

# BATTLEZOO DRAGONS

## FAIRY DRAGONS



Jessica Catalan, Stephen Glicker, and Mark Seifter

**ROLL FOR**  
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**PATHFINDER**  
COMPATIBLE





## AUTHORS

Jessica Catalan, Stephen Glicker, and Mark Seifter

## ADDITIONAL WRITING

Hannah Feywild Fiend

## EDITING

Stephen Glicker and Mark Seifter

## ART DIRECTION

Stephen Glicker

## COVER ARTIST

Brendan Lancaster

## INTERIOR ARTISTS

Brendan Lancaster, João Henrique Fraga Mileski,  
Mirco Paganessi, and Firat Solhan

## PLAYTESTERS/PROOFREADERS

Eric Dahlgren, David Greene, Sébastien “Aleph” Greffier,  
Jordan Karotkin, Ryan King, and Tony Saunders

## FOUNDRY VTT IMPLEMENTATION

Ian Blackstone and Ian Hildebrandt

## GRAPHIC DESIGN

Stephen Glicker

## LAYOUT

Stephen Glicker

## DIRECTOR OF GAME DESIGN

Mark Seifter

## PUBLISHER

Stephen Glicker

## SPECIAL THANKS

All the Roll For Combat fans!

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16 Continental Road, Scarsdale, NY 10583  
[rollforcombat.com](http://rollforcombat.com)





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## Introduction

Esteemed Rizanivash,

I'm beyond excited by the discoveries I've enclosed for you! I write these words with an eager hand and a mind still reeling from the thrill of discovery, as your request to seek out and catalog the forgotten and hidden dragons of the realm was a resounding success. As you requested, I began my journey in search of the hidden dragon families by seeking out more information on the so-called "fairy dragons" connected to fairy tales and the realm of the Fey.

As expected of my voracious appetite for field research and skepticism for simply taking others' words at face value, I took it upon myself to head into the Faerie realm in order to verify certain hypotheses and gather information from primary sources. I think you'll find that the results certainly speak for themselves.

You can remain confident, O Dragon Overlord, that my findings are scrupulously sourced and double-checked as much as draconically possible, with an eye toward removing my biases from any conclusions, except as mentioned explicitly within the results themselves. Of course, any synthesis and analysis naturally involves a piece of the author's own self, and so I recommend sending a secondary foray at some point in order to either validate my claims or provide a dissenting opinion. I'll leave it up to you who to send and when, before your term as Dragon Overlord is up.

I remain, as ever, in your devoted service  
Kallizandrexx, Sage Aeternal



Welcome to *Battlezoo Dragons: Fairy Dragons*! It's been a whirlwind few years since the release of *Battlezoo Ancestries: Dragons*, and we've heard many requests for more dragons, with fairy dragons first among them. And so, here we are! I brought in Jessica Catalan, a veteran author for both Roll for Combat and Paizo, to design our new dragons, and I think you'll love what she came up with.

As with the original dragon ancestry, it might seem unbelievable that a dragon can be fun and balanced to play alongside characters of other ancestries, but I've worked on every Paizo ancestry up through *Impossible Lands* with the exception of kashrishi, and I'm confident that this incarnation delivers, especially with the help of the playtesters, who affirmed the original design while adding tons of great ideas that made it into the final book. I'm so confident that it will be a balanced option for your game that if your group finds the ancestry overpowered for any reason other than the 9th-level flight feats (which have become a new standard for Paizo ancestries as well), contact us here at Roll For Combat and we'll try to give you advice on how to adjust it to make it fit better. This offer is open to both players and GMs, and feel free to convey this assurance to other players who may be unsure.

Without further ado, let's take a look at what this book has to offer!

## Chapter 1: Fairy Dragon Lore

Enter the world of the fey alongside our narrator, the draconic scholar Kallizandrex. Experience Kallizandrex's journey and immerse yourself in the Faerie themes common among fairy dragons. This chapter is short and sweet, perfect for GMs and players alike who want to get a sense of how a fairy dragon character might act and what their home realm feels like.

## Chapter 2: Player Options

This chapter is the main event for all you players out there. Here we include absolutely everything you need so you can play a dragon character with any of the fairy dragon heritages. This includes the ancestry basics, the special draconic ravager and dragon mage archetypes, as well as all-new feats for each of the five fairy dragon heritages. The chapter ends with some player-focused lore from Kallizandrex about each of the five heritages. While GMs are welcome to peruse this section as well, the lore specifically caters to players contemplating their character's backstory and culture.

## Chapter 3: Fairy Dragon Bestiary

This chapter is a bestiary containing young, adult, ancient, and great wyrm statistics for all five fairy dragon heritages, plus GM-focused lore and snippets

## Mini Glossary

The following terms and named characters are defined and explained in context along the way, but we've included them all here for quick reference.

**Aeternal Dragon** A dragon who has performed the lux aeterna ritual. Aeternal dragons tend to live tumultuous, adventurous lives and grow from their experiences rather than aging over time.

**Kallizandrex** An aeternal green-horned dragon scholar with an obsession for the lux aeterna ritual and aeternal dragons specifically, though he's also interested in unexplored lore about dragons in general to a lesser extent. Kallizandrex is willing to do whatever it takes to conduct his field research, even putting himself at great risk; he publishes many texts containing the results. He is the book's in-world author and narrator.

**Lux Aeterna Ritual** This mysterious ritual allows a dragon to charge a lifetime of magical potential into their body all at once, short-circuiting their magic temporarily but allowing them to grow much faster than a normal dragon when they push themselves to the limit. A dragon who successfully completes the ritual is referred to as an eternal dragon.

**Rizanivash** A powerful aeternal dragon with shining silver scales, Rizanivash defeated the champions of her own dragon family and then all other dragon families at the Dragon Overlord competition, becoming the Dragon Overlord for ten years. This is largely a ceremonial role, as the competition is more of a sporting event than a true exercise in draconic politics, but it allows Rizanivash to propose a course of action for the decade and have a fair number of dragons at least consider helping to fulfill it. In Rizanivash's case, she sought to reach out to the world's hidden dragon families, which she dubbed "secret dragons."

**Traditionalist Dragon** A dragon who hasn't performed the lux aeterna ritual. Traditionalist dragons tend to be more closely aligned with the draconic norms of their heritage (which, for many, include gathering a hoard and resting while guarding it).

from Kallizandrex. Here you can also find sidebars and text describing various powerful dragons of each heritage that you can use as plot hooks or inspiration for your game, some designed by Jessica or myself, and others by fellow dragon enthusiasts.

## Supplement: Classic Great Wyrms

This independent article from Kallizandrex's research journals contains information about classic great wyrms rather than fairy dragons. Each dragon has statistics and information on a great wyrm and lore about a specific great wyrm, which you can easily add to your game. Also included are two full-page lair maps, as well as additional details and lore for two of the great wyrms.

—Mark Seifter, Roll for Combat  
Director of Game Design









# Chapter 1: Fairy Dragon Lore





## On Preparing for and Surviving Faerie

By Hallizandrex, Sage Aeternal

While I have shared my knowledge in great detail regarding fairy dragons, I have thus far little recounted my actual experience in the fairy realm, that fantastical place of equal parts danger and beauty. The descriptions of Faerie that follow have been pulled straight from my journals, where I kept meticulous track of all that I observed and encountered during my many travels. The nature of this realm demanded a particular attention to detail, as writing all I knew in each present moment better confirmed my persistent suspicion that the many strange happenings around me were as real as the air I breathed and just as difficult to pin down. Pin down I did, however, and given that so little, and for so long, has been understood of Faerie, I consider it my most solemn duty to now remedy this knowledge gap.

Before my trip, I spent long hours in library corridors dusting off archaic tomes and poring over their faded ink, only to uncover the most fleeting and uncertain truths within their pages. When the time came for my journey, I had by then formed a connection with a certain alicorn dragon, an adventurer who, a few years ago, successfully performed the lux aeterna ritual himself. The woefully poor reception of this transformation had driven him to the mortal plane, but this painful circumstance did not dull his naturally cheerful disposition; upon meeting, I soon managed to enter into his confidence. I cannot overstate the valuable knowledge I managed to glean from him, which I will continue to share with you.

That being said, academic preparation will not suffice





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if you wish to enter such a world as Faerie and leave unscathed—if you manage to leave at all! When entering the realm of the fairy, one must possess a keen mind and intuition, an inherent sense of the supernatural, and a grounded purpose—one that illusion and distraction cannot bend and twist to their will. Beware reader! Greater and stronger creatures than I have entered the fairy realm, never to return. Heed my words carefully before attempting what I myself have done. Your own foresight and discernment must carry you from there, bolstered by a prudent study of this text.

So, what knowledge must you possess before embarking on a journey to the fairy realm? Those familiar with my deep affinity for scholarship will know I do not make this declaration lightly: fact and feeling exist as one in this place, dancing and ruling together in perfect harmony, creating their own rules and logic from time immemorial. To enter and survive, one must never split the two in twain, or they risk losing both forever.

And that, dear reader, is where my journey began, in this dance of fact and feeling, as my entrance into Faerie first required their balance within me as a sort of key. Once they clicked into place, the door between realms swung open, and I plummeted into this equal parts maddening and invigorating world.

## My Entry Into Faerie

Many stories of children wandering into unknown realms and reappearing decades later, oblivious to the passing of time, speak to the curiosity and innocence often required to activate one's passage. Without the proper mindset, a finely tuned emotion, and a sense of wonder and adventure, the doorway to Faerie remains closed, even to one desperately knocking at its door. Already that blend of fact and feeling plays their role; to enter the fairy realm, one must both find an invisible path and possess the internal key to unlock it. I'm sure some would prefer it if the path were a deadly swamp, with the key hidden in the maw of a particularly upset rage dragon.

So how do the young and inexperienced manage such an incredible feat? When children play, a moment occurs when they truly believe in what they imagine. Their stick is a sword, their home a fortress, and their backyard woods are wild and dangerous—and then, without warning, they actually are. These hatchlings look up from their play, and the world around them is filled with wonder because they have entered a new one entirely.

More often than not, children who have managed to return from the realm of Faerie cannot explain exactly how or when they crossed over that threshold. Few possess the ability to control the fleeting magic of the fairy realm and its portals; regardless of whether

the entrance still exists in its original location or has always remained, many struggle on how to activate it once again. They linger between ancient trees, in city ruins, in twilight ponds, ever-present yet invisible to the untrained eye.

When I learned of my need to enter Faerie, that dear friend I mentioned pointed me in the direction of one such child he met while still in that other realm. The child has since returned home, grown into adulthood, yet claimed to know the key to the particular passage they once stumbled through. I set out to find them at once.

Out of respect, I won't pinpoint the locale to which I first traveled. Needless to say, this quaint little town sits in the foothills of a grand mountain range, where the morning air chills the bones even in the summer season. This individual had anticipated my coming and knew I intended to move with all haste, so after a brief cup of tea, we went without hesitation to the place through which I was to pass into Faerie.

To my immense dismay, they took me to a frigid mountain lake. Given the crystal-clear water and preternatural silence that hung in the air, I knew immediately that I would have to submerge myself in this chilling pool. My new friend confirmed this suspicion.

With the path clear, only the key remained for me to discover. When my present acquaintance accidentally transported themselves long ago, they explained that they had then dived into these waters—fully dressed—invigorated by the joy and freedom of youth, feeling that it mattered not the day to come. Entering in the same manner, diving in with a sense of glory and invincibility, would allow me to break free from the water and into the new realm.

Well, reader, you see now the difficulty in possessing such a key, especially if you have known the weariness of time and age. The wisdom and knowledge of books does not often make an unburdened mind, but in that moment, unburden mine I must, as I soon stood alone on the water's edge.

Allow me to be frank: I spent many hours there, staring into that still lake, fearing I would never build the courage to throw myself into its icy grasp, worried that once I did, I would emerge in this world still, only colder and more disappointed than before I had leapt in. I stared and thought, and my mind wandered. Eventually, I pulled it back to the present conundrum, and I cannot explain how I finally did it, but I felt a snap somewhere in the back of my mind. I will spare the details of how I managed to remember the joy of youth—let's just say that my first experience reading a truly fascinating work of scholarship might have had something to do with it—just know that I did, in fact, find my way again to that state of mind. Then I jumped.





## The Vernal Court

When I burst forth from those waters, I knew instantly that I had succeeded in my endeavors to reach the fairy realm. Though the forest before I jumped possessed a weighty sort of beauty, it paled in comparison to the splendors that nearly blinded me in their wide spectrum of colors and lights.

A world transformed—a beating heart of color and light. In place of trees now stood flowers—not measly, pluckable flowers, but wild and immense, towering over me and filling the air with an indescribable sweetness that stung my sensitive nose. The light shining through their petals dappled the earth in colors like I've never witnessed before or since. I was, simply put, dazzled, and I likely stood and stared for a long while before coming to my senses, suddenly aware that I was completely and utterly lost.

Luckily, I recalled the conversation I had over tea with my accidentally well-traveled informant, who advised that I climb the towering stems, using the leaves for leverage, and seek out a shimmering on the horizon. Having done so, I soon spied the hazy spot to which they must have been referring, but not before having to once again catch my breath at the unexpected sight before me.

The fairy realm exudes a vast and whimsical grandeur and beauty that is unparalleled. Shimmering waterfalls flowing upward, stained glass pools, opal boulders, water-soft blue grass—this glorious realm sang. Even without strange magic to twist and distract the mind, the mind could easily be distracted by all the wonders here. Though I wished often to stop, observe more closely, and consider how this magnificent ecosystem functioned, necessity and purpose propelled me toward my destination. I admit that I questioned all warnings of danger, feeling at that time perfectly safe.

I spotted no small number of fauna, to be sure. Faerie never rests, always buzzing with thrilling forms of life. In that perpetual dawn, I saw butterflies that were as large, if not larger, than the giant flowers they landed on, and they displayed more colors than I knew existed. Less thrilling were the bees of similar dimensions, their stingers the length of my arm. I silently passed below, making it clear that I posed no threat, and their buzzing followed me long after I had passed, vibrating the flowers for quite some distance. Once, some large creature shook the ground as it passed not far off, and while a putrid smell reached my repulsed senses, I never managed to spot the hulking monster.

Increasingly, I imagined myself as a bug among beasts when I realized I had for a long time not checked my path, so I climbed once more atop the floral forest. The shimmering haze I had sought for some unknown time permeated the air around me, and my stomach lurched



as the leaf on which I stood tipped downward, sending me plummeting to the earth below, only to be caught by another and tossed upward again, at which point I was once more caught, dropped, caught, tossed, in a terrifying game of catch in which it seemed I would play the ball. I thought some creature's magic must be responsible for this lively trick, so I laughed and cheered, figuring this reaction would surely gain the favor of my host.

This determination proved successful, as I felt myself finally, safely, brought once more to the forest floor. A flitting sound behind me signaled my successful first meeting: the pixie dragon known as Darudy appeared before me, laughing and seemingly pleased with my reaction to his game.

Darudy allowed me to ask many questions about pixie dragons as a whole, the answers to which you will find in the other pages of this book. I additionally learned much about the local Vernal Court, one filled with the delight of youth and the joy of a new spring. All of what he shared aligned with my experiences and encounters thus far.

From Darudy, I learned yet another new tidbit of information that became indispensable to my journey: the more powerful a creature in any particular realm within Faerie, the more that region will shape itself to those feelings. Darudy's pure joy brought a safety and vibrance to this place, one that I would not be so lucky as to find elsewhere I traveled. Fortunate are the children who accidentally wander into Darudy's realm, as here they would find nothing but welcome and delight. Few may count themselves so lucky.





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## The Ambrosial Court

I had, of course, explained my purposes to my amicable host, who offered to acquire an invitation for me to the Ambrosial Court, a palace of finery beneath a deceptively proximal mountain. Rather than linger on the details of the communication that acquired my passage, I will explain the difficulty of travel between different fairy realms and courts.

Though a path might appear straightforward, routes in Faerie—sometimes called “Ways” or “Fairy Paths”—tend to possess a mind of their own, weaving and changing at will. A traveler often requires a “key” to traverse an open plain or ancient forest, much like the keys required to enter the fairy realm in the first place. For instance, you might seek to traverse a treacherous mountainside path, only to find that doing so proves impossible unless you walk backward without a single glance behind. Despite all logic, the journey will pass much more safely and quickly in that manner. Traveling through a swamp might require you to sink into the mire rather than traverse atop it. You might only reach a kingdom by walking away from it, declaring loudly that its streets are far too fine for such a beggar as yourself.

If performed at the incorrect time or place, these actions could, at best, cause a traveler to become inevitably lost. They could also, of course, bring about a most untimely death. Many native fey prefer to make their fortunes by acting as guides for those unfamiliar with the confounding terrain, though their preferred payments might strike a tourist as exceedingly strange. A creature of Faerie might request one’s favorite childhood book, a flower plucked from the garden of a mother with exactly three children, a fine spoon with no match, or in stranger cases still, one’s ability to skip or to sing in the G Major key, the color of their hair, or their desire to always shop at the same market. If these requests are not handled as expected—perhaps the plucked flower belonged to a mother of two—the guide might still offer their services but decline to return their charge to their original home plane.

One of a fey mind will not find this behavior at all fickle or confounding but rather perfectly reasonable. Mishandling of the terms of agreement truly falls on the one seeking aid, unless they have by mistake chosen an untrustworthy or particularly tricky guide.

To reach my next destination, that of a court dragon’s lair, I found myself weaving through a number of underground tunnels, under the explicit instruction that intentionally getting lost would allow me to find my way. This task proved a great difficulty for one such as myself, who would have preferred to track the many twists and turns in my journal. In order to distract myself thoroughly enough, I recited to myself a book of poetry I had encountered a few days prior, focusing on the author’s astounding use of language, and before long, I

found I had arrived at my destination.

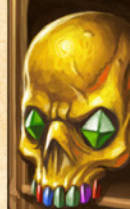
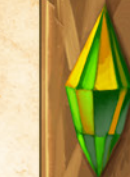
Rather than encrusted with glittering jewels, this cavern displayed a magnificent fruit growing on the vine—much like vineyard grapes—hanging from far above one’s head, growing from the sides of the rock, lining one’s path so that all footwear in this place soon stains red. A regally dressed sidhe, with equally ruby-colored hair and eyes, welcomed me and led me into an astounding hall lined with goblets of which no two were alike. The smell of some unfamiliar meat wafted toward me from a hidden room, and my host’s many attendants flowed about so gracefully that I thought for a moment I must have dipped into some invisible underground river.

As I came up for air, the same sidhe led me to a room where I could bathe and change, leaving me with regalia surely befitting kings. Once I thoroughly cleaned myself and donned something seemingly appropriate for the occasion, I was greeted by Amokray, a great court dragon with his horns in a twisting, jagged crown atop his head. Amokray greeted me with a formal, sudden sweep and guided me to the hall, where we’d feast for many hours.

A strain overtook my mind after some little time, and as I wrote all I could, comparing what I heard to that of my research before arrival, I came to understand the secret narrative that he so desperately sought to rewrite, which the food and drink and finery sought to cover, and which had crept upon him so quietly and inevitable, I hardly thought he could have known his fate had already arrived: my host’s mind was failing him, and to escape that fate, he was completely and utterly desperate.



Amokray







## A Fortune Turned Sour

Rest assured, I have verified everything I've written about court dragons with others throughout my journey, discarding any information he imparted that remained uncertain or clearly false. But during that long meal—in hindsight, I know not how long we sat and dined, but I suspect it was far longer than I felt at the time—my host shared all he knew or thought to be true, until he announced that his end of the deal had been fulfilled, and I must now fulfill mine.

If you, the reader, are now wondering what the nature of the deal I had made was, I must admit that at that moment, I couldn't begin to guess. Apparently, at some point, he had slipped in some comment about the importance of reciprocation, to which I had nodded my assent, and all shared from then on must have been deemed equal, including the sharing of knowledge. Near the end of the meal, my body felt heavy, my mind numb with exhaustion yet keenly aware of its need to remain alert, and that is when he asked me to share all I knew of the lux aeterna ritual. My host then revealed his intention to forego an end trapped in his own mind in favor of a life of excitement and adventure, which the ritual could surely provide.

I shared all I could, of course, but the questions asked and the comments interjected made clear that my description fell on confused ears. Though the ritual cannot be performed on behalf of another, he continually asked how exactly such a thing could be done by another for him, suddenly stating that it must be done after a much-needed rest. You can imagine my concern, realizing that I had effectively been commanded to do the impossible on the morrow.

Luckily, before I could even attempt to rest, one of his many subjects—another sidhe who, it would seem, served as an advisor to my host—grabbed my attention and led me to a path that would free me from the cavern. Though my mind and body both begged for sleep, I knew this chance to leave would be my only one, and I forged ahead, leaving behind the fine clothes I had come to regard with a certain anxiety.

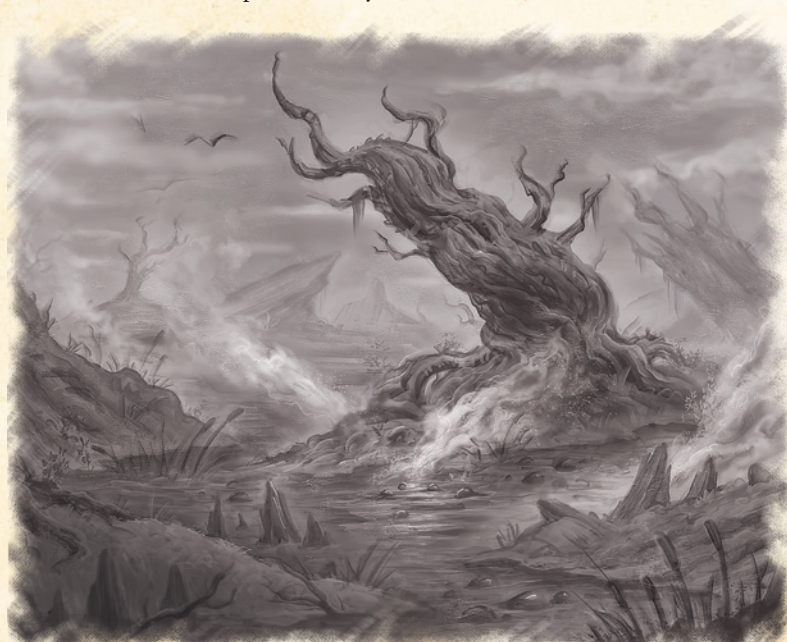
This path, much more straightforward than my previous route, released me to a heavy, heady swampland, where putrid blue and purple bubbles floated above the murky surface, and the thick swamp air seeped into my nostrils, consuming any memory they had of the fine spices of the Ambrosial Court. The sky above felt stale, dark, and unmoving. I sought any guidepost with which

I could continue in relative safety, to no avail. I had been led, it would seem, to a wild space, one unruled by any one emotional creature or other force.

Dear reader, should you ever find yourself in such a place, my best advice is to forge ahead, seek either rescue or release, and maintain a sound mind. Without a powerful fey ruling over these lands, all features become more prone than others to change; a tree might appear safe for an overnight rest only to grow in an opposite direction, depositing you in a much less favorable spot by the time you wake. And though you might feel abandoned, creatures lurk all around, thriving in these chaotic and muddled realms. You might encounter particularly unpleasant gremlins or sprites or, more likely, fey who, for whatever reason, were unable to exist peacefully within the bounds of Faerie courts.

I found myself pinched by unseen forces or pushed into previously absent waters. Sometimes laughing would follow these interruptions, but more often, and more disturbingly, I would hear nothing, only certain that something had made itself known. Strange mirages swam before me, promising an oasis and a release into a place of more beauty and structure. However, the longer I followed these paths, the more dangerous the terrain around me became, and I soon realized that heading in the opposite direction of these promised havens proved to be safer. I could only hope that my precautionary measures did not lead me to overlook a real exit.

With shame, I admit that my spirit almost began to falter. I had heard of these terrible places where one can hardly hope to find escape, and where no living creature will help a poor, lost soul find safe ground. Did I spend hours, days, months, or years in this place? In truth, despite even my best efforts, I fear I will never know.







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## The Obsidian Court

When I did finally escape that dark and terrible place, I did so through renewed efforts of communication. Though I possess no magical means for speaking with an unknown person far away from myself, I knew I was in a realm of possibility. Therefore, I would persistently speak aloud, as if I were speaking to a friend, with the hope that someone would somehow hear my conversation and reach out to me, if only for the opportunity to continue our conversation. Incredibly, this plan worked. The next time I fell asleep, my head against a tree with fuzzy, soft bark—not moss, but bark—I woke with a soft pillow under my head, a lovely light streaming in through an open window. Never has fresh, clean air tasted so pure.

I knew that I must have found myself in the realm of an alicorn dragon. No other host would have such crisp sheets, stone walls that shine just so, and lovely art made of, upon close inspection, oil paints with natural hues pulled straight from the buds of flowers and leaves. Glancing outside, I observed a sprawling landscape of black obsidian, dotted with steaming pools flowing into one another from different heights, as well as a perfect view of a nearby ocean. Its waves lapped against the shore so peacefully that they seemed controlled by someone who seeks only the calmest, most lovely environments.

If you have read my notes on alicorn dragons, you will find this sight consistent with everything I describe. To my new host, who I soon learned went by the name Renfel, their realm is their art, the preservation of its purity their most solemn priority. I am grateful for the time they allowed me to stay in their realm, even when our business regarding my book had concluded.

The Obsidian Court provides a safe home to a variety of fey creatures. They move quite slowly there, intent on getting nothing in particular done yet always engaged in some pleasant activity. I met a number of naiads, as well as hulking yet peaceful creatures made of the same black stone as the landscape—who react quite reasonably when accidentally sat upon—and several sidhe deep in thought, often with open books or journals beside them, which they would on occasion pick up in order to read or write just a sentence or so before putting the book down again for another long period.

I suppose they found my hurried hand—the speed at which I noted all around me—a bit odd for the sake of thorough and proper scholarship. I wondered how long they lived and what they sought to accomplish, as I myself felt the passage of time keenly, despite that gentle light in the sky never fading into the night or a new day.

I wondered, too, how much time had passed since leaving my home plane. Each entry into a new realm of Faerie carries with it the risk of time moving at a much



Renfel

faster or slower pace than in other realms. With no night or day cycle to speak of in most courts, I wondered whether time flew at an unimaginable pace or labored on as slowly as my new companions. I recalled that I would eventually have to find magic powerful enough to send me back home and to the correct year. With Faerie seemingly having an endless number of courts and realms to speak of, I wondered how many I'd have to enter even to find such an individual.

Truly, creatures in Faerie live their own unique schedules, no two the same. They sleep at different times, eat at other times, and play all the time. Some wake only to host a dinner party. Others do not sleep at all but always paint, or garden, or construct paintings and sculptures that only make sense to them, or from one particular angle, or not at all.

To join any one of their many activities, even for a moment, implies your participation in said activity to the end. When the party ends, so does your time there—not before, and certainly not after. Joining a companion in bathing in a hot pool signals to the other creature that you have become partners in that endeavor. When one of you stands to leave, so must the other, or you risk displaying terrible rudeness. But despite the uncertainty of these new social codes, I will admit that I navigated quite well, and when it came time to move on, I said goodbye to not a few good, albeit peculiar, new friends.





## A Court of Decay

As for the next realm, I shall skip the details of my journey in favor of describing its most unpleasant nature.

When seeking a mischief dragon, I knew I must take care should I find myself in one's realm. The jovial trick of the pixie dragon, as he tossed me through the air, could, in a more mischievous nature, end with my being tossed into some sharp rocks or a deep pit, even should I deploy my wings to avail myself of a respite against normal gravity. I steeled myself to be on the lookout for any unsavory schemes.

The realm in which I eventually found myself reflected the first in several ways: giant trees made of something other than bark and leaves, in this case, mushrooms, and large creatures flying about overhead, but of a more aggressive, buzzing sort. I witnessed not giant butterflies but giant cockroaches and wasps instead of bees. The mushrooms all smelled rotten, too, though I learned which to eat after watching a camp of gremlins for a few quiet hours.

I grew to understand the reason someone would stay in such an unpleasant place: an abundance of food and shelter. Though many unsavory creatures and monsters lurk about, plenty of hiding spaces are available, all lined with even more mushrooms. A knowledge of what's safe to eat allows any creature staying in this place a constant feast since, despite the horrendous smell of these specimens, many of their flavors proved surprisingly pleasant. A toadstool dragon gourmand would surely delight here!

While wandering about, I encountered several creatures raised in the realm who were able to share their stories about the mischief dragon that ruled there and their own experiences in this dank forest. Many creatures in Faerie adopt physical characteristics that mirror their surroundings, not only for effective camouflage but also to demonstrate their profound connection to their surroundings. Those in the Court of Decay grew mushrooms from their skin, as well as moss from their hair. A dryad plucked from this realm and placed in the Obsidian Court would, with enough time, alter to once again become one with their environment. I shudder to imagine what would have happened had I stayed there too long.

The Court of Decay used to be a much different place: when a new, sufficiently powerful creature moves into a part of Faerie, in this case the mischief dragon I was seeking, their inherent magical strength shifts the world around them, rather than the creature shifting to match the world. In this case, a lovely, bright forest, full of flowing pools with waters known for their clarity and often used for divination purposes, went too long without a particularly powerful magical presence, so when one moved in, she had no trouble bending it to her will.

Many shared with me the cruel tricks this dragon, called Dercallen, plays upon the realm and her subjects. She has been known to recolor safe and dangerous mushrooms alike, instilling a sometimes permanent confusion in those who feast upon the wrong fungi. She destroys any home constructed in plain view, though she occasionally sends the gremlins who swear loyalty to her to perform the task. These same gremlins enjoy laying traps in presumably safe places and taking over little communities before they can even hope to form.

To put it differently, I found myself in a wretched location, striving to grasp every aspect of mischief dragons but never encountering the individual in charge. I couldn't determine what exactly Dercallen sought to hoard until I remembered the inextricable link between emotion and Faerie. I determined that she must be hoarding some form of light or joy in her wretched Court of Decay.

I do not jest. The perpetual dark, the low mood of all who live there—except the gremlins, of course—the dullness of even smooth, damp mushrooms that should surely shine at least a little bit in the light of a torch, all pointed to a creature actively absorbing any shiny feeling or sheen that she could. And Dercallen did not have to make much effort to do so, either; the longer I stayed, the more I felt my own motivations and hopes fading before me, almost as if they were wandering off into the forest and away from me. I held onto them only by the thinnest tether before I realized what must be happening and, having learned all I could, I gladly took my leave.



Dercallen



## The Court of Mist

Throughout my time in the realm of Faerie, I had journeyed through many other realms, so many that did not make it into this account, places where feelings and morality played a more uncertain role. A realm with hot sands and hot pools could have felt brutal and destructive, but never once did my tongue dry out or my energy sap from the heat. I concluded that whichever fey creature ruled that land had to be both dangerous and benevolent. Another realm, with shady glades and wide-open, lovely fields, contained an ever-present feeling that one was being watched and not by kind eyes, though I never did spot another soul in that place. Yet another realm displayed a night sky always filled with stars winking mischievously as I passed through, seeming to remind me of some joke we were in on together. I left that place with a strange feeling of deep sorrow.

However, dear reader, my journey did end; otherwise, you wouldn't be reading my recount! In time, I discovered the Court of Mist and embarked on my final adventure.

The waterfalls surrounding the entrance of the Court of Mist, their mists concealing the beauty within, including that of the allure dragon herself, contributed to the name of this place. Indeed, words almost fail to describe the realm in which I found myself at the end of my long and arduous journey.

As opposed to the Court of Decay, here a light shone out from every surface, especially from the dew of the many waterfalls, grand and small, through which I traveled or beside which I passed. I climbed to enormous heights and found myself at lookouts that laid before me a divine world, where clouds chased one another like children playing a game and where trees swayed in a frenzied and utterly delightful dance. I felt that any painter who stood where I stood might have lost themselves trying to capture that movement, that life, that otherworldly glow. I found myself in a place of true goodness; the realm was indeed a perfect reflection of the essence of its dragon, called Belsa, whom I eventually had the pleasure of meeting.

Beauty and danger, humor and gravity, all exist in chaotic harmony in Faerie, beating together as one heart. All are enhanced here, and all live and breathe, whether a pebble is angry to have been kicked into a puddle or a cloud lonely for having been left behind by its brothers.

I completed my work on Faerie while in the Court of Mists and had by then known the pleasure of meeting Belsa, who had, unbeknownst to me, endorsed my stay upon my entrance. By the end of our talk, a haze had overtaken my mind again, this time one filled with an overwhelming sense of peace. Through the fog, I understood that I'd have to return home before long, though I might have stayed much longer had Belsa not



pushed me to share when, exactly, and where I'd need to return.

Moments later, I found myself near a waterfall, and a strong urge came over me to walk into it. I don't believe the feeling was caused by a magical compulsion or even an external effect. Rather, I'm sure I felt by then the necessity of my return and that my own instincts drove me forward through that water. As I immersed myself, I found a pitch-black cave behind the falls and, from there, kept walking. Though I could not see a thing, I soon felt a chill in the air. I could tell that something was changing.

When the mists parted and the light returned, I found myself standing beside a familiar lake once again. As if from a childhood memory, I remembered the path back to the nearby cabin. I set out immediately; after all I had endured, I figured I deserved a hearty cup of tea.

As I sipped my tea from the cozy confines of the cabin, toweling the moisture off my scales, I pondered all that I had learned from my travels through this other realm. The various lessons. The near misses with catastrophe. The friends I made along the way. The realm of Faerie was at once exactly as I had expected, as well as far beyond my imagination.

I can describe to you in this text, as best as I am able, what it felt like to enter a place where thoughts, feelings, and stories could shape the world around me. However, dear reader, I fear that my words don't do justice to the experience. If there's one thing I can tell you for sure about my perilous field research, it's that you have to live through Faerie to truly understand it. Even then, and even as a scholar of esteemed credentials, I wouldn't say that I understand it in full. And in that case, there's only one thing to do: perform even more research on the topic!

—Kallizandrex, Sage Aeternal









# Chapter 2: Player Options





## Fairy Dragon Tactics and Techniques

While my journey through the realm of Faerie offered me great insight into the environs of fairy dragons, I also strived to provide a deeper understanding of how they engage in battle. I was, perhaps, fortunate in that I didn't engage in pitched combat with a fairy dragon throughout my journey, but the side effect was that I didn't get to experience those skills firsthand in a visceral way.

Despite this, I gathered a wealth of tales from my aeternal alicorn dragon friend Karkane, who spent some time in the realm of Faerie before transitioning to the mortal realm due to the consequences of his lux aeterna ritual and continued to traverse both realms throughout his ongoing adventures.

Why ask Karkane? Well, for one, the information he provided me about the realm of Faerie had been spot on and gloriously detailed for my plethora of notes and records. In addition, locating him in the realm of Faerie was surprisingly simple, something that is never guaranteed when venturing here. But more importantly, he presented me with information from the perspective of an aeternal alicorn dragon, which I found sorely lacking in my cultural canvassing of Faerie.

