

## PROFESSION (WIS)

The most common profession among kobolds is mining. Mining work involves digging, removing dirt, and building supports.

**Check:** A Profession (miner) check can be used to indicate the progress of mining or digging operations. Excavation is represented as a fixed number of 5-foot cubes per miner, based on the Profession (miner) check result of the lead worker (but not of the overseer—see Special). Even a pair of unskilled miners can remove a 5-foot cube of stone with 8 hours of labor, while reasonably talented workers can remove twice or even three times as much.

Check Result	Daily Progress*
10	1/2
15	1
20	2
+5	+1

\*In 5-foot cubes. Double this value for each size category above Medium; halve it for each size category below Medium

Two Medium miners can work together on a single 5-foot cube, with one using the aid another action to assist the other's check. Only a single Large or larger miner can work on any given 5-foot cube. Up to four Small or smaller miners can work together on the same 5-foot cube, with as many as three miners using the aid another action to assist the lead miner's check. Kobolds are an exception to this rule (see Special, below).

The table above assumes the miners are digging through sedimentary rock, such as limestone, sandstone, or shale. Other substances apply a modifier on the check, as shown on the following table.

Substance	Check Modifier
Gravel or sand	+10
Dirt, loose	+5
Clay or silt	+2
Dirt, packed or frozen	+2
Igneous rock (granite, pumice, obsidian)	-5
Metamorphic rock (marble, quartz, slate)	-10

**Special:** Kobolds mine more efficiently than other Small creatures. Treat them as Medium creatures for determining their daily progress, but as Small creatures when determining how many kobolds can work on a given 5-foot cube.

A weak ditherbomb (see page 122) used in conjunction with a Profession (miner) check grants a +2 alchemical bonus on the check. A strong ditherbomb grants a +4 alchemical bonus, while a wyrm ditherbomb grants a +6 bonus. Using more than one ditherbomb doesn't add to this bonus.

**Action:** Not applicable. A single check represents 8 hours of work.

## FEATS

The diversity of dragon-descended creatures allows them to draw on a wide variety of innate talents to enhance their performance, whether in combat, spellcasting, or some other area. A dragon-descended creature might also be

able to qualify for some of the monstrous feats described in Chapter 2 of *Draconomicon*.

Many general feats are appropriate for dragonblood characters, either because of a racial prerequisite or because the feats rely to some extent on sorcerer or other dragon-related characteristics. A selection of new general feats is presented below.

## ACCELERATE METAMAGIC

You can apply a selected metamagic feat to your spells more quickly than normal.

**Prerequisites:** Dragonblood subtype, Spellcraft 4 ranks, any metamagic feat, ability to spontaneously cast 1st-level spells.

**Benefit:** Choose a metamagic feat you know. You can apply the selected metamagic feat to any spontaneously cast spell without increasing the casting time.

**Normal:** Without this feat, metamagic spells with a normal casting time of 1 standard action take a full-round action for spontaneous casters. Metamagic spells with a casting time of longer than 1 standard action take spontaneous casters an extra full-round action to cast.

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

## DRAGON BREATH

You can use your breath weapon as often as a normal dragon.

**Prerequisites:** Half-dragon, 6 HD, breath weapon.

**Benefit:** You can use your breath weapon every 1d4 rounds.

**Normal:** A half-dragon's breath weapon can only be used once per day.

## DRAGON TAIL

Your draconic ancestry manifests as a muscular tail you can use in combat.

**Prerequisites:** Dragonblood subtype, 1st level only.

**Benefit:** You have a tail that you can use to make a secondary natural attack in combat. This attack deals bludgeoning damage according to your size, as shown on the table below. If you already have a tail slap attack when you take this feat, use the value from the table or your existing damage value, whichever is greater.

Size	Tail Slap Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

**Special:** Unlike most feats, this feat must be taken at 1st level, during character creation.

## DRAGON TRAINER

Your draconic nature gives you special insight into training dragons and draconic creatures.

