonus must be used within a number of rounds equal to your Charisma bonus (minimum 1 round), or it is lost. An affected ally need not remain within 30 feet of you to use this bonus.

No character can have more than one luck bonus from this feat at a time. If the feat is used a second time while the first use is still active, the new duration replaces the previous one unless the character chooses to retain the previous duration (for instance, if it were from a higher-level spell slot).

has for the purpose of determining the power of his draconic feats. This ceremony requires diamond dust worth 50 gp.

Soul of Dragons (8 ranks): Each participant in the ceremony gains the benefit of one draconic feat for which he meets the prerequisite. The benefit doesn't allow a character to meet any other requirement or prerequisite (such as qualifying for another feat). This ceremony requires diamond dust worth 500 gp.

INITIATE OF AASTERINIAN [INITIATE]

You live for the moment, reveling in new experiences without fear of consequence.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Aasterinian.

Benefit: Add Bluff, Disguise, Speak Language, and Sleight of Hand to your list of cleric class skills.

If you are a spellscale (see *Races of the Dragon*), you also gain a +2 competence bonus on Bluff, Disguise, and Sleight of Hand checks.

In addition, you add the following spells to your cleric spell list.

- 1st **Expeditious Retreat:** Your speed increases by 30 ft.
- 2nd **Soul of Anarchy:** You gain +5 on Escape Artist checks and grapple checks to avoid being grappled, your natural weapons are chaotic, and you are treated as being chaotic for adjudicating effects.
- 4th **Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.
- 6th **Shadow Walk:** Step into shadow to travel rapidly.

INITIATE OF ASTILABOR [INITIATE]

You share your deity's desire to acquire and protect treasure, and she has recognized this by granting you an edge in achieving these goals.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Astilabor.

Benefit: Add Disable Device, Open Lock, and Search to your list of cleric class skills.

In addition, you add the following spells to your cleric spell list.

- 1st **Hoard Gullet:** Gain a second stomach to store objects in, similar to a *bag of holding*.
- 2nd **Knock:** Open locked or magically sealed door.
- 3rd **Nondetection^M:** Hides subject from divination and scrying.
- 7th **Sequester:** Subject is invisible to sight and scrying; render creature comatose.

INITIATE OF BAHAMUT [INITIATE]

The Platinum Dragon has entrusted you with great power in the battle against evil.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Bahamut.

Benefit: Once per day, you can smite evil (as the paladin class feature, PH 44), using your cleric level as your paladin

level. If you have the ability to smite evil from another class, your cleric levels and levels in that class stack for the purpose of determining the extra damage dealt by your smite evil ability.

If you are a dragonborn (see *Races of the Dragon*), you can instead smite evil twice per day.

In addition, you add the following spells to your cleric spell list.

- 1st **Feather Fall:** Objects or creatures fall slowly.
- 3rd **Wingblast:** Create wings that can transform into a *gust of wind* or *obscuring mist*.
- 5th **Lord of the Sky:** Gain flight and one use of *lightning bolt*; slow airborne creatures.
- 7th **Aspect of the Platinum Dragon:** Take the form of an aspect of Bahamut.

INITIATE OF FALAZURE [INITIATE]

Your celebration of death and decay has opened up new magical secrets involving the living and undead.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Falazure.

Benefit: When you cast an *inflict* spell on an undead creature, you add the spell's level to the damage healed by the spell.

In addition, you add the following spells to your cleric spell list.

- 1st **Rot of Ages:** Cloud of rotting debris sickens or nauseates one creature, provides concealment for others.
- 3rd **Vampiric Touch:** Touch deals 1d6 damage per 2 levels; caster gains damage as hp.
- 5th **Waves of Fatigue:** Several targets become fatigued.
- 7th **Waves of Exhaustion:** Several targets become exhausted.

INITIATE OF GARYX [INITIATE]

You channel the cleansing fire of destruction, as wielded by your deity.

Prerequisite: Cleric level 5th, dragonblood subtype, deity Garyx.

Benefit: Once per day, you can apply the effect of the Empower Spell metamagic feat to any fire spell you cast without adjusting the spell's level or casting time. The maximum level of spell that you can affect with this ability is equal to one-third your caster level.

In addition, you add the following spells to your cleric spell list.

- 2nd **Flaming Sphere:** Create rolling ball of fire that deals 2d6 damage and lasts 1 round/level.
- 4th **Ferocity of Sanguine Rage:** Gain bonus on melee damage rolls and one use of *true strike*.
- 6th **Dragonshape, Lesser:** Take the form of a Large red dragon.
- 7th **Haze of Smoldering Stone:** Volcanic stones deal 4d6 bludgeoning and 8d6 fire damage in a 60-foot cone.