I spoke to more than a few intriguing and illuminating fairy dragons while I was there, but all of them were traditionalists, and that represents a certain bias in the information I was able to receive from them. Not that aeternal dragons don't have biases of their own, but after undergoing the lux aeterna ritual, the world and interacting with it can present a very different viewpoint. And it was this viewpoint that I sought.

And so I asked Karkane to provide me with details on the capabilities of aeternal alicorn dragons, and it turned out that once again, he was able to exceed my expectations. He had worked together with other aeternal fairy dragons of all sorts in the past—surprisingly, including even a mischief dragon! And from that show of mutual cooperation, he had managed to discern much about the capabilities of aeternal fairy dragons, both on and off the battlefield.

As always, I listened with a skeptical ear; aeternal dragons are all different, both in the ritual's effects and the magic's growth on the dragon thereafter. However, I will outline his encounter and subsequent journey with numerous other aeternal fairy dragons for you, albeit briefly.





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## Hunting the Shadow Wolf

In the mortal world, wolves are usually cautious and opportunistic hunters. They go after the weakest possible prey, so dragons, even hatchlings, aren't on the menu. However, some wolves dare to hunt mortal children, prompting their parents to regale their offspring with tales of the "Big Bad Wolf" to reassure them and prevent them from venturing into the woods at night. Consequently, these mortal stories helped shape the wolves found in Faerie, making them absolutely terrifying.

That is when Karkane enters the story, as he was working with an allure dragon associate, a fellow aeternal dragon, to hunt down one such storybook wolf for a sizable reward from a local court. The two tracked the creature across a lonely moor, then into dark woods, all the way to a foreboding castle. Was this castle always here? What connection did the castle have with the wolf? Karkane wanted to investigate immediately.

The wolf, as clever and crafty as the tales suggested, had used the castle as a distraction, circling back around its own trail to pursue the hunters. And at the moment that Karkane stopped to think about the mysterious edifice, the wolf struck, its eyes glowing with wisps of purple energy.

This shadow wolf was a monster, in the truest sense. The Faerie realm produced a foe that should have been far too powerful for them to handle, but luckily Karkane's aura shielded them from the worst of the wolf's aura of primal fear. The two dragons quickly unleashed their breath; Karkane's brilliant beam weakened the wolf's shadowy composition, while his alluring dragon comrade's perfumed breath threw the wolf off-balance. The wolf tore into Karkane, and he responded with a horn. Fortunately, the horn of an alicorn dragon can penetrate a creature of mist and shadow, such as the shadow wolf, which possesses no corporeal form except when it chooses to solidify in order to attack. The exchange continued, with the allure dragon casting spells to protect Karkane and soothe both of their minds and wounds.

But it wasn't enough to outpace the wolf's ferocity and relentless attacks. As the allure dragon unleashed a final, desperate spell, and Karkane shielded his staff with a dazzling rainbow of energy, it appeared that the wolf was about to strike Karkane with a ferocious bite. Suddenly, the two dragons noticed something lurking behind the wolf—a mischief dragon! Were they allies of the wolf? The owner of the castle? If Karkane's group had any chance, it was fighting the wolf two-on-one, and it looked like the odds were about to even out in the wolf's favor.

Only... things weren't as they appeared! The mischief dragon suddenly swooped down and vomited a gout of acid at the wolf. While the wolf instinctively retreated from this new threat, it unintentionally stepped into a spotlight snare that the mischief dragon had strategically placed beforehand. The wolf howled in pain, unable to

finish off Karkane once and for all.

In combat, as in many things in life, timing is key, and such was the case here. That one crucial moment likely made the difference between life and death, as Karkane's group were able to magically recover from their wounds and continue the assault in full force. With the mischief dragon flitting about behind the foe and flanking with Karkane, the three unlikely allies had no problem finishing off the wolf.

After the battle, they took some time to discuss matters with the mischief dragon, who also happened to be an eternal dragon! They had planned to trap and defeat the wolf themselves, only to realize the creature was far more dangerous than they had anticipated. After a short deliberation, the three agreed to split the reward for the quest equally among themselves.

And that's how an unlikely group of three powerful aeternal fairy dragons first met! The story, as Karkane tells it, is longer and even more detailed, and I was able to use the extensive notes I took in order to discern more than a few secrets about aeternal fairy dragons, as well as prove several of my hypotheses correct. In the journal enclosed with this introduction, I've attempted to quantify this information for you as best as I can. I hope that this serves as a source for other scholars to continue to refine our knowledge even further.

And if you're a fairy dragon considering whether or not you should pursue the lux aeterna ritual, allow the following pages to be your inspiration! This is who you could become, and all of these powerful abilities may be available to you if you work for them. And of course, once you become a famous aeternal dragon hero and the envy of other dragons everywhere, dear reader, I do hope you'll take some time out of your busy schedule to remember your old friend Kallizandrex, who provided you the blueprints you used to achieve your success. Nothing would make me happier than to receive an exclusive interview with you!

—Kallizandrex, Sage Aeternal

## Become a Dragon!

### Aeternal Fairy Dragons Overview

This chapter contains everything you need to play a fairy dragon. The dragon ancestry (page 20) presents details on the lux aeterna ritual, playable dragons, and additional options for fairy dragon heritages. The draconic ravager (page 34) and dragon mage (page 40) archetypes allow you to transform your class feats into powerful new draconic benefits to embrace the draconic side of your character. Lastly, delve into the motivations of playable aeternal dragons of your chosen heritage with player-focused lore entries penned by draconic scholar Kallizandrex (pages 45-49).





# Dragon Ancestry

*Fairy tales and dragons go hand in hand. Often, the dragon is the ultimate foe, slain by the knight with the help of the fairy in order to save the kingdom. But outside of tales, the world blends all three roles into one. Fairy dragons blend the line between both families of magical creatures, possessing the whimsy of the fey alongside the majesty of their draconic brethren. And beyond that, what if the dragon is both the fairy and the knight, venturing forth in service to fey courts or their own ideals? That potential opens up a world of possibilities hitherto unseen.*

Dragons are beings of magic, suffused with so much power that it is sometimes difficult for other ancestries to recognize just how much of a dragon's arsenal depends on it. Even the greenest adventurer is likely to realize that a dragon's special breath weapon might be magical, along with the dragon's innate magical spells. But much of a dragon's magic is subtler, with dragons using magic for fundamental biological processes as naturally as a fish swims and breathes water. For instance, the incredible resilience that builds up in a dragon's scales arises from the constant flow of magic through the scales, growing their strength over time. This same principle applies to the rest of a dragon's body, causing dragons to become more and more powerful as time goes on, unlike other creatures that grow to a physical peak and then decline past that point. Furthermore, dragons use extreme amounts of magic in order to fly. Normally a creature of a dragon's size and mass wouldn't be able to stay aloft through the use of wings. Dragons, on the other hand, augment their wings with significant magical expenditures, allowing them to not only fly despite their mass, but also to fly extremely quickly.

The magical potential of a dragon is vast, and by using those magical pathways over and over again, day after day, year after year, century after century, dragons become inordinately powerful. But the process is slow. And wherever delayed gratification exists, so too will there always be impatient innovators seeking to find a way to achieve a goal faster and more easily. Most such efforts were either doomed to failure or produced dragons who quickly grew to immense power through unique and completely unreproducible means involving specific external factors. But the ritual known as lux aeterna stands out from all the others. Shrouded in mystery, the ritual has more conflicting stories purporting to describe its origin than there are opinions about proper hoard organization at a draconic moot.

While only some dragons know how to perform the ritual, all know its effects, both in terms of the incredible benefits it can offer a dragon, and the price the dragon must pay. The lux aeterna ritual is designed with several ingenious features, using a mix of physical transmutation, energy modulation reminiscent of

the magic used to tap into ley lines, time magic, and spiritual magic, altering both the physical and metaphysical self. Despite the many deeply advanced magical techniques needed to create the ritual in the first place, it is deceptively simple for any dragon to learn the secrets to perform the ritual, even without a secondary caster. The best way to visualize the effect of the ritual is that the recipient, either the dragon casting the ritual or a willing participant dragon, attempts to reach out across time and fate and drag all of the magic that would run through their bodies' pathways in a lifetime through themselves all at once. If this seems incredibly dangerous and likely to have significant side effects and costs, that's because it is. But the rewards can be just as great.

If all goes according to plan, the magical pathways in the dragon's body permanently change, becoming slightly less efficient in some of their usual functions in the short term in exchange for greatly increasing the pathways' speed and capacity to learn and grow over time. Growth in power that might take an ordinary dragon centuries or millennia can happen across the space of just a few years, or even faster if the dragon participates in escalating stressful situations that flex their pathways to the limit. Additionally, a successful lux aeterna ritual flushes so many centuries of raw potentiality through the dragon's system that the process heals the dragon of all ailments, even life-threatening conditions. The dragon can also choose to use another dragon, or even a non-dragon, as a conduit for the energy, granting that creature the same benefit of being fully healed, and potentially increasing the creature's longevity if it wasn't a dragon. The conduit becomes metaphysically linked to the dragon through sharing the entirety of the dragon's former potential across the dragon's lifespan, which can have a variety of unusual side effects, such as adopting some of each other's mannerisms or an uncanny increased likelihood they run into each other again at random throughout their lives. Some dragons who are wary of the lux aeterna ritual claim that it shortens a dragon's natural lifespan, but there's been no way to prove this claim. It just seems intuitive to some that it must, since it's pulling power





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from your future, so doesn't that mean it must be at the expense of that future? Proponents of the ritual point to the lack of evidence, or to examples of dragons who have lived to become ancient after performing the ritual with no apparent issues. It is true that many dragons who receive the benefits of the ritual (known as aeternal dragons) die young, but the confounding factor is that the ritual incentivizes those dragons to take risky actions in order to gain power quickly, and it's been impossible to disentangle those two facts.

If you want to play a powerful character from a proud and ancient ancestry, who has found a unique perspective among other ancestries that your peers might call lesser, you should play a dragon.

## You Might...

- Hoard treasure in various forms, whether it be material wealth, knowledge, or allies.
- Rush to challenge yourself so you can grow your magic and gain greater power.
- Either hew to traditional draconic battle with claws, jaws, and scales or choose to employ weapons and armor like other adventurers.

## Others Probably...

- Don't understand the difference between you and a dragon who hasn't performed the lux aeterna ritual.
- Worry that you might try to eat them or confiscate their treasure for your hoard.
- Treat you with great respect and awe and expect you to be extremely powerful.

## Physical Description

Aeternal dragons look mostly similar to dragons of the same heritage who haven't performed the lux aeterna ritual. However, there are telltale signs, especially to creatures who can sense the flow of magic. An aeternal dragon's magic is weakened substantially at the moment of the ritual but becomes an unstoppable force, growing rapidly and adapting to every experience, and this is visible to those who can see magic's flow. Even to others, there are signs. For one thing, a larger dragon shrinks down to around the size of an orc after the ritual, and it requires practice and exerted effort to grow further. This means that while adventurers can usually guess a dragon's strength based on the dragon's size, an aeternal dragon might be much more powerful than their size suggests, as well as older, smarter, and more emotionally mature. An aeternal dragon's scales slightly reflect the new magical flow, with coloration patterns that are similar to but not identical to the dragon's coloration before the ritual. Noticing such a subtle difference, however, requires an incredibly keen eye, deep familiarity with the dragon's old scale coloration, or in most cases both. Of course, since aeternal dragons sometimes use armor and weapons, a practice nearly universally abhorred by traditionalist dragons, the dragon's equipment can sometimes be the most obvious clue to an aeternal dragon's identity at a glance.

Some heritages are harder to distinguish than others, however. For instance, among wild dragons, harlequin dragons' scale reflection is almost impossible to notice without extensive analysis, and so aeternal harlequin dragons who choose to remain at a smaller size can often pass as younger traditionalists. This potentially allows an extremely powerful aeternal harlequin dragon to pretend to be a weak traditionalist dragon, causing their foes to drastically underestimate them.

### RARITY

Rare

### HIT POINTS

8

### SIZE

Small or Medium

### SPEED

25 feet

### ATTRIBUTE BOOSTS

Strength or an option depending on heritage (see below).

Free

### LANGUAGES

Common

Draconic

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Chthonian, Daemonic, Diabolic, Dwarven, Elven, Empyrean, Fey, Gnomish, Petran, Pyran, Protean, Requian, Sussuran, Thalassic, Utopian, and any other languages to which you have access (such as the languages prevalent in your region).

### TRAITS

Dragon

### DARKVISION

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

### UNARMED ATTACKS

Instead of a fist unarmed attack, you have a jaws unarmed attack that deals 1d6 piercing damage and a claw unarmed attack that deals 1d4 slashing damage and has the agile and finesse traits. Both unarmed attacks are in the brawling weapon group.





## Society

Aeternal dragons haven't established a society of their own, and so they often take part in the society of other dragons, or of shorter-lived ancestries, enjoying both as long as they can find acceptance, but never quite fitting into either perfectly. The exact reception they receive from traditionalist dragons depends on the specifics of the dragon's community and varies by heritage (see pages 45-49), though it's almost never exactly the same as it was before the ritual. Traditionalists of many dragon heritages react with disapproval, disappointment, or outright hostility. A rare few traditionalist dragons don't treat their aeternal kith or kin any differently than before, or work to understand the differences between aeternal and traditionalist dragons and act with tolerance. Regardless of the situation with other dragons, aeternal dragons feel a special kinship with other aeternal dragons.

Interactions with humanoids and their ilk are even more varied depending on the dragon's attitude and

ability to blend in with a humanoid shape. Nonetheless, while the separation is not always a bad thing, sometimes born out of awe and respect, ultimately a dragon is still considered an "other" compared to even the most well-meaning of humanoid ancestries. In many ways, an adventuring group is where an aeternal dragon can most feel at home, especially among other aeternal dragons. Fellow adventurers of other ancestries might not share an aeternal dragon's lived experience, but they share a mission, a great power that sets them apart from others, and an ambition to grow stronger.

## Beliefs

Aeternal dragons have a much weaker connection to specific philosophies than traditionalist dragons of the same heritage. However, whatever philosophy other dragons of their heritage usually possess has likely shaped the aeternal dragon's perceptions of others and how they might act, so it's useful to know how traditionalist dragons of that heritage usually think. This weakened connection is even true for dragons who would normally be forced to behave a certain way by the magic essence within them.

Aeternal dragons who choose to worship a deity most typically worship dragon deities, but they are far more likely than other dragons to resonate with the teachings of a deity popular among other ancestries instead. Their choice of religion fits their new role in life as an aeternal dragon, rather than the preconceived assumptions of traditionalist dragons who share their heritage.

**Popular Edicts** engage in challenging situations to grow your magic, seize the moment, become who you were meant to be

**Popular Anathema** allow "tradition" or "propriety" to hold you back, stagnate and give up, stop challenging yourself to reach new heights and settle for what you have

## Names

Many aeternal dragons stick with the name they had before the ritual, typically a lengthy name in draconic. However, a growing number have decided to take a new name after their rebirth as an aeternal dragon to signify a fresh start. This is more common for aeternal dragons attempting to abandon their old ties among other dragons, as the new name makes it harder for their past to catch up to them. New names might be equally traditional to the original, but they might also be derived from any number of other means, such as a title gained for a great deed, or even a simple descriptive word in common.





## Sample Names

Amaranth, Aishivarenn, Demon's End, Faelixien, Invincible, Kallizandrex, Lichbane, Mountainshaker, Obsidian, Rizanivash, Scribe, Shadow, Silverhorn, Varvaxelyndrill

## Fairy Dragon Heritages

Each type of fairy dragon introduced in this book represents a distinct fairy dragon heritage, with a distinctive aesthetic, culture, and special abilities. Each heritage also includes a damage type for your breath weapon, one or more unarmed attacks you are able to gain via ancestry feats, and an associated tradition of magic (for most fairy dragons, that tradition is primal, but court dragons use occult magic). All dragon feats with the magical trait also gain the trait for the tradition of magic appropriate to your heritage; since all dragons in this book use primal magic, the versions of the feats in this book simply include the primal trait instead of the magical trait for your convenience. For example, Dragon Breath normally has the magical trait so if you were an alicorn dragon, it would gain the primal trait, and in this book, it has the primal trait already. Your key spellcasting ability for dragon ancestry innate spells is either the mental attribute you gained from the fixed attribute boost from the dragon ancestry, or Charisma if you gained a physical attribute boost from your fixed attribute boost.

## Alicorn Dragon

You are an alicorn dragon, descended from a line of peaceful seclusionists who take pride in offering guidance and inspiration to mortal visitors. Alicorn dragons are members of the fairy dragon family. Your horn glows with magical, colorful light. Your horn sheds light as a torch, save that the light is a variety of bright colors, like a rainbow. This light has the light and primal traits. You can extinguish, rekindle, or change the color or colors of this light using a single action, which has the concentrate trait. Whenever you cast a spell or use your breath weapon, the light emitted by your horn immediately brightens; if the light had been extinguished, it immediately rekindles, and either way, the strength of the light your horn sheds increases, increasing the radius of the light to double that of a torch for 1 minute. Your associated damage type is fire (searing rainbow-colored light), your breath shape is a line, and your additional unarmed attacks are horn and wing. You can choose Charisma instead of Strength for your first ancestry attribute boost. Your spells are primal.

## Allure Dragon

You are an allure dragon, descended from a line of inspiring muses who elicit strong emotions from all the

## Versatile Heritages

If you have a heritage that doesn't include the normal dragon heritage information (for example, a versatile heritage), you might wind up with no additional unarmed attacks or breath weapon available, as well as being locked out of a variety of other feats. While some versatile heritages, such as planar scions, can be handled more easily by choosing to be a dragon with a similar theme, for some concepts this isn't sufficient, for instance if you want to play an alicorn dragon touched by the heavens. In that case, your GM might determine that you can opt to gain the benefits of the dragon heritage of your birth, rather than the chosen versatile heritage, but gain the ability to take feats from the chosen versatile heritage rather than feats requiring your draconic heritage. This tends to open up significantly more feats while removing some of the feats that were more specifically dragon-themed and tied to your chosen dragon type, and you can use the Back to Your Roots ancestry feat to gain the full benefits of your chosen dragon type. A third option is to treat your dragon character's versatile heritage a little more as a story element. Dragons with a versatile heritage don't have a second option for their first attribute boost, they must choose Strength. Their spells default to arcane.

creatures around them. Allure dragons are a member of the fairy dragon family. You're accustomed to dealing with big feelings and emotions, both your own emotions and the emotions of the various creatures who you inspire. You gain a +1 circumstance bonus to saving throws against emotion effects and effects that would make you controlled. If you roll a success against an emotion effect or effect that would make you controlled, you get a critical success instead. Your associated damage type is mental (a perfumed gas that causes regret in your foes), your breath shape is a cone, and your additional unarmed attacks are tail and wing. You can choose Charisma instead of Strength for your first ancestry attribute boost. Your spells are primal.

## Court Dragon

You are a court dragon, descended from a line of cunning fey politicians. Court dragons are a member of the fairy dragon family. You have a narrative, which you either seek to embrace, alter, or cast aside. Regardless, your knowledge of your narrative has made it easier for you to make contacts and gather information. You are trained in Diplomacy and gain the Hobnobber skill feat as a bonus feat. If you were already trained in Diplomacy, you instead become trained in a skill of your choice. Your associated damage type is slashing (jagged mirror shards), your breath shape is a cone, and your additional unarmed attacks are tail and wing. You can choose Charisma instead of Strength for your first ancestry attribute boost. Your spells are occult.



## Mischief Dragon

You are a mischief dragon, descended from a line of cruel pranksters and vindictive saboteurs. Mischief dragons are a member of the new fairy dragon family. You're skilled at setting traps. You gain the trained proficiency in Crafting. If you were already trained in Crafting, you instead become trained in a skill of your choice. You gain Snare Crafting as a bonus feat; if you would later gain Snare Crafting as a bonus feat from another source (such as the Snarecrafter archetype), you gain a different 1st-level skill feat instead. Your associated damage type is your choice of one of the following: acid (caustic vomit) or poison (noxious breath). If you select acid, your breath shape is a line. If you select poison, your breath shape is a cone. Your additional unarmed attacks are tail and horn. You can choose Charisma instead of Strength for your first ancestry attribute boost. Your spells are primal.

## Pixie Dragon

You are a pixie dragon, descended from a line of joyful pranksters and friendly comedians. Pixie dragons are a member of the fairy dragon family. You have an innate sense of comedic timing and enjoy performing for a crowd. You are trained in Performance (or another skill of your choice if you would already be trained in Performance), and you gain the Virtuoso Performer skill feat, typically for comedy. Your associated damage type is poison (colorful euphoric gas), your breath shape is a cone, and your additional unarmed attacks are tail and horn. You can choose Charisma instead of Strength for your first ancestry attribute boost. Your spells are primal.

## Ancestry Feats

The following feats are available to fairy dragon characters. Many of the feats are specific to the various dragon heritages.

### 1ST LEVEL

#### ADDITIONAL UNARMED ATTACK FEAT 1

##### DRAGON

You've directed magic through a part of your body, honing it into a powerful unarmed attack. You gain that additional attack as an unarmed attack in the brawling weapon group. Choose one of the additional attacks available to your heritage.

- A horn unarmed attack deals 1d4 piercing damage and has the deadly d6 and finesse traits.
- A tail unarmed attack deals 1d4 bludgeoning damage and has the finesse, sweep and trip traits.
- A wing unarmed attack deals 1d4 bludgeoning damage and has the backswing, finesse, and shove traits.

**Special** You can gain this feat multiple times if your heritage has more than one potential additional unarmed attack, choosing a different unarmed attack each time you do.

#### ALICORN HONESTY

#### FEAT 1

##### DRAGON

**Prerequisites** alicorn dragon heritage

You're honest to a fault and hold others to the same standard. You gain a +1 circumstance bonus to Perception checks to Sense Motive and to Perception DCs against attempts to Lie to you. Furthermore, you gain a +2 circumstance bonus to Diplomacy checks to convince others you speak the truth when you are telling the truth, and you take a -4 circumstance penalty to Lie and to your Deception DC against Sense Motive.

#### AMPHIBIOUS MISCHIEF

#### FEAT 1

##### DRAGON

**Prerequisites** mischief dragon heritage

You can pull pranks both on land and underwater. You gain the amphibious trait, which allows you to breathe both air and water, and you gain a swim Speed of 10 feet.

#### CHANGE SHAPE

#### FEAT 1

##### CONCENTRATE DRAGON POLYMORPH PRIMAL

You can take a humanoid guise, hiding your draconic majesty behind a more innocuous form. Your humanoid form is a specific form of a common Small or Medium humanoid ancestry prevalent where you grew up (typically human). This form is distinctive and unique, and you change into the same form each time. In your humanoid form, you might possess a distinguishing characteristic that hints at what type of dragon you are, such as startling emerald eyes or a streak of copper in your hair, or there might be nothing to distinguish you from other humanoids of the same ancestry. Using Change Shape counts as creating a disguise for the Impersonate use of Deception, though only to adopt your alternate form. You lose any unarmed Strikes you gained from being a dragon in this form and gain a fist Strike instead. You can't use other abilities that require a part of your body that you don't have in humanoid form; for example, you couldn't use a feat that uses your wings if you don't have wings. As normal, if you gain any reach dependent on increased size, such as from Empowered Mass or Empowered Size, you lose that reach in your alternate form. You can remain in your alternate form indefinitely, and you can shift back to your true dragon form by using this action again.

**Special** Some aeternal dragons have developed the power to change into an alternate form in addition to their other abilities at the expense of their night vision. You can choose to gain Change Shape as an ancestry benefit without taking this feat in exchange for having low-light vision instead of darkvision. If you make this choice, you can't retrain Change Shape later, but you can regain darkvision by spending a 1st-level feat.

#### DRACONIC CANTRIP

#### FEAT 1

##### DRAGON

You've regained some of your innate magic, which you can use to cast a cantrip from the tradition associated with your heritage. Choose a



cantrip from the spell list corresponding to the tradition indicated in your heritage. You can cast that cantrip as an innate spell. As normal, cantrips are heightened to half your level, rounded up.

## DRACONIC RESISTANCE

## FEAT 1

### DRAGON

**Prerequisites** draconic heritage with an associated damage type that deals energy damage, mental damage, or poison damage

You have revitalized the magical pathways that protect your body from the type of damage you would normally use for your breath weapon. You gain resistance equal to half your level (minimum 1) to your heritage's associated damage type.

## DRAGON BREATH ♦♦

## FEAT 1

### DRAGON PRIMAL

You breathe in deeply and release the energy stored within you in a powerful exhalation. Your dragon breath is a 30-foot line, a 15-foot cone, or a 5-foot burst within 30 feet, depending on your heritage, and deals 2d4 damage of a type depending on your heritage. Each creature in the area must attempt a basic Reflex saving throw against the higher of your class DC or spell DC. If the damage type is poison, the saving throw is Fortitude, and if the damage type is mental, the saving throw is Will. You can't use this ability again for 10 minutes; starting at level 3, you instead can't use the ability again for 1d4 rounds.

The damage increases by 1d4 at 5th level and every 2 levels thereafter, to a maximum of 10d4 damage at 19th level.

**Special** If your breath weapon's damage type has a matching trait, your Dragon Breath action gains that trait. For example, if you are an alicorn dragon, your Dragon Breath gains the fire trait.

## DRAGONET FORM ♦

## FEAT 1

### CONCENTRATE DRAGON POLYMORPH PRIMAL

You can shrink down into a miniaturized dragonet form of yourself. This causes you to shrink to Tiny size and might make your appearance cuter, though you are easily recognizable by anyone who knows what you look like at your normal size. You can remain in your alternate form indefinitely, and you can shift back to your true dragon form by using this action again.

## DRAGON LORE

## FEAT 1

### DRAGON

You know stories of dragons from time immemorial, and those teachings fill you with a pride and presence that can awe other creatures. You gain the trained proficiency rank in Arcana and Intimidation. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Additional Lore feat in Dragon Lore.

## EMPOWER SCALES

## FEAT 1

### DRAGON

You've directed magic to your scales, restoring a measure of their former sturdiness. Your scales grant you a +1 item bonus to AC and a Dex cap of +4. You are trained in your scales; they do not use your

armor or unarmored proficiencies. Starting at 7th level, you can use your unarmored proficiency if it is better. Furthermore, you can inscribe fundamental and property runes directly into your scales. If you do, *potency* runes increase your scales' item bonus to AC, just as they normally do for armor. You can also affix a talisman to your scales. If you wear armor of any kind, your fundamental and property runes on your scales don't function, and if you don armor with an affixed talisman while a talisman is affixed to your scales, both talismans cease to function and you must affix them again. Like explorer's clothing, your scales aren't armor, so you can't inscribe property runes that specify a particular type of armor.

## EMPOWER WINGS ♦

## FEAT 1

### DRAGON

**Frequency** once per round

You've sent enough magic into your wings to begin to restore their original function before the lux aeterna ritual, though it will be some time before they can carry a creature of your mass into the air for long. You Fly. If you don't normally have a fly Speed, you gain a fly Speed of 15 feet for this movement. If you aren't on solid ground at the end of this movement, you fall.

**Special**, You remember flying and catching yourself as you fall, and your wings have become strong enough to attempt to Arrest a Fall even though you don't have a fly Speed.





## FATED DEFENSE

## FEAT 1

**DRAGON FORTUNE**

**Prerequisites** court dragon heritage

**Frequency** once per day

**Trigger** You would attempt a saving throw, but you haven't rolled yet, and you aren't facing the final campaign villain (or another narratively appropriate villain to kill you, as determined by the GM). You're not fated to fall to this threat, as your narrative has other dangers lurking in the wings. You roll the triggering saving throw twice and use the better result. If you roll a critical failure, you get a failure instead.

## HOARD HAULER

## FEAT 1

**DRAGON**

You've carried around enough of your hoard with you from place to place that it's become much easier for you to lift and carry more than your size and Strength would indicate. You gain the trained proficiency rank in Athletics, or trained in a different skill of your choice if you were already trained in Athletics. You gain the Hefty Hauler skill feat.

## INSPIRE ALLY

## FEAT 1

**DRAGON EMOTION MENTAL PRIMAL**

**Prerequisites** allure dragon heritage

You can inspire a single willing ally within your reach by giving them an inspirational speech and your undivided attention for 1 minute. As long as the creature remains in good standing with you, they gain the benefit of a successful Aid on all their Craft and Performance checks. This lasts until you choose a different creature to inspire or decide to revoke your inspiration.

## REPTILE SPEAKER

## FEAT 1

**DRAGON**

**Prerequisites** alicorn dragon, allure dragon, or mischief dragon heritage

While the claim that dragons might be reptiles is preposterous, you have a strong affinity for scaly animals nonetheless. You can ask questions of, receive answers from, and use the Diplomacy skill with animals that are reptiles. The GM determines which animals count for this ability. You gain a +1 circumstance bonus to Make an Impression on reptiles (which usually uses the Diplomacy skill).

## SPEEDY SABOTAGE

## FEAT 1

**DRAGON**

**Prerequisites** mischief dragon heritage

You're an expert saboteur and trapsmith, capable of picking locks and breaking objects in a flash. If you roll a critical success on a Thievery check to Pick a Lock or Disable a Device that requires multiple successes, you gain three successes towards picking the lock or disabling the device, instead of two successes.

## STURDY SCALES

## FEAT 1

**DRAGON**

You've taken an alternative approach to strengthening your scales, gaining incredible strength quickly akin to a suit of armor. Your scales are a suit of medium armor in the plate armor group that grants a

+4 item bonus to AC, with a Dex cap of +1, a check penalty of -2, a speed penalty of -5 feet, and a Strength value of +3. You can never wear other armor or remove your scales; however, you still don't become fatigued from sleeping. Finally, you can etch armor runes or Affix Talismans onto your scales as normal for medium armor.

## 5TH LEVEL

## AMPHIBIOUS EASE

## FEAT 5

**DRAGON**

**Prerequisites** Amphibious Mischief or dragon heritage that grants you a 10 foot swim Speed, or a 25 foot swim Speed with a reduced land Speed

You channel your magic through your body, allowing you to move through both water and land with ease. If you had a 10 foot swim Speed from your heritage or Amphibious Mischief, your swim Speed increases to 25 feet. If you instead have a 10 foot land Speed from your heritage, your land Speed increases to 25 feet.

## ANIMAL SHAPE

## FEAT 5

**DRAGON POLYMORPH PRIMAL**

**Prerequisites** mischief dragon heritage

You can take an animal guise, disguising yourself as a mere animal pest. Your animal form is a specific form from a Tiny terrestrial animal. This form is distinctive and unique, and you change into the same form each time. Your animal form might have a clue about what type of dragon you are, such as serene draconic eyes or a streak of color in your fur or scales, or there might be nothing to distinguish you from other animals of the same species. Using Animal Shape counts as creating a disguise for the Impersonate use of Deception, though only to adopt your alternate form. In this Tiny animal form, you gain the statistics of a 1st-level pest form. You can remain in your alternate form indefinitely, and you can shift back to your true dragon form by using this action again.

## ANIMAL SPEAKER

## FEAT 5

**DRAGON**

**Prerequisites** Reptile Speaker

Reptiles might still be your favorites, but that doesn't mean they're the only animals with whom you converse. You can speak to all animals, not just animals that are reptiles. You gain a +1 circumstance bonus to Make an Impression on animals (which usually uses the Diplomacy skill).

## BACK TO YOUR ROOTS

## FEAT 5

**DRAGON**

**Prerequisites** you have a versatile heritage

Despite your unusual heritage, you've used the lux aeterna ritual to build up a strong mystical connection to your other dragon heritage as well. You gain the full benefits of the dragon heritage you chose at 1st level to determine the effect of your Breath Weapon and similar feats. This not only grants you the heritage's listed benefits but also allows you to take feats and other character options that require you to be a member of that heritage.





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### CAUSTIC BREAKDOWN

#### FEAT 5

##### DRAGON

**Prerequisites** mischief dragon heritage

The acid in your jaws breaks through any kind of hardness with ease, the better to play pranks. Your Strikes ignore up to 5 of an object's Hardness.

### CHANNEL WINGS

#### FEAT 5

##### DRAGON

**Prerequisites** Empower Wings

You channel your growing magical power into your wings, restoring full flight capacity for a time. The fly Speed you gain from Empower Wings increases to 25 feet.

### DRACONIC PRIDE ♦

#### FEAT 5

##### CONCENTRATE DRAGON

**Frequency** once per hour

You are unbeatable, insurmountable, monumental, and more than a mere mortal, so nothing can defeat you. Or at least, in your arrogance, you convince yourself of that. Reduce your frightened condition by 1. For 1 minute, whenever you become frightened, reduce the frightened condition's value by 1. However, breaking your arrogance leads to a catastrophic way of anxiety. If you critically fail a saving throw against a fear effect while Draconic Pride is active, the effect ends immediately and you increase the frightened condition you gain from the critical failure by 1, instead of decreasing it.

### DRACONIC VERVE

#### FEAT 5

##### DRAGON

You've focused magic on restoring your ability to shake off torpor, making it harder for others to force you to sleep or paralyze you. You gain a +1 circumstance bonus to saving throws against effects that would cause the paralyzed condition and effects with the sleep trait that would cause you to fall asleep, and if you roll a success on your saving throw against such an effect, you get a critical success instead. If an effect makes you fall asleep or gain the paralyzed condition for at least 2 rounds, reduce the duration by 1 round.

### DRAGON SCENT

#### FEAT 5

##### DRAGON

Magic wafts through your nose, restoring the acuity of your sense of smell so you can sniff out nearby thieves and other hidden creatures who don't think to obscure their scent. You gain imprecise scent with a range of 30 feet.

### DRAGON'S ENDURANCE ♦

#### FEAT 5

##### DRAGON PRIMAL

**Frequency** once per day

You briefly surge your magic throughout your entire body as a protective force, preventing harm before it can reach you for a short time. You gain temporary Hit Points equal to twice your level that last for 1 round.

### DUAL VENOMED BREATH

#### FEAT 5

##### DRAGON

**Prerequisites** Dragon Breath, mischief dragon heritage

## Varying Power Level

The dragons in this book have been carefully designed to give you access to iconic draconic abilities while staying balanced with other PCs who aren't dragons in the same group, via ancestry feats and class feats from the draconic ravager and dragon mage archetypes. If your group is looking for even more draconic powers, you have a few options.

First, you can use variants to give everyone in the party more feats. The ancestry paragon variant gives twice as many ancestry feats, but you could also consider giving all dragons free archetype for draconic ravager or dragon mage (and all non-dragons a different free archetype). You might also place restrictions on what feats to grant dragons via ancestry paragon or grant the feats at a different rate. For instance, perhaps in your game, dragons gain a specific set of additional feats via ancestry paragon, such as Dragon Breath; the flight feats Empower Wings, Channel Wings, Dragon's Flight; and Dragon's Tenacity.

