

stick together, at least for a while. Staying close to the paladin means you're more likely to resist the dragon's frightful presence, at the risk of being vulnerable to a breath weapon attack. If you're relying on a *magic circle against evil*, *antimagic field*, or similar emanation, don't go running off by yourself. If you plan to flank the dragon—and a rogue shouldn't be in the fight for any other reason—stay close enough to get into combat with a single move.

Spreading out your forces doesn't mean you can't concentrate your firepower. Once the battle begins, hit the dragon with everything you have, and don't hold back. Don't waste your time on the dragon's minions (unless they prevent you from targeting the dragon)—you can deal with them after the dragon is dead, assuming they stick around.

In following this tip, fighters often make the mistake of thinking that it's most important to use a full attack against the dragon. Chances are that the dragon's full attack is more devastating than yours, and anyway, your second, third, or fourth attack in the round may not even have much likelihood of hitting. There's no shame in making only a single attack and then falling back to a safe distance (particularly if you can do so without provoking attacks of opportunity). Just be sure to make that one attack count, with tactics such as a charge, the Power Attack feat, a smite ability, and the like.

DON'T STAY TOO LONG

Regardless of your good tactics, you may find yourself in a battle you simply can't win. Remember that, particularly against dragons, discretion is the better part of valor. If you've lost or are in imminent danger of losing a key party member (such as the cleric who's keeping you alive, the wizard who's blasting the dragon with spells, or the fighter who's keeping the dragon from munching the rest of the party), strongly consider falling back to return another day. Plus, you're now better informed about your foe, allowing you to prepare more effectively.

Don't waste too much time recuperating, though. The longer you stay away, the more rested and ready the dragon is likely to be when you return.

FEATS

Characters who find themselves interacting with dragons—whether as friend or foe—may find the feats in this section very useful. Some even let a character mimic the innate power of dragons.

These feats are described below in alphabetical order, using the format described on page 89 of the *Player's Handbook*. See Table 3–1 for a summary of these feats, their prerequisites, and their benefits.

CLEVER WRESTLING [GENERAL]

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Improved Unarmed Strike, size Small or Medium.

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on your grapple check to

escape a grapple or pin. The size of the bonus depends on your opponent's size:

Opponent Size	Bonus
Colossal	+8
Gargantuan	+6
Huge	+4
Large	+2

CLOSE-QUARTERS FIGHTING [GENERAL]

You are skilled at fighting at very close range and in evading grappling attempts.

Prerequisite: Base attack bonus +3.

Benefit: You can make an attack of opportunity when someone tries to grapple you, provided that you are not flat-footed or already grappled, even if the attacker has the improved grab ability.

Any damage you deal with your attack of opportunity applies as a bonus to the ensuing grapple check you make to avoid becoming grappled. This feat does not grant you an additional attack of opportunity in a round, so the feat does not help you if you have no attacks of opportunity available.

Normal: A creature with the improved grab ability does not provoke an attack of opportunity when beginning a grapple.

CUNNING SIDESTEP [GENERAL]

You have a better than normal chance to avoid being bull rushed or tripped.

Prerequisites: Improved Unarmed Strike, Clever Wrestling, size Small or Medium.

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on any opposed check you make to avoid being bull rushed, tripped, knocked down, or pushed. The size of the bonus depends on your opponent's size:

Opponent Size	Bonus
Colossal	+8
Gargantuan	+6
Huge	+4
Large	+2

Special: This feat is effective against the Large and in Charge feat. The bonus from this feat does not stack with the Clever Wrestling feat.

DEFT STRIKE [GENERAL]

You can place attacks at weak points in your opponent's defenses.

Prerequisites: Int 13, Combat Expertise, Spot 10 ranks, sneak attack +1d6.

Benefit: As a standard action, you can attempt to find a weak point in a visible target's armor. This requires a Spot check against a DC equal to your target's Armor Class. If you succeed, your next attack against that target (which must be made no later than your next turn) ignores the target's armor bonus and natural armor bonus to AC (including any enhancement bonuses to armor or natural armor). Other AC bonuses still apply normally.