INITIATE OF HLAL [INITIATE]

Fueled by faith in your deity, your audacity and bravery truly know no bounds.

Prerequisite: Cleric level 5th, dragonblood subtype, deity Hlal.

Benefit: Three times per day, you can add your caster level as a bonus on any Escape Artist check or any grapple check made to avoid or escape a grapple. You must choose to use this ability before you roll the check.

If you have the bardic music class feature, you can use your bardic music one additional time per day.

In addition, you add the following spells to your cleric spell list.

- 2nd **Tasha's Hideous Laughter:** Subject loses actions for 1 round/level.
- 3rd **Dragonshape, Lesser:** Take the form of a pseudodragon.
- 6th **Heroism, Greater:** Gain +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- 8th **Mind of the Labyrinth:** Confuse enemies who try to affect your mind; *dominate* one such attacker.

INITIATE OF IO [INITIATE]

Your deity has entrusted you with the responsibility of tending to dragonkind.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Io.

Benefit: You gain a +2 competence bonus on saves against effects created by dragons and creatures of the dragonblood subtype. This includes spells, spell-like abilities, supernatural abilities, or any other effect with a saving throw DC. (If you have the draconic or half-dragon template, this bonus improves to +4.)

You can treat your cleric levels as sorcerer levels for the purpose of qualifying for draconic feats.

In addition, you add the following spells to your cleric spell list.

- 1st **Detect Dragonblood:** Detect dragons and dragonblood creatures within 60 ft.
- 2nd **Dragoneye Rune:** Create an invisible draconic mark on an object or creature.
- 2nd **Magic of the Dragonheart:** Enhance the benefits of your draconic feats.
- 7th **Kiss of Draconic Defiance:** Hinder nearby spellcasters; counter one spell automatically.

INITIATE OF LENDYS [INITIATE]

Your dedication to justice grants you the ability to ferret out and punish wrongdoers.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Lendys.

Benefit: Add Gather Information and Sense Motive to your list of cleric class skills. You gain a +1 competence bonus on Gather Information and Sense Motive checks.

In addition, you add the following spells to your cleric spell list.

- 2nd **Detect Thoughts:** Allows "listening" to surface thoughts.
- 2nd **Soul of Order:** Gain +2 on Will saves to resist enchantments, your natural weapons are lawful, and you are treated as being lawful for adjudicating effects.
- 4th **Geas, Lesser:** Command subject of 7 or fewer Hit Dice.
- 5th **Hold Monster:** As *hold person*, but any creature.
- 7th **Justice of the Wurm King:** Create a field of arcane force that deals 4d6 damage to melee attackers.

INITIATE OF TAMARA [INITIATE]

You wield the twin powers of mercy and death in service to your draconic patron.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Tamara.

Benefit: When you cast a *cure* spell on a good-aligned creature, you add the spell's level to the damage healed. For example, if you cast *cure moderate wounds*, it heals the standard 2d8 + caster level points of damage, plus an extra 2 points of damage.

In addition, you add the following spells to your cleric spell list.

- 0 **Disrupt Undead:** Deal 1d6 damage to undead.
- 1st **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
- 5th **Undying Vigor of the Dragonlords:** Heal yourself of 5d6 or more points of damage.
- 6th **Call of the Twilight Defender:** Summon a twilight guardian to fight for you.
- 7th **Sunbeam:** Beam blinds and deals 4d6 damage.

INITIATE OF TIAMAT [INITIATE]

Your homage to the creator of evil dragonkind has been rewarded with physical and mental power.

Prerequisite: Cleric level 5th, dragonblood subtype, deity Tiamat.

Benefit: Add Intimidate to your list of cleric class skills. When you make a melee attack against a creature that is shaken, frightened, or panicked, you deal an extra 1d6 points of damage.

In addition, you add the following spells to your cleric spell list.

- 1st **Charm Person:** Make one person your friend.
- 4th **Curse of the Elemental Lords:** Bestow a curse on enemies, making them more susceptible to your energy damage.
- 5th **Dominate Person:** Control humanoid telepathically.
- 7th **Glorious Master of the Elements:** Channel acid, cold, electricity, or fire damage into ranged touch attacks.
- 8th **Aspect of the Chromatic Dragon:** Take the form of an aspect of Tiamat.

RED DRAGON LINEAGE [DRACONIC]

The fiery blood of red dragons runs within your veins, allowing you to produce flames from thin air.

Prerequisite: Draconic Heritage (red), sorcerer level 3rd.

Benefit: As a standard action, you can spend an arcane spell slot to create a 15-foot cone-shaped burst of fire. This effect deals 1d8 points of fire damage per level of the spell. A successful Reflex save (DC 10 + the spell slot's level + your Cha modifier) halves the damage. Any character who fails the save also takes another 1d8 points of fire damage per spell level in the following round as the flames continue to burn. This extra damage can be avoided in the same manner as can the extra damage from alchemist's fire (PH 128).