Second, you can just make dragons more powerful and not care about other PCs. Perhaps everyone is a dragon anyway and you've made numerous adjustments to the baseline assumptions of encounters to take that into account. With this option, you can adjust the effects of the lux aeterna ritual in your game and make any of the benefits granted by various dragon feats innate, and even make them available at lower levels. For instance, if your group, and especially the GM, are ready to completely rebuild every encounter and challenge from scratch to take into account kiting tactics from flying creatures with ranged attacks, you could simply grant the dragon PCs flight from level 1. This option is only recommended for experienced groups well-versed in modifying challenges, and requires significantly more work when running a published adventure, as opposed to a homebrew based around the capabilities of dragon PCs.

You've practiced with your breath weapon enough times to recover the part you've been missing since the lux aeterna ritual. You gain the other breath weapon damage type you didn't select when you took the mischief dragon heritage, either a line of acid or a cone of poison. You can choose which type of breath weapon to use each time you use the Dragon Breath action.

### FAIRY BOND

#### FEAT 5

##### DRAGON

**Prerequisites** allure dragon, court dragon, mischief dragon, or pixie dragon heritage

You have a deeper connection than normal to the fey ancestry associated with your heritage. You gain the Adopted Ancestry feat for the ancestry associated with your heritage, even if it's not a common ancestry: nymph for allure dragon, sidhe for court dragon, gremlin for mischief dragon, or sprite for pixie dragon (all but sprite are in *Battlezoo Ancestries: Classic Creatures*). You additionally gain a 1st-level ancestry feat for that ancestry.



## Fairy Dragon Bargains

While fairy dragons range in temperament greatly, from the relatively friendly allure dragon to the malevolent mischief dragon, few can resist a traditional fey bargain, even after performing the lux aeterna ritual. A future favor or an esoteric reward, such as a sigh of a dying first love, a tear of dawn's grief, or the laughter of lost innocence, can hold significance for them. In some ways, the lux aeterna ritual is like a traditional fairy tale bargain all its own, trading current capabilities for added growth potential.

### GUSTING TRIGGER ♦

### FEAT 5

#### DRAGON

**Prerequisites** mischief dragon heritage

You flap your wings at a snare within 40 feet, causing that snare to trigger remotely. If you crafted the snare, you automatically hit. If someone else crafted the snare, attempt a Thievery check against the snare's DC, triggering the snare if you succeed.

### HOARD WARDER

### FEAT 5

#### DRAGON

You've learned to use abjurations to alert you of burglars coming after your hoard, and you can put the same magic to use to protect your camp at night. You can cast *alarm* once per day as an innate spell of your heritage's tradition.

### NATURE TONGUE

### FEAT 5

#### DRAGON

**Prerequisites** allure dragon heritage

You've got a knack for conversing with the flora in areas similar to your old sanctuary. You can ask questions of, receive answers from, and use the Diplomacy skill with plants and fungi. Most normal plants and fungi have a distinctive view of the world around them, so they don't recognize details about creatures or know anything about the world beyond their immediate vicinity. Cunning plant or fungus monsters are likely to be terse and evasive, while less intelligent ones often make inane comments.

### PRACTICED FLIGHT

### FEAT 5

#### DRAGON

**Prerequisites** expert in Acrobatics

You might or might not be able to fly on your own yet, but either way, but you've been restoring the pathways that make you a better flier, so whenever you do fly, you do so faster and more effectively. Whenever you have a fly Speed, you gain a +5-foot status bonus to your fly Speed and a +1 circumstance bonus to Acrobatics checks to Maneuver in Flight. If you are a master in Acrobatics, the status bonus to your fly Speed increases to a +10-foot bonus, and if you are legendary in Acrobatics, the status bonus to your fly Speed increases to a +15-foot bonus.

### SPIRITUAL HORN

### FEAT 5

#### DRAGON

**Prerequisites** alicorn dragon heritage

Your horn glows with a spiritual power, allowing you to harm spirits and other incorporeal creatures more easily. Your horn unarmed attacks deal 1 additional spirit damage. Against incorporeal creatures, they become magical, and if they were already magical, they instead gain the effects of a *ghost touch* property rune.

### TRICKY SPELLCASTER

### FEAT 5

#### DRAGON

**Prerequisites** pixie dragon heritage

You've learned some magic that can push your pranks to the next level. You gain *grease* and *ventriloquism* as primal innate spells. You can cast each of these innate spells once per day.

### WEAVE NARRATIVE ♦♦

### FEAT 5

#### DRAGON MENTAL

**Prerequisites** court dragon heritage

**Frequency** once per 10 minutes

With a flourish, you proclaim a goal you aim to accomplish, weaving the goal into a story to leverage your own narrative to your benefit. You must proclaim the goal directly in the face of any opposition; for instance, if your goal involves a fight, you must proclaim that clearly to your opponents. For 1 minute, you gain a +1 status bonus to attack rolls against creatures who directly oppose your efforts to achieve your stated goal, and a +1 status bonus to skill checks which could directly help you achieve your stated goal.

During the duration, if you achieve your goal, you feel a rush of





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self-righteous elation, and automatically gain a number of temporary Hit Points equal to your level. These temporary Hit Points last for 1 minute.

At the end of the duration, if you haven't achieved your goal, you feel a swelling of disappointment and fear, becoming off-guard and frightened 1 for 1 minute. During this time, you can't reduce the value of your frightened condition below 1.

## 9TH LEVEL

### AETERNAL STRIDE ♦

### FEAT 9

DRAGON PRIMAL

**Frequency** once per day

Using a vestige of the lux aeterna ritual, you tap into your future potential, allowing you to move in the blink of an eye. You gain two actions, which you can use to Leap, Stand, Step, or Stride. If you have an appropriate Speed, you can add Burrow, Climb, Fly, or Swim to this list. The movement happens so quickly, all that anyone else sees is a blur, and they can't act while you are moving, even to take free actions or reactions that would normally be triggered by your movement.

### ANTIPODAL DUALITY

### FEAT 9

DRAGON

**Prerequisites** Draconic Ravager Dedication or Dragon Mage Dedication

While most dragons can only focus their magic towards combat techniques or advanced spellcasting, not both, the unique way you've progressed after the lux aeterna ritual makes you especially suited to learn it all. You gain whichever of Draconic Ravager Dedication or Dragon Mage Dedication you didn't already have, even if you normally couldn't take another dedication feat until you take more feats from the Draconic Ravager or Dragon Mage archetype.

### DEEP BREATH

### FEAT 9

DRAGON

**Prerequisites** Dragon Breath

You can breathe in deep to deliver a more powerful breath, though it takes you longer to replenish afterwards. When you use Dragon Breath, you can choose to take a deep breath. If you do, your Dragon Breath deals twice as many d4s of damage as normal and increases the area to a 60-foot line if it was a 30-foot line, a 30-foot cone if it was a 15-foot cone, or a 10-foot burst within 60 feet if it was a 5-foot burst within 30 feet. You can't take a deep breath on your Dragon Breath again for 1d4 × 10 minutes.

### DIVE AND EXHALE! ♦♦

### FEAT 9

DRAGON PRIMAL

**Prerequisites** Dragon Breath

**Frequency** once per day

You launch briefly into the air and dive, releasing your breath around you as you do. You Fly 15 feet straight up into the air, then Fly in a straight line to an empty space of your choice on the ground within 60 feet, breathing around the spot where you land, dealing twice as many dice of damage as normal to all creatures within a 10-foot

## Fairy Dragon Humor

Fairy dragons nearly universally possess a rich sense of humor, but unfortunately, what makes a fairy dragon laugh is quite different from what a mortal finds funny. Mischief dragons in particular have cruel and vicious senses of humor that share much in common with the most sadistic pranksters among mortals. Pixie dragons are equally focused on their merriments, but they pay much more attention to the reactions of those they prank and avoid truly mean-spirited hijinks. Court dragons prefer refined humor, satire, and wit, while allure dragons often find humor in the stories of the world around them. Meanwhile, alicorn dragons often engage in wordplay duels.

emanation of the space where you land. You must be able to use your Dragon Breath to Dive and Exhale, and after using Dive and Exhale you can't use Dragon Breath again for 1 hour. Since you aren't using the Dragon Breath action, you can't use Deep Breath.

### DRACONIC HASTE

### FEAT 9

DRAGON

You draw upon the power that makes your magic from the lux aeterna ritual rapidly adaptable in order to increase your physical speed for a time. You can cast *haste* once per day on yourself as an innate spell of your heritage's tradition.

### DRACONIC HUBRIS ♦

### FEAT 9

DRAGON FORTUNE

**Prerequisites** Draconic Pride

**Frequency** once per hour

**Trigger** You are about to attempt a saving throw that has a critical failure effect that is different from the failure effect.

Your self-image has reached dizzying heights, leading you to believe that nothing can harm you. Roll the saving throw twice and take the better result. However, if you still roll a failure on the saving throw, your sheer disbelief in the possibility of failure spells your undoing, and you get a critical failure instead.

### DRAGON'S FLIGHT

### FEAT 9

DRAGON

**Prerequisites** Channel Wings

You've restored the power to your wings enough to fly at all times! This might not seem like as big a deal to traditionalist dragons, but it's one of the more difficult feats for aeternal dragons, even as your other powers have expanded vastly beyond your original capacity. You have a fly Speed of 25 feet at all times.

### DRAGON'S INSTINCTS ♦

### FEAT 9

DRAGON FORTUNE

**Frequency** once per hour

**Trigger** You roll initiative using Perception.

Your draconic instincts alert you to danger, making sure you are prepared to react first. Roll initiative twice and take the higher result.



## DRAGON'S TENACITY

FEAT 9

### DRAGON

You channel magic to increase your sturdiness, not only becoming more capable of absorbing punishment, but pulling adaptive potential from your destiny in order to avoid the first bit of damage you take each day. Increase your maximum Hit Points by your level. During your daily preparations, you gain temporary Hit Points equal to half your level, which last until your next daily preparations or until they're lost.

## EARTHBOUND

FEAT 9

### DRAGON

You are keenly aware of your own limitations with flight without magic to keep your dense form aloft, but these magical insights make it both particularly easy and particularly satisfying to bring other fliers low. You can cast *earthbind* once per day as an innate spell of your heritage's tradition.

## ENERGIZE JAWS

FEAT 9

### DRAGON

**Prerequisites** draconic heritage with an associated damage type that deals energy damage, mental damage, or poison damage  
When you deliver a telling bite, your jaws leave behind lingering energy, mental aftereffects, or poison associated with your breath weapon. On a critical hit with your jaws, you deal 1d4 persistent damage of your associated damage type.

## FLARE LIGHT

FEAT 9

### DRAGON LIGHT

**Prerequisites** alicorn dragon heritage

**Frequency** once per hour

**Trigger** You Strike a creature with your horn and deal damage.

You cause your horn's light to flare brightly, dazzling your foe. The target you damaged with the triggering Strike must succeed at a Fortitude saving throw or become dazzled for 1 round (dazzled for 4 rounds on a critical failure). The save DC is either your class DC or your spell DC, whichever is higher.

## GUILEFUL SPELLCASTER

FEAT 9

### DRAGON

**Prerequisites** pixie dragon heritage

Your spellcasting capabilities have improved, allowing you to play more powerful tricks on others. You gain *invisibility* and *illusory object* as 2nd-rank primal innate spells. You can cast each of these innate spells once per day.

## HOARD DEPOSIT

FEAT 9

### CONCENTRATE DRAGON PRIMAL TELEPORTATION

**Frequency** once per day

You maintain a mystical connection to your draconic hoard at any distance, allowing you to deposit items into your hoard from afar. You spend 10 minutes concentrating on your mental image of your hoard to transfer up to 3 Bulk of non-living, non-magical objects to your hoard.

## LEVERAGE NARRATIVE

FEAT 9

### DRAGON FORTUNE OCCULT

**Prerequisites** Weave Narrative

**Frequency** once per 10 minutes

**Requirements** You have Weaved a Narrative and the narrative is currently active

You prepare to strike down a creature directly opposed to your current narrative. If your next action requires an attack roll against a creature who directly opposes your stated goal from Weave Narrative, you roll the attack roll twice and use the highest result. If you roll a critical failure on the attack roll, you fail instead.

## ONE WITH NATURE

FEAT 9

### DRAGON

**Prerequisites** allure dragon heritage

**Frequency** once per hour

You can meld your senses into that of a nearby animal or plant. Choose an animal or plant within 120 feet and spend 1 minute melding your senses with theirs. For the next hour, you can sense whatever the animal or plant senses, but you can't use your own body's senses. If the animal or plant wishes to prevent you from using its senses, it can attempt a Will save against the higher of your class DC or spell DC, but most animals and plants don't attempt to do so. You can switch between your own senses and the animal or plant's senses by Sustaining the effect.

## SPELLCASTING SABOTEUR

FEAT 9

### DRAGON

**Prerequisites** mischief dragon heritage

You've learned to perform your sabotage with magic. You gain *invisibility* and *shatter* as primal innate spells. You can cast each of these primal innate spells once per day.

## UNDERWATER MASTERY

FEAT 9

### DRAGON

**Prerequisites** Amphibious Ease, expert in Athletics

You've practiced with your magical pathways to increase the speed of your swimming, while learning to sense the currents of the waves around you. You gain a +5-foot status bonus to your swim Speed and gain wavesense out to 30 feet as an imprecise sense whenever you are underwater. If you are a master in Athletics, the status bonus to your swim Speed increases to a +10-foot bonus, and if you are legendary in Athletics, the status bonus to your swim Speed increases to a +15-foot bonus.

## 13TH LEVEL

## ALLURING PRESENCE

FEAT 13

### AURA DRAGON EMOTION MENTAL PRIMAL VISUAL

**Prerequisites** allure dragon heritage

**Frequency** once per day

You can tap into your inner beauty and emit it as an aura of allure. For 1 minute, you gain an alluring presence aura in a 20-foot emanation around you. Enemies who start their turn in the aura must attempt





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a Will save against the higher of your class DC or spell DC with the following results. Afterwards, they are temporarily immune for 1 minute. Creatures fascinated by your alluring presence don't lose their fascinated condition due to hostile actions against themselves or their allies.

**Critical Success** The creature is unaffected by the presence.

**Success** The creature is fascinated by you for 1 round.

**Failure** The creature is fascinated by you for 3 rounds.

**Critical Failure** The creature is fascinated by you for 1 minute, and on its current turn (the turn it just started), it must spend each of its actions to move closer to you as expediently as possible, while avoiding obvious dangers, and if it becomes adjacent to you, or was already adjacent, it stays stills and doesn't act for any remaining actions that turn.

### CHANNEL SCALES

FEAT 13

#### DRAGON

**Prerequisites** Empower Scales

You channel powerful magic into your scales, increasing their power further as your scales thicken. Your scales' item bonus to AC increases to +3, and the Dex cap changes to +2. You keep any runes inscribed in your scales, and they now modify the scales' new statistics, and your scales can continue to use your unarmored defense proficiency if it is better.

### CLINGING DUST ♦♦

FEAT 13

#### DRAGON

**Prerequisites** pixie dragon heritage

**Frequency** once per 10 minutes

You flutter your wings, shooting pixie dust in a 15-foot emanation. Creatures in the area are outlined by sticky, sparkling pixie dust. Each creature must attempt a DC Reflex save against the higher of your class DC or your spell DC. If a creature has its invisibility negated by this pixie dust, it's concealed instead of invisible for the duration. This applies both if the creature was already invisible and if it benefits from new invisibility effects before the end of the invisibility negation effect from this effect.

**Critical Success** The target is unaffected.

**Success** The target's invisibility is negated, it's dazzled, and it takes a -4 circumstance penalty on all Stealth checks. These effects last for 2 rounds. A creature can end the dazzled effect early by using a total of two Interact actions to wipe the dust out of their eyes, but the other effects continue for the full duration unless they're able to completely wash their body.

**Failure** As success, but the duration is 1 minute.

**Critical Failure** As success, but the duration is 10 minutes.

### CONSOLIDATE WINGS

FEAT 13

#### DRAGON

**Prerequisites** Dragon's Flight

You consolidate the power of your wings, making it easier for you to apply your speed increases to them and focus on expanding other parts of your dragon magic. You can increase your fly Speed from Dragon's Flight to be equal to your land Speed if it's higher. Additionally, you gain a bonus 1st-level and 5th-level dragon ancestry feat.

### CORONA OF POWER ♦♦

FEAT 13

#### DRAGON PRIMAL

**Prerequisites** draconic heritage with an associated damage type that deals energy damage, mental damage, or poison damage

**Frequency** once per day

You surround yourself with a corona of energy, poison, or mental power. For 1 minute, any creature that touches you or damages you with an unarmed attack or melee weapon without the reach trait takes 3d6 damage of your heritage's associated damage type.

### EMPOWERED MASS

FEAT 13

#### DRAGON

You've focused your magic on growing your body and strengthening your bones and body structure to handle the increased size. You permanently gain the effects of *enlarge*, becoming Large, increasing your reach to 10 feet, becoming clumsy 1, and gaining a +2 status bonus to melee damage.





## ETHEREAL HOARD

FEAT 13

CONCENTRATE DRAGON PRIMAL TELEPORTATION

You focus on your connection with your hoard and send your hoard deep into the Ethereal Plane where few can find it. You can spend 1 minute to send your hoard, consisting of items with a total amount of Bulk up to your level, to the deepest reaches of the Ethereal Plane; you can Dismiss the effect to return your entire hoard to your current location, though otherwise the effect has an unlimited duration. The hoard can't contain any creatures, even if the creature is in an extradimensional space. Time passes normally for the hoard, and the environmental effects of the Ethereal Plane apply to it. Though very unlikely, it's possible for a creature on the Ethereal Plane to stumble upon your hoard. Dragons with Ethereal Hoard often maintain hoards consisting of a few, small items of significant value—rather than mountains of copper or silver coins—so they can send their whole hoard to the Ethereal Plane.

## FEY SKIN

FEAT 13

DRAGON

**Prerequisites** alicorn dragon, allure dragon, court dragon, mischief dragon, or pixie dragon heritage

You recover more of the power of your fey metabolism through the lux aeterna ritual granting you greater resilience in exchange for weakness to cold iron. Increase your maximum Hit Points by an amount equal to your level. If you rest for 10 minutes, your magic sustains and recovers you, causing you to regain a number of Hit Points equal to your level; this is cumulative with any Hit Points you regain from Treat Wounds. However, you gain weakness 5 to cold iron.

## FRIGHTFUL PRESENCE

FEAT 13

AURA DRAGON EMOTION FEAR MENTAL

**Frequency** once per day

You surround yourself with power that terrifies any who dare approach you. For 1 minute, you gain a frightful presence aura in a 20-foot emanation around you. Enemies who enter the aura (or are in the aura when you activate it) must attempt a Will save against the higher of your class DC or spell DC with the following results. Afterwards, they are temporarily immune for 1 minute.

**Critical Success** The creature is unaffected by your frightful presence.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is frightened 4.

## HARDEN SCALES

FEAT 13

DRAGON PRIMAL

**Frequency** once per day

You send a wave of power into your scales, thickening and hardening them against the next few attacks. For 10 minutes, you gain resistance 10 against physical damage, except adamantite. However, each time the resistance applies, the resistance value decreases by 1. When the resistance reaches 0 after reducing physical damage 10 times, the effect ends.

## REFLECTING SCALES

FEAT 13

CONCENTRATE DRAGON PRIMAL

**Frequency** once per hour

You concentrate energy into your scales, protecting yourself and storing power that you can use to unleash a powerful burst. Choose acid, cold, fire, force, electricity, mental, poison, sonic, or spirit damage. You gain resistance 5 against the damage type that you chose for 5 minutes. Your scales' color change depending on the damage type you chose, usually to the color of a type of dragon or other scaled creature associated with that damage type. The scales store up energy as they protect you. Keep track of how much damage the scales have prevented each time you use Reflecting Scales. While the effect lasts, you can use Reflecting Scales again (ignoring its frequency entry) to explode with all the stored energy in a 20-foot emanation. This explosion deals 1d6 damage of the chosen type to all creatures in the area for every 10 damage the scales prevented, to a maximum of 10d6 damage if the scales prevented 100 damage). Once you do so, the Reflecting Scales effect ends early.

## SNARECRAFTER'S MOCKERY

FEAT 13

DRAGON EMOTION FEAR MENTAL

**Prerequisites** mischief dragon heritage

**Frequency** once per minute

**Trigger** A creature is damaged by a snare you set.

You laugh and mock the triggering creature, causing them to weaken and wither under your cruel assault. The triggering creature must succeed at a Will save equal to your class DC or spell DC, whichever is higher, with the following effects.

**Critical Success** The creature is unaffected.

**Success** The creature becomes clumsy 1 and enfeebled 1 for 1 round.

**Failure** The creature becomes clumsy 1 and enfeebled 1 for 1 minute.

**Critical Failure** The creature becomes clumsy 2 and enfeebled 2 for 1 minute.

## TEMPT WITH DESIRES

FEAT 13

AUDITORY DRAGON MENTAL

**Frequency** once per day

You make an impassioned speech or tell an entrancing tale, reminding a single creature within 60 feet of their greatest desires, and implying that they may achieve them if only they listen to the sound of your voice and obey. So vivid is your tale that the target can "see" these desires made manifest before them. Attempt a Performance check and compare it to the Will DC of the target.

**Critical Success** The target is dazzled for 1 round and fascinated with you for as long as you continue to perform, to a maximum of 1 hour (unless it breaks the fascination, as normal for the condition).

**Success** The target is dazzled for 1 round and fascinated for 2 rounds.

**Failure** The target is fascinated for 1 round.

**Critical Failure** The target is unaffected.





### 17TH LEVEL

#### HYPERFOCUS SPEED ♦

FEAT 17

DRAGON PRIMAL

**Frequency** once per day

You've learned how to harness all your magical potential directly into your aerial speed, allowing you to move extremely quickly in exchange for restricting your use of magic for a time. For up to 10 minutes, you gain a fly Speed of 100 feet, or increase your fly Speed to 100 feet if you already had one. You additionally gain a +20-foot status bonus to this fly Speed, for a total fly Speed of 120 feet. This effect lasts for up to 10 minutes. While the effect lasts, you can't Cast Spells or Activate most magic items, though you can still drink potions. You can Dismiss the effect.

#### LINGERING ALLURE

FEAT 17

DRAGON

**Prerequisites** Alluring Presence

You are able to tap into your inner beauty and emit your alluring presence more often. You can use Alluring Presence once per hour, instead of once per day.

#### RECURRING FEAR

FEAT 17

DRAGON

**Prerequisites** Frightful Presence

You are able to stoke your frightful presence more often. You can use Frightful Presence once per hour, instead of once per day.

#### RIDE THE BREATH ♦♦

FEAT 17

DRAGON PRIMAL

**Frequency** once per day

You concentrate your breath into a powerful line and then evoke your entire body into the energy or matter from your breath weapon, traveling along with the attack. Creatures in a line with a length up to 120 feet take 18d6 damage of your heritage's associated damage type with a basic Reflex save against the higher of your class DC or spell DC. You rematerialize at the other end of the area. While your movement can still trigger reactions, most reactions typically won't have an effect on you while you are lightning, fire, and the like unless the reaction would counteract Ride the Breath or the GM determines it would affect the surging line of breath itself.

#### SLUMBERING DUST ♦♦

FEAT 17

DRAGON INCAPACITATION MENTAL SLEEP

**Prerequisites** pixie dragon heritage

**Frequency** once per hour

You flutter your wings, showering pixie dust in a 30-foot line. If you have a fly Speed, you can choose to Fly instead, showering pixie dust in the space below you. Either way, creatures in the area become incredibly drowsy. Each creature must attempt a Will save against the higher of your class DC and your spell DC.

**Critical Success** The creature is unaffected.

**Success** The creature becomes slowed 1 for 1 round.

**Failure** The creature falls prone and unconscious. For 1 round,

it can't attempt Perception checks to wake up. If it's still unconscious after 1 minute, it wakes up automatically. It's also slowed 1 for 1 round (which usually doesn't matter since it's also asleep).

**Critical Failure** The creature falls prone and unconscious, and it can't attempt Perception checks to wake up for 1 minute. If it's still unconscious after 1 hour, it wakes up automatically. It's also slowed 1 for 1 minute.

#### SPELLTURNING SCALES ◀

FEAT 17

UNCOMMON DRAGON PRIMAL

**Frequency** once per day

**Trigger** A spell of 7th level or lower targets you.

You quickly energize your scales with just the right magic to reflect your enemy's spell back at them. Attempt a counteract check against the triggering spell with a counteract level of 7 and a counteract modifier of your spell DC – 10 or your class DC – 10, whichever is higher. On a success, the effect is turned back on the caster. If the caster has a similar ability, they can use it to turn the spell back on you, in which case the attempt automatically succeeds; in the same way, you can use Spellturning Scales to automatically turn back a spell if a foe uses such an ability against your spell.

#### STABILIZE MASS

FEAT 17

DRAGON

**Prerequisites** Empowered Mass

You are able to maintain a larger size without suffering the usual drawbacks to agility. You are no longer clumsy 1 from the Empowered Mass feat.

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# Draconic Ravager

*While fairy dragons are often focused on testing their skills, magic, and other indirect means of conflict resolution compared to some other dragon heritages, ultimately they're still dragons, and many of them love a good fight when the time is right. Those aeternal fairy dragons who engage the most directly with their violent instincts, those who stand victorious time and time again in martial combat, are draconic ravagers. Let the other court dragons plot their silly intrigues while the mischief and fairy dragons play petty pranks! As a draconic ravager, you recognize that the fastest and least costly way to end a conflict is with the application of immediate and inexorable force, whether you intend to dominate or annihilate your foes or just to put them in their place so they will listen to reason or fall into your next scheme or prank. As an aeternal fairy draconic ravager, you focus your flexible and fast-growing magical power to enhance your muscles, scales, body, and martial prowess. This allows you to reach the size and fighting capability of a dragon centuries older than you within a few short weeks or months. Your ravager abilities grant you plenty of advantages in warfare, ambushes, and duels alike.*

## DRACONIC RAVAGER DEDICATION FEAT 2

### ARCHETYPE DEDICATION

#### Prerequisites

 dragon ancestry

You have begun to focus your resurgent magic from the lux aeterna ritual into your body, restoring your unarmed attacks, thickening your scales, and making you a fearsome sight to behold. You gain the Additional Unarmed Attack feat, gaining one of the additional unarmed attacks available to your heritage. Additionally, the claw and jaws unarmed attacks you gained from the dragon ancestry, as well as the unarmed attacks you gain from the Additional Unarmed Attack feat, increase their damage die by one step, from 1d6 to 1d8 for the jaws and from 1d4 to 1d6 for the other unarmed attacks. If you aren't trained in class DC, you become trained in class DC for draconic ravager, based on the higher of your Strength or Dexterity modifiers.

## BREATH OF THE DRAGON FEAT 4

### ARCHETYPE

#### Prerequisites

 Draconic Ravager Dedication

You've focused your magic on empowering your breath weapon beyond the bounds of most aeternal dragons. You gain the Dragon Breath feat, except your Dragon Breath deals d6s of damage instead of d4s. If you have the Deep Breath feat, it increases the damage to twice as many d6s as usual instead of twice as many d4s. If you already had the Dragon Breath feat before taking Breath of the Dragon, you can immediately retrain it.

## DRACONIC ADVANCE ♦♦ FEAT 4

### ARCHETYPE

#### Prerequisites

 Draconic Ravager Dedication

You surge into battle with a rush of speed. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy with an unarmed attack you gained from the dragon ancestry. You can Burrow, Climb, Fly, or Swim instead of Striding if you gained the corresponding movement type from the dragon ancestry.

## RAVAGER'S SCALES FEAT 4

### ARCHETYPE

#### Prerequisites

 Draconic Ravager Dedication

You focus a great deal of magic into your scales, allowing them to protect you more thoroughly from harm. You gain the Empower Scales ancestry feat, except your scales grant you a +2 item bonus to AC with a Dex cap of +3. If you already had the Empower Scales feat, you can immediately retrain it.

## DEFENSIVE FLUTTER ⇨ FEAT 6

### ARCHETYPE

#### Prerequisites

 Draconic Ravager Dedication, pixie dragon heritage

#### Trigger

 A creature within your reach misses you with a Strike

You flutter your wings, showering the triggering creature with a cloud of your sparkling pixie dust. The triggering creature is dazzled until the end of its current turn. The triggering creature can end the dazzled condition sooner by moving 10 feet or more away from its current location.

## DEVASTATING BITE ♦♦ OR ♦♦♦ FEAT 6

### ARCHETYPE

#### Prerequisites

 Draconic Ravager Dedication

You gather the magical power dwelling within you into your throat, but instead of a breath weapon, you deliver an incredibly powerful bite. Make a jaws Strike. If you spend two actions and this Strike hits, you deal additional damage of the same damage type as your draconic heritage's breath weapon. The amount of additional damage is equal to one of your jaws Strike's weapon damage die (usually 1d8 for a draconic ravager). You can instead spend 3 actions to perform an even more devastating bite, increasing the additional damage to two weapon damage dice (typically 2d8).

If you're at least 10th level, the additional damage from this feat doubles, typically dealing 2d8 additional damage if you spend 2 actions or 4d8 additional damage if you spend 3 actions. If you're at least 18th level, the additional damage from this feat triples, typically dealing 3d8 additional damage if you spend 2 actions or 6d8 additional damage if you spend 3 actions.





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## DRACONIC FRENZY ♦♦

## FEAT 6

### ARCHETYPE | FLOURISH

**Prerequisites** Draconic Ravager Dedication, any fairy dragon heritage

You thrash at your foes with a frenzy of unarmed attacks. Strike three times with a combination of your claw Strike, your jaws Strike, and the unarmed attacks you've gained from Additional Unarmed Attack. At most one of these attacks can be from each of your horn, jaws, or tail Strikes, and at most two of the attacks can be from each of your claw or wing Strikes. You can make the Strikes in any order. For example, you could attack with your jaws once and claw twice or with jaws once, tail once, and claw once, but you couldn't attack with jaws twice and claws once, or with claws three times.

## FATED COUNTERSTRIKE ↻

## FEAT 6

### ARCHETYPE

**Prerequisites** Draconic Ravager Dedication, court dragon heritage

**Trigger** A creature within your reach critically fails an attack roll against you.

Thanks to your knowledge and the narrative of your attacker, you launch a quick and decisive retaliatory attack against the triggering creature, taking advantage of an opening long foreseen. Make a melee Strike against the triggering creature.

## IMPENETRABLE SCALES

## FEAT 6

### ARCHETYPE

**Prerequisites** Draconic Ravager Dedication, Sturdy Scales ancestry feat

Your scales become even tougher to penetrate, granting you increasing benefits. You can choose to have your scales become heavy armor; if you do, its statistics change, and it grants you a +5 item bonus to AC, with a +1 Dex cap, -3 check penalty, -10-foot Speed penalty, and Strength value of +4. Whether you choose to make your scales become heavy armor or not, you gain the armor specialization effect from your scales. Since they are from the plate armor group, this benefit grants you resistance to slashing damage equal to 1 + your scales' potency rune, or 2 + your scales' potency rune if you chose to make your scales heavy armor. The decision whether or not to make your scales into heavy armor is permanent. If you make your scales into heavy armor and you have armor specialization from another source, they gain the bulwark trait.

## PURIFYING AURA ♦

## FEAT 6

### ARCHETYPE | AURA | EMOTION | MENTAL | PRIMAL

**Prerequisites** Draconic Ravager Dedication, alicorn dragon heritage

You surround yourself with an aura of purification, which cleanses the body and soothes the mind. You and allies within 15 feet of you and within your horn's light gain a +1 status bonus to saves against fear and poison effects. You can turn this aura on or off using a single action, which has the concentrate trait.

## DRACONIC MOMENTUM

## FEAT 8

### ARCHETYPE

**Prerequisites** Draconic Frenzy, Dragon Breath

When your frenzy is especially effective, you draw on your momentum to spark your magic and recharge your breath weapon. If you get a critical hit with one or more of the Strikes with your Draconic Frenzy, you instantly recharge your Dragon Breath and are able to use it again without waiting the usual 1d4 rounds. This has no effect on the recharge time of the Deep Breath feat.

## EMPOWERED SIZE

## FEAT 8

### ARCHETYPE

**Prerequisites** Draconic Ravager Dedication

You use your increasing magical power to grow larger, imbuing your burgeoning magic throughout your entire body and carefully focusing on maintaining your coordination as you grow. Thanks to your ravager training, you're able to keep your movements fluid even at your larger size. Your size increases to Large and your reach increases to 10 feet. This doesn't change any of your other statistics.





## ILLUMINATING BEAM

FEAT 8

ARCHETYPE LIGHT PRIMAL

**Prerequisites** Draconic Ravager Dedication, Dragon Breath, alicorn dragon heritage

Your breath weapon is so bright, it banishes the darkness. If your breath weapon passes through an area of magical darkness or targets a creature affected by magical darkness, your Illuminating Breath attempts to counteract the darkness using your Dragon Breath DC – 10 for the counteract modifier and half your level rounded up for the counteract rank. That darkness effect is then temporarily immune to your Illuminating Breath for 1 day.

## INCREDIBLE RESISTANCE

FEAT 8

ARCHETYPE

**Prerequisites** Draconic Ravager Dedication, Draconic Resistance

You've built up magic, increasing your resistance beyond what is normally possible for an aeternal dragon. Your resistance from Draconic Resistance increases to be equal to your level.

## SCALED BULWARK

FEAT 8

ARCHETYPE

**Prerequisites** Impenetrable Scales

Your scales protect you from harm, even when your reflexes aren't enough on their own. If you chose for your scales to become heavy armor, they gain the bulwark trait.

## STUNNING FRENZY

FEAT 8

ARCHETYPE

**Prerequisites** Draconic Frenzy

The power of your frenzy is too much for one opponent to handle. If you make all the attacks with your Draconic Frenzy against the same target, if any of the Strikes hits and deals damage, the target must succeed at a Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

## TAIL SWIPE ♦♦

FEAT 8

ARCHETYPE

**Prerequisites** Draconic Ravager Dedication, tail unarmed attack

You extend your tail and swing it in an arc against two foes. Make a single melee Strike with your tail unarmed attack and compare the attack roll result to the ACs of up to two foes, each of whom must be either within your melee reach or up to 5 feet beyond your melee reach, and adjacent to the other. Roll damage only once and apply it to each creature you hit. A Tail Swipe counts as two attacks for your multiple attack penalty. The modifier from the sweep trait applies to all your Tail Swipe attacks, and as a reminder, the tail unarmed attack gained from the dragon ancestry has the sweep trait.

## WIDEN BREATH ♦

FEAT 8

ARCHETYPE

**Prerequisites** Draconic Ravager Dedication, Dragon Breath

You channel your breath to affect a much wider area with the full intensity of your wrath. If your next action is to use Dragon Breath, the area increases to a 30-foot cone, 60-foot line, or 10-foot burst (as appropriate). If you also take a deep breath using the Deep Breath feat, the area instead increases to a 60-foot cone, 120-foot line, or 20-foot burst, as appropriate.