TABLE 6-3: NEW FEATS

General Feats	Prerequisites	Benefits
Accelerate Metamagic	Dragonblood subtype, Spellcraft 4 ranks, any metamagic feat, ability to spontaneously cast 1st-level spells	Apply selected metamagic feat to spells more quickly than normal
Dragon Breath	Half-dragon, 6 HD, breath weapon	Use breath weapon every 1d4 rounds
Dragon Tail	Dragonblood subtype, 1st level only	Gain a tail and tail attack
Dragon Trainer	Dragonblood subtype, Handle Animal 4 ranks, Speak Language (Draconic)	Train dragons and draconic creatures
Dragon Wings	Dragonblood subtype, 1st level only	+10 bonus on Jump checks; glide speed 30 ft.
Dragonwrought	Kobold, 1st level only	You are a dragonwrought kobold
Extraordinary Trapsmith	Craft (trapmaking) 9 ranks	Reduce cost of making a trap by 25%; 50% if kobold
Heavyweight Wings	Str 15, Reinforced Wings, wings and a glide or fly speed	Fly with heavy armor or a heavy load
Improved Dragon Wings	Dragonblood subtype, Dragon Wings, 6 HD	Gain fly speed
Kobold Endurance	Kobold	+4 bonus on Str checks, Con checks, and related checks
Kobold Foe Strike	Kobold	+1d6 damage against flanked or flat-footed dwarves, fey, and gnomes
Practical Metamagic	Dragonblood subtype, Spellcraft 8 ranks, any metamagic feat, ability to spontaneously cast 3rd-level spells	Reduce metamagic feat's spell level increase by one
Reinforced Wings	Str 13, wings and a glide or fly speed	Fly with medium armor or a medium load
Versatile Spellcaster	Ability to spontaneously cast spells	Use two lower-level slots to cast a higher-level spell
Wyrmgrafter	Heal 10 ranks, Knowledge (arcana) 5 ranks	Create and apply draconic grafts
Breath Channeling Feats	Prerequisites	Benefits
Entangling Exhalation	Dragonblood subtype, breath weapon	Channel breath weapon to entangle enemies
Exhaled Barrier	Dragonblood subtype, breath weapon	Channel breath weapon to create wall of energy
Exhaled Immunity	Dragonblood subtype, breath weapon	Channel breath weapon to grant immunity to energy type
Extra Exhalation	Dragonblood subtype, breath weapon with limited uses per day	Gain an additional use of your breath weapon
Furious Inhalation	Dragonblood subtype, Con 13, ability to rage or frenzy, bite attack, breath weapon	Channel breath weapon to add energy damage to bite while raging
Draconic Feats	Prerequisites	Benefits
Draconic Heritage	Sorcerer level 1st	Gain class skill, dragonblood subtype, and bonus on saves against magic sleep and paralysis
Draconic Arcane Grace	Draconic Heritage, sorcerer level 1st	Give up a spell slot for a bonus on a saving throw
Draconic Breath	Draconic Heritage, sorcerer level 1st	Convert spell energy into a breath weapon
Draconic Claw	Draconic Heritage; sorcerer level 1st	Gain claws and make a swift claw attack when you cast a spell
Draconic Flight	Draconic Heritage, sorcerer level 1st	After casting a spell, fly for the rest of your turn
Draconic Legacy	Any four draconic feats	Gain spells known based on your draconic heritage
Draconic Persuasion	Draconic Heritage, sorcerer level 1st	Spellcasting grants a bonus on select Charisma-based skills
Draconic Power	Draconic Heritage, sorcerer level 1st	+1 caster level and save DC for spells of the energy type associated with your draconic heritage
Draconic Presence	Draconic Heritage, sorcerer level 1st	Render lower-HD opponents shaken when you cast a spell
Draconic Resistance	Draconic Heritage, sorcerer level 1st	Gain energy resistance based on number of draconic feats you have
Draconic Skin	Draconic Heritage, sorcerer level 1st	Your natural armor bonus increases by 1
Draconic Toughness	Draconic Heritage, sorcerer level 1st	Gain 2 hit points for each draconic feat you have
Tactical Feats	Prerequisites	Benefits
Spell Rehearsal	Caster level 1st	Gain benefits from repetitious spellcasting
Wing Expert	Flyby Attack, wings and a glide or fly speed	Use your wings for tactical advantages

**Prerequisites:** Dragonblood subtype, Handle Animal 4 ranks, Speak Language (Draconic).

**Benefit:** You can use your Handle Animal skill to handle and train dragons with Intelligence scores of 6 or lower as if they were animals. You can also handle, train, and rear animals with the draconic template as if they were animals (rather than magical beasts). Even with

this feat, dragons can't be reared with the Handle Animal skill. (For information on rearing dragons, see page 13 of *Draconomicon*.)