If you use a ranged weapon to deliver the attack, your

TABLE 3-1: FEATS

General Feats	Prerequisites	Benefit
Clever Wrestling	Improved Unarmed Strike, size Small or Medium	Escape grapple or pin more easily
Cunning Sidestep	Improved Unarmed Strike, Clever Wrestling, size Small or Medium	Avoid a bull rush or trip attack more easily
Close-Quarters Fighting	Base attack bonus +3	Avoid being grappled more easily
Overhead Thrust	Close-Quarters Fighting, Power Attack, base attack bonus +6	Make attack of opportunity against foe attacking from above
Deft Strike	Int 13, Combat Expertise, Spot 10 ranks, sneak attack +1d6	Successful Spot check allows your next attack to ignore target's armor bonuses
Dragon Cohort	Character level 9th, Speak Language (Draconic)	Gain the service of a loyal dragon ally
Dragon Familiar	Cha 13, Speak Language (Draconic), arcane spellcaster level 7th, ability to acquire a new familiar, compatible alignment	Choose wyrmling dragon as new familiar
Dragon Hunter	Wis 13	Gain better defense against dragons' attacks
Dragon Hunter Bravery	Wis 13, Dragon Hunter	Dragons' frightful presence less effective against you and your allies
Dragon Hunter Defense	Wis 13, Dragon Hunter	Gain evasion against breath weapon plus save bonus against dragons' magical attacks
Dragon Steed	Cha 13, Ride 8 ranks, Speak Language (Draconic)	Dragonnel serves as loyal mount for you
Dragon Wild Shape	Wis 19, Knowledge (nature) 15 ranks, wild shape ability	You can take the form of a dragon
Dragoncrafter	Knowledge (arcana) 2 ranks	You can create dragoncraft items
Dragonfoe	Int 13	You are more adept at attacking dragons
Dragonbane	Int 13, Dragonfoe, base attack bonus +6	Single attack deals extra damage against dragons
Dragondoom	Int 13, Dragonfoe, Dragonbane, base attack bonus +10	Your critical hits against dragons deal tremendous damage
Dragonfriend	Cha 11, Speak Language (Draconic)	Good dragons regard you as an ally
Dragonsong	Cha 13, Knowledge (arcana) 4 ranks, Perform 6 ranks, Speak Language (Draconic).	Your verbal performances are enhanced
Dragonthrall	Speak Language (Draconic)	Evil dragons regard you as an ally
Frightful Presence	Cha 15, Intimidate 9 ranks	Gain frightful presence ability
Sense Weakness	Int 13, Combat Expertise, Weapon Focus	Your attacks more easily overcome damage reduction or hardness

opponent must be within 30 feet of you in order for you to benefit from this feat.

DRAGON COHORT [GENERAL]

You gain the service of a loyal dragon ally.

Prerequisites: Character level 9th, Speak Language (Draconic).

Benefit: You gain a cohort selected from Table 3-14: Dragon Cohorts (page 139), just as you would by selecting the Leadership feat. However, you may treat the dragon's ECL as if it were 3 lower than indicated.

See Dragons as Cohorts, page 138, for more information.

DRAGON FAMILIAR [GENERAL]

When you are able to acquire a new familiar, you may select a wyrmling dragon as a familiar.

Prerequisites: Cha 13, Speak Language (Draconic), arcane spellcaster level 7th, ability to acquire a new familiar, compatible alignment.

Benefit: When acquiring a new familiar, you can choose a wyrmling dragon. See Dragons as Familiars, page 141, for more information.

DRAGON HUNTER [GENERAL]

You have made a special study of dragons and know how to defend against a dragon's attacks.

Prerequisite: Wis 13.

Benefit: You gain a +2 dodge bonus to Armor Class against attacks made by dragons and a +2 competence bonus on saving throws against the spells, attacks, and special abilities of dragons. Likewise, you gain a +2 competence bonus on any opposed check (such as a bull rush attempt or a grapple check) you make against a dragon.

DRAGON HUNTER BRAVERY [GENERAL]

You resist dragons' frightful presence, and your mere presence helps others resist as well.

Prerequisites: Wis 13, Dragon Hunter.

Benefit: You and all allies within 30 feet who can see you are treated as having +4 HD for the purposes of determining your resistance to the frightful presence of dragons. All creatures so affected also gain a +4 morale bonus on Will saves made to resist a dragon's frightful presence.

Your animal companion, familiar, or special mount automatically succeeds on its Will save to resist the dragon's frightful presence if you succeed on yours (or if your effective Hit Dice total makes you immune).