## ADJUST SIZE ♦

FEAT 10

ARCHETYPE CONCENTRATE PRIMAL

**Prerequisites** Empowered Size

Now that you understand how magic and size are interconnected, you can change between sizes with ease. You change to either Medium size or any of the sizes granted by your Draconic Ravager feats. Your reach and space change to match the size you chose (5-foot reach for Medium, 10-foot reach for Large, 15-foot reach for Huge, and 20-foot reach for Gargantuan). This size lasts until you use Adjust Size again. Adjust Size gains the tradition trait associated with your draconic heritage.

## BULLYING FRENZY

FEAT 10

ARCHETYPE

**Prerequisites** Draconic Frenzy

You can unleash the power of your frenzy for more than just raw damage, allowing you to batter and wrestle your foes as they face your wrath. You can replace any number of the Strikes in your Draconic Frenzy with Grapple, Shove, and Trip attempts.







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## CAUSTIC CORROSION

FEAT 10

### ARCHETYPE

**Prerequisites** Devastating Bite, mischief dragon heritage

Your Devastating Bite can melt right through solid objects and other physical defenses. You gain the Caustic Breakdown ancestry feat as a bonus feat; if you already had that feat, you can immediately retrain it for a different dragon ancestry feat. When you use a Devastating Bite, you ignore the Hardness of creatures as well as objects, and the amount of Hardness you ignore with your Devastating Bite increases from 5 to half your level, and you also ignore up to half your level of a creature's resistance to physical damage.

## EUPHORIC EXHALATION ♦

FEAT 10

### ARCHETYPE EMOTION MENTAL POISON

**Prerequisites** Devastating Bite, pixie dragon heritage

**Frequency** once per 10 minutes

**Trigger** You successfully Strike with a Devastating Bite

When you attack with Devastating Bite, you can exhale a puff of euphoric gas into the face of your target. The target of the triggering Devastating Bite must attempt a Will save against your class DC.

**Critical Success** The creature is unaffected.

**Success** The creature is slightly euphoric, and takes a -1 circumstance penalty to their next attack roll before the end of their next turn and their next damage roll before the end of their next turn.

**Failure** The creature is euphoric, and takes a -1 circumstance penalty to attack and damage rolls until the end of their next turn.

**Critical Failure** As failure, but the creature is also stupefied 1 until the end of their next turn.

## LINGERING BITE

FEAT 10

### ARCHETYPE

**Prerequisites** Devastating Bite

When you empower your jaws with your magic, the effect clings to your foes. If you hit with a Devastating Bite, the foe also takes 2d8 persistent damage of the same damage type as the additional damage. If you're at least 18th level, the persistent damage increases to 3d8.

## PERFUMED BREATH

FEAT 10

### ARCHETYPE

**Prerequisites** Draconic Ravager Dedication, Dragon Breath, allure dragon heritage

You can transform your breath weapon to create a cloud of alluring perfume, rather than a cone of deadly poison. Once per hour, when you use Dragon Breath, change the effect from poison damage to instead require a Will save against your class DC with the following effects. This version of Dragon Breath has the mental and primal traits.

**Critical Success** The creature is unaffected.

**Success** The creature is thrown off by the intoxicating scent, becoming off-guard for 1 round.

**Failure** The creature becomes off-guard and stupefied 2 for 1 round.

**Critical Failure** The creature becomes off-guard and stupefied 2 for 1 minute and slowed 1 for 1 round.

## Draconic Ravager Techniques

Fairy dragon draconic ravagers vary in their use of martial techniques and the way they channel their evolving magic into their bodies. Most draconic ravagers cultivate unique magical martial techniques that set them apart from other aeternal dragons. These techniques and styles are constantly evolving and differ from dragon to dragon. Some aeternal dragons name their draconic ravager style in a fashion that describes the way they fight on the battlefield. For instance, an aeternal allure dragon draconic ravager might fight with the Immortal Blossom, a combat style that emphasizes maintaining your composure and health in the face of constant assaults.

Meanwhile, an aeternal mischief dragon draconic ravager might fight with the Nasty Surprise, a combat style emphasizing unpredictability and catching your foe off-guard to strike them when they least expect it, while an aeternal court dragon draconic ravager might employ the Rapier Wit, a combat style that taunts foes into revealing a weakness and then focuses on drilling down on that weakness until the foe is defeated.

## TELEPORTING CHARGE ♦♦

FEAT 10

### ARCHETYPE LIGHT PRIMAL TELEPORTATION

**Prerequisites** Draconic Ravager Dedication, alicorn dragon heritage, horn unarmed attack

**Frequency** once per hour

You disappear in a flash of light, reappearing across the battlefield to skewer a foe with your horn. You teleport to an empty space adjacent to a creature you can see within 60 feet, then make a horn Strike against the creature. On a success, if the horn unarmed attack was from a dragon ancestry feat, you deal 1d4 additional piercing damage for each weapon damage die of your horn unarmed attack.

## ANCIENT'S SIZE

FEAT 12

### ARCHETYPE

**Prerequisites** Empowered Size

You channel your magical power even further into your size and mass to grow yet larger still, all while maintaining the reflexes you possessed at your original size. Your size increases to Huge and your reach increases to 15 feet. This doesn't change any of your other statistics.

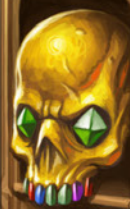
## BULLYING BITE

FEAT 12

### ARCHETYPE

**Prerequisites** Devastating Bite

You can deliver an even more powerful bite against foes in your clutches. When you use your Devastating Bite against a creature you have grabbed or restrained, you deal additional damage equal to the number of weapon damage dice plus the number of additional damage dice from Devastating Bite. For example, if you have a *greater striking* rune, you would deal 5 additional damage at 12th level for a two-action Devastating Bite and 7 additional damage for a three-action Devastating Bite.





## When Ravagers Attack!

Fairy dragon draconic ravagers aren't always as likely to reach for a violent solution immediately as other draconic ravagers might be... but that just means the threat of sudden extreme violence is just another tool in their tool kit. Those who fear the risk of angering the fairy dragon lose the momentum in a negotiation and start on the back foot. On the other hand, when a fairy draconic ravager *does* choose to lose themselves in violence, the result is quite impressive and memorable. In that way, the contrast serves to strengthen the impression.

### EUPHORIC BREATH

FEAT 12

#### ARCHETYPE

**Prerequisites** Draconic Ravager Dedication, Dragon Breath, pixie dragon heritage

You can alter the toxins in your breath weapon to cause euphoria, rather than poison damage. Once per hour, when you use Dragon Breath, change the effect from poison damage to instead require a Fortitude save against your class DC, with the following effects. This version of Dragon Breath has the emotion, mental, primal, and poison traits.

**Critical Success** The creature is unaffected.

**Success** The creature is stupefied 1 for 1 round.

**Failure** The creature is stupefied 2 and slowed 1 for 1 round

**Critical Failure** The creature is stupefied 2 and slowed 1 for 3 rounds.

### LINGERING BREATH ♦

FEAT 12

#### ARCHETYPE

**Prerequisites** Draconic Ravager Dedication, Dragon Breath

Whether with burning flames, toxic clouds of poison, storm bolts descending from above, or swirling snowflakes, you can modify your breath weapon to leave behind a lingering area to damage those who dare to remain in its confines. If your next action is Dragon Breath, a lingering aftereffect remains in the area, dealing damage of the same type but half the number of damage dice as your Dragon Breath to creatures who end their turn within the area, with a basic Reflex save against the same DC as your Dragon Breath. The lingering aftereffect's duration is 1d4 rounds, using the same d4 roll you made to determine how long it would take to recharge your Dragon Breath. Even if you use Draconic Momentum to recharge your Dragon Breath early, that doesn't affect the duration of the Lingering Breath.

### MAGIC RESISTANCE

FEAT 12

#### ARCHETYPE

**Prerequisites** Draconic Ravager Dedication

You channel your magical energies to create a thin field of abjunct energy that sloughs away enemy magic. You gain a +1 status bonus to your saving throws against magic.

### REBUFF ADVANCE ↻

FEAT 12

#### ARCHETYPE EMOTION MENTAL PRIMAL

**Prerequisites** Draconic Ravager Dedication, allure dragon heritage

**Trigger** A creature within 30 feet would move closer to you.

You snub the triggering creature, tipping your snout to the sky and ignoring the approaching creature completely. The triggering creature must attempt a Will save against your class DC. On a failure, the creature is overcome with grief at your rejection and its movement is disrupted, and it is then temporarily immune for 1 minute.

### SICKENING SPRAY

FEAT 12

#### ARCHETYPE

**Prerequisites** Draconic Ravager Dedication, Dragon Breath, mischief dragon heritage

Your breath is disgusting, rancid, and toxic, and it can sicken those caught in the area. When a creature critically fails their saving throw against your Dragon Breath, they're sickened 1; this additional benefit is a poison effect, even if you deal acid damage with your Dragon Breath.

### DAZZLING BREATH

FEAT 14

#### ARCHETYPE LIGHT PRIMAL

**Prerequisites** Draconic Ravager Dedication, Dragon Breath, alicorn dragon heritage

Your breath weapon originates from your horn as a beam of dazzling rainbows. On a failed saving throw, a creature damaged by your Dazzling Breath becomes dazzled for 1 round, or 2 rounds on a critical failure.

### GATHER FRENZY ♦

FEAT 14

#### ARCHETYPE CONCENTRATE

**Prerequisites** Draconic Frenzy

You build up power through all the channels of magical energy made flexible by the lux aeterna ritual, causing you to be visibly surrounded by magical manifestations and energy corresponding to your heritage's breath weapon. If your next action is Draconic Frenzy, all the Strikes you make gain a status bonus to damage rolls equal to the number of weapon damage dice, and they ignore an amount of the target's resistance equal to your level.

### RAVAGER'S WINGS

FEAT 14

#### ARCHETYPE

**Prerequisites** Draconic Ravager Dedication

Rather than energize your wings through a lengthy process, you supercharge them all at once, allowing you full access to flight. You gain a fly Speed equal to your Speed.

**Special** If you had the Empower Wings, Channel Wings, or Dragon's Flight feats, you can retrain them instantly into different ancestry feats, following the normal rules for retraining.

### SURPRISING APPEARANCE ♦

FEAT 14

#### ARCHETYPE EMOTION FEAR MENTAL PRIMAL VISUAL

**Prerequisites** Draconic Ravager Dedication, pixie dragon heritage, trained in Deception

**Requirements** You're invisible, hidden, or undetected and within reach of an enemy creature.

You leap out of hiding and become visible—if you're invisible, your invisibility ends—then you shout and try to surprise everyone around





### BATTLEZOO DRAGONS: FAIRY DRAGONS

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you. Attempt Deception checks to Demoralize each foe within reach of your unarmed attacks, rather than the usual Intimidation check to Demoralize. On a critical success, any creature lower level than you that becomes frightened also stumbles back 10 feet and falls prone. Whether you succeed or fail, all creatures who see you suddenly appear become temporarily immune to your Surprising Appearance for 1 minute.

### AURA OF FEAR FEAT 16

ARCHETYPE AURA EMOTION FEAR MENTAL

**Prerequisites** Draconic Ravager Dedication

Your magical energy billows about you in fearsome waves, creating a 30-foot aura that scares all those who dare to come close. Any foe that enters the aura must attempt a Will save against your class DC or become frightened 1, or frightened 2 on a critical failure. It then becomes temporarily immune for 24 hours.

### BLASTING BITE FEAT 16

ARCHETYPE

**Prerequisites** Devastating Bite

You accompany your devastating bites with an explosion of power that blows your foe backward. If you hit with a Devastating Bite, you can choose to unleash an explosion against the foe and knock them back. If you do, the target must attempt a Fortitude save against your class DC.

**Critical Success** The target is unaffected.

**Success** The target is pushed back 5 feet.

**Failure** The target is pushed back 10 feet.

**Critical Failure** The target is pushed back 20 feet, or 30 feet if you spent three actions on Devastating Bite.

### FORTUNATE COUNTERSTRIKE FEAT 16

ARCHETYPE

**Prerequisites** Fated Counterstrike

When you make a counterstrike, you use your understanding of the narrative to ensure it strikes true. Roll your attack rolls for Fated Counterstrike twice and take the higher result; this is a fortune effect.

### FURIOUS MOMENTUM FEAT 18

ARCHETYPE

**Prerequisites** Draconic Ravager Dedication

Your draconic attacks gain fury and momentum as you continue your relentless assault, growing more and more powerful as you continue a string of frenzied attacks. Your unarmed attacks you gained from the dragon ancestry all gain the forceful trait.

### LETHAL CLAWS FEAT 18

ARCHETYPE

**Prerequisites** Draconic Ravager Dedication

Your claw attacks are especially lethal, easily able to deliver grievous blows. When you make a Strike using the claw unarmed attack from the dragon ancestry, you critically succeed if you roll a 19 on the die as long as that result is a success. This has no effect on a 19 if the result would be a failure.

### PERFECT COUNTERSTRIKE

FEAT 18

ARCHETYPE

**Prerequisites** Fated Counterstrike

Your counterstrikes arise from even the smallest opening. You can attempt a Fated Counterstrike even on a regular failure, not just a critical failure.

### WYRM'S SIZE

FEAT 18

ARCHETYPE

**Prerequisites** Ancient's Size

You've incarnated your overwhelming magical power from the lux aeterna ritual into an enormous size that strikes awe in other creatures. Depending on your heritage, this either makes you as large as the eldest of ancient wyrms among your kin, or potentially larger than they can ever be. Your size increases to Gargantuan and your reach increases to 20 feet. This doesn't change any of your other statistics.

### SUDDEN INSPIRATION ↻

FEAT 20

ARCHETYPE FORTUNE

**Prerequisites** allure dragon heritage

**Trigger** An ally within 30 feet that you can see fails an attack roll, skill check, Perception check, or saving throw

The target rerolls the triggering roll, check, or save, with a +2 status bonus. The target then becomes temporarily immune to Sudden Inspiration for 1 minute.





# Dragon Mage

*For all dragons, but especially for fairy dragons, magic is their life, and the lux aeterna ritual only proves this point beyond a shadow of a doubt. Every improvement you experience at a faster rate than other dragons is entirely due to the increased plasticity of your magic, its ability to learn rapidly in a crisis. Other aeternal dragons who spend their time on anything other than studying their magic as deeply as possible are nothing more than fools, though you might be polite enough not to tell them that to their faces... or perhaps you aren't. As a dragon mage, you have perfected the fairy magic that races through your body, gaining increased spellcasting ability alongside other magical benefits. If you take an additional feat originally from Draconic Ravager that gives a saving throw against class DC for a draconic ravager, it gives a saving throw against your spell DC instead.*

**Additional Feats:** **4th** Breath of the Dragon (page 34), Cantrip Expansion (*Pathfinder Player Core*), Counterspell (*Pathfinder Player Core*); **6th** Purifying Aura (page 35); **8th**, Steady Spellcasting (*Pathfinder Player Core*), Widen Breath (page 36); **10th** Perfumed Breath (page 37); **12th** Euphoric Breath (page 38), Illuminating Beam (page 36), Lingering Breath (page 38), Magic Resistance (page 38), Magic Sense (*Pathfinder Player Core*), Overwhelming Energy (*Pathfinder Player Core*), Sickening Spray (page 38); **14th** Dazzling Breath (page 38); **16th** Aura of Fear (page 39); **18th** Scintillating Spell (*Pathfinder Player Core*); **20th** Sudden Inspiration (page 39)

## DRAGON MAGE DEDICATION

FEAT 2

ARCHETYPE DEDICATION

**Prerequisites** dragon ancestry

You develop deeper magic, learning the secrets of the magical tradition associated with your draconic heritage. You become trained in the skill corresponding to that magical tradition (Arcana for arcane, Nature for primal, Occultism for occult, or Religion for divine), or in a different skill of your choice if you were already trained in that skill.

You gain access to the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the tradition associated with your heritage, or any other cantrips of that tradition you learn or discover. You're trained in spell attack rolls and spell DCs for your tradition's spells. Your key spellcasting attribute for dragon mage archetype spells is your choice of Intelligence, Wisdom, or Charisma, chosen when you gain this feat. They are dragon mage spells of your heritage's tradition.

## BASIC DRAGON MAGE SPELLCASTING FEAT 4

ARCHETYPE

**Prerequisites** Dragon Mage Dedication

You've increased the power of the spells you accessed via the lux aeterna ritual; now you can cast more than mere cantrips. You gain the basic spellcasting benefits. Each time you gain a spell slot of a new level from the dragon mage archetype, add a spell of the appropriate spell level to your repertoire: a common spell of your heritage's tradition or another spell of that tradition you have learned or discovered.

## BESPELL CLAW

FEAT 6

ARCHETYPE

**Prerequisites** Dragon Mage Dedication

**Frequency** once per turn

**Requirements** Your most recent action was to cast a non-cantrip spell.

You siphon the residual energy from the last spell you cast into one of the unarmed attacks you gained from the dragon ancestry. Until the end of your turn, the unarmed attack deals an extra 1d6 damage of a type depending on the magical tradition of the spell you just cast.

- **Arcane** force damage from overflowing arcane energy
- **Divine** spirit damage from transcendent spiritual power
- **Occult** mental damage from strange occult connections
- **Primal** piercing damage from growing thorns and vines

## MAJESTIC SPELL

FEAT 6

ARCHETYPE CONCENTRATE MANIPULATE SPELLSHAPE

**Prerequisites** Dragon Mage Dedication

Dragon magic is older and more awe-inspiring than that of most other ancestries, and the idea that they can understand your magic based on studying their own is frankly laughable, though perhaps you are polite enough that you wouldn't laugh out loud.

If the next action you use is to Cast a Spell, the manifestations become full of exceptional draconic majesty, gaining outlandishly powerful visuals, roaring sounds, and other effects that make the spell nearly unrecognizable. For instance, your *fireball* might take the form of a sinuous dragon made entirely out of flame that launches itself towards your foes, curls up into a compact coil, and then explodes in a shower of fireworks. Alternatively, it might appear as a miniature sun that shines out, expanding and turning red, before exploding in a nova of flame.

Creatures with the ability to Cast the Spell don't automatically know what the spell is. In addition, creatures that witness your spellcasting take a -2 circumstance penalty to checks to identify the spell with Recall Knowledge and checks to counteract the spell during its casting (such as with Counterspell). Lastly, you gain a +1 circumstance bonus to Intimidation checks against those creatures until the end of your next turn; if the spell you cast was a 6th-level or higher spell cast from a spell slot, the circumstance bonus to Intimidation checks increases to +2.



## ANOINT TEMPORARY SANCTUARY ♦ FEAT 8

### ARCHETYPE

**Prerequisites** Dragon Mage Dedication, allure dragon heritage  
**Frequency** once per day

**Requirements** You're in the wilderness.

You can form a temporary bond with a region of the wilderness, which becomes your sanctuary for 1 day, or until you form another bond, whichever comes first. This sanctuary is a 10-foot emanation centered on your position when you anoint the sanctuary. All creatures other than you and your allies treat your sanctuary as difficult terrain. Additionally, while you and your allies are in your sanctuary, you and they each gain a +1 circumstance bonus to AC, as the plants within your sanctuary intervene to shield you from harm.

## BREATH MAGIC ♦ FEAT 8

### ARCHETYPE SPELLSHAPE

**Prerequisites** Dragon Mage Dedication, Dragon Breath, breath shape of cone or line

**Requirements** You are able to use your Dragon Breath.

Magic fuels every dragon's breath, and in studying that process deeply, you've learned how to deliver your spells through your breath. If your next action is to Cast a Spell from your dragon mage spell slots that has an area and has no duration, you can choose to change the spell's area to instead use the area of your Dragon Breath. If you do, you use your breath to deliver the spell, so you can't use Dragon Breath for 1d4 rounds, even though the spell replaces all of the usual effects of Dragon Breath. If you have Deep Breath, you can choose to apply it to increase the area of your spell, but if you do so, you must wait 1d4 × 10 minutes until using Deep Breath again, as normal for Deep Breath.

## DRACONIC BREADTH FEAT 8

### ARCHETYPE

**Prerequisites** Basic Dragon Mage Spellcasting

Your magical pathways grow broader as the lux aeterna ritual's effects expand to grow your power, allowing you to cast more spells each day. Increase the number of spells in your repertoire and number of spell slots you gain from dragon mage archetype feats by 1 for each spell level other than your two highest dragon mage spell slots.

## ALICORN MAGIC FEAT 10

### ARCHETYPE

**Prerequisites** Basic Dragon Mage Spellcasting, alicorn dragon heritage

You possess an alicorn magic's ability to purify yourself and others with magic. You can cast *cleanse affliction*, *clear mind*, and *sound body* each once per day as innate spells of the same tradition as your dragon mage spellcasting. You cast each of these spells at the same rank as the highest-rank dragon mage archetype spell slot you have (this will be a minimum of 3rd rank from Basic Dragon Mage Spellcasting).

## CONDUCTIVE SCALES FEAT 10

### ARCHETYPE

**Prerequisites** Dragon Mage Dedication

As you draw forth the magic through your magical pathways, you send

the power surging through your scales, briefly granting you increased protection. Whenever you cast one of your non-cantrip dragon mage spells, you gain a +1 status bonus to AC until the beginning of your next turn.

## ENSPelled BREATH ♦♦♦ FEAT 10

### ARCHETYPE

**Prerequisites** Breath Magic

**Frequency** once per day

**Requirements** You are able to use your Dragon Breath.

You've developed a powerful but draining move that you can choose to use in a dire situation: combining your breath with a spell to deliver a devastating combination. You use Dragon Breath, and at the same time use Breath Magic to Cast a Spell that requires two actions or fewer to cast. Creatures in the area are affected by both effects simultaneously.





## SPITEFUL CURSE ↻

ARCHETYPE MISFORTUNE

**Prerequisites** Dragon Mage Dedication, mischief dragon heritage  
**Trigger** A creature within your reach damages you with a Strike.

You spit out a vindictive curse at the triggering creature, cursing them with misfortune. The creature must attempt a Will save against your spell DC. On a failure, until the beginning of their next turn, the triggering creature rolls all attack rolls twice and uses the worse result. Whether they succeed or fail, the triggering creature becomes temporarily immune for 1 minute, and if the triggering creature fails an attack roll before the beginning of their next turn, they injure themselves, taking 1d4 persistent bleed damage. The persistent bleed damage from Spiteful Curse increases to 2d4 at 14th level and 3d4 at 18th level.

## EXPERT DRAGON MAGE SPELLCASTING

ARCHETYPE

**Prerequisites** Basic Dragon Mage Spellcasting; master in Arcana, Nature, Occultism, or Religion, depending on heritage

Your magical powers burgeon further, allowing you spells only accomplished spellcasting dragons in their full adulthood could cast, all in just the short time it took you to expand your magic's capacity. You gain the expert spellcasting benefits.

## FEAT 10

## RESPLENDENT RAINBOW REGALIA ♦

ARCHETYPE LIGHT PRIMAL

**Prerequisites** Dragon Mage Dedication, alicorn dragon heritage  
**Frequency** once per 10 minutes

You surround yourself or an ally within your horn's bright light in a shifting nimbus of colorful and glittering sparkles, donning rainbows like a cloak. You or the chosen ally become concealed for 1 minute. The regalia's wearer can't use this concealment to Hide or Sneak, as normal for concealment where a creature's position is still obvious.

While wearing your Resplendent Rainbow Regalia, the wearer can use the Refract Rainbows reaction.

**Refract Rainbows** ↻ (Archetype, Light, Primal) **Trigger** A creature damages you with a Strike, spell with a spell attack roll, or other effect that requires an attack roll; **Effect** You disperse the Resplendent Rainbow Regalia in a burst of brilliant, blinding light. The Regalia's effect ends immediately, and the triggering creature must succeed at a Will save against your spell DC or become dazzled for 3 rounds (blinded for 1 round, and dazzled for 1 minute on a critical failure).

## OVERWHELMING BREATH

## FEAT 14

ARCHETYPE

**Prerequisites** Dragon Breath, Overwhelming Energy, draconic heritage with an associated damage type that deals acid, cold, electricity, fire, or sonic damage

You've entwined your dragon breath with your ability to reduce resistances to magical energy. You can use your Overwhelming Energy action with your Dragon Breath action, in addition to your spell's, even though it's a metamagic action that normally only applies to spells. When applying Overwhelming Energy to your Dragon Breath, or to spells that share your heritage's associated damage type, Overwhelming Energy allows your breath or spell to ignore an amount of energy resistance equal to twice your level, rather than your level.

## REVEAL FLAW ♦

## FEAT 14

ARCHETYPE MENTAL

**Prerequisites** Dragon Mage Dedication, court dragon heritage

**Frequency** once per hour

You reveal scandalous secrets about the past of a creature within 30 feet, then proclaim their fatal weakness aloud for all to hear. Select one of the following damage types: acid, bludgeoning, cold, electricity, fire, mental, negative, piercing, poison, slashing, or sonic. The target must succeed at a Will save against your spell DC or gain weakness 4 to the chosen damage type for 1 minute (10 minutes on a critical failure). The target then becomes temporarily immune to Reveal Flaw for 1 day. At 16th level, the weakness increases to 5, and at 20th level, the weakness increases to 6.



## TARGETED PURIFICATION ➤

FEAT 14

ARCHETYPE HEALING PRIMAL

**Prerequisites** Dragon Mage Dedication, Purifying Aura, alicorn dragon heritage

**Trigger** A creature within your purifying aura fails a saving throw against a fear effect, a poison effect, a poison, or a disease.

You focus your purifying magic on the triggering creature, to bolster their defenses against corruption. The triggering creature rerolls the failed saving throw. If they roll a critical failure on the second save, they get a failure instead. The triggering creature then becomes temporarily immune to Targeted Purification for 1 minute.

## STRIKE BARGAIN ♦♦♦

FEAT 16

ARCHETYPE EMOTION MENTAL OCCULT

**Prerequisites** Expert Dragon Mage Spellcasting, court dragon

You strike a deal with a sapient creature. The target must enter into this deal willingly. A creature that accepts this deal has a magical, indelible *sigil* (representing the dragon's court or name) appear on their body as a tattoo. If the target ever breaks the terms of the deal, the tattoo automatically casts one of the following spells on them as a penalty, chosen when you struck the bargain and heightened to the highest rank of your dragon mage spell slots: *cursed metamorphosis* or *never mind*. Instead of rolling their saving throw against the spell, the target automatically critically fails their saving throw against it.

## LIVING BREATH ♦

FEAT 18

ARCHETYPE

**Prerequisites** Dragon Breath, Dragon Mage Dedication

You can infuse your magic into your breath enough to grant it a spark of life, allowing it to continue acting as you command it. If your next action is Dragon Breath to deal damage, you can transform your breath weapon into a living breath. After its initial effects, at the end of your turn, your breath coalesces into the form of a dragon made out of the energy or matter that composes your breath weapon, with a 10-foot by 10-foot space appearing at a point in your breath weapon's area of your choice. Starting on your next turn, you can Sustain the effect to move your living breath up to 60 feet. All creatures in its area at the end of its movement take 10d6 damage of the same type as your Dragon Breath, with a basic Reflex save against your spell DC; this damage doesn't apply any additional effects that normally apply to creatures damaged by your Dragon Breath. You can Sustain the effect to a maximum duration of 1 minute, and you can't use Dragon Breath again while Sustaining the effect.

## MASTER DRAGON MAGE SPELLCASTING

FEAT 18

ARCHETYPE

**Prerequisites** Expert Dragon Mage Spellcasting; legendary in Arcana, Nature, Occultism, or Religion, depending on heritage

You've mastered the pathways of magic allowing you to cast spontaneous spells, gaining powerful magic normally available only to the most skilled ancient dragon spellcasters. You gain the master spellcasting benefits.

## Breath Magic and Edge Cases

In some rare cases, changing a spell's area might lead to unusual circumstances and situations where the spell no longer has a similar effect to the one it had with its original area. In all such cases, the GM determines how to adjudicate these circumstances based on the intent of the spell, and they might choose not to allow Breath Magic for spells that no longer make sense when using the new area from the Dragon Breath instead of the spell's original area.

For instance, a spell with a line area that deals damage and deposits the caster at the end of the line has a clear effect, but it's not obvious what you would need to do if you change the area from a line into a cone using Breath Magic. In this case, the GM might decide to deposit the caster at the far end of the cone in the center of the cone, as the caster travels along the imaginary line drawn through the center of the cone to reach the far end alongside the spell's effects.

## TALK IN CIRCLES ♦♦

FEAT 18

ARCHETYPE AUDITORY MENTAL

**Prerequisites** Dragon Mage Dedication, court dragon

**Frequency** once per day

You spout a confusing deluge of illogical arguments, obscure jargon, and challenging conundrums, couching this purposeful nonsense amid a monologue, argument, debate, or song. Each enemy within 60 feet must attempt a Will save against your spell DC.

**Critical Success** The enemy is unaffected.

**Success** The enemy becomes slowed 1 for 1 round.

**Failure** The enemy is confused for 5 rounds. It can attempt a new save at the end of each of its turns to end the confusion.

**Critical Failure** The enemy is confused for 1 minute and can't attempt a new save to end the effect early.

## DRACONIC SPELLSHAPER

FEAT 20

ARCHETYPE

**Prerequisites** Dragon Mage Dedication

You have reached the apex of your attunement to your magic. The draconic spellshaping that takes other dragon mages such effort is as natural to you as breathing. You can use spellshape single actions from your dragon mage feats, or single actions from your dragon mage feats that have an effect if your next action is Dragon Breath (such as Widen Breath), as free actions.

## HOARDED SPELL ♦

FEAT 20

ARCHETYPE CONCENTRATE SPELLSHAPE

**Prerequisites** Dragon Mage Dedication

You hoard your spells jealously, allowing you to reuse weaker spells with ease. If the next action you use is to Cast a Spell of 4th rank or lower that has no duration, you store residual energy in a metaphysical hoard to use again. You can Cast the Spell a second time before the end of your next turn without expending a spell slot. You can't use Hoarded Spell on a spell you already hoarded in order to cast it more than twice.





## Fairy Dragons and the Lux Aeterna Ritual

Within these pages, I have chronicled information about the interactions between various members of the fairy dragon family and the lux aeterna ritual. Given how secretive fairy dragons have been until this point, I'm confident you've never seen this much information on the topic before! But first, the usual caveat: obviously there are biases any author brings to their work, but I nonetheless did my utmost to present a critical, dispassionate, and neutral opinion of each and every heritage of fairy dragon in the main text. Facts are facts, after all.

Nonetheless, sometimes color commentary or opinion pieces are an important way to digest information, so I've also included sections of my own unvarnished opinion as well. Naturally, I have kept them distinct from the remainder of the text and clearly defined. I'm a scholar, not some kind of gossip. I'll trust you, a reader of refined tastes, to keep those sources

of information separate. Do not mistake my opinion, informed and brilliant though it may be, for fact, nor the facts, unusual as they may be, for my opinion.

As you read along, I urge you to engage actively with the science of understanding the world around you. Don't take my generalizations as gospel if you see something different going on with your own eyes. Instead, annotate your conflicting data. Write it in the margins. Evaluate it over time and with respect to other data you have collected. If you discover a significant trend and can prove it empirically, please send the information to my publisher, whose address you can find on the title page. After they will forward your message to me, and then, if I can verify your information, I will give credit where it is due in my next edition of this book.

—Kallizandrex, Sage Aeternal



# Alicorn Dragons

**BATTLEZOO  
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Alicorn dragons are natural homebodies. Most of the time, they're content to cultivate their personal domain, which flourishes thanks to their mere presence, and pass judgment on petitioners who come seeking their aid, guidance, and support. While they enjoy helping others, alicorn dragons revel in the fact that people come to them—their legend is so far-reaching and their reputation so pristine that people from far and wide journey simply to speak with them. This combination of contentment, isolationism, and pride means that alicorn dragons very rarely choose to undertake the lux aeterna ritual.

While some alicorn dragons choose to become aeternal dragons for righteous or altruistic reasons, most perform the ritual for self-serving reasons. Often, this involves a young alicorn dragon who was too weak to defend their chosen home from an incredibly dangerous threat, or an aged alicorn dragon who has been forgotten by the people beyond their home and whose ego aches for attention. Rarely, the alicorn dragon themselves is looking for something they can't get from their home, such as a desire to travel or see the world, to meet people from surrounding regions, or to escape the monotony of isolation.

The first barrier aeternal alicorn dragons face in adapting to their new lives and surroundings is their instinctive mistrust of shorter-lived peoples and their societies. Some alicorn dragons bypass this issue entirely by seeking out lands occupied by long-lived ancestries with similar worldviews, such as elves and gnomes, and forging friendships from among these people. For most, their pricklier personality traits are softened by time and exposure to the fast-paced, oftentimes corrupt mortal societies they're forced to interact with on a daily basis. Many aeternal alicorn dragons are forced to get their claws dirty while interacting with the world beyond their home, breaking some taboo or becoming spiritually sullied over time. Regardless of their original intent, those alicorn dragons who choose to become aeternal dragons either loosen their lofty moral standards regarding companionship or spend their lives lonely.

To a traditionalist alicorn dragon, an aeternal alicorn dragon is tainted by all those unworthy souls with whom they choose to associate—no matter how short the interaction. This ensures that most aeternal alicorn dragons are social pariahs among their kin. For their part, aeternal alicorn dragons usually consider traditionalist alicorn dragons too sheltered to understand reality. To aeternal alicorn dragons, traditionalists live apart from the wider world and are simply too stubborn to understand it fully. This willful ignorance is nothing to be proud of but rather pitied.

Most aeternal alicorn dragons find it hard to socialize and work with only those who meet their exacting standards of virtue and purity and instead learn to work with those whose cause is righteous, even if they have some notable flaws or foibles. They tend to join organizations that perform acts of charity and adventuring parties who perform good deeds and acts of heroism out of the goodness of their hearts rather than for the reward. They get along best with bards, whose talents they appreciate; champions, whose ideals often come closest to their own; and druids and rangers, who treat their surroundings with care. Aeternal alicorn dragons often make excellent bards or champions, though a fair number instead foster their connection to the natural world and beautiful places, becoming druids or rangers. Some aeternal alicorn dragons emerge from the change already possessing magical powers, as sorcerers with the draconic, fey, or imperial bloodlines.

## ...YOU GET THE HORN

When it comes down to it, alicorn dragons are proud, self-righteous, and more than a little judgmental. While these traits serve them well within their homes, they're not ideal for making friends or getting along in the wider world. While most aeternal alicorn dragons must lower their standards, that isn't always the case. I find that aeternal alicorn dragons who find worthy allies or those they wish to protect tend to be fiercely loyal, almost to a fault. And if you mess with the alicorn dragon's inner circle... well, the results are predictable.







# Allure Dragons

## LURE OF THE WILD

I must admit, the magical, almost magnetic pull toward an allure dragon can tug even a detached and purely objective scholar's heartstrings.

However, this is insignificant compared to the profound impact an allure dragon can have on a mortal. In the best-case scenario, they inspire mortals to great heights. But that's not always how the story ends, as positive emotions like awe and affection can quickly give way to envy, desire, and rage among weak-hearted mortals. This even applies to some dragons, especially those with poor impulse control! Allure dragons have truly earned their names, for better or worse.

