

The Complete
Guide to

3RD
AGE

DRAGONKIN



The Complete Guide to

\$16.99^{usa}

DRAGONKIN

HALFBLOODS SPAWNED FROM GREATNESS BUT FOREVER DENIED

This definitive sourcebook unlocks the twin worlds of the dragonkin...

Dragonkin are bequeathed greed and ambition, but lack the power to claim it. For every fiery breath weapon, there is an obvious scale or horn that marks a half-dragon as an outsider. For every natural immunity or fearsome ability, there is an overwhelming ego that leads to quixotic and sometimes deadly quests. And no matter what they do, dragonkin can't escape one ever-present fact: they are the spawn of dragons, but they live in the world of man.

The Complete Guide to Dragonkin examines these half-bloods in all their forms, from those spawned by polymorphed dragons to the mutant creatures produced by arcane egg-sculpting.

It features:

- Rules for playing dragonkin as player characters and monsters, including new feats and racial templates from the diluted dragon-touched to the consummate half-dragon.
- Four new prestige classes for dragonkin: the phlebotomist, primal beastman, whiplord, and wyrm-dedicate.
- Rules for ancient dragons that ascend to the power of gods, and the dragonkin who worship them.
- New rules for draconic magic, egg-sculpting, dragonkin monsters, and more!

The Complete Guide to Dragonkin is 100% stand-alone and world-neutral.
It can be integrated easily with any fantasy setting.



Requires the use of the
Dungeons & Dragons® Player's Handbook,
published by Wizards of the Coast, Inc.
This product utilizes updated material
from the v.3.5 revision.

GMG 3008



www.goodman-games.com

Dungeons & Dragons® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, and are used with Permission.

The Complete Guide to DRAGONKIN

Table of Contents

Introduction.....	2	Examples of Draconic Deities.....	30
Chapter One: Origins of Dragonkind.....	3	Organizations.....	43
Chapter Two: Dragonkin Characters.....	5	Religious Cults.....	43
Races.....	5	Secretive Bands.....	48
Half-Dragon.....	5	Chapter Four: Dragonkin Magic.....	51
Dragontouched.....	8	Dragon Domain.....	51
Wyrmbred.....	10	New Spells.....	51
Kobold Connections.....	11	New Magic Items.....	52
Prestige Classes.....	13	Dragon Egg Sculpting.....	56
Phlebotomist.....	13	Chapter Five: New Opponents.....	62
Primal Beastman.....	15	New Monsters.....	62
Whiplord.....	16	Bloodling.....	62
Wyrn-Dedicate.....	19	Breathslain (template).....	63
New Uses for Skills.....	21	Dragold.....	66
New Feats.....	22	Xalchi.....	68
New Equipment.....	28	Dragonkin NPCs.....	68
Chapter Three: Dragonkin and Dragons.....	29	Chapter Six: Campaigns.....	71
Supreme Avatars.....	29		

Writer: Bret Boyd

Cover Artist: Michael Erickson

Interior Artists: Ilya Astrakhan, Brian England, David Griffith, Carlos Henry, Rodrigo Macedo, Alejandro Real Villén

Cover Designer: Andy Hopp

Editor and Graphic Designer: Joseph Goodman

Proofreader: Lisa Poisso



To Brad, Scot, Chuck, Heather, Ryan, Drew, and Greg. If we didn't play the game, I probably wouldn't write for it. This one's for you!

Questions or comments? Send them to us at info@goodman-games.com, or visit our web site at www.goodman-games.com.



Introduction

This book is a resource for both players and gamemasters on the subject of dragonkin. Dragonkin are creatures descended from or related to dragons. In some cases, dragonkin are created naturally by normal breeding between a polymorphed dragon and a humanoid. In other cases, dragonkin are created unnaturally through foul magic and nefarious sorcery. Sometimes dragonkin breed amongst themselves to create diluted versions of their original breed, while other times dragonkin result from bio-modified dragon eggs transmuted before they hatch.

Regardless of the creation method, all dragonkin share certain things in common. First and foremost, they are heir to dragons. This unique position gives them both powerful abilities and great limitations. For every fiery breath weapon, there is an obvious scale or horn that marks a half-dragon as an outsider. For every natural immunity or fearsome ability, there is an overwhelming ambition that leads to quixotic and sometimes deadly quests. And no matter what they do, dragonkin can't escape one everpresent fact: they are the spawn of dragons, and it is to dragons that they are ultimately beholden.

This sourcebook presents dragonkin for use as both player characters and monsters. The first chapter presents the origins of dragonkind. These origins play into the motivations of dragonkin characters and determine their interactions with greater powers.

The second chapter presents a wide range of new options for dragonkin characters. These include racial templates

describing the various dilutions of dragon blood, from half-dragons to dragontouched to wyrbred (who lack draconic blood but are raised by dragon "parents"). Four new prestige classes are presented, along with a host of feats and discussion of draconic relation to other creatures, particularly kobolds.

The larger issues of dragonkin and their relationship to dragons are addressed in chapter three. This chapter introduces dragon avatars, ancient wyrms of such enormous power that they have become demigods unto themselves. They can grant powers to their followers, who in most cases are other dragons or dragonkin. These dragon avatars in many cases have churches and cults devoted to their worship.

Chapter four presents new options for dragon magic, both divine and arcane. This includes a new clerical domain and new spells. This chapter also discusses the practice of egg modification, where dragon eggs are transmuted before birth to create mutated dragons. These dragonkin are unlike their humanoid cousins but nonetheless are indeed dragonkin.

Chapter five introduces new monsters related to dragonkin and the other topics in the book. Finally, chapter six discusses ways to run a dragonkin campaign.

By the time you are finished with the Complete Guide to Dragonkin, you should be fully prepared to conduct adventures centered around these creatures. Whether they play the role of heroic defenders or horrid aggressors, they fill an exotic role that adds mystery and adventure to any campaign.