**Normal:** Without this feat, only animals and magical beasts with Intelligence scores of 1 or 2 can be handled and trained with the Handle Animal skill, and using Handle Animal on a magical beast is done with a –4 penalty on the check.



## DRAGON WINGS

Your draconic ancestry manifests as a pair of wings that aid your jumps and allow you to glide.

**Prerequisites:** Dragonblood subtype, 1st level only.

**Benefit:** You have wings that aid your jumps, granting a +10 racial bonus on Jump checks.

In addition, you can use your wings to glide, negating damage from a fall from any height and allowing 20 feet of forward travel for every 5 feet of descent. You glide at a speed of 30 feet with average maneuverability. Even if your maneuverability improves, you can't hover while gliding. You can't glide while carrying a medium or heavy load.

If you become unconscious or helpless while in mid-air, your wings naturally unfurl, and powerful ligaments stiffen them. You descend in a tight corkscrew and take only 1d6 points of falling damage, no matter what the actual distance of the fall.

**Special:** Unlike most feats, this feat must be taken at 1st level, during character creation. A kobold with the Dragonwrought feat can take this feat at 3rd level.

## DRAGON-WROUGHT

You were born a dragonwrought kobold, proof of your race's innate connection to dragons.

**Prerequisites:**

Kobold, 1st level only.

**Benefit:** You are a dragonwrought kobold. Your type is dragon rather than humanoid, and you lose the dragonblood subtype. You retain all your other subtypes and your kobold racial traits. Your scales become tinted with a color that matches that of your draconic heritage. As a dragon, you are immune to magic sleep and paralysis effects. You have darkvision out to 60 feet and low-light vision. You gain a +2 racial bonus on the skill indicated for your draconic heritage on the table on page 103.

**Special:** Unlike most feats, this feat must be taken at 1st level, during character creation. Having this feat allows you to take the Dragon Wings feat at 3rd level.

## EXTRAORDINARY TRAPSMITH

You are an expert at constructing mechanical traps.

**Prerequisite:** Craft (trapmaking) 9 ranks.

**Benefit:** When you determine the cost of raw materials and the time required to create a mechanical trap, reduce the base price by 25%.

**Special:** A kobold who selects this feat can instead reduce the base price by 50% for determining raw materials and time required to create a mechanical trap.

## HEAVYWEIGHT WINGS

Your superior strength allows you to fly while heavily burdened.

**Prerequisites:** Str 15, Reinforced Wings, wings and a glide or fly speed.

**Benefit:** You can fly with heavy armor or a heavy load. Your speed is still reduced by encumbrance due to armor or total weight.

**Normal:** Flying creatures can't fly in heavy armor or carrying a heavy load.

## IMPROVED DRAGON WINGS

Your draconic wings now grant you flight.

**Prerequisites:**

Dragonblood subtype, Dragon Wings, 6 HD.

**Benefit:** You can fly at a speed of 30 feet (average maneuverability). You can't fly while carrying a medium or heavy load or while fatigued or exhausted.

You can safely fly for a number of consecutive rounds equal to your Constitution modifier (minimum 1 round). You can exert yourself to fly for up to twice as long, but then you're fatigued at the end of the flight. You are likewise fatigued after spending a total of more than 10 minutes

per day flying. Because you can glide before, after, and between rounds

of actual flight, you can remain aloft for extended periods, even if you can only use flight for 1 round at a time without becoming fatigued.

When you reach 12 HD, you have enough stamina and prowess to fly for longer periods. You can fly at a speed of 30 feet (average maneuverability), and flying requires no more exertion than walking or running.

You can make a dive attack. A dive attack works like a charge, but you must fly a minimum of 30 feet and descend at least 10 feet. You can make a dive attack only when wielding a piercing weapon; if the attack hits, it deals double damage.

You can use the run action while flying, provided you fly in a straight line.



*A dragonwrought kobold with dragon wings is revered by his people*



## KOBOLD ENDURANCE

Thanks to your race's determination, you are capable of amazing feats of strength and stamina.