Allure dragons have a natural inclination to settle down—to rest in a place that speaks to their hearts, bond with the area, and transform a patch of wilderness into their sanctuary. Once this bond is forged, allure dragons rarely leave, as doing so causes the lands they've tended and cared for to wither—not dying but regressing for lack of the allure dragon's presence—which causes emotional turmoil for a typical allure dragon. This makes most allure dragons predisposed to stay in one place and remain patient, both of which are traits that make allure dragons unlikely to undertake the lux aeterna ritual. Yet, allure dragons covet company and attention, wanting to inspire others to undertake acts of creation. While most allure dragons fulfill these desires by ensuring their presence is known to those beyond their sanctuary and that visitors are welcome within, others are tempted to join the fast-paced, densely populated lives of mortals and live their lives on the road, seeking out new people and experiences. Such wandering nomads either become accustomed to leaving and creating their sanctuaries anew, as needs dictate, or else remain moving so frequently that they avoid forming a sanctuary in the first place. Other allure dragons become aeternal as a sacrifice to save their sanctuary or one of its inhabitants from a dire fate.

The most common issue that aeternal allure dragons face is interacting with so many people without preparation. Aeternal allure dragons encounter countless people every day who are inspired by the sight of them, become obsessed with their beauty, or otherwise aim to spend time with them. Sometimes this results in people becoming unhealthily obsessed with the allure dragon, seeking to possess the dragon, or performing foul deeds to garner the dragon's attention—all dangerous incidents that can quickly turn a community against the dragon, or result in danger for the dragon and those around them.

Traditionalist allure dragons consider a nomadic allure dragon, an urban allure dragon, or an allure dragon who frequently bonds with new sanctuaries to be impatient, unrefined, and foolish—a child so desperate for attention that they give up the most sacred and fulfilling bond that an allure dragon can forge: that of a permanent sanctuary and home. Furthermore, they hold the belief that the frantic individuals who gather around an eternal allure dragon are ill-prepared to fully utilize the dragon's inspiration and are not ready to interact with an allure dragon at all. Traditionalist allure dragons feel that their own presence is so overwhelming that people must prepare to meet them in order to cope in a healthy manner and move on with their lives. By depriving a person of the choice of whether

or not to meet the dragon and the time to prepare mentally, their lives could be permanently altered, which traditionalists consider irresponsible. For their part, aeternal allure dragons view traditionalists as too controlling and proud for their own good. To an aeternal allure dragon, the belief that a person can't meet an allure dragon without becoming obsessed reveals more about the hubris and self-importance of the allure dragon than it does about the people around them.

It's extremely common for aeternal allure dragons to become bards. Those who remain in the mortal world tend to adopt classes that allow them to interact with others frequently, and they favor magical support or manipulation rather than physical violence. Clerics, druids, psychics, sorcerers, wizards, and other spellcasters are all common, as are rogues and swashbucklers, for their ability to deftly extricate themselves from tricky situations with flair or subtlety as needs dictate.





# Court Dragons

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Most court dragons delight in crafting their own magical realm, creating their own court, and wielding power over all who pass through. From this safe haven, they engage with their narrative and delve headlong into the complex web of fey politics, clashing courts, and tales. Becoming an aeternal dragon isn't incompatible with these urges and norms, but it is a challenge. Many aeternal court dragons abandon their courts while they navigate this transformation rather than try to juggle court politics in their temporarily weakened state.

Traditionalist court dragons consider the act of becoming an aeternal dragon equivalent to attempting to swap one's narrative for another—a sign that the aeternal dragon is acting against their destiny and is upsetting the status quo not only for themselves but for everyone else whose narrative is intertwined with their own. Beyond this deeply ingrained reticence, any court dragon aiming to become an aeternal dragon must also be alert for danger: one's fated enemies and nemesis are certain to use an aeternal dragon's initial weakness against them, seizing the opportunity to attack or seize the aeternal dragon's court... or worse. While some court dragons attempt to hide their transformation from their fellows and grow in power in secret over the course of a few years or decades, the nature of the fey courts makes this plan especially unlikely to succeed. Fey, including sidhe and court dragons, are incredibly nosy and well-informed. Gossip and tales are the lifeblood of the fey courts, and secrets are notoriously hard to keep—especially one so poised to bring change and affect the political equilibrium as the lux aeterna ritual.

Most aeternal court dragons consider the lux aeterna ritual liberating—a way to alter one's narrative and destiny or shed it, becoming something altogether new. Some who undertake the transformation retain their previous narrative and bear it in a new manner. However, most adopt a new narrative of their own devising, then craft a new court when they believe they're strong enough to defend and rule it, or else they shed the entire concept of the narrative completely. Regardless of a court dragon's outlook and plans, nearly all of them leave behind the fey courts for a time, or at least refrain from creating their own court, lest they earn themselves too many enemies in their early, weakened state. Instead, they tend to head out into the wider world and experience a life of adventure free from heavy expectations.

Court dragons are sociable and cunning, good at manipulating people and getting their way. They make allies swiftly and tend to care little for moral quandaries, making them an adaptable comrade. With time, a court dragon can be a challenge to work with, as they tend to seize leadership roles, impose rules upon their fellows, and turn their social groups into their own miniature courts—usually without realizing the correlations and parallels. As they care little for morality but have a reputation for upholding bargains, court dragons tend to make good mercenaries, so long as they don't mind being given orders.

Court dragons are incredibly varied in tactics and passions, befitting their diverse narratives, and thus could adopt a myriad of classes. However, most tend to prefer classes that embrace the big and bold or the underhanded and scheming. Bards and thaumaturges are prevalent for their close connection to stories, their power to influence narratives, and their skill at politicking. Sorcerers and swashbucklers are also common, as are investigators and rogues, particularly among those interested in politics.

## THEIR DAY IN COURT

Aeternal court dragons live in a world of fairy politics and intrigue, so it's only natural that they want to hide their aeternal status and the temporary weakness it entails, as sad as that might seem; please think of the poor scholars seeking to quantify the number of aeternal court dragons! Still, hiding that secret is rarely easy, and they often find their deception comes to a head at a courtly function—a party or social engagement they can't avoid or a summons to appear before a sovereign they can't refuse. The way the drama plays out is different for each court dragon, but it can end with as light a consequence as embarrassment and teasing or as heavy as duels, censure, or even exile.







# Mischief Dragons

## A SCHOLAR'S WORST NIGHTMARE

Because of their higher birth rates and their relative predilection for the lux aeterna ritual, mischief dragons *could* be an excellent source of valuable data about the lux aeterna ritual... if only they weren't mischief dragons. It's a particularly sore point for me to see this potential gold mine of scientific value squandered by the fact that mischief dragons are notoriously prone to flummoxing querying scholars; they're clever enough to maliciously comply with surveys and questionnaires in a way that spoils or muddies the data. Of the other dragons who are hard to quantify, at least they're honest about their malfeasance, typically by trying to murder their interviewer.

Mischief dragons live fast-paced, exciting lives, and though they have infinite patience for wreaking havoc, playing tricks, and carrying out their vengeance, they tend to be impatient in other aspects of their lives. Thus, of all dragons, they're among the most likely to perform the lux aeterna ritual. After their transformation, aeternal mischief dragons continue with their lives as they always have, with few tangible differences from day to day.

Mischief dragons tend to treat one another as a wayward sibling—a potential target for cruel tricks, a rival with whom to compete, and (occasionally) an ally to accomplish something far grander than they could accomplish alone. At times, they're even willing to help another mischief dragon who's in danger—usually by setting snares and other acts of sabotage—in order to prove they're the better prankster. The transition from traditionalist mischief dragon to aeternal mischief dragon doesn't change this dynamic much. Traditionalist mischief dragons don't treat their aeternal kin much differently than any other mischief dragon and don't consider them any less for undergoing their ritual—a mischief dragon's worth remains measured by their tricks, traps, and skill at manipulation, regardless of how they achieve their skill and power.

Mischief dragons are most likely to train in classes that enhance their ability to play tricks and set traps. Rangers, rogues, and swashbucklers are all common, as are bards and sorcerers among those with a talent for magic. Mischief dragons who focus on social sabotage instead are most often to become rogues or bards.

They have little patience for book learning, study, or self-improvement and almost never become clerics, monks, wizards, or other intellectuals or contemplatives. Mischief dragons trust themselves first and foremost but are usually willing to form groups. They prefer to rule at the head of an army or gang of gremlins but also consider most fey, gnomes, and halflings good minions. They frequently team up or compete with other mischief dragons, whom they consider a delight.

Regardless of their class, mischief dragons can be a challenge to get along with and befriend, as they play their cruel tricks and pranks upon their companions as often as they do their foes—sometimes more often. It takes patience, indifference, irreverence, or a cruel heart to travel with a mischief dragon for long, or else excellent skill at manipulation. Thus, mischief dragons tend to have short-term friendships and work best as part of a one-time job, as a temporary member of a mercenary group, or as part of a cruel adventuring party that cares little for their reputation.

Whether a mischief dragon is aligned with lifelong friends or one-time coworkers, they expect to be betrayed, tricked, lied to, and manipulated—they do it all the time to others and expect others to do it to them in turn. They don't consider this a bad thing, and instead consider those who never attempt to trick them rather boring or perhaps engaged in a very long con. Mischief dragons are constantly alert for trickery, and though they wouldn't vocally admit to it, they tend to be impressed by a clever prank or trick, especially if delivered with a vocal taunt or hilarious mockery—even if it's at their own expense. Playing a trick on a mischief dragon is a surefire way to spawn a prank war that could last decades, but that is more likely a sign of affectionate rivalry than it is true enmity.



# Pixie Dragons

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Pixie dragons are friendly and sociable, and while they enjoy living in the wilderness, so too do they relish conversation and attention. This frequently drives them into contact with others, ranging from intelligent animals, beasts, and other dragons to fey and short-lived mortals. Regardless of who they seek out and how they approach them, pixie dragons revel in an audience and wither without companionship. This outlook serves pixie dragons well, wherever they roam and however, they choose to live their lives. A fair number of pixie dragons are tempted by the lux aeterna ritual, and a fair number of them follow through with it. Thus, while the transformation still isn't commonplace among fairy dragons, it's likelier than among most other heritages.

Pixie dragons are naturally positive and friendly and care more for the ephemeral than they do for material possessions. The selfishness so rampant throughout the wider world means that pixie dragons who undergo the lux aeterna ritual and choose to integrate into urban life find joining the surrounding society jarring—certainly different than watching from without and interacting on their own terms! Still, thanks to their natural curiosity and adaptability—and their ability to escape confrontations and wait for tempers to cool—they tend to embrace the transition with gusto despite the challenges and the countless missteps they're sure to make.

Traditionalist pixie dragons consider aeternal pixie dragons kin, just as they did before the lux aeterna ritual and its transformation, and aeternal pixie dragons think the same in return. Pixie dragons pass no judgment on one another, regardless of how they choose to age and gain power, instead accepting one another as they are, whatever their choices, dreams, and lifestyles.

Many pixie dragons find themselves drawn to the life of a bard due to their love of playing tricks and making jokes. Pixie dragons, who value subtlety (all the better to perform sneaky tricks and pranks!), frequently choose to become rogues or swashbucklers. Other pixie dragons manifest innate magical powers, becoming sorcerers with the draconic or fey bloodline. Those who prefer to avoid urban areas or who feel a particularly close connection with the world's wild places and their gardens make talented druids. Finally, those who choose to live the life of an adventuresome hero, intent on doing acts of heroism and charity, occasionally become champions of causes associated with their aspirations.

At their heart, most pixie dragons are do-gooders and pacifists. They tend to join groups that avoid violence completely, such as theater companies, circus troupes, and choirs. Those who favor an adventuresome life instead usually choose to enlist in fellowships of freedom-loving heroes who do good without thought of recompense, fighting evil and banishing cruelty from the world. Pixie dragons typically won't remain in the company of the greedy, mercenary, or mean-spirited, as such self-interest, callousness, and cruelty are contradictory to everything that a pixie dragon holds dear. Pixie dragons only engage in activities they believe in, and they rarely deign to socialize repeatedly with those whose company they don't enjoy. Pixie dragons serve their own whims, hearts, and passions. This causes some to consider them flighty or frivolous, and they rarely have the most reliable reputations, but they always stay true to themselves and spread joy wherever they go.

## JOKES ON YOU

When interacting with a pixie dragon, I find it best to moderate your response to their pranks, at least if you hope to foster a good relationship with the pixie dragon while minimizing the amount of aggravation you'll receive in the process. If you act too grumpy, you might receive a retributive prank or two, or the pixie dragon may just give up on you entirely. But if you're too receptive, they might assume you'd love having increasingly frequent, elaborate, and shocking pranks pulled on you. As in all things, moderation is key, though this ideal path can be quite narrow depending on the pixie dragon.











# Chapter 3: Fairy Dragon Bestiary





## The Wrath of the Fairy Courts

While I was excited to begin this report with information on Faerie and aeternal fairy dragons, it's high time we talk about traditionalist fairy dragons as well. While my attention may be primarily on aeternal dragons, it's crucial to document all the details about traditionalist dragons as we delve into a new dragon family. Aeternal dragons, by their very nature, exist in contrast to traditionalist dragons, so it's vitally important to understand both sides of that contrast if we wish to truly explore either of them. Not only that, our dragon overlord Rizanivash wanted me to uncover *all* the information I could possibly learn on fairy dragons, rather than simply indulge my own passion and make the report into a pet project focused solely on aeternal fairy dragons.

Fortunately for me, my own experiences in Faerie introduced me to a variety of traditionalist fairy dragons, and they had stories to tell that revealed even more information. One story I found especially intriguing involved the fairy dragon Karkane, so much so that I sought them out to hear the same tale from his perspective. Good thing I did, as hearing the story from Karkane himself revealed a very different tale from

other recountings. Remember, dear reader, that every time someone tells a tale, it absorbs the essence of the storyteller, revealing as much about the storyteller as it does about the ostensible topic.

With all of the preceding information in mind, I'll pass the story I discovered on to you for your approval. I've synthesized a blend of the different accounts I heard from Karkane as well as from the traditionalists from the realm of Faerie. In so doing, I become your storyteller, and so I must invariably leave a part of myself in the margins of this story as well. Discerning reader, I wonder what of mine you'll find when you inspect the details and structure of my recounting.

### Echoes of Doom

The world of Faerie can be in a tenuous equilibrium at the best of times, as stories come to life and the will of powerful fey bends the world around them into courts and realms. As a result, the plane's morphic properties make it particularly vulnerable to meddling by powerful magical phenomena. One of the memorable instances has since gained the rather over-the-top-sounding name "The Echoes of Doom."





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To the denizens of Faerie, the whole calamity came out of nowhere. Stories and realms twisted in wicked ways, as if roiling bubbles of corruption were suddenly popping, altering the reality of Faerie all around them. Needless to say, the locals weren't thrilled by these pockets of chaos, with reactions ranging from terror to outrage. Karkane and his motley crew of aeternal fairy dragons were on a quest to investigate one such case of corruption, which at the time they had thought to be an isolated incident. This was still early in the phenomenon's path, before they put the pieces together.

Karkane's group was able to find the pocket, defeat several corrupted nightmare beings throughout the area, and even reverse the effects of the echo of doom, but by the time they returned successfully from their mission, there were reports of several other similar incidents nearby. After realizing they couldn't handle this situation on their own, Karkane's group went to the local fey courts to find fairy dragons who might listen to them and help them fight this growing plague.

While many courts refused to lend weight to the words of a wandering band of aeternal dragons, they found a notable exception in Soraxanal, a court dragon with a coterie of pixie dragon jesters. Truth be told, I suspect perhaps Soraxanal wasn't sure whether to believe Karkane or not, but given her legendary sense of humor, she might have just thought these disturbances somehow funny, even if Karkane's group turned out to be wrong. We can't know without asking her directly, and even then, that's assuming she provides a straight answer.

After bringing one court on board with their plan, Karkane was able to gather support from others in turn, until, like dominoes falling, most of the local courts were working together to report the echoes in their domains. Karkane's mischief dragon comrade even managed to convince a court of mischief dragons and gremlins to help out, which they did by setting traps and mayhem in an attempt to "prank" the echoes.

While this gremlin scheme might seem half-baked, in Faerie, such attempts have a higher chance of ironically succeeding, and so it was the mischief dragons who made the first breakthrough. The pattern of disturbances was already showing that the echoes weren't random, and the gremlin traps nearly captured a physical target, revealing something further: there was a single source of the phenomenon, and it was a living creature.

As it turned out, a well-meaning doom dragon from the mortal realm had experienced visions of terrible occurrences in Faerie and had come into the mysterious world of the fey to warn the local courts of the potential dangers. However, before they could reach any fairy dragons to provide explanations, a bogey, a fey of nightmares and fear, preyed on the doom dragon, amplifying all of his anxieties for his own amusement.

As the doom dragon fell prey to those anxieties, they became more and more real in the dragon's mind, until eventually these fears and dooms manifested in the realm's reality, following the dragon throughout their journey through the land. Such can be the way of Faerie.

Of course, the doom dragon had no idea that their own anxieties were the source of these horrible echoes. Instead, they assumed that they were simply running into all the calamities their visions had shown them—the same ones they came to warn others about. Overcome by anxiety and fear, they couldn't help but see other creatures as terrifying monsters who sought to slaughter them. This hindered them from proceeding directly to the courts, contrary to their original plan.

After tracking down several leads, Karkane tracked down the doom dragon and wound up dueling the overwhelmed doom dragon in a stormy sky, wielding his rainbow staff to try to part the clouds of depression and anxiety and free the dragon's heart from the bogey's fear. However, the echoes' power made the otherwise mild-mannered doom dragon far too powerful for Karkane to defeat alone. Thankfully, a court of allure dragons was nearby, and they provided their aid in calming down the doom dragon. As Karkane fought a losing battle, the doom dragon's attacks became less and less hectic and powerful, until finally, just before Karkane fell, they regained their senses entirely.

This is a story that could have only taken place in the storybook realm of Faerie, where the narratives we tell ourselves and the power of our will can yet become reality. It's also one of the few examples I've seen of all five heritages of traditionalist fairy dragons working together hand in hand towards a common goal. This is due to the fact that typically, attempting to enlist the cooperation of mischievous dragons is futile, as they tend to thrive on chaos and discord. Judicious reader, take what you will from this tale, and when you retell it, it will gain a piece of you in the retelling and become something new again!

—Kallizandrex, Sage Aeternal

## The Might of Faerie

### Fairy Dragon Bestiary Overview

This chapter is full of fairy dragon statistics that the GM can use to add more fairy-tale hijinks and storybook drama to the campaign. Fairy dragons work well for all sorts of roles in an ongoing campaign, from adversary to ally, from patron to rival, and from loved one or family to major campaign villain. Each heritage of fairy dragon appears in order, with full statistics for young, adult, ancient, and great wyrms. Alicorn dragons are first on page 54, then allure dragons on page 60, court dragons on page 66, mischief dragons on page 72, and finally pixie dragons on page 78.





The page is framed by a detailed illustration of a treasure hoard. At the top, a large dragon's head with blue eyes and a silver horn is on the left, and a golden chalice filled with colorful gems is on the right. The floor is covered in gold coins, with various items like a sword, a dagger, and a small golden cup scattered around. On the left side, there's a vertical column with a golden dragon head at the bottom and a green gem in the middle. The right side features a golden pillar with a spiral design. The title 'Alicorn Dragon' is written in a stylized, dark red font on a parchment-like background.

# Alicorn Dragon

## IRIDISSETTA

Iridisetta, or Mother Iridisetta, as she is more commonly known, is an ancient alicorn dragon best known for adopting children of any ancestry, regardless of their “purity” or “worthiness.” Most of Iridisetta’s children are orphans, though she also adopts any children who seek her aid or protection or those who wander unattended into her territory. Iridisetta nurtures and educates her children equally, including teaching them how to live a virtuous and kind life. Although patient and understanding with her children when young, once they reach adulthood, Iridisetta no longer easily forgives her children’s transgressions. Ultimately, she ends up sending those who fail to uphold her strict ideals away with enough treasures to start a new, prosperous life in the wider world and wishes them well. But those few who follow her ideals to the end often grow to become legendary heroes and famous sages.

Alicorn dragons are among the most benevolent of dragons. They’re pure of heart and spirit, virtuous and kind, willing to help those in need and offer succor—so long as one’s cause is worthy and one’s heart is unburdened by sin or regret. Despite their goodly nature, alicorn dragons are as proud as any other dragon—confident in their righteousness, grace, and beauty. They can’t stand to have their name or reputation besmirched, slandered, or their motives or virtue questioned. An insulted or threatened alicorn dragon is just as formidable a foe as their more violent kin.

Alicorn dragons have a sleek, slim build with an equine face and mane, as well as a tuft of hair on the tip of their tail. Their scales are usually ivory, white, or cream colored—though pastel shades of pink, blue, purple, and yellow are not unheard of—with feathered wings and a single iridescent spiraling horn central on their brow, much like that of a unicorn. This horn is a conduit for an alicorn dragon’s magical powers. This horn glows with a rainbow of bright colors whenever an alicorn dragon casts a spell, and its breath weapon emits from its horn rather than its mouth. Even when severed from an alicorn dragon’s body, this horn has magical properties, making it greatly prized by unscrupulous spellcasters and alchemists. Yet few would dare try to hunt an alicorn dragon for its horn, making the acquisition and trade of alicorn dragon horns the purview of dragon slayers and their minions. The horn trade is more of a threat to young alicorn dragons and those alicorn dragons who choose to undertake the lux aeterna ritual.

Alicorn dragons reside in idyllic, unspoiled regions of the wilderness, such as sprawling meadows of wildflowers, secluded groves, pristine lakes, or soothing hot springs. An alicorn dragon’s domain is usually considered sacred by mortals who live in the region—a place of utmost beauty, protected by an alicorn dragon, where the pure of heart can go to petition the dragon for aid and guidance. A place that only those sure of their virtue and righteousness (or the incredibly foolish) dare tread...

Alicorn dragons distrust most short-lived mortals, seeing in them a frantic impatience that too often leads to duplicity, greed, selfishness, and unwarranted violence—all traits that an alicorn dragon considers foul and impure. Likewise, they distrust those who exhibit grand ambitions or who desire to expand, possess, and obtain. Regardless of appearance or compelling speeches, alicorn dragons suspect most mortals with brief lifespans of deception and foul intentions. Yet, alicorn dragons haven’t entirely given up hope. They get along well with longer-lived beings, including most goodly fey, virtuous extraplanar beings, gnomes, elves, and unicorns. They also have a soft spot for the young and innocent—children and those yet unblemished by the cruelties of their fast-paced lives and untrustworthy kin—and for the elderly who have learned from their mistakes and taken the time to slow down and enjoy their twilight years. They consider children and innocents something to cherish, knowing that their innocence will fade in the blink of an eye—like a beautiful flower doomed to wither and die in the face of winter’s first frost.

Alicorn dragons pride themselves on offering aid to those who petition them for help or advice, though they only help those who treat them with the proper respect and whom they deem worthy: the pure of heart or spirit, the well-intentioned, and the charitable. Their aid often comes in the form of healing, protection, shelter, or advice. Rarely do alicorn dragons rouse to violence on behalf of evanescent mortals whose passions drive them to impetuosity, whether those mortals have a pure spirit or otherwise. Most alicorn dragons





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choose to fight only when their home faces an existential threat or utter destruction—an incursion of demons, the tyranny of an enemy dragon, or the invasion of an army that destroys the lands through which they pass.

### YOUNG ALICORN DRAGON

### CREATURE 9

UNCOMMON LARGE DRAGON FEY HOLY

**Perception** +19 (+21 to Sense Motive or discern the pure of heart); **darkvision**, **scent** (imprecise) 60 feet

**Languages** Common, Draconic, Fey

**Skills** Acrobatics +18, Athletics +18, Diplomacy +21, Nature +19, Performance +21, Stealth +18, Survival +15

**Str** +5, **Dex** +5, **Con** +3, **Int** +2, **Wis** +4, **Cha** +6

**Animal Empathy** The alicorn dragon has a connection to the creatures of the natural world that allows it to communicate with them. The alicorn dragon can ask questions of, receive answers from, and use the Diplomacy skill with animals.

**AC** 28; **Fort** +16, **Ref** +20, **Will** +17; +1 status to all saves vs. magic

**HP** 155; **Immunities** paralyzed, poison, sleep

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 25

**Purifying Aura** (aura, emotion, mental) 30 feet; An alicorn dragon radiates an aura of purification, which cleanses the body and soothes the spirit. Allies within an alicorn dragon's aura gain a +1 status bonus to saves against fear and poison effects.

**Targeted Purification** (fortune, healing, primal) **Trigger** a creature within the alicorn dragon's purification aura fails a saving throw against a fear effect, a poison effect, a poison, or a disease; **Effect** The alicorn dragon focuses their purifying magic on the triggering creature, to bolster their defenses against corruption. The triggering creature rerolls the failed saving throw and uses the new result. If they roll a critical failure on the second save, they get a failure instead.

**Speed** 30 feet, fly 120 feet

**Melee** ✨ horn +21 (magical, reach 10 feet), **Damage** 2d8+9 piercing plus 1d4 spirit, flare, and ghost touch

**Melee** ✨ jaws +21 (magical, reach 10 feet), **Damage** 2d12+9 piercing

**Melee** ✨ claw +21 (agile, magical), **Damage** 2d10+9 slashing

**Melee** ✨ wing +19 (magical, reach 10 feet), **Damage** 2d8+9 bludgeoning

**Primal Innate Spells** DC 28; **5th** *heal* (×3), **4th** *cleanse affliction*, *clear mind*, *sound body*; **Cantrips** (5th) *light*, *stabilize*

**Breath Weapon** ✨ (holy, light, primal) The dragon emits a brilliant rainbow of light from their horn that deals 6d6 fire damage and 2d8 spirit damage in a 60-foot-line (DC 28 basic Reflex save). The spirit damage increases to 4d8 spirit damage against unholy creatures. On a failed saving throw, a creature becomes dazzled for 1 round, or dazzled for 4 rounds on a critical failure.

If the rainbow passes through an area of magical darkness or targets a creature affected by magical darkness, the rainbow attempts to counteract the darkness (counteract modifier +18, counteract rank 5).

The dragon can't use Breath Weapon again for 1d4 rounds

**Draconic Frenzy** ✨ The dragon makes two claw Strikes and one wing Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Flare** (light, primal) A creature damaged by an alicorn dragon's horn is dazzled for 1 round unless they succeed at a DC 28 Fortitude save, as the horn flares with colorful light. On a critical failure, they're instead blinded for 1 round.

**Ghost Touch** An alicorn dragon's horn Strike has the effects of a *ghost touch* property rune.

### MUSIC AFICIONADOS

Alicorn dragons pride themselves on discerning if those they meet are pure of heart and spirit. While they're uninfluenced by appearances, silver-tongued speeches, and logical arguments, they have a soft spot for music and poetry and have been known to overlook the flaws and past deeds of those who can sing a beautiful song, compose a complex symphony, or recite inspiring poems. Thankfully, this bias for musicians only goes so far—no aria is compelling enough to make an alicorn dragon forget foul deeds they've witnessed the musician perform nor disregard a truly evil soul.





## ALICORN DRAGON SPELLCASTERS

Alicorn dragon spellcasters tend to cast the following spells.

### YOUNG ALICORN DRAGON

**Primal Prepared Spells** DC 28, attack +20; **4th** *charm*, *unfettered movement*; **3rd** *haste*, *heroism*, *holy light*; **2nd** *animal messenger*, *dispel magic*, *revealing light*; **1st** *cleanse cuisine*, *sanctuary*, *sure strike*; **Cantrips (4th)** *detect magic*, *guidance*, *light*, *read aura*, *tangle vine*

### ADULT ALICORN DRAGON

**Primal Prepared Spells** DC 33, attack +25; As young alicorn dragon, plus **6th** *mountain resilience*, *truesight*; **5th** *breath of life*, *command*, *peaceful rest*; **4th** *vital beacon*; **Cantrips (6th)** *detect magic*, *guidance*, *light*, *read aura*, *tangle vine*

### ANCIENT ALICORN DRAGON

**Primal Prepared Spells** DC 40, attack +32; As adult alicorn dragon, plus **8th** *charm*, *moment of renewal*, *raise dead*; **7th** *energy aegis*, *regeneration*, *true target*; **6th** *screaming*; **Cantrips (7th)** *detect magic*, *guidance*, *light*, *read aura*, *tangle vine*

## GREAT WYRM ALICORN DRAGON

**Primal Prepared Spells** DC 44, attack +36; As ancient alicorn dragon, plus **10th** *manifestation*, *revival*; **9th** *banishment*, *detonate magic*, *foresight*; **Cantrips (9th)** *detect magic*, *guidance*, *light*, *read aura*, *tangle vine*

## ADULT ALICORN DRAGON

UNCOMMON HUGE DRAGON FEY HOLY

**Perception** +24 (+26 to Sense Motive or discern the pure of heart); darkvision, scent (imprecise) 60 feet  
**Languages** Common, Draconic, Fey

**Skills** Acrobatics +25, Athletics +24, Diplomacy +27, Nature +24, Performance +27, Stealth +25, Survival +24

**Str** +5, **Dex** +6, **Con** +4, **Int** +2, **Wis** +5, **Cha** +8

**Wild Empathy** As young alicorn dragon.

**AC** 34; **Fort** +20, **Ref** +26, **Will** +23; +1 status to all saves vs. magic

**HP** 235; **Immunities** paralyzed, poison, sleep

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 30

**Purifying Aura** (aura, emotion, mental) 40 feet; As young alicorn dragon.

**Targeted Purification** (fortune, healing, primal) As young alicorn dragon.

**Speed** 40 feet, fly 150 feet

**Melee** (horn) +27 (magical, reach 15 feet), **Damage** 3d8+11 piercing plus 2d4 spirit, flare, and ghost touch

**Melee** (jaws) +27 (magical, reach 15 feet), **Damage** 3d12+11 piercing

**Melee** (claws) +27 (agile, magical, reach 10 feet), **Damage** 3d10+11 slashing

**Melee** (wing) +25 (magical, reach 15 feet), **Damage** 3d8+11 bludgeoning

**Primal Innate Spells** DC 33; **7th** *heal* (×3), **6th** *cleanse affliction*, *clear mind*, *sound body*; **Cantrips (7th)** *light*, *stabilize*

**Breath Weapon** (holy, light, primal) The dragon emits a brilliant rainbow of light from their horn that deals 9d6 fire damage and 3d8 spirit damage in a 80-foot-line (DC 33 basic Reflex save). The spirit damage increases to 6d8 spirit damage against unholy creatures. On a failed saving throw, a creature becomes dazzled for 1 round, or dazzled for 4 rounds on a critical failure.

If the rainbow passes through an area of magical darkness or targets a creature affected by magical darkness, the rainbow attempts to counteract the darkness (counteract modifier +23, counteract rank 7).

The dragon can't use Breath Weapon again for 1d4 rounds.

**Draconic Frenzy** The dragon makes two claw Strikes and one wing Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Flare** (light, primal) As young alicorn dragon, but DC 33.

**Ghost Touch** An alicorn dragon's horn Strike has the effects of a *ghost touch* property rune.

**Resplendent Rainbow Regalia** (light, primal) The alicorn dragon surrounds itself, or a creature within 60 feet, in a shifting nimbus of colorful rainbows and glittering sparkles, which sheds bright light for 20 feet (and dim light for the next 20 feet). The target becomes concealed for 1 minute. They can't use this concealment to Hide or Sneak, as normal for concealment that makes their position obvious. A creature protected by Resplendent Rainbow Regalia can use the Refract Rainbows reaction. Whether the creature uses this reaction or the effect ends naturally, the creature becomes temporarily immune to Resplendent Rainbow Regalia for 1 day.

**Refract Rainbows** (light, primal) **Trigger** A creature damages you with a Strike, spell with a spell attack roll, or other effect that required an attack roll; **Effect** The Resplendent Rainbow Regalia shatters, immediately ending as its component rainbows surge at the triggering creature. The triggering creature must succeed at a DC 33 Will save or become stunned 1 and dazzled for 2 rounds (stunned 2, blinded for 1 round, and dazzled for 1 minute on a critical failure).

## ANCIENT ALICORN DRAGON

RARE HUGE DRAGON FEY HOLY

**Perception** +30 (+32 to Sense Motive or discern the pure of heart); darkvision, scent (imprecise) 60 feet  
**Languages** Common, Draconic, Elven, Fey

**Skills** Acrobatics +33, Athletics +30, Diplomacy +35, Nature +32, Performance +35, Stealth +33, Survival +28

**Str** +6, **Dex** +7, **Con** +5, **Int** +3, **Wis** +6, **Cha** +9





# The Many Journeys of the Alicorn Dragon Adventurer “Prismhorn” Karkane

As an eminent scholar, it's my duty and my privilege to give credit where credit is due to those who assist in my research or provide needed testimony, experimental data, or documentation. And one such collaborator, who helped me gain access to the realm of Faerie in the first place, is an aeternal alicorn dragon adventurer named Karkane, with the sobriquet “Prismhorn.”

Karkane's many adventures would fill up an entire tome and aren't the main purpose of this text, so I shall be brief. Suffice it to say, he takes his nickname from the rainbow energies in both his horn and magic staff, and he has participated in adventures in both our mortal world and that of the fey. The way he took the setbacks he experienced after his lux aeterna ritual and turned them into his strength is emblematic of the potential of aeternal dragons.

—Kallizandrex, Sage Aeternal

**Wild Empathy** As young alicorn dragon.

**AC** 42; **Fort** +27, **Ref** +33, **Will** +30; +1 status to all saves vs. magic

**HP** 335; **Immunities** paralyzed, poison, sleep

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 37

**Purifying Aura** (aura, emotion, mental) 50 feet; As young alicorn dragon.

**Targeted Purification** (fortune, healing, primal) As young alicorn.

**Speed** 50 feet, fly 180 feet

**Melee** ♦ horn +35 (magical, reach 15 feet), **Damage** 4d8+14 piercing plus 2d4 spirit, flare, and ghost touch

**Melee** ♦ jaws +35 (magical, reach 15 feet), **Damage** 4d12+14 piercing

**Melee** ♦ claws +35 (agile, magical, reach 10 feet), **Damage** 4d10+14 slashing

**Melee** ♦ wing +33 (magical, reach 15 feet), **Damage** 4d8+14 bludgeoning

**Primal Innate Spells** DC 40; **8th** *heal* (×3), **7th** *cleanse affliction*, *clear mind*, *sound body*; **Cantrips** (8th) *light*, *stabilize*

**Breath Weapon** ♦♦ (holy, light, primal) The dragon emits a brilliant rainbow of light from their horn that deals 12d6 fire damage and 4d8 spirit damage in a 100-foot-line (DC 40 basic Reflex save). The spirit damage increases to 8d8 spirit damage against unholy creatures. On a failed saving throw, a creature becomes dazzled for 1 round, or dazzled for 4 rounds on a critical failure.