DRAGON HUNTER DEFENSE [GENERAL]

Your insight into the tactics and abilities of dragons grants you awareness of how best to avoid their magical attacks.

Prerequisites: Wis 13, Dragon Hunter.

Benefit: You gain the evasion ability against the breath weapons of dragons. (If a dragon's breath weapon allows a Reflex save for half damage, a successful save indicates that you take no damage.)

Also, you gain a bonus equal to 1/2 your character level on all saving throws you make against the supernatural or spell-like abilities of dragons.

DRAGON STEED [GENERAL]

You have earned the service of a loyal draconic steed.

Prerequisites: Cha 13, Ride 8 ranks, Speak Language (Draconic).

Benefit: You gain the service of a dragonnel (see page 150) as a steed. It serves loyally as long as you treat it fairly, much like a cohort.

Special: If you have a special mount (such as from the paladin class feature), this dragonnel replaces your special mount. See Dragons as Special Mounts, page 139, for details.

DRAGON WILD SHAPE [GENERAL]

You can take the form of a dragon.

Prerequisites: Wis 19, Knowledge (nature) 15 ranks, wild shape ability.

Benefit: You can use your wild shape ability to change into a Small or Medium dragon. You gain all the extraordinary and supernatural abilities of the dragon whose form you take, but not any spell-like abilities or spellcasting powers.

DRAGONBANE [GENERAL]

You have made a special study of dragons and are adept at pulling off deliberate attacks that take advantage of a dragon's weak spots.

Prerequisites: Int 13, Dragonfoe, base attack bonus +6.

Benefit: You may use a full-round action to make a single attack (melee or ranged) against a dragon with a +4 bonus on the attack roll. Such an attack deals an extra 2d6 points of damage if it hits. For a ranged attack, the dragon must be within 30 feet to gain the bonus to hit and the extra damage.

Special: The bonus on the attack roll and the extra damage stack with the benefits provided by a weapon with the bane (dragons) special ability.

In the case of a critical hit, the extra damage dice aren't multiplied.

DRAGONCRAFTER [GENERAL]

You can make special weapons, armor, and other items using parts of dragons as materials.

Prerequisite: Knowledge (arcana) 2 ranks.

Benefit: You can create any dragoncraft item whose prerequisites you meet. Creating a dragoncraft item follows the normal rules for the Craft skill (see page 70 of the *Player's Handbook*).

See Dragoncraft Items, page 116, for details.

DRAGONDOOM [GENERAL]

You have learned how to place blows against a dragon that deal tremendous damage.

Prerequisites: Int 13, Dragonbane, Dragonfoe, base attack bonus +10.

Benefit: When you attack a dragon, the critical multiplier of your weapon improves as noted below.

Normal Multiplier	New Multiplier
×2	×3
×3	×5
×4	×7

Special: The benefit of this feat does not stack with any other ability or effect that alters a weapon's critical multiplier.

DRAGONFOE [GENERAL]

You have learned how to how to attack dragons more effectively than most other individuals.

Prerequisite: Int 13.

Benefit: You gain a +2 bonus on attack rolls against dragons and a +2 bonus on caster level checks made to overcome a dragon's spell resistance. Also, dragons take a –2 penalty on saving throws against your spells, spell-like abilities, and supernatural abilities.

DRAGONFRIEND [GENERAL]

You are a known and respected ally of dragons.

Prerequisites: Cha 11, Speak Language (Draconic).

Benefit: You gain a +4 bonus on Diplomacy checks made to adjust the attitude of a dragon, and a +2 bonus on Ride checks made when you are mounted on a dragon.

In addition, you gain a +4 bonus on saves against the frightful presence of good dragons.

Special: You can't select this feat if you have already taken the Dragonthrall feat.

DRAGONSONG [GENERAL]

Your song or poetics echo the power of the dragonsong, an ancient style of vocal performance created by dragons in the distant past.

Prerequisites: Cha 13, Knowledge (arcana) 4 ranks, Perform 6 ranks, Speak Language (Draconic).

Benefit: You gain a +2 bonus on Perform checks involving song, poetics, or any other verbal or spoken form of performance.

In addition, the DC of any saving throw required by mind-affecting effects based on your song or poetics (such as bardic music) is increased by +2.

DRAGONTHRALL [GENERAL]

You have pledged your life to the service of evil dragonkind.

Prerequisite: Speak Language (Draconic).