**Prerequisite:** Kobold.

**Benefit:** You gain a +4 bonus on all Strength and Constitution ability checks, but not on Strength- or Constitution-based skill checks. You also gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Fortitude saves made to avoid nonlethal damage from hot or cold environments, Fortitude saves made to resist damage from suffocation, and grapple checks made to escape a grapple or pin. Also, you can sleep in medium armor without becoming fatigued.

**Normal:** A character without this feat who sleeps in medium armor is automatically fatigued the next day.

**Special:** A kobold who would gain Endurance as a bonus feat can choose Kobold Endurance in its place. Kobold Endurance counts as the Endurance feat for the purpose of meeting a prerequisite for a feat, prestige class, or special ability.

## KOBOLD FOE STRIKE

You are more effective in combat against your racial enemies.

**Prerequisite:** Kobold.

**Benefit:** When you hit a dwarf, fey, or gnome with a melee attack, you deal an extra 1d6 points of damage if you flank the creature, or if it is flat-footed. Creatures immune to extra damage from critical hits or sneak attacks are not subject to this extra damage. Any creature with concealment is immune to this extra damage.

**Special:** A kobold fighter can select Kobold Foe Strike as one of his fighter bonus feats.

## PRACTICAL METAMAGIC

You can apply a selected metamagic feat to your spells more easily.

**Prerequisites:** Dragonblood subtype, Spellcraft 8 ranks, any metamagic feat, ability to spontaneously cast 3rd-level spells.

**Benefit:** Choose a metamagic feat you know. When applying the chosen metamagic feat to a spontaneously cast spell, the spell uses a spell slot one level lower than normal for the applied metamagic feat, to a minimum of one level higher than a spell's normal level. For example, if you select Practical Metamagic (Empower Spell), you can apply the Empower Spell feat to any spell by using a spell slot one level higher rather than two.

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

## REINFORCED WINGS

You have strengthened the muscles of your wings.

**Prerequisites:** Str 13, wings and a glide or fly speed.

**Benefit:** You can fly in medium armor or with a medium load. Your speed is still reduced by encumbrance due to armor or total weight.

**Normal:** Flying creatures can't fly in medium or heavy armor or when carrying a medium or heavy load.

## VERSATILE SPELLCASTER

You can use two lower-level spell slots to cast a spell one level higher.

**Prerequisite:** Ability to spontaneously cast spells.

**Benefit:** You can use two spell slots of the same level to cast a spell you know that is one level higher. For example, a sorcerer with this feat can expend two 2nd-level spell slots to cast any 3rd-level spell he knows.

## WYRMGRAFTER [ITEM CREATION]

You can apply draconic grafts to other living creatures or to yourself.

**Prerequisites:** Heal 10 ranks, Knowledge (arcana) 5 ranks.

**Benefit:** You can create draconic grafts and apply them to other living creatures or to yourself. Creating a draconic graft takes one day for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing half this price.

Draconic grafts are described beginning on page 126.

## BREATH CHANNELING FEATS

Dragons and creatures of draconic heritage that have breath weapons can choose these feats, which channel the destructive energy of a breath weapon into some other magical or supernatural effect. Using a breath channeling feat requires a creature to activate its breath weapon and counts as a use of that breath weapon.

### ENTANGLING EXHALATION [BREATH]

You can use your breath weapon to create an entangling mesh of energy.

**Prerequisites:** Dragonblood subtype, breath weapon.

**Benefit:** When you use your breath weapon, you can choose to enmesh all creatures in its area instead of producing its normal effect. Your breath weapon deals only half its normal damage; however, any creature that takes damage from your breath weapon becomes entangled and takes an extra 1d6 points of damage, of the same energy type as normally dealt by your breath weapon, each round at the start of your turn. This effect lasts for 1d4 rounds.

If your breath weapon doesn't deal energy damage, creatures damaged by the initial breath are still entangled but don't take additional damage on later rounds.

### EXHALED BARRIER [BREATH]

You can use your breath weapon to create a wall of energy.

**Prerequisites:** Dragonblood subtype, breath weapon.

**Benefit:** When you use your breath weapon, you can choose to create a 10-foot-by-10-foot vertical plane of energy instead of producing its normal effect. The opaque wall's near endpoint begins at any corner of your space and extends in a straight line for 10 feet or until it contacts a solid surface. The wall lasts for 1d4 rounds. Any creature passing through the wall takes damage equal to that normally dealt by your breath weapon. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Either way, a



successful Reflex save (DC 10 + 1/2 your HD + your Con modifier) halves this damage.