If the rainbow passes through an area of magical darkness or targets a creature affected by magical darkness, the rainbow attempts to counteract the darkness (counteract modifier +30, counteract rank 9).

The dragon can't use Breath Weapon again for 1d4 rounds.

**Draconic Frenzy** ♦♦ The dragon makes two claw Strikes and one wing Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Flare** (light, primal) As young alicorn dragon, but DC 40.

**Ghost Touch** An alicorn dragon's horn Strike has the effects of a *ghost touch* property rune.

**Resplendent Rainbow Regalia** ♦ (light, primal) As adult alicorn dragon, but DC 40.

**Teleporting Charge** ♦♦ (light, primal, teleportation) The alicorn dragon teleports across the battlefield in a flash of light. It teleports to an empty space adjacent to a creature it can see within 90 feet, then makes a horn Strike against the creature. The Strike deals an additional 4d4 piercing damage. Additionally, the creature takes a -2 circumstance penalty on their save against Flare.

## ART COLLECTORS

Alicorn dragons are neither covetous nor greedy, often valuing friendships, music, and other intangible experiences over valuable objects or treasures. However, they still have an eye for aesthetics and tend to collect beautiful objects (regardless of their value), notably art and magical items. Most prefer gifts constructed from natural materials that exhibit the natural beauty of the world around them and that were created without damaging the environment.



## HORNS OF POWER

As an alicorn dragon grows older and more powerful, their horn grows in proportion to their size. A truly mighty alicorn dragon grows additional horns, which they can use to charge magical energy in the gap between the horns.

## Lyrinalu, the Horned Queen

Legends and fairy tales speak of the Horned Queen only in respectful whispers. In the stories told from parents to their offspring and passed across the generations, the mighty alicorn dragon Lyrinalu grants blessings and gifts to good children in need who come upon her deep in the woods, while punishing those who are wicked or misbehave. In reality, ordinary children rarely discover the Horned Queen's secluded lair in the first place, and these tales primarily serve to teach children a lesson in morality or common sense. But in the greenest depths of the pristine wilds across the land lurk strange archways of twisted trees carved with strange symbols. Strange things can happen around those archways, and sometimes, ever so rarely, a child or other innocent being slips through them into the Horned Queen's domain.

Entering Lyrinalu's domain is difficult enough, and usually subject wholly to her whims. But compared to what happens next, that turns out to be the easy part. The Horned Queen sends her would-be supplicants and accidental guests alike through a series of harrowing trials, using a combination of shapeable magical signs, hazards, and subordinates to present situations where her visitor is forced to make a choice. Those who fail her tests rarely do so due to a lack of wit or intellect, as she doesn't intend them to be puzzles to reward quick thinking. If anything, attempting to be too clever for one's own good and circumventing the challenge can raise the Horned Queen's ire.

Instead, her trials test decision-making, judgment, resolve, and moral fiber. Those who fail even slightly at a single one of the challenges are sent back from whence they came. For an egregious failure, an attempt to cheat, or other behavior Lyrinalu finds unbecoming, a challenger can expect to be punished with a curse or other similar effect that inflicts poetic justice upon them for their transgressions as she sees them. The severity of the punishment depends on the intent and the Horned Queen's mood. For instance, someone who surreptitiously cheats and tries to grab medicine out of concern for their ailing sister might find that their hand drips a bright red liquid, even through gloves, whenever they attempt to cheat or steal again. On the other hand, a visitor filled with avarice who attempts to weasel their way out of their offense and into a pile of riches with lies and misdirections might find themselves transformed into a weasel forever, revealing their true inner self and joining the ranks of those who have sought out the Horned Queen and never returned.

It's never a good idea to attempt to bribe Lyrinalu, but those who offer her gifts out of respect or gratitude have found that she enjoys rare flowers most of all. In a section of her Otherworld lair outside of the rooms set up for trials, rarely trespassed by outsiders, she keeps meadows filled with fields of brilliantly colored flowers, each able to bloom together despite their typical climate and blooming seasons. While the road to her deepest sentiment might be paved with flower petals, she





is quick to suspect those who bring her new flowers of an ulterior motive; the Horned Queen is never more suspicious of someone than when they're on the verge of pleasing her or earning her favor. Perhaps gifters or flatterers burned her in the past, or perhaps she's just naturally suspicious. Whatever the case may be, those who seek to get on her good side or appeal to her sentiment do so very much at their own risk. It is ever so lonely at the top.

## GREAT WYRM ALICORN DRAGON

## CREATURE 21

**RARE** **GARGANTUAN** **DRAGON** **FEY** **HOLY**

**Perception** +36 (+38 to Sense Motive or discern the pure of heart); darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Elven, Fey

**Skills** Acrobatics +37, Athletics +36, Diplomacy +41, Nature +36, Performance +39, Stealth +37, Survival +34

**Str** +7, **Dex** +8, **Con** +6, **Int** +3, **Wis** +7, **Cha** +10

**Wild Empathy** As young alicorn dragon.

**AC** 46; **Fort** +32, **Ref** +38, **Will** +35; +1 status to all saves vs. magic

**HP** 400; **Immunities** paralyzed, poison, sleep

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 37

**Purifying Aura** (aura, emotion, mental) 60 feet; As young alicorn dragon.

**Targeted Purification** (fortune, healing, primal) As young alicorn.

**Speed** 60 feet, fly 210 feet

**Melee** (horn) +39 (magical, reach 15 feet), Damage 5d8+17 piercing plus 3d4 spirit, flare, and ghost touch

**Melee** (jaws) +39 (magical, reach 20 feet), Damage 5d12+17 piercing

**Melee** (claws) +39 (agile, magical, reach 15 feet), Damage 5d10+17 slashing

**Melee** (wing) +37 (magical, reach 15 feet), Damage 5d8+17 bludgeoning

**Primal Innate Spells** DC 44; **9th** *heal* (×3), **8th** *cleansse affliction*, *clear mind*, *sound body*; **Cantrips** (9th) *light*, *stabilize*

**Breath Weapon** (holy, light, primal) The dragon emits a brilliant rainbow of light from their horn that deals 15d6 fire damage and 4d8 spirit damage in a 120-foot-line (DC 44 basic Reflex save). The spirit damage increases to 8d8 spirit damage against unholy creatures. On a failed saving throw, a creature becomes blinded for 1 round (or dazzled if it's higher level than the dragon). The blinded or dazzled condition lasts for 4 rounds on a critical failure.

If the rainbow passes through an area of magical darkness or targets a creature affected by magical darkness, the rainbow attempts to counteract the darkness. (counteract modifier +34, counteract rank 11)

The dragon can't use Breath Weapon again for 1d4 rounds.

**Cleansing Surge** (healing, primal, vitality) **Frequency** once per hour; **Effect** The alicorn dragon strikes a picturesque pose and charges a surge of energy among their horns before releasing a burst of colorful light, which surges across the battlefield, purifying the alicorn dragon's allies. All allies within the alicorn dragon's purifying aura recover 11d10 Hit Points and reduce the value of all their harmful conditions by 1, unless those conditions are permanent or come from afflictions. Additionally, the alicorn dragon attempts to counteract one affliction affecting each of the targeted allies.

**Draconic Frenzy** The dragon makes two claw Strikes and one wing Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Flare** (light, primal) As young alicorn dragon, but DC 44.

**Ghost Touch** An alicorn dragon's horn Strike has the effects of a *ghost touch* property rune.

**Resplendent Rainbow Regalia** (light, primal) As adult alicorn dragon, but DC 44.

**Teleporting Charge** (light, primal, teleportation) As ancient alicorn dragon, but the maximum teleportation distance of the charge is 120 feet and the horn Strike deals 5d4 additional piercing damage.

## ALICORN DRAGON BOONS

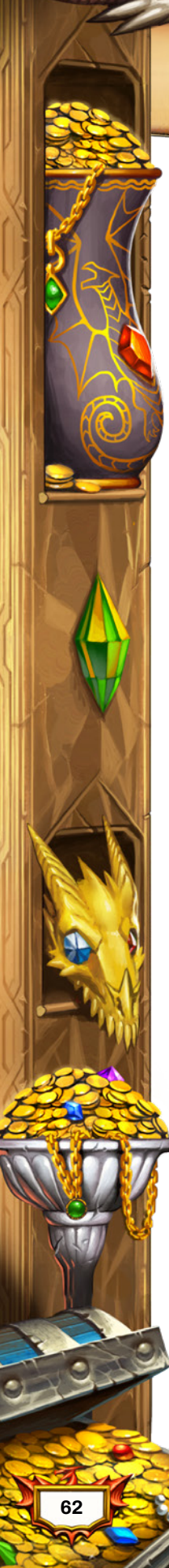
Those who seek out alicorn dragons hoping for a boon most commonly hope for either a purification from one of the dragon's innate spells or an object from the alicorn dragon's hoard. However, those who actually receive a boon from an alicorn dragon often realize in hindsight that the boons of advice and wisdom the dragon granted were far more valuable to the supplicant across their life than mere treasure.





# Allure Dragon

## AMALATHINE



Amalathine claims the entire island of Malatrisaia as their sanctuary and has crafted it into one of the most verdant, peaceful regions of the Indigo Isles. A known patron of artists, notably sculptors, people travel from throughout the region to visit Malatrisaia, speak with Amalathine, and study her art firsthand. A small settlement, primarily consisting of an inn and public art studios, dots the island's beaches and makes up what one could call her lair, although she would never call it that. Although she is welcoming to visitors, she doesn't allow anyone to stay longer than a month and rarely allows return visits. Though not necessary, she willingly accepts any gifts or performances offered to her and seems to enjoy the attention, although she would never admit this publicly. When new guests arrive, she personally greets each visitor upon arrival and bids them farewell on their departure day. Amalathine's island is a treasure trove of magnificent art and sculptures crafted by artists who went on to become famed and well-respected masters of their crafts, and being accepted to visit Malatrisaia is considered a once-in-a-lifetime experience.

Allure dragons are beautiful and kind dragons whose inner beauty is supernaturally reflected all around them. This allure causes them to be incredibly captivating and inspiring to creatures of all kinds, from the smallest insects to the mightiest dragon and everything in between. Allure dragons take pride in the positive reactions their presence inspires in others and enjoy cultivating plants, nurturing animals, and inspiring intelligent creatures and people to exceed their ordinary limits and become something more than they ever believed they were capable of being.

Allure dragons form supernatural bonds with a pristine natural region, usually an area of wilderness that varies in size based on the dragon's age, from a tiny glade for a wyrmling to an enormous forest for a great wyrm. This region is their lair, though most allure dragons would prefer to call it their domain or sanctuary. Allure dragons strengthen and vivify their sanctuary with their presence, and though they have no issue leaving their sanctuary, their lands degrade without their presence. This causes most allure dragons to remain within their sanctuary for much of their lives. They consider themselves the wardens of their sanctuary and work to keep it idyllic and healthy. Most allure dragons' sanctuaries contain sites of primal power or notable beauty, such as magical wellsprings, leyline convergences, or holy sites. Because of their reputations, many allure dragon sanctuaries even become destinations for pilgrimages.

A powerful, supernatural aura of beauty surrounds each allure dragon, manifesting as a sparkling, shimmering radiance that emits from the very scales of the dragon, warping perception to elicit a positive response from viewers. Allure dragons are bright and colorful, with an ombré effect on their scales that transitions from one color to another. Most are pink or orange, with scales transitioning through the shades of sunset or sunrise. Allure dragons who live underground instead are bright turquoise, with scales transitioning through blues and purples. Allure dragons appreciate objects of natural beauty, such as flowers, gemstones, and seashells, which they frequently incorporate into their attire and abodes.

They're proud to inspire acts of joy and works of art and creativity but don't like to dirty their hands with violence or physical labor if they can avoid it, preferring to use mental magic and their inspiring presence to earn the aid of others to work on their behalf. Unfortunately for allure dragons, their presence can inspire foul hearts as often as it inspires fair ones, and many allure dragons must deal with admirers who don't share their values or refuse to respect their wishes. Whether unexpected danger within their idyllic sanctuary rouses the dragon to sudden anger or if they are simply determined to shield the other inhabitants from evil, allure dragons usually have to personally handle the aftermath of these interlopers. Despite their preference for peace and beauty, allure dragons are still dragons, and anyone who upsets them risks incurring their wrath.

With time, allure dragons gain power over their sanctuary and draw personal strength from its ambient magic. Many allure dragons can communicate with the plants and animals within their sanctuary, shapeshift into an animal, or urge the land to shift, change, and move at their whim. Rarer are those who possess the ability to instantly travel within their realm or meld with the land completely, in which case the land often begins to take on characteristics of the allure dragons themselves.



## YOUNG ALLURE DRAGON

## CREATURE 10

UNCOMMON LARGE DRAGON FEY

**Perception** +21; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey; *speaks with animals, speaks with plants*

**Skills** Acrobatics +18, Athletics +18, Crafting +21, Diplomacy +25, Nature +21, Performance +23, Survival +19

**Str** +4, **Dex** +4, **Con** +3, **Int** +3, **Wis** +5, **Cha** +7

**Nature Empathy** The allure dragon can use Diplomacy to Make an Impression and make very simple requests of animals and plants.

**AC** 30; **Fort** +17, **Ref** +18, **Will** +21; +1 status to all saves vs. magic

**HP** 220; **Immunities** paralyzed, sleep; **Resistances** mental 10; **Weaknesses** cold iron 10

**Alluring Presence** (aura, emotion, mental, primal, visual) 90 feet. Creatures that start their turn in the aura must succeed at a DC 26 Will save or be fascinated for 1 minute. On a critical failure, for the creature's current turn, they must spend each of their actions to move closer to the allure dragon as expediently as possible, while avoiding obvious dangers, and if they become adjacent to the allure dragon, or were already adjacent, they stay still and don't act for any remaining actions that turn. Unlike normal, the fascination isn't broken by hostile actions.

**Rebuff Advance** (emotion, mental, primal) **Trigger** A creature within 30 feet would move closer to the allure dragon; **Effect** The allure dragon snubs the triggering creature, tipping their snout to the sky and ignoring the approaching creature completely. The triggering creature must attempt a DC 29 Will save. On a failure, the creature is overcome with grief at the allure dragon's rejection; their movement is interrupted, they can't move closer to the allure dragon until the beginning of their next turn, and they become sickened 1. The allure dragon can use Rebuff Advance at any point during a creature's movement to try to halt its movement at the position the allure dragon wishes.

**Speed** 30 feet, fly 50 feet

**Melee** (jaws) +23 (magical, reach 10 feet), **Damage** 2d12+12 piercing

**Melee** (claws) +23 (agile, magical), **Damage** 2d8+12 slashing

**Melee** (tail) +21 (magical, reach 15 feet), **Damage** 2d12+22 bludgeoning plus 2d6 mental

**Melee** (wing) +21 (magical, reach 10 feet), **Damage** 1d10+12 bludgeoning

**Primal Innate Spells** DC 29; 4th *calm*, *charm* (×3), *sleep*, *suggestion*; **Cantrips** (4th) *light*;

**Constant** (4th) *speaks with plants*; (2nd) *speaks with animals*

**Breath Weapon** (diamond) The allure dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Alluring Perfume** (mental, primal) The allure dragon exhales a cloud of exquisitely scented perfume in a 30-foot cone. Each creature in the area must attempt a DC 29 Will save with the following effects.

**Critical Success** The creature is unaffected.

**Success** The creature is thrown off by the intoxicating scent, becoming off-guard for 1 round.

**Failure** The creature becomes off-guard and stupefied 2 for 1 round.

**Critical Failure** The creature becomes off-guard and stupefied 2 for 1 minute and slowed 1 for 2 rounds.

- **Regretful Perfume** (mental, primal) The allure dragon exhales a cloud of perfume designed to cause painful pangs of regret in a 30-foot cone that deals 11d6 mental damage (DC 29 basic Will save).

**Draconic Frenzy** (diamond) The dragon makes two claw Strikes and one wing Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

## INSPIRATION VS. OBSESSION

Allure dragons are naturally a source of inspiration and adoration for many creatures. Yet allure dragons recognize that there is a fine line between inspiration and dependency, as well as between adoration and obsession. Most allure dragons learn young that without intervention, those who seek them out are unlikely to leave, instead wasting their lives enraptured with the allure dragon and cluttering the allure dragon's sanctuary with repetitive gifts. As the number of people visiting the allure dragon increases, this can quickly compound and cause the dragon to start instituting rules. By the time they reach adulthood, most allure dragons have worked out a system that works for them, which usually includes ushering visitors away after a set time, limits on the number of people allowed within their sanctuary, or limits on the number of gifts a single creature can offer the dragon.





## ALLURE DRAGON SPELLCASTERS

Allure dragon spellcasters tend to cast the following spells.

### YOUNG ALLURE DRAGON

**Primal Prepared Spells** DC 29, attack +21; **4th** *confusion*, *heal*, *peaceful bubble*; **3rd** *dream message*, *haste*, *heroism*; **2nd** *entangling flora*, *invisibility*, *laughing fit*; **1st** *command*, *protection*, *sanctuary*; **Cantrips (4th)** *daze*, *detect magic*, *guidance*, *stabilize*, *tangle vine*

### ADULT ALLURE DRAGON

**Primal Prepared Spells** DC 34, attack +26; As young allure dragon, plus **6th** *paranoia*, *slow*, *tangling creepers*; **5th** *command*, *heal*, *wave of despair*; **Cantrips (6th)** *daze*, *detect magic*, *guidance*, *stabilize*, *tangle vine*

### ANCIENT ALLURE DRAGON

**Primal Prepared Spells** DC 41, attack +33; As adult allure dragon, plus **8th** *confusion*, *suggestion*; **7th** *energy aegis*, *haste*, *regenerate*; **Cantrips (8th)** *daze*, *detect magic*, *guidance*, *stabilize*, *tangle vine*

## GREAT WYRM ALLURE DRAGON

**Primal Prepared Spells** DC 45, attack +37; As ancient allure dragon, plus **9th** *heal*, *overwhelming presence*, *wrathful storm*; **8th** *charm*; **Cantrips (9th)** *daze*, *detect magic*, *guidance*, *stabilize*, *tangle vine*

**Inspiration** ◆◆◆ (emotion, mental, primal) An allure dragon can inspire a single creature by giving them a few kind words or a moment of their undivided attention. As long as the creature remains within the allure dragon's sanctuary and in the allure dragon's good graces, the creature gains a +1 status bonus to all Crafting checks, Performance checks, and Will saves. An allure dragon can have up to 10 creatures inspired at once. If an allure dragon would inspire a creature above this number, the creature inspired first loses their inspiration.

**Nurture Land** An allure dragon has formed a bond to a specific region, such as a cavern, forest, glacier, island, steppe, or mountain. This region is called their sanctuary. As long as the allure dragon remains within their sanctuary, the sanctuary is healthy, fertile, verdant, and unnaturally resilient. An allure dragon can automatically attempt to counteract spells and rituals such as *blight* that would harm the environment (counteract modifier +21, counteract rank 4th). An allure dragon can form a bond with a new region, replacing their old sanctuary with this new one, by spending one week in a new region unclaimed by any other ruler or warden at least 1 mile from their current sanctuary. When an allure dragon creates a new sanctuary in this way, their old sanctuary suffers for the loss, withering for 1 month before reverting to its natural state and equilibrium.

### ADULT ALLURE DRAGON

### CREATURE 14

UNCOMMON HUGE DRAGON FEY

**Perception** +26; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey; *speak with animals*, *speak with plants*

**Skills** Acrobatics +23, Athletics +23, Crafting +26, Diplomacy +30, Nature +26, Performance +28, Survival +24

**Str** +5, **Dex** +5, **Con** +4, **Int** +5, **Wis** +6, **Cha** +8

**Nature Empathy** As young allure dragon.

**AC** 36; **Fort** +22, **Ref** +25, **Will** +28; +1 status to all saves vs. magic

**HP** 300; **Immunities** paralyzed, sleep; **Resistances** mental 10; **Weaknesses** cold iron 10

**Alluring Presence** (aura, emotion, mental, primal, visual) 90 feet. As young allure dragon, but DC 31.

**Rebuff Advance** 2 (emotion, mental, primal) As young allure dragon, but DC 34.

**Speed** 40 feet, fly 75 feet

**Melee** ◆ jaws +29 (magical, reach 15 feet), **Damage** 3d12+13 piercing

**Melee** ◆ claws +29 (agile, magical, reach 10 feet), **Damage** 3d8+13 slashing

**Melee** ◆ tail +27 (magical, reach 20 feet), **Damage** 3d12+13 bludgeoning plus 3d6 mental

**Melee** ◆ wing +27 (magical, reach 15 feet), **Damage** 2d10+13 bludgeoning

**Primal Innate Spells** DC 34; **6th** *calm*, *charm* (×3), *sleep*, *suggestion*; **2nd** *entangling flora*;

**Cantrips (6th)** *light*; **Constant (4th)** *speak with plants*; **(2nd)** *speak with animals*

**Breath Weapon** ◆◆ The allure dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Alluring Perfume** (mental, primal) As young allure dragon, but DC 34 and 40-foot cone.

- **Regretful Perfume** (mental, primal) As young allure dragon, but DC 34, 40-foot cone, and 15d6 mental damage.

**Change Shape** ◆ (polymorph, primal) The allure dragon can transform between their original form and into either a Small or Medium humanoid (choosing a more humanoid-looking version of their natural form), or into an animal that's common within their sanctuary that's sized Large or smaller. This doesn't change its Speed or attack and damage modifiers with its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning for a humanoid).

**Draconic Frenzy** ◆◆ The dragon makes two claw Strikes and one wing Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Focus Allure** ◆ (emotion, mental, primal, visual) The allure dragon focuses their attention upon a target within their aura, wielding their allure like a weapon. The creature must attempt a DC 34 Will save. On a failure, it's affected by the allure dragon's alluring presence aura; if it was already affected by the aura, it suffers the effects of a failed save against *charm*. An allure dragon can Focus Allure on a given creature only once per turn.

**Inspiration** ◆◆◆ (emotion, mental, primal) As young allure dragon.

**Nurture Land** As young allure dragon, but counteract modifier +26, counteract rank 6th.





## Reflections of Allure: Belsa and the Mist

Here in the mortal world, looking back on my time spent with the ancient allure dragon Belsa of the Court of Mist, I sometimes wonder about what could have happened if I stayed a while longer. Truthfully, the meditation and contemplation in that place were so peaceful that I felt my mind was more in order than ever. It's likely true that the short time I spent there improved my final work immeasurably by centering me after my harrowing experiences... but could I have reached an even greater height by remaining there until I had completed the entire work? In the end, I believe that is a siren's song that would have kept me there forever.

— Kallizandrex, Sage Aeternal

### ANCIENT ALLURE DRAGON

### CREATURE 19

RARE HUGE DRAGON FEY

**Perception** +34; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey; *speaks with animals, speaks with plants*

**Skills** Acrobatics +31, Athletics +32, Crafting +34, Diplomacy +39, Nature +34, Performance +37, Survival +32

**Str** +7, **Dex** +6, **Con** +5, **Int** +5, **Wis** +7, **Cha** +10

**Nature Empathy** As young allure dragon.

**AC** 43; **Fort** +30, **Ref** +31, **Will** +34; +1 status to all saves vs. magic

**HP** 420; **Immunities** paralyzed, sleep; **Resistances** mental 15; **Weaknesses** cold iron 15

**Alluring Presence** (aura, emotion, mental, primal, visual) 120 feet. As young allure dragon, but DC 38.

**Rebuff Advance** (emotion, mental, primal) As young allure dragon, but DC 41.

**Speed** 50 feet, fly 100 feet

**Melee** (jaws) +36 (magical, reach 15 feet), **Damage** 4d12+15 piercing

**Melee** (claws) +36 (agile, magical, reach 10 feet), **Damage** 4d8+15 slashing

**Melee** (tail) +34 (magical, reach 20 feet), **Damage** 4d12+15 bludgeoning plus 4d6 mental

**Melee** (wing) +34 (magical, reach 15 feet), **Damage** 3d8+15 bludgeoning

**Primal Innate Spells** DC 41; 8th *calm, charm* (×3), *sleep, suggestion*; 2nd *entangling flora*;

**Cantrips** (8th) *light*; **Constant** (4th) *speaks with plants*; (2nd) *speaks with animals*

**Breath Weapon** (The allure dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Alluring Perfume** (mental, primal) As young allure dragon, but DC 41 and 50-foot cone.
- **Regretful Perfume** (mental, primal) As young allure dragon, but DC 41, 50-foot cone, and 20d6 mental damage.

**Change Shape** (polymorph, primal) As adult allure dragon.

**Draconic Frenzy** The dragon makes two claw Strikes and one wing Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Focus Allure** (emotion, mental, primal, visual) As adult allure dragon, but DC 41.

**Inspiration** (emotion, mental, primal) As young allure dragon.

**Nurture Land** As young allure dragon, but counteract modifier +33, counteract rank 8th.

**One With the Sanctuary** (primal) **Requirements** The allure dragon is within their sanctuary;

**Effect** The allure dragon merges their senses with their sanctuary for as long as they desire. While merged with their sanctuary, they lose all sensory information from their own body, but can sense using the senses of any plant or animal within their sanctuary. They can still cast spells while merged with their sanctuary, using the plants' and animals' senses and the range and line of effect from their own body. They can Dismiss this effect.

### ALLURING HOARDS

Allure dragons take pride in their ability to inspire people to greater feats of creation—though the exact crafts that the people who visit them perform vary wildly. Regardless of the crafts and compositions created, allure dragons appreciate them as gifts, and over time, these gifts form large, eclectic hoards scattered throughout their sanctuary. While some of these gifts are intangible, such as a song, poem, or story, or impermanent, like a beautifully grown shrubbery or a delicious meal, most are material. Allure dragons cherish every object in their presence, whether it's a breathtaking sculpture, a valuable necklace, a handcrafted scarf, or a perfect wagon wheel. They value these objects not for their beauty, value, or usefulness, but for the heartfelt love that went into their creation.



## PERFUMERIES

Allure dragons produce their own natural perfumes, and so it should come as no surprise that various luxurious perfume brands and perfumeries owe the secret to their success to an allure dragon backer behind the scenes, providing samples and insights into what perfumes will entice this season.

## Hyacirus, the Polypatron

Over time, as more and more people flock to allure dragons from all corners of the world, their sanctuary and influence grow. The great wyrm Hyacirus the Polypatron represents the most common endpoint after many centuries of such growth. Unlike more eccentric great wyrm allure dragons, such as the mock villain Cozliglew, Hyacirus represents the iconic allure dragon that has simply grown larger than life in all dimensions.

Starting from a tiny sanctuary of beautiful flowers amid an enormous ancient forest, Hyacirus continued to grow his fame through inspiring and sponsoring artists, musicians, poets, and authors. At first, as a younger dragon, he actively invited those who caught his interest to visit in small groups for an inspirational artistic retreat. As time went on and his sanctuary grew, creative souls began to flock to him without any effort on his own part, and the number of relaxing natural amenities he offered them grew in turn. Mud baths, hot spring spas, and other features emerged as his sanctuary came to encompass more and more of the forest. Now that he has become a great wyrm, the entire forest is Hyacirus's sanctuary, and he's remade it as a place of contemplation, inspiration, and resplendent creativity.

The Polypatron is generous to those who seek his magnanimity, so long as they don't intend to exploit it. Just about any type of artistic proposal can catch his eye, as long as it's something innovative and interesting, or something that speaks to the artist's individual experiences and soul. At this point, Hyacirus has seen it all, but a unique twist on an old format can still fill him with a sense of wonder, and a piece of art that bears surface similarities to one from ages past might reveal hidden depths tied to the artist's own history and inner life.

Being such a celebrity is not without its dangers, and the Polypatron is extremely careless compared to most other great wyrms. He surrounds himself with others without vetting them first, in locations built for comfort and inspiration rather than security. Not only does he typically lack any traps or minions protecting him, but his guests present a further liability. If he doesn't wish harm to befall them, Hyacirus needs to spend enormous effort to protect these fragile mortals from anything that could remotely threaten him, effort that he could have instead spent fighting back or escaping.

As a result, he's even been the target of one or two assassination attempts, but his sanctuary is so vast and his pool of potential allies is so deep that his would-be assassins haven't yet managed to despoil his sanctuary quickly enough to prevent him from simply reviving a few days later to mete vengeance and make them wish they had never tried to attack him in the first place.





### BATTLEZOO DRAGONS: FAIRY DRAGONS

#### Introduction

#### Chapter 1: Fairy Dragon Lore

#### Chapter 2: Aeternal Fairy Dragons

#### Chapter 3: Fairy Dragon Bestiary

#### Supplement: Classic Great Wyrms



Across the world, creative works of all forms and genres bear the imprimatur of the Polypatron, typically in the form of Hyacirus's magical sigil. Collectors and connoisseurs know that this isn't always a guarantee of a certain level of subjective "quality" in the work, as the Polypatron supports artists of all levels of skill. But it does mean that the work has something interesting about it that makes it worth experiencing, or even dedicating time to study and analyze it more deeply.

## GREAT WYRM ALLURE DRAGON

## CREATURE 22

**RARE** **GARGANTUAN** **DRAGON** **FEY**

**Perception** +39; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey; *speaking with animals, speaking with plants*

**Skills** Acrobatics +37, Athletics +38, Crafting +40, Diplomacy +45, Nature +41, Performance +43, Survival +39

**Str** +8, **Dex** +7, **Con** +6, **Int** +6, **Wis** +9, **Cha** +11

**Nature Empathy** As young allure dragon.

**Sanctuary Immortality** (primal, vitality) If the allure dragon dies while within their sanctuary, they return to life 1d6 days later at a random location within their sanctuary. This resurrection fails if the allure dragon's sanctuary has been extensively damaged or despoiled since the death of the allure dragon.

**AC** 48; **Fort** +34, **Ref** +35, **Will** +39; +1 status to all saves vs. magic

**HP** 515; **Immunities** paralyzed, sleep; **Resistances** mental 20; **Weaknesses** cold iron 20

**Alluring Presence** (aura, emotion, mental, primal, visual) 120 feet. As young allure dragon, but DC 42.

**Rebuff Advance** (emotion, mental, primal) As young allure dragon, but DC 45.

**Sudden Inspiration** (Trigger) The allure dragon or an ally within 30 feet that the allure dragon can see fails an attack roll, skill check, Perception check, or saving throw; **Effect** The creature rerolls the triggering check, with a +2 status bonus from the allure dragon's surging inspiration. Regardless of the result of the rerolled check, the target then becomes temporarily immune to Sudden Inspiration for 1 minute.

**Speed** 60 feet, fly 125 feet

**Melee** (jaws) +41 (magical, reach 20 feet), **Damage** 4d12+20 piercing

**Melee** (claws) +41 (agile, magical, reach 15 feet), **Damage** 4d8+20 slashing

**Melee** (tail) +39 (magical, reach 25 feet), **Damage** 4d12+20 bludgeoning plus 5d6 mental

**Melee** (wing) +39 (magical, reach 20 feet), **Damage** 3d8+20 bludgeoning

**Primal Innate Spells** DC 45; **9th** *calm, charm* (×3), *sleep, suggestion*; **2nd** *entangling flora*;

**Cantrips** (9th) *light*; **Constant** (4th) *speaking with plants*; (2nd) *speaking with animals*

**Breath Weapon** (The allure dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Alluring Perfume** (mental, primal) As young allure dragon, but the DC is 45 and the area is a 60-foot cone.
- **Regretful Perfume** (mental, primal) As young allure dragon, but the DC is 45, the area is a 60-foot cone, and it deals 23d6 mental damage.

**Change Shape** (polymorph, primal) As adult allure dragon.

**Draconic Frenzy** The dragon makes two claw Strikes and one wing Strike. The Strikes can be made in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Focus Allure** (emotion, mental, primal, visual) As adult allure dragon, but DC 45.

**Inspiration** (emotion, mental, primal) As young allure dragon.

**Nurture Land** As young allure dragon, but counteract modifier +37, counteract rank 9th.

**One With the Sanctuary** (primal) As ancient allure dragon.

**Sanctuary Stride** (primal, teleportation) **Frequency** once per minute; **Effect** The allure dragon teleports to any location within their sanctuary.

## COZLIGLEW

by Rogelio Gaona


Among allure dragons, Cozliglew has always been an eccentric, creating her own sweeping narratives and playing them out in the real world with other creatures as the unwitting actors in her hidden plotlines. After many centuries, she's survived to become a great wyrm, and she's perfected her schemes into an art form. First, she sets up some kind of "evil plotline" that will succeed unless someone stops it. Then, she finds an unlikely group of potential heroes and sets them up to succeed against the threat. This often involves infiltrating the group in the guise of a much younger allure dragon who provides assistance, advice, or some other helpful step along their way. The game, for Cozliglew, is to surreptitiously help the "heroes" and see if they're able to overcome the odds to triumph over "evil." In so doing, they might have grown as people, but even if not, Cozliglew had fun just seeing what happened. Her one true nemesis is Myxygwia, the Spanner in the Works, who takes enormous pleasure in seeing Cozliglew's elaborate plans fail. The two have a history of engaging in schemes and resolving their conflicts through wagers, which frequently spiral out of control and become a game within a game.





# Court Dragon

## ULOJIANO



Ulojiano is lord of the Starstrewn Court, a somber court located beneath three small hills, each thousands of miles apart from the others, and split into three wings. Each wing of the Starstrewn Court has a “sky” that depicts the stars from different locations. Ulojiano is a wise and mysterious sage who’s fully embraced his narrative and spends his time observing and recording the paths of the stars. Using these records, he can view events from the present, foresee the future, and determine a person’s narrative and fate. Many, both fey and mortal alike, seek Ulojiano for his talents. However, to the dismay of some, Ulojiano answers all visitors’ questions vaguely and in rhyme, with most fortunes and pronouncements only making sense in hindsight.

Like the sidhe with whom they frequently interact, court dragons believe in Fate as a sentient metanarrative that rules over the universe and enforces narrative tropes common in stories. Court dragons have learned to leverage these narratives for their own benefit, creating their own realms and courts, including or involving dragons, sidhe, fey, and other beings. By creating their own courts, they weave their own rules, etiquette, and stories, and others are forced to play their parts within the confines the court dragons decide. These courts are part of the complex web of fey politics, not apart from them. Court dragons rankle when forced to participate in fey courts controlled by others, much preferring to rule over their own courts, yet either way, they and their courts play their parts all the same.