Benefit: You gain a +4 bonus on any Bluff check made against a dragon, and a +2 bonus on Ride checks made when you are mounted on a dragon.

You gain a +4 bonus on saves against the frightful presence of evil dragons.

You take a –2 penalty on saves against enchantment spells and effects cast by dragons.

Special: You can't select this feat if you have already taken the Dragonfriend feat.

FRIGHTFUL PRESENCE [GENERAL]

Like a dragon, your mere presence can terrify those around you.

Prerequisites: Cha 15, Intimidate 9 ranks.

Benefit: You gain the use of the frightful presence ability. Whenever you attack or charge, all opponents within a radius of 30 feet who have fewer levels or Hit Dice than you become shaken for a number of rounds equal to $1d6 + \text{your Cha modifier}$. The effect is negated by a Will save (DC $10 + 1/2 \text{ your character level} + \text{your Cha modifier}$).

A successful save indicates that the opponent is immune to your frightful presence for 24 hours. This ability can't affect creatures with an Intelligence of 3 or lower, nor does it have any effect on dragons.

OVERHEAD THRUST [GENERAL]

You can deal a nasty attack to anything that tries to crush or run over you.

Prerequisites: Close-Quarters Fighting, Power Attack, base attack bonus +6.

Benefit: You can use a slashing or piercing weapon to make an attack of opportunity against a foe using an attack designed to batter you from above, such as an overrun, trample, power dive, or dragon crush attack. You cannot use this feat if you are flat-footed or already grappled. This feat does not grant you an additional attack of opportunity in a round, so the feat does not help you if you have no attacks of opportunity available.

You gain a special attack modifier based on your opponent's size, as shown below. If your attack hits, you deal triple damage.

Opponent Size	Bonus
Colossal	+16
Gargantuan	+12
Huge	+8
Large	+4
Medium or smaller	+0

Special: Any extra damage dice your attack deals (such as from a sneak attack ability or a weapon special ability) are not multiplied by this feat.

If you score a critical hit with your attack, the extra damage you deal stacks with the extra damage from this feat. Add the damage multipliers together according to the standard rule (see *Multiplying*, page 304 of the *Player's Handbook*). For example, if your weapon deals double damage on a critical hit, any critical hit you score while also using this feat deals quadruple damage.

SENSE WEAKNESS [GENERAL]

You can take advantage of subtle weaknesses in your opponents' defenses.

Prerequisites: Int 13, Combat Expertise, Weapon Focus.

Benefit: Whenever you attack with a weapon with which you have selected the Weapon Focus feat, you may ignore up to 5 points of the target's damage reduction (regardless of the material or enhancement bonus of your weapon) or hardness. This benefit can't reduce the effective damage reduction or hardness of a target to less than 0.

NEW SPELLS

This section presents a variety of dragon-related spells, as well as three new cleric domains. The following spell lists use the format and notational style described on page 181 of the *Player's Handbook*. Spell descriptions are presented alphabetically after the spell lists.

PRESTIGE DOMAINS

The two prestige domains described here, Domination and Glory, are available only to characters who have qualified to select the domains as a class feature (such as those who adopt the dracolite prestige class; see page 122). They are not available to beginning characters.

ASSASSIN SPELLS

3rd-Level Assassin Spells

Fell the Greatest Foe: Deal extra damage to creatures larger than Medium.

Find the Gap: Your attacks ignore armor and natural armor.

4th-Level Assassin Spells

Hide from Dragons: Dragons can't perceive one subject/two levels.

Vulnerability: Reduces an opponent's damage reduction.

BARD SPELLS

1st-Level Bard Spell

Cheat: Caster rerolls when determining the success of a game of chance.

2nd-Level Bard Spell

Miser's Envy: Subject jealously covets a nearby object.

3rd-Level Bard Spell

Suppress Breath Weapon: Subject can't use breath weapon.

4th-Level Bard Spell

Voice of the Dragon: +10 on Bluff, Diplomacy, and Intimidate checks; can use one *suggestion*.

5th-Level Bard Spells

Hide from Dragons: Dragons can't perceive one subject/two levels.

Dragnosight: Gain low-light vision, darkvision, and blindsense.

CLERIC SPELLS

3rd-Level Cleric Spells

Cloak of Bravery: You and your allies gain a bonus on saves against fear.

Shield of Warding: Shield grants +1 bonus on Reflex saves per five levels (max. +5).