If your breath weapon doesn't deal energy damage, the wall deals fire damage. If your breath weapon doesn't deal damage, the wall deals 2d6 points of fire damage.

## EXHALED IMMUNITY [BREATH]

You can use your breath weapon to grant a willing creature immunity to energy.

**Prerequisites:** Dragonblood subtype, breath weapon.

**Benefit:** When you use your breath weapon, instead of producing its normal effect, you can choose to grant one willing creature adjacent to you immunity to the energy type of your breath weapon. If your breath weapon doesn't deal energy damage, this feat grants immunity to fire. This immunity lasts for 1d4 rounds. You can't use this feat on yourself.

## EXTRA EXHALATION [BREATH]

You can use your breath weapon one more time per day than normal.

**Prerequisites:** Dragonblood subtype, breath weapon with limited uses per day.

**Benefit:** You can use your breath weapon one additional time per day. The interval you must wait between breaths is 1d4 rounds.

**Special:** You can gain this feat multiple times. Each time you take it, you can breathe one additional time per day.

## FURIOUS INHALATION [BREATH]

While raging, you can use your breath weapon to deal energy damage with your bite attacks.

**Prerequisites:** Dragonblood subtype, Con 13, ability to rage or frenzy, bite attack, breath weapon.

**Benefit:** When you enter a rage or frenzy, you can channel one use of your breath weapon inward to add energy damage to your bite attacks. Activating this ability is a free action; the effect lasts until your rage ends or until you use your breath weapon again. While this feat is in effect, your bite attacks deal an extra 2d6 points of energy damage, matching the energy type of your breath weapon. If your breath weapon doesn't deal energy damage, this damage is fire damage.

## DRACONIC FEATS

Sorcerers can take draconic feats to gain abilities akin to those of their draconic ancestors. Draconic feats don't change a creature into something fundamentally different, but they can grant or increase capabilities. Anyone interested in taking draconic feats must take the very first feat in the series: Draconic Heritage.

Many of these feats come from *Complete Arcane*. They have been revised to fit with draconic races.

### DRACONIC ARCANES GRACE [DRACONIC]

You can convert some of your arcane spell energy into a saving throw bonus.

**Prerequisites:** Draconic Heritage, sorcerer level 1st.

**Benefit:** As an immediate action (see page 122), you can give up an arcane spell slot to gain a bonus on all saving throws until the start of your next turn. The bonus equals the level of the spell slot used. You can declare that you are using this ability after you have rolled a save, but you must do so before the DM reveals whether the saving throw succeeded or failed.

## DRACONIC BREATH [DRACONIC]

You can convert some of your arcane spell energy into a breath weapon.

**Prerequisites:** Draconic Heritage, sorcerer level 1st.

**Benefit:** As a standard action, you can convert an arcane spell slot into a breath weapon. The breath weapon is a 30-foot cone (cold or fire) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell slot you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

**Special:** If the breath weapon of your draconic forbears does not deal acid, cold, electricity, or fire damage, you choose from among the four energy types mentioned above.

## DRACONIC CLAW [DRACONIC]

You develop natural weapons like those of your draconic ancestors.

**Prerequisite:** Draconic Heritage, sorcerer level 1st.

**Benefit:** You gain a claw attack. You can make a natural attack with two claws, dealing damage based on your size as if you were truly a dragon (Small 1d4, Medium 1d6, Large 1d8). In any round when you cast a spell with a casting time of 1 standard action, you can make a single claw attack at your full attack bonus as a swift action (see page 122) against an opponent you threaten.

## DRACONIC FLIGHT [DRACONIC]

The secret of draconic flight has been revealed to you, granting you the ability to fly occasionally.

**Prerequisites:** Draconic Heritage, sorcerer level 1st.

**Benefit:** After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed equal to 10 feet per level of the spell you just cast for the remainder of your turn.

## 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 accompanying table. This is your draconic heritage, which can only be changed by undergoing the Rite of Draconic Affinity (see page 59). Half-dragons must choose the same dragon kind as their dragon parent.

When you declare your draconic heritage, you gain the skill indicated on the table as a sorcerer class skill. In addition, you gain a bonus equal to the number of draconic feats you have 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 entry in the accompanying table.