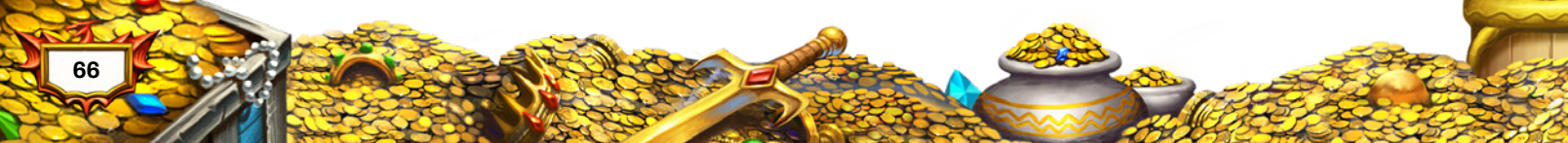
Like many other dragon heritages, court dragons are exceptionally proud and arrogant, but court dragons can take their arrogance to levels that can even rub other dragons the wrong way, putting them in good company among the most arrogant of dragons. Of course, their personalities range across the spectrum, from benevolent to mischievous to masochistic. However, nearly all court dragons share the value of the paradigms of honor vs. dishonor and conformity vs. rebellion far more than they care for concerns of good and evil, which they consider utterly irrelevant to their narratives.

Cunning, quick-witted, and imperious court dragons are always looking for ways to improve their lot, gain an edge over their nemesis, expand their court, or manipulate others. Those who visit a court dragon would do well to watch their wording. Most court dragons take delight in purposefully twisting words and whims to diverge from intent to better serve their own needs and purposes. Like most politically minded fey, court dragons despise when their personal narrative is disturbed, ignored, or usurped, and they lash out maliciously at those who insult them, trespass upon their lairs, or refuse to follow the strictures and etiquette of their court. These punishments often take the form of imprisonment or long-term curses with nigh-impossible escape clauses, though other more straightforward court dragons prefer to employ sudden violence if it suits their narrative.

Court dragons stand out in a crowd as they are often slender and angular, with a thin tail and neck, and, of course, impeccably dressed. They have long, pointed ears and a number of small, prominent horns that form a crown atop their heads. It’s said that the pattern of a court dragon’s crown determines a court dragon’s fate—their narrative and role, for better or for worse, though some court dragons purposefully attempt to defy this ascribed narrative and supplant it with one better suited to their ambitions. Others, dissatisfied with their narratives, sometimes seek to change them by creating and spreading stories. If they catch on among the populace, these stories can alter the structure of their narrative, allowing the dragon to influence Fate without breaking the rules of their own court and the wider web of fey politics. A court dragon’s scales are a blend of purple and royal blue.

A court dragon’s lair is usually found in otherworldly spaces that are accessed via subterranean entrances, traditionally via hills, mounds, or caverns. Their lairs are usually extravagantly furnished and often maze-like, making it difficult for the uninvited to escape easily. They like fine clothes, beautiful possessions, and elaborate plans, and these can all be found in abundance in their lairs.

Court dragons value agreements, bargains, and commitments (even unspoken ones), and follow through on them to the letter, though they rarely engage in such agreements without subterfuge, deception, and misdirection. Only the desperate seek to make a deal with a court dragon, and only the foolish expect it





to turn out how they hoped. Unfortunately, a court dragon considers any word uttered to be a word given and can twist even a turn of phrase into a solemn bargain they expect to be followed through to the end. Plentiful are those who forge a deal with a court dragon accidentally.

## YOUNG COURT DRAGON

## CREATURE 11

UNCOMMON LARGE DRAGON FEY

**Perception** +21; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey

**Skills** Acrobatics +21, Athletics +22, Deception +24, Diplomacy +22, Intimidation +22, Nature +19, Occultism +19, Performance +22

**Str** +7, **Dex** +6, **Con** +3, **Int** +4, **Wis** +4, **Cha** +7

**AC** 31; **Fort** +18, **Ref** +23, **Will** +21; +1 status to all saves vs. magic

**HP** 235; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 10

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 27

**Fated Counterstrike** ⚡ (occult) **Trigger** A creature within the court dragon's reach fails or critically fails an attack roll against the court dragon; **Effect** Thanks to the court dragon's knowledge and understanding of their personal narrative, as well as the narrative of the attacker, the court dragon launches a quick and decisive retaliatory attack at the triggering creature, taking advantage of an opening long foreseen. The court dragon makes a melee Strike against the triggering creature.

**Speed** 30 feet, fly 60 feet

**Melee** ⚡ jaws +24 (magical, reach 10 feet), **Damage** 2d12+13 piercing

**Melee** ⚡ claw +24 (agile, magical), **Damage** 2d8+13 slashing

**Melee** ⚡ horn +22 (magical, reach 10 feet), **Damage** 2d8+10 piercing

**Melee** ⚡ tail +22 (magical, reach 15 feet), **Damage** 2d12+13 bludgeoning plus 2d8 piercing

**Occult Innate Spells** DC 30; **3rd slow**; **2nd laughing fit**; **1st command** (at will)

**Breath Weapon** ⚡⚡ The court dragon breathes a cone of jagged mirror fragments in a 30-foot cone, dealing 12d6 piercing damage (DC 30 basic Reflex save). The dragon can't use Breath Weapon again for 1d4 rounds.

### Draconic Frenzy ⚡⚡

The dragon makes two claw Strikes and one horn Strike. They can make these Strikes in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

### Leverage Narrative

⚡ (fortune, occult) **Frequency** once per hour; **Requirements** The court dragon has Weaved a Narrative for the day; **Effect** If the court dragon's next action requires an attack roll against a creature, and defeating that creature would help the court dragon achieve their stated goal (see Weave Narrative), the court dragon rolls the attack roll twice and uses the highest result. If the court dragon rolls a critical failure on the attack roll, they fail instead.

**Weave Narrative** ⚡⚡ (mental, occult) **Frequency** once per day; **Effect** With a flourish, the court dragon proclaims a goal they aim to accomplish, weaving the goal into a story to leverage their own narrative to their benefit. For 1 day, or until the goal is accomplished, the court dragon gains a +1 status bonus to all attack rolls and skill checks attempted which could help the court dragon achieve their stated goal.

## WHAT'S A NARRATIVE?

Court dragons believe that all intelligent creatures are associated with a narrative—an archetypal trope common in stories, myths, and fables, which are reenacted over and over again throughout the ages. Your narrative is both constricting and empowering. It's incredibly challenging, sometimes dangerous, to escape your narrative, yet knowledge of your narrative—of your weaknesses, strengths, foes, and other tropes at play—can give you insight into yourself, your future, and the obstacles in your path. Furthermore, by telling stories that feature tropes and narratives associated with your own narrative, you can slowly alter the narrative itself—if it catches on, that is! Thus, storytelling is an incredibly important aspect of court dragon culture.





## COURT DRAGON SPELLCASTERS

Court dragon spellcasters tend to cast the following spells.

### YOUNG COURT DRAGON

**Occult Prepared Spells** DC 30;

**4th** *confusion*, *outcast's curse*;

**3rd** *blindness*, *enthrall*, *illusory disguise*; **2nd** *blur*, *illusory object*, *stupefy*; **1st** *alarm*, *enfeeble*, *ill omen*; **Cantrips (4th)** *daze*, *figment*, *light*, *prestidigitation*, *sigil*

### ADULT COURT DRAGON

**Occult Prepared Spells** DC 36;

As young court dragon, plus **6th** *dominate*, *slow*; **5th** *command*, *sending*, *wave of despair*; **4th** *nightmare*; **Cantrips (6th)** *daze*, *figment*, *light*, *prestidigitation*, *sigil*

### ANCIENT COURT DRAGON

**Occult Prepared Spells** DC 42,

attack +34; As adult court dragon, plus **8th** *confusion*, *quandary*, *uncontrollable dance*; **7th** *energy aegis*, *haste*, *true target*, *visions of danger*; **6th** *scrying*; **Cantrips (8th)** *daze*, *figment*, *light*, *prestidigitation*, *sigil*

## GREAT WYRM COURT DRAGON

**Occult Prepared Spells**

DC 46; As ancient court dragon, plus **10th** *fabricated truth*; **9th** *overwhelming presence*, *phantasmagoria*, *unfathomable song*; **Cantrips (9th)** *daze*, *figment*, *light*, *prestidigitation*, *sigil*

## ADULT COURT DRAGON

UNCOMMON HUGE DRAGON FEY

**Perception** +26; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey

**Skills** Acrobatics +27, Athletics +28, Deception +31, Diplomacy +29, Intimidation +29, Nature +24, Occultism +24, Performance +29

**Str** +7, **Dex** +6, **Con** +4, **Int** +5, **Wis** +5, **Cha** +8

**AC** 37; **Fort** +23, **Ref** +29, **Will** +26; +1 status to all saves vs. magic

**HP** 300; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 10

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 33

**Fated Counterstrike** (occult) As young court dragon.

**Speed** 40 feet, fly 80 feet

**Melee** (jaws) +30 (magical, reach 15 feet), **Damage** 3d12+16 piercing

**Melee** (claw) +30 (agile, magical, reach 10 feet), **Damage** 3d8+16 slashing

**Melee** (horn) +28 (magical, reach 15 feet), **Damage** 3d8+12 piercing

**Melee** (tail) +28 (magical, reach 20 feet), **Damage** 3d12+16 bludgeoning plus 2d6 piercing

**Occult Innate Spells** DC 36; **5th** *command*; **4th** *liminal doorway*; **3rd** *slow*; **2nd** *laughing fit*; **1st** *command* (at will)

**Breath Weapon** (diamond) The court dragon breathes a cone of jagged mirror fragments in a 40-foot cone, dealing 16d6 piercing damage (DC 36 basic Reflex save). The dragon can't use Breath Weapon again for 1d4 rounds.

**Draconic Frenzy** (diamond) The dragon makes two claw Strikes and one horn Strike. They can make these Strikes in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Leverage Narrative** (diamond) (fortune, occult) As young court dragon.

**Reveal Flaw** (diamond) (mental, occult) The court dragon reveals scandalous secrets about the past of a creature within 90 feet, then proclaims their fatal weakness. The court dragon selects one of the following damage types: acid, bludgeoning, cold, electricity, fire, mental, negative, piercing, poison, slashing, or sonic. The target must succeed at a DC 36 Will save or gain weakness 5 to the chosen damage type for 1 minute (1 day on a critical failure). The target becomes temporarily immune to Reveal Flaw for 1 day.

**Weave Narrative** (diamond) (mental, occult) As young court dragon.

## ANCIENT COURT DRAGON

RARE HUGE DRAGON FEY

**Perception** +34; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey

**Skills** Acrobatics +34, Athletics +34, Deception +40, Diplomacy +38, Intimidation +38, Nature +32, Occultism +32, Performance +38

**Str** +8, **Dex** +8, **Con** +4, **Int** +6, **Wis** +6, **Cha** +10

**AC** 45; **Fort** +30, **Ref** +36, **Will** +32; +1 status to all saves vs. magic

**HP** 435; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 15

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 39

**Fated Counterstrike** (diamond) (occult) As young court dragon, but the ancient court dragon rolls the attack roll twice and takes the better result; this is a fortune effect.

**Speed** 50 feet, fly 100 feet

**Melee** (jaws) +38 (magical, reach 15 feet), **Damage** 4d12+18 piercing

**Melee** (claw) +38 (agile, magical, reach 10 feet), **Damage** 4d8+18 slashing

**Melee** (horn) +36 (magical, reach 15 feet), **Damage** 4d6+16 piercing

**Melee** (tail) +36 (magical, reach 20 feet), **Damage** 4d12+18 bludgeoning plus 3d8 piercing

**Occult Innate Spells** DC 42; **7th** *cursed metamorphosis*, *never mind*; **5th** *command*; **4th** *liminal doorway*; **3rd** *slow*; **2nd** *laughing fit*; **1st** *command* (at will)

**Breath Weapon** (diamond) The court dragon breathes a cone of jagged mirror fragments in a 50-foot





# Amokray's Gambit: The Ambrosial Court and Obligations

The time I spent in the Ambrosial Court might not have been as outwardly deadly as some of the other regions of Faerie, but it was likely the most dangerous nonetheless. When there's an obvious threat, it's easy to remain wary at all times, but in the glorious surroundings and excellent hospitality of the Ambrosial Court laid a devious trap of the court dragon Amokray's own making. And despite all my scholarly knowledge and prudence, dear reader, your humble narrator stepped right into it before noticing the danger.

In my defense, part of what caught me off guard was that Amokray meant me no harm. I have developed a rather keen sense for danger to my esteemed personage, and I could tell nothing like that was afoot. The trouble was the chain of obligation, which I have since learned is quite a common tactic among court dragons and courtly sidhe alike. Make an offhand comment and you might be committed for much longer than you expect. The danger inherent in the stereotypical warnings against partaking of the fairy food and fairy drinks reside not only in their mystical and chemical make-up—I'm sure there are some that are laced with dangerous glamours or addictive substances—but nothing like that was present in the victuals at the Ambrosial Court. That wasn't a statement made purely on faith; I surreptitiously tested for it first.

However, the mere act of assuming the roles of host and guest, participating in the hospitality, and accepting the answers provided by Amokray during my interview for this book constituted an obligation. They put me in his debt. And that became a framework he could use, within his domain, to compel me further.

Of course I was obligated to fulfill this debt, as I was in his court and center of power, but our continued discussions and interviews for my research material allowed me to pursue a carefully planned line of questioning and deliberate replies that eventually secured the payment of my debt and release. Although I could tell Amokray was dismayed at being tricked by his own words, he seemed strangely pleased to have found someone who could possibly match his wits!

— Kallizandrex, Sage Aeternal

cone, dealing 21d6 piercing damage (DC 42 basic Reflex save). The dragon can't use Breath Weapon again for 1d4 rounds.

**Draconic Frenzy** ♦♦ The dragon makes two claw Strikes and one horn Strike. They can make these Strikes in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Leverage Narrative** ♦ (fortune, occult) As young court dragon.

**Reveal Flaw** ♦ (mental, occult) As adult court dragon, but DC 42.

**Talk in Circles** ♦ (auditory, mental, occult) The court dragon spouts a confusing deluge of illogical arguments, obscure jargon, and challenging conundrums, couching this purposeful nonsense amid a monologue, argument, debate, or song. Each creature within 60 feet must attempt a DC 42 Will save or become confused by the circular speech for 1 round (or confused for 1 minute on a critical failure).

**Weave Narrative** ♦♦ (mental, occult) As young court dragon.

## COURTLY HOARDS

Most court dragons' hoards vary but always contain three things: fine treasures, valuable information, and favors owed. While many of these treasures and valuable art objects remain within their vaults or worn on their person, others are scattered throughout their court as art installations and displays. Their other valued treasures are intangible—the rumors picked up, the secrets discerned, and the countless favors owed to them by mortals and fey alike.





## HOME COURT ADVANTAGE

Court dragons often hold court in their own fey realms, either within the larger realm of Faerie or a separate Otherworld. Especially on Faerie, their ability to influence the realm's makeup and nature means that it's almost impossible to face one in a fair fight. The court dragon might very well bend the very rules of the world within its court to its advantage.

## Regaster, the Master of Manners

Across history, countless court dragons have planted their flags within the realm of Faerie, established their courts, and seen their storied rises lead to meteoric falls. It's the nature of the story of nations and empires, inevitable and merciless in the eyes of Fate. Everyone loves a good origin story, Fate included, but so too are they fascinated by the metaphorical carriage crash that comes with a cataclysmic fall.

For this reason, court dragons rarely live to become great wyrms, especially not if they're too proud to flee a sinking ship. For those who do, they may need to establish multiple courts that fluctuate over time. But the great wyrm court dragon Regaster is an exception, one that serves well to prove the rule with a single court that has lasted across the ages and still continues to persist to the modern day.

Known as the Master of Manners, Regaster rules the Court of Oaths, a tiny neutral court that's never taken center stage in fey politics, not once over its astounding millennia long existence. In every great conflict, the Court of Oaths simply acts as a neutral arbiter. If it takes a side, it does so by invitation on behalf of another entity, and as a result, it never plays a key role in the story as either protagonist or antagonist. The Court of Oaths simply stands back and judges others, acting in a way that enhances the story and strictly observes the rules and strictures of fey society and Fate's whims alike.

How can Fate deride a court that simply acts for Fate's own benefit, never seeking their own advantage? It also helps that though it be but little, the Court of Oaths is fierce, with a great wyrm as a ruler and other powerful denizens besides.

Regaster has earned the sobriquet "Master of Manners" a thousand times over due to his extremely punctilious observation of the rules of fairy etiquette and hospitality. His favored version of neutrality means that even if he personally approves of a supplicant's request, if they stepped one toe out of line or made one small mistake in how they asked, he denies them the boon they seek. Meanwhile, even those with whom he might disagree can earn their request by following the proper etiquette to the letter. And of course, when a favor to one disadvantages another, as in a conflict, there's always a way for the disadvantaged party to appropriately request a cancellation of that favor. In this way, the Court of Oaths represents both a predictable wild card and a common quest location, allowing Fate to amuse itself while observing whether they reach the Court of Oaths in the first place, and if they do, whether they successfully receive their boon.

The Court of Oaths earns more than simply Fate's favor by acting in this privileged role in the story: in exchange for boons and aid granted to those who observe the proper etiquette to the letter, the Master of Manners extracts one of the court's namesake oaths from the questing seeker.







### BATTLEZOO DRAGONS: FAIRY DRAGONS

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#### Chapter 3: Fairy Dragon Bestiary

#### Supplement: Classic Great Wyrms



The terms of these oaths vary. Some ask for concrete repayments at a given time, others require esoteric or metaphorical costs that befuddle mortals, and a fair number simply demand a favor of equal value to be determined by Regaster and the Court of Oaths and repaid at an unspecified later date. Many types of fey don't fully distinguish between roles and families of short-lived mortals, especially when it comes to debts and oaths. If the head of a household made a promise to Regaster 500 years ago, the current head of that household owes the debt when the Master of Manners comes to have it repaid; because they hold that same mantle, they're essentially the same person to the Court of Oaths. This can become especially awkward if the request was something personal that would have made sense to the original recipient but comes out of nowhere for the one who has to pay the piper, such as a demand for a faerie marriage or a child of the household to be fostered in the court and serve as a retainer. Regaster leaves such oaths pending on purpose to protect his court, as each one is a potential story that would be cut short if Fate ends the Court of Oaths.

## GREAT WYRM COURT DRAGON

## CREATURE 23

RARE GARGANTUAN DRAGON FEY

**Perception** +37; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey

**Skills** Acrobatics +38, Athletics +38, Deception +44, Diplomacy +42, Intimidation +42, Nature +35, Occultism +35, Performance +42

**Str** +9, **Dex** +9, **Con** +4, **Int** +6, **Wis** +6, **Cha** +11

**AC** 49; **Fort** +33, **Ref** +40, **Will** +37; +1 status to all saves vs. magic

**HP** 540; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 20

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 43

**Fated Counterstrike** ⤵ (occult) As young court dragon, but the great wurm court dragon rolls the attack roll twice and takes the better result; this is a fortune effect.

**Speed** 60 feet, fly 120 feet

**Melee** ⤵ jaws +42 (magical, reach 20 feet), **Damage** 4d12+24 piercing

**Melee** ⤵ claw +42 (agile, magical, reach 15 feet), **Damage** 4d8+24 slashing

**Melee** ⤵ horn +40 (magical, reach 20 feet), **Damage** 4d6+21 piercing

**Melee** ⤵ tail +40 (magical, reach 25 feet), **Damage** 4d12+24 bludgeoning plus 3d8 piercing

**Occult Innate Spells** DC 46; **8th** *cursed metamorphosis*, *never mind*; **5th** *command*; **4th** *liminal doorway*; **3rd** *slow*; **2nd** *laughing fit*; **1st** *command* (at will)

**Breath Weapon** ⤵ The court dragon breathes a cone of jagged mirror fragments in a 60-foot cone, dealing 24d6 piercing damage (DC 46 basic Reflex save). The dragon can't use Breath Weapon again for 1d4 rounds.

**Draconic Frenzy** ⤵ The dragon makes two claw Strikes and one horn Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Leverage Narrative** ⤵ (fortune, occult) As young court dragon.

**Reveal Flaw** ⤵ (mental, occult) As adult court dragon, but DC 46 and weakness 10.

**Strike Bargain** ⤵ (emotion, mental, occult) A court dragon can strike a deal with a sapient creature. The target must enter into this deal willingly. A creature that accepts this deal has a magical, indelible sigil (representing the dragon's court or name) appear on their body as a tattoo. If the target ever breaks the terms of the deal, the tattoo automatically casts one of the following spells on them as a penalty, heightened to the rank of the dragon's innate spell of the same name: *cursed metamorphosis* or *never mind*. Instead of rolling their saving throw against the spell, the target automatically critically fails their saving throw against it.

**Talk in Circles** ⤵ (auditory, mental, occult) As ancient court dragon, but DC 46 and a creature is confused for 2 rounds on a failure.


**Weave Narrative** ⤵ (mental, occult) As young court dragon, but the status bonus is +2 instead of +1.





# Misfit Dragon

## SCRATCH



Scratch, also known as Lord of the Gremlins, has tormented the small town of Wifflebeck for centuries, although they are completely unaware of the cause of their numerous misfortunes. While only a wyrmling, Scratch was the only mischief dragon to survive a hero's eradication of his family brood. Although Scratch never found the hero responsible for their deaths, he was clever enough to know who was to blame for this crime: the town that hired the hero. Scratch spent his early years scrounging around the town for food scraps and sabotaging what minor devices he could—loosening the wheels on carts and dropping dead animals into grain silos were favorites. As he grew older, Scratch enlisted a following of gremlins to serve him and made a lair in the swamp outside town. He's taken his vengeance on the town over centuries, bringing misfortune after misfortune but never causing so much destruction that the town is abandoned and never siring dragons of his own. Scratch has fully dedicated his life to tormenting the town of Wifflebeck and has every intention of continuing his reign of irritating terror until his death nears, whereupon he'll destroy the town once and for all in a personal rampage of acid and pent-up fury.

Mischief dragons are malicious pranksters who delight in causing destruction and mayhem. More than capable of raining death down upon their enemies in a storm of caustic acid or toxic gas, mischief dragons instead prefer to torment those around them over the course of years or decades by sabotaging or destroying the things they've created or by playing dangerous tricks that often result in death, dismemberment, or mass calamity—usually in a public setting. When roused to sudden anger, they tend to unleash more instantaneous destruction, but they usually stop shy of utterly annihilating a settlement or lineage, instead allowing themselves to be “driven off” and the people to recover and rebuild so that the mischief dragon can return after they've regained hope and joy, to torment them all over again.

Mischief dragons have mottled scales in shades of green or brown, enabling them to blend into a variety of settings. They have sharp, angular frills, bony brow ridges, and jutting plate-like protrusions protecting most of their joints. Their tail is powerful and sharp and is often decorated with blades, metal ridges, or spikes to further enhance their deadliness. Despite their size, mischief dragons are incredibly stealthy, capable of moving and flying silently while camouflaging in a variety of wilderness environments and urban settings. Many mischief dragons possess the ability to turn invisible or transform into an innocuous-looking animal, enabling them to perform acts of sabotage without detection—a skill that becomes increasingly integral as they grow in size! While mischief dragons are diurnal, they tend to perform their pranks under cover of night and sleep during the brightest parts of the day. They lay their slimy eggs in pools of stagnant or polluted water rather than in a dry location, and their eggs have an incredibly rapid gestation period. Within a few years, a mischief dragon can birth a brood of dragons (though many die from misadventure within the first few years of life), who spread out across a region rapidly, working in groups of 2 to 6 when young but settling into their own territory by adulthood. Due to this fecundity and their penchant for pranks, tricks, and sabotage, a fair number of other dragons consider mischief dragons to be pests.

Amazingly inventive in their destructiveness, most are both horrified and in awe of their cleverness when it comes to mayhem. They take equal joy in destroying something tangible, such as an heirloom watch or a grand manor, as well as the intangible, such as an alliance, relationship, or a person's reputation. Regardless of the target of their destructive urges, mischief dragons prefer to act through sabotage, drawing out the moment of destruction over time and savoring every injury and damage caused by the fallout. The more collateral damage, the better!

Mischief dragons rarely form long-term relationships, as most are sadistic, proud, and vindictive. They both love and despise engineers, artisans, architects, and other crafters, for without their services and labor, a mischief dragon would have nothing worth destroying, yet it's also an artisan or engineer who is more likely to interfere with their schemes, repair the damage done by their acts of sabotage, and thoroughly foil their pranks. They hold grudges for a long time, sometimes doling out their revenge over generations, leading distant descendants with no knowledge of their ancestor or their crimes to face the consequences. They prefer a convoluted, overwrought revenge plot far more than they value sudden and guaranteed success.

Gremlins love and revere mischief dragons as they have so much in common



(save for size and strength). Mischief dragons, for the most part, view gremlins positively and consider them their personal army, so they delight in unleashing them upon a settlement or community to engage in epic prank wars.

## YOUNG MISCHIEF DRAGON

## CREATURE 7

UNCOMMON LARGE AMPHIBIOUS DRAGON FEY

**Perception** +13; darkvision, scent (imprecise) 60 feet

**Languages** Aklo, Common, Draconic, Fey; *speaks with animals*

**Skills** Acrobatics +15, Athletics +16, Crafting +14 (+18 for snares and traps), Deception +17, Intimidation +17, Nature +13, Society +14, Stealth +17, Survival +13, Thievery +18

**Str** +5, **Dex** +4, **Con** +3, **Int** +1, **Wis** +2, **Cha** +6

**AC** 25; **Fort** +16, **Ref** +17, **Will** +13; +1 status to all saves vs. magic

**HP** 135; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 5

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 22

**Spiteful Curse** (misfortune) **Trigger** A creature within the mischief dragon's reach damages the mischief dragon with a Strike; **Effect** The mischief dragon spits a vindictive curse at the triggering creature, cursing them with misfortune. Until the beginning of their next turn, the triggering creature rolls all attack rolls twice and uses the worse result. If the triggering creature fails an attack roll during this time, they injure themselves, taking 1 persistent bleed damage.

**Speed** 30 feet, burrow 10 feet, fly 40 feet, swim 40 feet

**Melee** (jaws) +18 (magical, reach 10 feet), **Damage** 2d8+8 piercing plus 1d6 acid and Caustic Breakdown

**Melee** (claw) +18 (agile, magical), **Damage** 2d8+8 slashing

**Melee** (horn) +16 (magical, reach 10 feet), **Damage** 1d8+8 bludgeoning

**Melee** (tail) +16 (magical, reach 15 feet), **Damage** 2d12+11 piercing plus Knockdown

**Primal Innate Spells** DC 25; **3rd** *shatter*, **2nd** *invisibility* (self only); **Cantrips** (3rd) *figment*; **Constant** (2nd) *speaks with animals*

**Breath Weapon** (The mischief dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Projectile Vomit** (acid, primal) The mischief dragon expels a vile mixture of caustic acid and the contents of their stomach in a 60-foot line, dealing 8d6 acid damage (DC 25 basic Reflex save).
- **Noxious Breath** (poison, primal) The mischief dragon exhales their vile, malodorous breath in a 30-foot cone, dealing 6d6 poison damage (DC 25 basic Fortitude save). A creature that fails their save is additionally sickened 1, or sickened 2 on a critical failure.

**Caustic Breakdown** A mischief dragon's jaws Strike against an object ignores up to 5 of the object's Hardness.

**Change Shape** (concentrate, primal, polymorph) The mischief dragon can take on the appearance of any Small or Tiny animal. This doesn't change their Speed, or attack or damage bonuses with their Strikes, but it might change the damage type of their Strikes.

**Draconic Frenzy** The dragon makes two claw Strikes and one horn Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Mischievous Snare** (primal) **Frequency** once per hour; **Effect** The mischief dragon creates a snare of their level or lower that normally takes 1 minute to craft at no cost. The radius of the area this snare occupies is doubled. A mischief dragon can maintain one Mischievous Snare at a time—if they create a new snare, the previously created one vanishes.

**Speedy Sabotage** When a mischief dragon succeeds or critically succeeds at a check to Disable a Device, they gain an additional success toward disabling a complex device.

## SUPERSTITIONS

Countless superstitions exist regarding how to keep a mischief dragon at bay, how to appease a mischief dragon, and how to tempt a mischief dragon into targeting another. Such superstitions are nearly all false and can trace their origins back to the mischief dragons themselves. Mischief dragons take delight in offering hope where there is none and pitting neighbors against neighbors. Thus, after tormenting a town for a time, many mischief dragons sow rumors among the populace on how to protect themselves and their property from a mischief dragon's ire, how to earn a mischief dragon's favor, or how to sic a mischief dragon on an enemy. They consider this ruse part hilarious trick, part way of gaining tribute from their victims, and part sabotage in itself, as the turmoil and emotional destruction caused when neighbors attempt to direct the dragon at one another is a true masterpiece of manipulation.





## MISCHIEF DRAGON SPELLCASTERS

Mischief dragon spellcasters tend to cast the following spells.

### YOUNG MISCHIEF DRAGON

**Primal Prepared Spells** DC 25, attack +17; **3rd** *dispel magic*, *veil of privacy*; **2nd** *darkness*, *silence*, *stupefy*; **1st** *enfeeble*, *grease*, *vanishing tracks*; **Cantrips (3rd)** *message*, *prestidigitation*, *sigil*, *tangle vine*, *telekinetic hand*

### ADULT MISCHIEF DRAGON

**Primal Prepared Spells** DC 30, attack +22; As young mischief dragon, plus **5th** *slither*, *toxic cloud*; **4th** *hydraulic torrent*, *mountain resilience*, *vapor form*; **3rd** *wall of thorns*; **Cantrips (5th)** *message*, *prestidigitation*, *sigil*, *tangle vine*, *telekinetic hand*

### ANCIENT MISCHIEF DRAGON

**Primal Prepared Spells** DC 37, attack +29; As adult mischief dragon, plus **7th** *blade barrier*, *contingency*, *disintegrate*; **6th** *scrying*, *slow*, *tangling creepers*; **5th** *illusory scene*; **Cantrips (7th)** *message*, *prestidigitation*, *sigil*, *tangle vine*, *telekinetic hand*

### GREAT WYRM MISCHIEF DRAGON

**Primal Prepared Spells** DC 41, attack +33; As adult mischief dragon, plus **9th** *detonate magic*, *falling stars*, *foresight*; **8th** *cloudkill*, *disappearance*, *hidden mind*; **Cantrips (9th)** *message*, *prestidigitation*, *sigil*, *tangle vine*, *telekinetic hand*

## ADULT MISCHIEF DRAGON

UNCOMMON LARGE AMPHIBIOUS DRAGON FEY

**Perception** +18; darkvision, scent (imprecise) 60 feet

**Languages** Aklo, Common, Draconic, Fey; *speaks with animals*

**Skills** Acrobatics +20, Athletics +21, Crafting +21 (+25 for snares and traps), Deception +22, Intimidation +22, Nature +18, Society +19, Stealth +24, Survival +18, Thievery +25

**Str** +6, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +7

**AC** 31; **Fort** +21, **Ref** +24, **Will** +18; +1 status to all saves vs. magic

**HP** 300; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 10

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 27

**Spiteful Curse** (misfortune) As young mischief dragon, but 1d4 persistent bleed damage.

**Speed** 40 feet, burrow 15 feet, fly 60 feet, swim 60 feet

**Melee** (jaws) +24 (magical, reach 10 feet), **Damage** 2d10+12 piercing plus 1d8 acid and Caustic Breakdown

**Melee** (claw) +24 (agile, magical), **Damage** 2d10+12 slashing

**Melee** (horn) +22 (magical, reach 10 feet), **Damage** 2d6+12 bludgeoning

**Melee** (tail) +22 (magical, reach 15 feet), **Damage** 2d12+18 piercing plus Knockdown

**Primal Innate Spells** DC 30; **5th** *shatter*, **2nd** *invisibility* (self only); **Cantrips (5th)** *figment*; **Constant (2nd)** *speaks with animals*

**Breath Weapon** (The mischief dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.)

- **Projectile Vomit** (acid, primal) The mischief dragon expels a vile mixture of caustic acid and the contents of their stomach in a 80-foot line, dealing 12d6 acid damage (DC 30 basic Reflex save).
- **Noxious Breath** (poison, primal) The mischief dragon exhales their vile, malodorous breath in a 40-foot cone, dealing 9d6 poison damage (DC 30 basic Fortitude save). A creature that fails their save is additionally sickened 1, or sickened 2 on a critical failure.

**Caustic Breakdown** A mischief dragon's jaws Strike against an object ignores up to 7 of the object's Hardness.

**Change Shape** (concentrate, primal, polymorph) As young mischief dragon.

**Draconic Frenzy** The dragon makes two claw Strikes and one horn Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Mischievous Snare** (primal) As young mischief dragon, but the mischief dragon can maintain two Mischievous Snares at a time.

**Speedy Sabotage** As young mischief dragon.

## ANCIENT MISCHIEF DRAGON

RARE HUGE AMPHIBIOUS DRAGON FEY

**Perception** +27; darkvision, scent (imprecise) 60 feet

**Languages** Aklo, Common, Draconic, Fey; *speaks with animals*

**Skills** Acrobatics +27, Athletics +28, Crafting +29 (+33 for snares and traps), Deception +33, Intimidation +33, Nature +25, Society +23, Stealth +33, Survival +25, Thievery +34

**Str** +8, **Dex** +7, **Con** +6, **Int** +3, **Wis** +5, **Cha** +9

**AC** 39; **Fort** +28, **Ref** +29, **Will** +25; +1 status to all saves vs. magic

**HP** 355; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 15

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 34

**Opportunist** A mischief dragon is always ready to take advantage of their foes. They gain 1 extra reaction each round that it can use only for Cruel Mockery or Spiteful Curse.

**Cruel Mockery** (auditory, emotion, fear, mental) **Trigger** A creature is damaged by one of the mischief dragon's Mischievous Snares; **Effect** The mischief dragon cruelly laughs and mocks the triggering creature, causing them to weaken under the rude assault. The triggering creature must succeed at a DC 37 Will save, or become clumsy 2 and enfeebled 2 for 1 minute.

**Spiteful Curse** (misfortune) As young mischief dragon, but 2d4 persistent bleed damage.





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# Court of Decay: Dercallen's Shadow

While I never met the mischief dragon Dercallen, much to my great fortune, she cast a long shadow over the Court of Decay, once a bright and cheerful forest. At the time, I was quite worried, but now that I've returned safely home, I feel grateful to have experienced that place. It gave me a proper sense for what the rise of Dercallen did to the poor realm, which in turn allowed me to understand much more about the ecology of fairy dragons and fey courts.

From what little I could glean from long-term residents, the place was once known as the Court of Clarity, due to the clear waters used for various divinations, such as scrying on distant realms and reading the past, present, and future. However, the ruler of the time met their fetch, a type of fey that appears akin to a creature fated to die as a death omen. They became obsessed with their own death, attempting to use the waters to find a way to prevent it. In the end, even a fey monarch can't easily cheat Fate, and a dullahan came as an agent of Fate to prevent the strife that would have arisen from breaking the script. The ruler lost their life in the resulting struggle... was that a self-fulfilling prophecy then?

Regardless, the former Court of Clarity lost its purpose, and Faerie abhors a vacuum. This allowed Dercallen to cast a shadow upon the place, corrupting it to fit her needs. Clear water became stagnant. The truth of things became muddled. Even the plants and fungi changed colors to trick the unwary. Alas, trying to trick Fate rarely ends well—a lesson that never seems to be learned until it's too late.