SILVER DRAGON LINEAGE [DRACONIC]

You are the descendant of silver dragons and can harness your ancestors' power to paralyze your opponents.

Prerequisite: Draconic Heritage (silver), sorcerer level 3rd.

Benefit: As a standard action, you can convert an arcane spell slot into a paralyzing blast. All adjacent enemies are paralyzed for 1 round. A successful Fortitude save (DC 10 + the spell slot's level + your Cha modifier) negates the effect.

SLAYER OF DRAGONS [CEREMONY]

You protect your allies from the ravages they are sure to face while hunting dragons.

Prerequisite: Knowledge (religion) 4 ranks, must not be of the dragonblood subtype, must not have any draconic feats.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony allows you to provide up to five allies with defenses against dragons. Each ceremony takes 1 minute and requires a torch prepared with special herbs and incenses worth a certain minimum gold piece value (see below). All participants stand in a circle facing inward and together hold the torch. The effect of each ceremony lasts for 24 hours.

Stand Together (4 ranks): You draw forth the courage of all the would-be hunters so that all might share it. When facing a creature that has frightful presence, each participant can treat his Hit Dice (for the purpose of determining the frightful presence's effectiveness) as 1 higher for each other participant in the ceremony who is within 60 feet of him. This ritual requires special herbs and incenses worth 20 gp.

Stand Apart (8 ranks): You chant a litany of freedom, snuffing the torch in water at the end of the ceremony. All participants gain a +2 bonus on saves against breath weapons as long as at least one other participant in the ceremony is within 60 feet but not in the area of the same breath weapon. This ritual requires special herbs and incenses worth 100 gp.

Stand Alone (13 ranks): You chant a litany of devotion as each participant passes a hand over the torch flame. If at any time during the next 24 hours, any participant is reduced to -1 or fewer hit points by the attack, breath weapon, spell, or other ability of a dragon, all other participants gain a +2 morale bonus on attack rolls and damage rolls against dragons, as well as on saving throws against the attacks of dragons. These bonuses last for the next 10 rounds or until the wounded character is restored to 0 or more hit points, whichever comes first. If at least half of the participants in the ritual have been

defeated in this manner, the bonus increases to +5. This ritual requires special herbs and incenses worth 500 gp.

WHITE DRAGON LINEAGE [DRACONIC]

Your veins run with the savage blood of white dragons, allowing you to whip yourself into a ragelike state.

Prerequisite: Draconic Heritage (white), sorcerer level 3rd.

Benefit: As a swift action, you can spend an arcane spell slot to enter a state similar to that of a barbarian's rage. You gain temporary hit points and resistance to cold equal to 5 × the spell's level. Unlike rage, this state doesn't restrict you from casting spells or performing any other actions, though you can't activate the ability again while it is already active. The effect lasts for a number of rounds equal to 1 + your Charisma bonus.

WORDS OF DRACONIC POWER [CEREMONY]

You tap into the great tradition of draconic magic to enhance the words of your allies.

Prerequisite: Knowledge (religion) 4 ranks, Speak Language (Draconic).

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony requires 5 minutes, but their forms vary as described below. Each ceremony can affect up to six individuals, and the effects last for 24 hours.

Ancient Tongue (4 ranks): Using a tindertwig, you burn dragon runes onto a piece of bread (one per participant) and place it on the participant's tongue, thereby sharing your knowledge of the ancient language of dragons. Each participant gains the ability to speak and understand the Draconic language.

Potent Words (8 ranks): You write mystic incantations on a flask of alchemist's fire (one per participant), making it safe to consume. Each participant then drinks the contents of the flask. When a participant casts a language-dependent spell, his caster level is increased by 1. Participants also gain a +1 bonus on saves against language-dependent spells.

Arcane Syllables (14 ranks): You scribe a single draconic rune on a pearl worth at least 1,000 gp (one per participant), which is consumed by the participant. At any one time during the next 24 hours, the participant can choose to activate the ceremony's power as an immediate action. This has one of two effects, chosen by the participant.

- If the character is being subjected to a *power word* spell, he can treat his current hit points as twice their actual number for the purpose of determining the effect of the spell. For example, a character with 55 hit points who activated this ability in response to a *power word kill* spell would be unaffected by the spell (since he would effectively have 110 hit points).
- If the character is capable of casting a *power word* spell (that is, he either has such a spell prepared, or he knows one and has a spell slot available to cast it), he can cast that *power word* spell with no additional action required. Doing this expends the prepared spell or spell slot as normal.