# DRACONIC HERITAGE, DRAGONWROUGHT, AND DRACONIC LEGACY OPTIONS

Dragon Kind	Descriptor or Subschool	Class Skill	Spells Known
Amethyst <sup>MM2</sup>	Force	Diplomacy	<i>Delay poison, invisibility, suggestion</i>
Battle <sup>Dr</sup>	Sonic	Perform	<i>Aid, heroism, protection from evil</i>
Black <sup>MM</sup>	Acid	Hide	<i>Charm animal (snakes and lizards only), deeper darkness, insect plague</i>
Blue <sup>MM</sup>	Electricity	Hide	<i>Major image, mirage arcana, ventriloquism</i>
Brass <sup>MM</sup>	Fire	Gather Information	<i>Control winds, endure elements, tongues</i>
Bronze <sup>MM</sup>	Electricity	Survival	<i>Control water (4th level), speak with animals, water breathing</i>
Brown <sup>Mon</sup>	Acid	Listen	<i>Create water, endure elements, disintegrate</i>
Chaos <sup>Dr</sup>	Compulsion	Bluff	<i>Entropic shield, mislead (6th level), protection from law</i>
Chiang lung <sup>OA</sup>	None	Swim	<i>Augury, bane, control water (4th level)</i>
Copper <sup>MM</sup>	Acid	Hide	<i>Silent image, stone shape, wall of stone</i>
Crystal <sup>MM2</sup>	Cold	Diplomacy	<i>Color spray, control winds, dominate person</i>
Deep <sup>Mon</sup>	Charm	Spot	<i>Alter self, freedom of movement, true seeing</i>
Emerald <sup>MM2</sup>	Sonic	Knowledge (local)	<i>Fog cloud, greater invisibility, legend lore</i>
Ethereal <sup>Dr</sup>	None	Escape Artist	<i>Blink, dimensional anchor, see invisibility</i>
Fang <sup>Dr, Mon</sup>	None	Listen	<i>Dispel magic, shield, telekinesis</i>
Force <sup>ELH</sup>	Force	Spot	<i>Blur, shield, Otiluke's resilient sphere</i>
Gold <sup>MM</sup>	Fire	Heal	<i>Bless, daylight, dispel evil</i>
Green <sup>MM</sup>	Acid	Move Silently	<i>Charm person, dominate person, plant growth</i>
Howling <sup>Dr</sup>	Sonic	Survival	<i>Confusion, gust of wind, Tasha's hideous laughter</i>
Li lung <sup>OA</sup>	Earth	Hide	<i>Stone shape (3rd level), sound burst, wall of stone</i>
Lung wang <sup>OA</sup>	Fire	Swim	<i>Obscuring mist, solid fog, suggestion</i>
Oceanus <sup>Dr</sup>	Electricity	Swim	<i>Control water (4th level), daze monster, detect evil</i>
Pan lung <sup>OA</sup>	None	Diplomacy	<i>Bane, major image, phantasmal killer</i>
Platinum <sup>*</sup>	Any one energy type	Concentration	n/a
Prismatic <sup>ELH</sup>	Light	Diplomacy	<i>Color spray, hypnotic pattern, rainbow pattern</i>
Pyroclastic <sup>Dr</sup>	Fire or sonic	Listen	<i>Produce flame (1st level), pyrotechnics, shout</i>
Radiant <sup>Dr</sup>	Light	Spot	<i>Daylight, remove paralysis, restoration</i>
Red <sup>MM</sup>	Fire	Appraise	<i>Detect secret doors, suggestion, true seeing</i>
Rust <sup>Dr</sup>	None	Search	<i>Lesser orb of acid (Complete Arcane page 115), rusting grasp, wall of iron</i>
Sand <sup>Sa</sup>	Fire	Survival	<i>Endure elements, haboob<sup>Sa</sup>, wall of sand<sup>Sa</sup></i>
Sapphire <sup>MM2</sup>	Electricity	Knowledge (dungeoneering)	<i>Spider climb, stone shape, teleport</i>
Shadow <sup>Dr, Mon</sup>	Energy drain	Escape Artist	<i>Dimension door, mirror image, nondetection</i>
Shen lung <sup>OA</sup>	Electricity	Spot	<i>Bless, cone of cold, ice storm</i>
Silver <sup>MM</sup>	Cold	Disguise	<i>Air walk, feather fall, wind wall</i>
Song <sup>Mon</sup>	Electricity	Perform (sing)	<i>Light, tongues, true seeing</i>
Styx <sup>Dr</sup>	Poison or disease	Swim	<i>Feeblemind, fog cloud, stinking cloud</i>
Tarterian <sup>Dr</sup>	Force	Escape Artist	<i>Crushing despair (3rd level), freedom of movement, shield</i>
T'ien lung <sup>OA</sup>	None	Diplomacy	<i>Pyrotechnics, suggestion, control weather (6th level)</i>
Tun mi lung <sup>OA</sup>	Electricity	Swim	<i>Feather fall, fog cloud, control weather (6th level)</i>
Topaz <sup>MM2</sup>	Cold	Swim	<i>Darkness, lightning bolt, repulsion (6th level)</i>
White <sup>MM</sup>	Cold	Hide	<i>Obscuring mist, sleet storm, wall of ice</i>
Yu lung <sup>OA</sup>	None	Swim	None

\*Only a dragonborn character can select this draconic heritage.

Dr: *Draconomicon*  
ELH: *Epic Level Handbook*  
MM: *Monster Manual*  
MM2: *Monster Manual II*

Mon: *Monsters of Faerûn*  
OA: *Oriental Adventures*  
Sa: *Sandstorm*

**Special:** With your DM's permission, you can choose a draconic heritage associated with a kind of dragon not found in the *Monster Manual*. See below for details.

## Draconic Heritage for All True Dragons

The table above provides the benefits of the Draconic Heritage feat for all the kinds of true dragons published in D&D products to date.

Many of the draconic bloodlines listed on the table don't grant a bonus on saves against effects of a particular energy

type. Instead, you gain a bonus on saves against spells and abilities associated with the effect (such as force for the Tarterian dragon) or subschool (such as compulsion for the chaos dragon) that matches the entry on the table, as well as the normal bonus provided by the feat against magic sleep and paralysis effects.

**Special:** A character who chooses yu lung as his draconic heritage can, when he selects another draconic feat, choose to change his draconic heritage to any other lung dragon (chiang lung, li lung, lung wang, pan lung, shen lung, t'ien



*Illus. by D. Frazier*



*Many family trees include dragon blood*

lung, or tun mi lung). Once this choice is made, it can only be changed by undergoing the Rite of Draconic Affinity (see page 59).

## DRACONIC LEGACY [DRACONIC]

You have realized greater arcane power through your draconic heritage.

**Prerequisites:** Any four draconic feats.

**Benefit:** Based on your draconic heritage, add the spells noted on the accompanying table to your list of spells known. Each spell is added at the spell level where a spellcaster normally gains it unless otherwise indicated.

**Special:** With your DM's permission, you can choose a draconic legacy associated with a kind of dragon not found in the *Monster Manual*. See the table on page 103 for details.

## DRACONIC PERSUASION [DRACONIC]

Your arcane talents lend you a great deal of allure.

**Prerequisites:** Draconic Heritage, sorcerer level 1st.

**Benefit:** After you cast an arcane spell, you gain a bonus equal to 1-1/2 times the spell's level on your next Bluff, Intimidate, or Perform check. The check must be made before the end of the next round.

## DRACONIC POWER [DRACONIC]

You have greater power when manipulating the energies of your heritage.

**Prerequisites:** Draconic Heritage, sorcerer level 1st.

**Benefit:** Your caster level increases by one, and you add 1 to the save DC of all arcane spells with the descriptor or subschool associated with your draconic heritage.

**Special:** This feat works in conjunction with the Energy Substitution feat (*Complete Arcane*, page 79) as long as the substituted energy matches the energy type associated with your draconic heritage.

## DRACONIC PRESENCE [DRACONIC]

When you use your magic, your mere presence can terrify those around you.

**Prerequisites:** Draconic Heritage, sorcerer level 1st.

**Benefit:** Whenever you cast an arcane spell, opponents within 10 feet of and with fewer Hit Dice than you become shaken for a number of rounds equal to the level of the spell you cast. A Will save (DC 10 + level of the spell cast + your Cha modifier) negates the effect. A successful save indicates that the opponent is immune to your



draconic presence for 24 hours. This ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

## DRACONIC RESISTANCE [DRACONIC]

Your bloodline hardens your body against effects related to the nature of your progenitor.

**Prerequisites:** Draconic Heritage, sorcerer level 1st.

**Benefit:** You gain resistance to the energy type associated with your draconic heritage equal to three times the number of draconic feats you have, including draconic feats you take after gaining this feat.

**Special:** This feat grants no benefit to a character whose draconic heritage is not associated with an energy type, such as a sorcerer with pan lung heritage.

## DRACONIC SKIN [DRACONIC]

Your skin takes on a sheen, luster, and hardness related to your draconic ancestor.

**Prerequisites:** Draconic Heritage, sorcerer level 1st.

**Benefit:** Your natural armor bonus increases by 1.

## DRACONIC TOUGHNESS [DRACONIC]

Your draconic nature reinforces your body as you embrace your heritage.

**Prerequisites:** Draconic Heritage, sorcerer level 1st.

**Benefit:** When you take this feat, you gain 2 hit points for each draconic feat you have, including this one. Whenever you take a new draconic feat, you gain 2 more hit points.

# TACTICAL FEATS

Tactical feats were introduced in *Complete Warrior*. They allow characters to perform a number of powerful attacks by first taking prescribed actions to set up the maneuver. It is up to you to keep track of those actions and to inform the DM that you are preparing to execute a tactical maneuver. See page 108 of *Complete Warrior* for more information.

## SPELL REHEARSAL [TACTICAL]

Casting the same spell several times in a row or at the same target enables you to perfect it.

**Prerequisite:** Caster level 1st.

**Benefit:** The Spell Rehearsal feat enables the use of three tactical maneuvers. You can only apply one maneuver at a time to a single spell.

**Persistence:** To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows affected creatures or objects a saving throw. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell, you add a cumulative +1 to the spell's save DC. If you cast any other spell after starting to use this feat or take any other standard action, the persistence chain breaks and you must begin anew.

**Refined Targeting:** To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that requires an attack roll to affect a target. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard

actions between successive castings. On the second and subsequent times you cast the spell at the same target, you gain a cumulative +2 enhancement bonus on the attack roll to deliver the spell. If you cast any spell that does not require an attack roll or take any other standard action, the refined targeting chain breaks and you must begin anew.

**Persistent Targeting:** To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows a target to apply spell resistance to the effect. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell at the same target, you gain a +2 bonus on caster level checks to overcome the target's spell resistance. If you cast any other spell or take any other standard action, the persistent targeting chain breaks and you must begin anew.

**Special:** This benefit applies to spells you know or have prepared as well as spells cast from items such as wands and scrolls.

## WING EXPERT [TACTICAL]

You can use your wings to create a variety of effects.

**Prerequisites:** Flyby Attack, wings and a glide or fly speed.

**Benefit:** The Wing Expert feat enables the use of three tactical maneuvers.

**Wing Buffet:** To use this maneuver, you must charge an opponent. On the round after the charge, you can flutter your wings in a distracting manner while you make a melee attack or attacks against the same opponent you charged. If that opponent fails a DC 20 Reflex save, you gain a +2 bonus for your turn on your melee attack rolls against the distracted opponent. You cannot make a wing buffet again until after you make another charge.

**Wing Defense:** To use this maneuver, you must have taken the total defense action. On the round after doing so, if you do not use your wings to fly, you can flutter your wings in such a way as to gain concealment for the round.

**Wing Fan:** To use this maneuver, you must have used at least one move action in the previous round to fly or glide at least 30 feet. As a full-round action in the next round, you can use your wings to produce an effect identical to a *gust of wind* spell with a range of 30 feet. Using this maneuver makes you fatigued. You cannot use this maneuver if you are exhausted.

# RACIAL SUBSTITUTION LEVELS

A substitution level is a level of a given class that you take instead of the level described for the standard class. Selecting a substitution level is not the same as multiclassing—you remain within the class for which the substitution level is taken. The class features of the substitution level simply replace those of the standard class's level.

To qualify to take a racial substitution level, you must be of the proper race. For instance, to select a kobold rogue racial substitution level, you must be a kobold.

Each of the races featured in this book—the dragonborn, the spellscales, the kobolds, and dragonblood creatures in