— Kallizandrexx, Sage Aeternal

**Speed** 50 feet, burrow 20 feet, fly 80 feet, swim 80 feet

**Melee** ♦ jaws +32 (magical, reach 15 feet), Damage 3d10+16 piercing plus 1d8 acid and Caustic Breakdown

**Melee** ♦ claw +32 (agile, magical), Damage 3d10+16 slashing

**Melee** ♦ horn +30 (magical, reach 15 feet), Damage 3d6+16 bludgeoning

**Melee** ♦ tail +30 (magical, reach 20 feet), Damage 3d12+24 piercing plus Improved Knockdown

**Primal Innate Spells** DC 37; 7th *shatter*, 2nd *invisibility* (self only; at will); **Cantrips** (7th) *figment*;

**Constant** (2nd) *speak with animals*

**Breath Weapon** ♦♦ The mischief dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Projectile Vomit** (acid, primal) The mischief dragon expels a vile mixture of caustic acid and the contents of their stomach in a 100-foot line, dealing 17d6 acid damage (DC 37 basic Reflex save).
- **Noxious Breath** (poison, primal) The mischief dragon exhales their vile, malodorous breath in a 50-foot cone, dealing 12d6 poison damage (DC 37 basic Fortitude save). A creature that fails their save is additionally sickened 2, or sickened 3 on a critical failure.

**Caustic Breakdown** A mischief dragon's jaws Strike against an object ignores up to 10 of the object's Hardness.

**Change Shape** (concentrate, primal, polymorph) As young mischief dragon.

**Draconic Frenzy** ♦♦ The dragon makes two claw Strikes and one horn Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Mischievous Snare** ♦♦ (primal) As young mischief dragon, but the mischief dragon can maintain up to four Mischievous Snares at a time.

**Speedy Sabotage** As young mischief dragon.

## HOARDERS

Mischief dragons are hoarders in the basest sense of the word. Most steal a trinket or treasure every time they enact a prank, trick, or act of sabotage or destruction as a personal memento of their cleverness and cruelty. They keep these objects in their hoards, which are usually hidden in their lair or buried in a secret hiding place nearby. And, of course, they protect these hoards and their lairs with deadly traps of their own making. In addition to traps, most mischief dragons maintain more than one hoard at a time to spread their wealth, as well as a false hoard or two to foil thieves. While some of the treasures in a mischief dragon's hoard are valuable, most are worthless, and many are dangerous. Rarely is the robbery of a mischief dragon's hoard worth the effort and injuries.





## MISCHIEF MAKERS

Mischief dragons make all kinds of mischief and wreak all kinds of havoc, but most specialize in a specific variety of prank or mayhem, especially as they grow older. Just a few popular examples include traps, sabotage, and social engineering to sow discord. When it comes to their area of expertise, few can outshine a mischief dragon's sheer artisanship of cruel and terrible hijinks.

## Maleficarl, the Magnificent Malefactor

In children's stories, villains are comedically evil for no apparent reason other than to make them stand out in their role as antagonists. In real life, very few beings consider themselves to truly be "villains" at all. Instead, they engage in fits of intense self-justification, potentially requiring a large variety of moral contortions, in order to center themselves around a personal narrative in which they're the protagonist of their own story. That person had it coming. My enemy is evil, and that justifies my bloodstained actions. Everyone scrabbles for what they can obtain, so I'm just a scrappy, lovable underdog in a broken system.

The great wyrm mischief dragon Maleficarl, or "Carl" as he goes by to his "friends" (as he calls the creatures he torments and bedevils), is an exception to this rule. Styling himself the Magnificent Malefactor, Maleficarl exults in all the campiest and most over-the-top trappings of cartoonish villainy. Every villainous cliché, he gleefully embodies, right down to the ill-fitting fake mustache, which makes no sense for a dragon to possess, that he wears on his face during every scheme specifically to twirl it.

It's difficult to find the deeper meaning or hidden agenda behind Maleficarl's acts of villainy because there truly aren't any. He indulges in them purely for their own sake, and for the sake of playing the part of the villain to the hilt. This can also make the great wyrm's hijinks more difficult to predict than actions taken to promote one's own self-interest.

It might seem strange for a dragon to survive to become a great wyrm despite diving straight into every possible villainous trope, no matter how self-sabotaging or liable to end in the villain being hoisted by their own petard. But in a way, this elevates the Magnificent Malefactor to a different level: the most paradoxical villains, who appear as repeated foils to the protagonists in puppet shows, serial short stories, and other media, can often recur over and over and over again. The villain is silly enough to not take them seriously, and their plan fails due to their clichéd villainy... but they also always escape to launch their next scheme again and again. It's all part and parcel of the successful formula of that kind of narrative.

And that's where Maleficarl might actually be a genius. Either that, or he's just a very lucky and flamboyant fool. No one's really sure, and he'll never tell. Truth be told, by becoming the iconic avatar of comedic villainy, he has shrouded himself in the same sort of bounce-back plot armor typically possessed only by heroes in other narratives. The way the story goes, he always gets to have his fun, then concede defeat, and then finally get away to scheme another day. For a more vainglorious and egoistical dragon, such a formula would be utterly unacceptable. After all, despite being a mighty great wyrm, Maleficarl invariably *loses* at everything he attempts. But to the Magnificent Malefactor, losing has just become another part of the fun, and he has an excellent sense of humor when it comes to his own inglorious pratfalls.





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Even though he's malicious, sadistic, and generally abhorrent, Maleficarl has a certain style and humor that make him someone perversely more likable than he really has any right to be, to the point that he has fans of his antics and aesthetic, and even some of the "friends" he torments see the term of endearment as more than just a taunt or a parody. However, those who see him as "harmless" or amusing often change their tune when his actions hit too close to home.

## GREAT WYRM MISCHIEF DRAGON

## CREATURE 19

**RARE** **GARGANTUAN** **AMPHIBIOUS** **DRAGON** **FEY**

**Perception** +31; darkvision, scent (imprecise) 60 feet

**Languages** Aklo, Common, Draconic, Fey; *speaks with animals*

**Skills** Acrobatics +34, Athletics +35, Crafting +33 (+37 for snares and traps), Deception +37, Intimidation +37, Nature +32, Society +30, Stealth +38, Survival +32, Thievery +39

**Str** +8, **Dex** +7, **Con** +6, **Int** +3, **Wis** +5, **Cha** +10

**AC** 43; **Fort** +32, **Ref** +35, **Will** +29; +1 status to all saves vs. magic

**HP** 415; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 15

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 38

**Opportunist** A mischief dragon is always ready to take advantage of their foes. They gain 2 extra reactions each round that they can use only for Cruel Mockery and Spiteful Curse.

**Cruel Mockery** (auditory, emotion, fear, mental) As ancient dragon, but DC 41 Will save, and on a failed save, they become clumsy 3 and enfeebled 3 for 1 minute instead of clumsy 2 and enfeebled 2.

**Spiteful Curse** (misfortune) As young mischief dragon, but 3d4 persistent bleed damage.

**Speed** 60 feet, burrow 25 feet, fly 100 feet, swim 100 feet

**Melee** (jaws) +36 (magical, reach 15 feet), **Damage** 4d10+16 piercing plus 1d8 acid and Caustic Breakdown

**Melee** (claw) +36 (agile, magical), **Damage** 4d10+16 slashing

**Melee** (horn) +34 (magical, reach 15 feet), **Damage** 4d6+16 bludgeoning

**Melee** (tail) +34 (magical, reach 20 feet), **Damage** 4d12+24 piercing plus Improved Knockdown

**Primal Innate Spells** DC 41; **9th** *shatter*, **2nd** *invisibility* (self only; at will); **Cantrips** (9th) *figment*; **Constant** (2nd) *speaks with animals*

**Breath Weapon** (primal) The mischief dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Projectile Vomit** (acid, primal) The mischief dragon expels a vile mixture of caustic acid and the contents of their stomach in a 120-foot line, dealing 20d6 acid damage (DC 41 basic Reflex save).
- **Noxious Breath** (poison, primal) The mischief dragon exhales their vile, malodorous breath in a 50-foot cone, dealing 15d6 poison damage (DC 41 basic Fortitude save). A creature that fails their save is additionally sickened 2, or sickened 3 on a critical failure.

**Caustic Breakdown** A mischief dragon's jaws Strike against an object ignores up to 12 of the object's Hardness.

**Change Shape** (concentrate, primal, polymorph) As young mischief dragon.

**Draconic Frenzy** The dragon makes two claw Strikes and one horn Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Mischievous Snare** (primal) As young mischief dragon, but the mischievous dragon can maintain up to six Mischievous Snares at a time.

**Speedy Sabotage** As young mischief dragon.

**Ultimate Mayhem** (primal) The mischief dragon remote triggers all their snares at once, in a grand moment of utter mayhem and calamity. All of the mischief dragon's Mischievous Snares are triggered, causing them to go off. The area that each of the Mischievous Snares affects is double their normal radius (for a total of four times the base snare's radius). Any creature that can see at least two of these Mischievous Snares go off must succeed at a DC 41 Will save or they become frightened 2 (frightened 4 on a critical failure).

## MYXYGWIA

by Carlos Caro

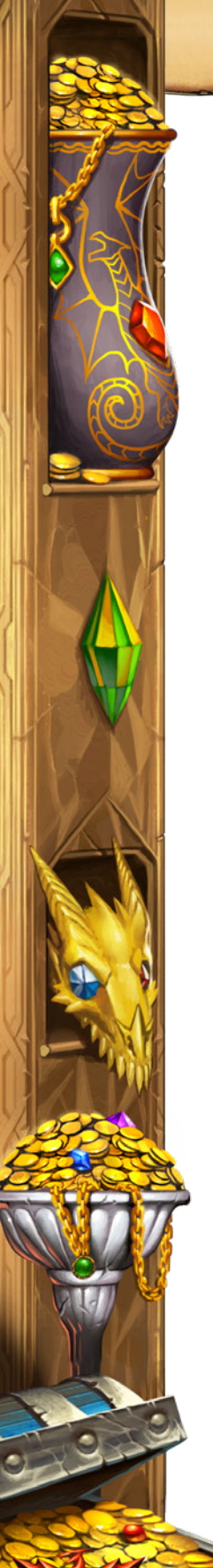
Myxygwia, the Spanner in the Works, is a powerful great wyrm who rules over the Broken Toybox, a fey court full of broken jack-in-the-boxes, dolls with missing eyes, corroded gears, and other similar aesthetics. Having reached the zenith of her power, Myxygwia has grown bored. It's too easy to overcome most foes when she fights at full power, and seeking out those strong enough to truly challenge her is tedious and dangerous. Instead, she amuses herself by creating devastating yet avoidable disasters. By employing gremlin servants, from the weakest mitflit to the most powerful calamity gremlin, the Spanner in the Works can play a little game, offering up increasingly powerful minions to scout out and then perform the scheme. At the same time, she also secretly plants just the right clues that might allow a clever and determined soul to stop the scheme. It's not a fun game if she always wins. No matter what happens, she has a fantastic time... except when others dare to break the rules of the game she set up for them. In that case, her good humor shatters in outrage, and she is prone to flipping the table and destroying the "cheater" outright. She sometimes takes on an innocuous form in order to watch the proceedings, nudge things in a certain direction, and genuinely enjoy herself. Her greatest nemesis is the great wyrm allure dragon Cozliglew, and the two have dueled in a series of labyrinthine schemes more than once. When they aren't ruthlessly competing, the two occasionally enjoy a surprisingly amicable tea party.





# Pixie Dragon

## ZIM-ZIMIM



Unlike most pixie dragons, who prefer the wilderness and fringes of civilization, Zim-Zimim was inspired by an encounter during her youth with a harlequin dragon to become a famous comedian. Today she travels from city to city, performing her constantly changing array of jokes and slapstick comedy, much to the delight of audiences throughout the realm. However, her many travels have exposed her to the many luxuries of civilization, and it's not fine wine or decant food that tempt Zim-Zimim. Instead, she has developed quite a sweet tooth, easily distracted by fine candies, pastries, and other sweets. This often leads her to stop at a bakery—or two, or three, or four—on her way to a show, inevitably causing her to arrive late for her own performances. Though Zim-Zimim happily accepts gifts from admirers and is open to booking private shows, those few people who have attempted to bribe Zim-Zimim into doing something she doesn't approve of, using her weakness for sweets, have found the dragon stern and unwavering in her resolve in their attempt to use her weakness as an advantage.

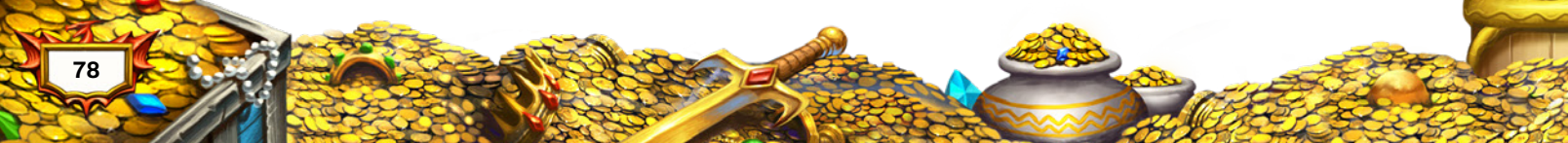
Pixie dragons are pleasant and good-natured dragons who nonetheless harbor a mischievous streak. Perhaps the most iconic of all the so-called fairy dragons, they're friendly and jovial and keen on conversation and companionship. Pixie dragons adore stories and songs, but nothing makes them happier than a well-meant joke or prank. Unlike mischief dragons, whose pranks are notoriously violent and cruel, pixie dragons aim to bring amusement and laughter, even to the person they play upon. They take no joy from cruelty or pain, whether physical or emotional.

A pixie dragon's scales come in a wide range of bright colors and magnificent butterfly wings, each with its own unique pattern, which sheds pixie dust in flight. Although their environment influences their broad color scheme, no two pixie dragons look alike, nor do they blend into their surroundings. Instead, their coloration tends to complement their surroundings, much like the petals of a brilliant flower or the plumage of a bold bird. As pixie dragons grow older, their scales and wings become even more lustrous, and their pixie dust becomes more plentiful. Pixie dragons are meant to stand out and be the center of attention. When a pixie dragon aims to blend in, they do so by literally disappearing via magic.

Pixie dragons keep an eye on the reactions of those they trick, both to body language and verbal responses, to ensure they don't cause undue displeasure or emotional pain and to apologize when they do. Young pixie dragons have yet to learn that not everyone enjoys being the subject of a prank or joke, so they are more likely to misjudge who will appreciate such attention than those who are older and wiser. Most adult pixie dragons are keen judges of character—though all pixie dragons also take the time to learn about their intended marks through observations first. This, coupled with a pixie dragon's innate curiosity and nosiness, has earned pixie dragons a reputation for being meddlesome snoops and rumormongers, though not to the extent of amber dragons. While it's true that pixie dragons often pick up juicy tidbits of information and learn much from their observations, the information and routines mean little to pixie dragons—they observe purely in an effort to improve their jokes and pranks and select the best and most exuberant (and willing) targets.

Typically peaceful, pixie dragons don't enjoy angry or violent confrontations and instead prefer to avoid combat altogether, using their force of personality, silver tongue, and positive attitude. However, when combat does find them, they often prefer to debilitate foes with mental magic, their euphoric breath, and magical pixie dust rather than get their claws or teeth bloodied. If the stakes are low, most pixie dragons prefer to leave an altercation altogether, simply flying away, or, if needed, turning invisible or throwing up a distraction first and then flying away. However, when their home or friends are in danger, even the most altruistic pixie dragons muster the will to stand their ground and give their enemies a good trouncing.

Pixie dragons live in natural spaces plentiful with flowers and trees, such as idyllic groves, meadows, or springs. They tend to dislike urban areas and don't feel comfortable in enclosed spaces. Many are avid gardeners who cultivate colorful flowers and delicious fruit trees and grow the surrounding foliage into pleasing shapes and positions. They're fond of sweets and pleasant smells, and they consider the presence of candies, pastries, and perfumes to be some of the most tempting aspects of urban life. A pixie dragon's territory is easy to spot, thanks to the sparkling pixie dust that lightly sprinkles most surfaces.





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## YOUNG PIXIE DRAGON

## CREATURE 8

UNCOMMON LARGE DRAGON FEY

**Perception** +15; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey; telepathy 100 feet

**Skills** Acrobatics +16, Deception +18, Diplomacy +18, Nature +13, Performance +18, Society +14, Stealth +16

**Str** +3, **Dex** +6, **Con** +2, **Int** +4, **Wis** +3, **Cha** +6

**AC** 26; **Fort** +13, **Ref** +19, **Will** +16; +1 status to all saves vs. magic

**HP** 175; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 10

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 23

**Defensive Flutter** **Trigger** A creature within the pixie dragon's reach misses the pixie dragon with a Strike; **Effect** The pixie dragon flutters its wings, showering the triggering creature with a cloud of sparkling pixie dust. The triggering creature is dazzled until the end of its turn. The triggering creature can end this condition sooner by moving 10 feet or more away from its current location.

**Speed** 20 feet, fly 60 feet, swim 30 feet

**Melee** **✦** jaws +20 (magical), **Damage** 2d8+7 piercing plus 1d6 poison and Euphoric Exhalation

**Melee** **✦** claw +20 (agile, magical), **Damage** 2d8+7 slashing

**Melee** **✦** horn +18 (magical), **Damage** 2d6+7 bludgeoning

**Melee** **✦** tail +18 (magical, reach 10 feet), **Damage** 2d12+9 bludgeoning plus 1d6 poison

**Primal Innate Spells** DC 26; **4th** *invisibility* (at will; self only), *sleep*; **3rd** *dispel magic*; **2nd** *entangling flora*, *illusory object*; **1st** *grease*; **Cantrips (3rd)** *figment*, *light*, *prestidigitation*

**Breath Weapon** **✦✦** The pixie dragon breathes gas in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Euphoric Gas** (emotion, mental, poison, primal) The pixie dragon exhales a cloud of euphoric gas that distracts creatures with bliss. Each creature in the area must attempt a DC 26 Fortitude save with the following effects.

**Critical Success** The creature is unaffected.

**Success** The creature is stupefied 1 for 1 round.

**Failure** The creature is stupefied 2 and slowed 1 for 3 rounds.

**Critical Failure** The creature is stupefied 3 and slowed 1 for 1 minute.

- **Poisonous Gas** (poison, primal) The pixie dragon exhales a cloud of toxic gas in a 30-foot cone. Each creature in the area takes 9d6 poison damage with a DC 26 basic Fortitude save.

**Draconic Frenzy** **✦✦** The dragon makes two claw Strikes and one horn Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Euphoric Exhalation** (mental, poison) Whenever the pixie dragon damages a creature with its jaws Strike, it exhales a puff of euphoric gas in the creature's face. The creature must attempt a DC 26 Will save.

**Critical Success** The creature is unaffected.

**Success** The creature is slightly euphoric, and takes a -1 circumstance penalty to their next attack roll before the end of their next turn and their next damage roll before the end of their next turn.

**Failure** The creature is euphoric, and takes a -1 circumstance penalty to attack and damage rolls until the end of their next turn.

**Critical Failure** As failure, but the creature is also stupefied 1 until the end of their next turn.

## THE POLITICS OF COMEDY

Pixie dragons who live in or near large urban centers tend to focus their jokes on the world around them, which they find confusing, unfair, or incongruent with reality. Fashion trends, societal stratification, hatred, prejudices, biases, social taboos, and, of course, politics all play a significant role in their humor. The nobility and politicians are the most common subjects and targets of their jokes. While many laugh such japes off as frivolous and harmless—what does a comedic pixie dragon know about a nation's politics, anyway? Pixie dragons are clever, and they choose their pranks quite intentionally. Many urban pixie dragons understand that comedy is a commentary on the world around them, so they hope that they can use their comedy to effect positive change in their home by bringing light to the behaviors oft-overlooked and hidden.





## PIXIE DRAGON SPELLCASTERS

Pixie dragon spellcasters tend to cast the following spells.

### YOUNG PIXIE DRAGON

**Primal Prepared Spells** DC 26, attack +18; **3rd** *enthral*, *illusory creature*, *wall of thorns*; **2nd** *entangling flora*, *laughing fit*, *ventriloquism*; **1st** *animate rope*, *charm*, *enfeeble*; **Cantrips (3rd)** *detect magic*, *guidance*, *read magic*, *tangle vine*, *telekinetic hand*

### ADULT PIXIE DRAGON

**Primal Prepared Spells** DC 32, attack +24; As young pixie dragon, plus **5th** *false vision*, *illusory scene*, *mirage*; **4th** *confusion*, *honeyed words*, *suggestion*; **Cantrips (5th)** *detect magic*, *read magic*, *tangle vine*, *telekinetic hand*

### ANCIENT PIXIE DRAGON

**Primal Prepared Spells** DC 38, attack +30; As adult pixie dragon, plus **7th** *paralyze*, *project image*; **6th** *mislead*, *scrying*, *slow*; **Cantrips (7th)** *detect magic*, *guidance*, *read magic*, *tangle vine*, *telekinetic hand*

## GREAT WYRM PIXIE DRAGON

**Primal Prepared Spells** DC 42, attack +34; As adult pixie dragon, plus **9th** *foresight*, *phantasmagoria*, *unfathomable song*; **8th** *disappearance*, *quandary*, *uncontrollable dance*; **7th** *haste*; **Cantrips (9th)** *detect magic*, *guidance*, *read magic*, *tangle vine*, *telekinetic hand*

## ADULT PIXIE DRAGON

UNCOMMON LARGE DRAGON FEY

**Perception** +22; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey; telepathy 100 feet

**Skills** Acrobatics +23, Deception +25, Diplomacy +25, Nature +20, Performance +25, Society +21, Stealth +23

**Str** +4, **Dex** +7, **Con** +3, **Int** +5, **Wis** +4, **Cha** +7

**AC** 32; **Fort** +19, **Ref** +25, **Will** +22; +1 status to all saves vs. magic

**HP** 255; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 10

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 29

**Defensive Flutter** ➤ As young pixie dragon.

**Speed** 25 feet, fly 80 feet, swim 40 feet

**Melee** ➤ jaws +26 (magical, reach 10 feet), **Damage** 3d8+10 piercing plus 1d6 poison and Euphoric Exhalation

**Melee** ➤ claw +26 (agile, magical), **Damage** 3d8+10 slashing

**Melee** ➤ horn +24 (magical, reach 10 feet), **Damage** 3d6+10 bludgeoning

**Melee** ➤ tail +24 (magical, reach 15 feet), **Damage** 3d12+13 bludgeoning plus 1d6 poison

**Primal Innate Spells** DC 32; **5th** *dispel magic*, *sleep*; **4th** *invisibility* (at will; self only); **2nd** *entangling flora*, *illusory object*; **1st** *grease*; **Cantrips (5th)** *figment*, *light*, *prestidigitation*

**Breath Weapon** ➤➤ The pixie dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Euphoric Gas** (emotion, mental, poison, primal) As young dragon, but DC 32, 40-foot cone, and 13d6 mental damage.

- **Poisonous Gas** (poison, primal) As young dragon, but DC 32 and 40-foot cone.

**Clinging Dust** ➤➤ (primal) The pixie dragon flutters their wings, shooting pixie dust in a 15-foot emanation. Creatures in the area are outlined by sticky, sparkling pixie dust. Each creature must attempt a DC 32 Reflex save. If a creature has its invisibility negated by this pixie dust, it is concealed instead of invisible for the duration. This applies both if the creature was already invisible and if it benefits from new invisibility effects before the end of the invisibility negation effect from this effect.

**Critical Success** The target is unaffected.

**Success** The target's invisibility is negated, it's dazzled, and it takes a -4 circumstance penalty on all Stealth checks. These effects last for 2 rounds. A creature can end the dazzled effect early by using a total of two Interact actions to wipe the dust out of their eyes, but the other effects continue for the full duration unless they're able to completely wash their body.

**Failure** As success, but the duration is 1 minute.

**Critical Failure** As success, but the duration is 10 minutes.

**Draconic Frenzy** ➤➤ The dragon makes two claw Strikes and one horn Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Euphoric Exhalation** (mental, poison, primal) As young pixie dragon, but DC 32 Will save.

## ANCIENT PIXIE DRAGON

RARE HUGE DRAGON FEY

**Perception** +28; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey; telepathy 100 feet

**Skills** Acrobatics +30, Deception +34, Diplomacy +34, Nature +26, Performance +34, Society +27, Stealth +30

**Str** +5, **Dex** +9, **Con** +4, **Int** +6, **Wis** +5, **Cha** +9

**AC** 39; **Fort** +27, **Ref** +32, **Will** +28; +1 status to all saves vs. magic

**HP** 375; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 15

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 35

**Defensive Flutter** ➤ As young pixie dragon.

**Speed** 30 feet, fly 100 feet, swim 50 feet

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## The Vernal Court: Darudy's Whimsy

BATTLEZOO  
DRAGONS:  
FAIRY  
DRAGONS

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It's not a coincidence that I chose to enter Faerie at the Vernal Court, as it seemed the safest out of several leads I was pursuing at the time. Nonetheless, I am grateful I chose to do so. Darudy, the pixie dragon ruler of the place, might have been an inveterate prankster, but he was also a truly cheerful and delightful person. He fills every moment of every day with the sheer wonder and glee of youth, and his feelings permeate the Vernal Court, causing the entire place to be bright and cheerful, nothing like some of the other courts I visited during my extended stay in the realm of Faerie.

Darudy's seemingly uncanny ability to discern when to draw the line with his pranks, causing the recipient to either laugh along with the jovial pixie dragon or, at worst, sigh and roll their eyes in gentle annoyance, may have contributed to his vast success. I should stress how difficult such a tightrope can be to walk, even though he made it seem easy.

Each person has their own boundaries and sense of humor, and to be able to navigate them so skillfully is the sign of a truly powerful emotional intelligence. Those who assume that pranksters are feckless, fickle, and flighty fail to do justice to the brilliance required to toe that line without ever crossing it. I know that I expected to be much more aggravated than I actually was.

— Kallizandrex, Sage Aeternal

**Melee** ♦ jaws +33 (magical, reach 10 feet), **Damage** 3d12+13 piercing plus 1d6 poison and Euphoric Exhalation

**Melee** ♦ claw +33 (agile, magical), **Damage** 3d10+13 slashing

**Melee** ♦ horn +31 (magical, reach 10 feet), **Damage** 3d8+13 bludgeoning

**Melee** ♦ tail +31 (magical, reach 15 feet), **Damage** 3d12+17 bludgeoning plus 3d6 poison

**Primal Innate Spells** DC 38; **7th** *dispel magic*, *sleep*; **4th** *invisibility* (at will; self only); **2nd** *entangling flora*, *illusory object*; **1st** *grease*; **Cantrips (7th)** *figment*, *light*, *prestidigitation*

**Breath Weapon** ♦♦ The pixie dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Euphoric Gas** (emotion, mental, poison, primal) As young dragon, but DC 38, 50-foot cone, and 18d6 mental damage.
- **Poisonous Gas** (poison, primal) As young dragon, but DC 38 and 50-foot cone.

**Clinging Dust** ♦♦ (primal) As adult pixie dragon, but 20-foot emanation and DC 38 Reflex save.

**Draconic Frenzy** ♦♦ The dragon makes two claw Strikes and one horn Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Euphoric Exhalation** (mental, poison, primal) As young pixie dragon, but DC 38 Will save.


**Surprising Appearance** ♦ (fear, mental, primal, visual) **Requirements** the pixie dragon is invisible, hidden, or undetected and within reach of an enemy creature; **Effect** The pixie dragon leaps out of hiding and becomes visible—if it's invisible, its invisibility ends—then shouts loudly and tries to surprise everyone around them. The pixie dragon attempts Deception checks to Demoralize each foe within reach of their tail to which the pixie dragon is hidden or undetected, rather than rolling an Intimidation check. On a critical success, any creature lower level than the dragon that becomes frightened also stumbles back 10 feet and falls prone. Whether the pixie dragon succeeds or fails, all creatures who see them suddenly appear become temporarily immune to their Surprising Appearance for 1 minute.

### SPARKLING HOARDS

Pixie dragons adore bright colors, sparkles, and vibrant patterns, and the objects they choose to keep in their hoard tend to have these qualities. Sparkly trinkets, vibrant glassworks, colorful stones, brightly polished coins, and detailed fabrics and tapestries typically make up the majority of a pixie dragon's hoard. Valuable jewelry and magical objects are also plentiful. Some pixie dragons, who live far from urban centers, instead cultivate a vibrant living garden and place favorite treasures nestled among the foliage or into intricate mosaics in the earth.







**JOKE OF A LIFETIME**  
Pixie dragons are extraordinary pranksters, even among the other fairy dragons. Not only do they indulge in all the typical sorts of pranks favored by mortal ancestries, they also have invented entire genres of pranks all their own that require significant magical talent, an extremely long lifespan to reach the punchline, or occasionally both. Some of their pranks can take decades or even centuries to reach their punchline. One can only imagine the potential rewards at the end of a joke that takes a lifetime to reach a conclusion. However, the successful telling of one of these epic pranks often lives on far beyond the prankster's life and has inspired many a bard ballad.

## Lakansi, the Mysterious Stranger

The man who urges you to accept a shady quest from the dark corner of the tavern. The woman who beckons you closer in order to hear her whisper the secret that changes your entire perspective. The dog whose barking leads you to the scene of brewing trouble. All of these and more might be Lakansi, the Mysterious Stranger, in one of their many guises.

The great wyrm pixie dragon Lakansi has taken to pulling more complex pranks than their younger peers. Rather than focus on physical comedy, social humiliation, or other forms of humor that Lakansi feels are a bit too puerile and juvenile, the Mysterious Stranger now engages in biting satires with layers that slowly reveal themselves like an onion, each soaked in a heaping helping of various sorts of irony: Verbal irony, in which Lakansi's words conceal the true intent of the matter; dramatic irony, in which Lakansi takes actions and makes statements that are particularly humorous and prescient given additional context Lakansi possesses but the listener lacks; and cosmic or romantic irony, in which those who act upon Lakansi's stage are thwarted by Fate or by Lakansi themselves, losing their agency over the results of their struggles.

Suffice it to say, Fate as a religion for sidhe and fairy dragons exists as a grand force of cosmic irony, and thus Lakansi's new brand of irony-infused satire greatly amuses Fate. Thus, the Mysterious Stranger manages to maintain

the difficult role of the iconic trickster, shapeshifting and sowing chaos and caprice amid various "actors" they choose to play roles in their next performance.

Of course, Lakansi doesn't ask potential actors for their permission to cast them in their next satire, and some, particularly humorless inflexible martinets, react

especially poorly to a mischievous dragon toying with their destiny. These wet blankets may come to an end, in keeping with cautionary fairy tales.

On the other hand, for those who choose to learn to laugh at themselves and introspect from the lessons of the satirical comedy, the Mysterious Stranger typically leads them to a fairy tale happy ending, often in a way that fits with the framing of the puckish antics that preceded it.

For example, Lakansi might orchestrate a romantic comedy where all sorts of mishaps befall the impending nuptials of two engaged couples and serve to break them both apart. However, by the end of the Mysterious Stranger's scenario, all four of them might realize that they would live more fulfilling lives if they were married to a different partner, thus ending up with two even happier couples after the partner swap.

As a great wyrm, Lakansi is theoretically incredibly dangerous in a fight, but they typically use their powers to avoid notice and confrontation entirely, acting more as an apex prankster than



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an apex predator. Those few who can ferret out Lakansi's presence and identity receive an admiring quip from the Mysterious Stranger, after which they make use of their variety of draconic abilities to exit, stage left. They prefer to keep their true form a mystery, hidden from the world. However, those who few possess enough power to prevent Lakansi from fleeing are worthy of respect. If they still demand a fight to the death, then the Mysterious Stranger drops their trademark easygoing grin and takes them on. No holds barred.

## GREAT WYRM PIXIE DRAGON

## CREATURE 20

**RARE** **GARGANTUAN** **DRAGON** **FEY**

**Perception** +32; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Fey; telepathy 100 feet

**Skills** Acrobatics +36, Deception +38, Diplomacy +38, Nature +32, Performance +38, Society +34, Stealth +36

**Str** +7, **Dex** +10, **Con** +5, **Int** +8, **Wis** +6, **Cha** +10

**AC** 44; **Fort** +31, **Ref** +36, **Will** +32; +1 status to all saves vs. magic

**HP** 435; **Immunities** paralyzed, sleep; **Weaknesses** cold iron 15

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 39

**Defensive Flutter** ➤ As young pixie dragon.

**Speed** 35 feet, fly 120 feet, swim 60 feet

**Melee** ➤ jaws +38 (magical, reach 15 feet), **Damage** 4d10+15 piercing plus 2d6 poison and Euphoric Exhalation

**Melee** ➤ claw +38 (agile, magical, reach 10 feet), **Damage** 4d10+15 slashing

**Melee** ➤ horn +36 (magical, reach 15 feet), **Damage** 4d6+15 bludgeoning

**Melee** ➤ tail +36 (magical, reach 20 feet), **Damage** 4d12+19 bludgeoning plus 3d6 poison

**Primal Innate Spells** DC 42; **9th** *dispel magic*, *sleep*; **8th** *disappearance*; **4th** *invisibility* (at will; self only); **2nd** *entangling flora*, *illusory object*; **1st** *grease*; **Cantrips (9th)** *figment*, *light*, *prestidigitation*

**Breath Weapon** ➤➤ The pixie dragon breathes in one of two ways. The dragon can't use Breath Weapon again for 1d4 rounds.

- **Euphoric Gas** (emotion, mental, poison, primal) As young dragon, but the DC is 42, the area is a 60-foot cone, and the damage is 21d6 mental damage.
- **Poisonous Gas** (poison, primal) As young dragon, but the DC is 42 and the area is a 60-foot cone.

**Clinging Dust** ➤➤ (primal) As adult pixie dragon, but area is a 30-foot emanation and the Reflex save DC is 42.

**Draconic Frenzy** ➤➤ The dragon makes two claw Strikes and one horn Strike. They can make the Strikes in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Euphoric Exhalation** (mental, poison, primal) As young pixie dragon, but DC 42 Will save.

**Slumbering Dust** ➤➤ (incapacitation, mental, primal, sleep) **Frequency** once per hour; **Effect**

The pixie dragon Flies up to double their Speed in a straight line. As they fly, they rain pixie dust across the battlefield. All creatures in a space the pixie dragon flew over becomes incredibly drowsy, and must succeed at a DC 42 Will save.

**Critical Success** The creature is unaffected.

**Success** The creature becomes slowed 1 for 1 round.

**Failure** The creature falls prone and unconscious. For 1 round, it can't attempt Perception checks to wake up. If it's still unconscious after 1 minute, it wakes up automatically. It's also slowed 1 for 1 round.

**Critical Failure** The creature falls prone and unconscious, and it can't attempt Perception checks to wake up for 1 minute. If it's still unconscious after 1 hour, it wakes up automatically. It's also slowed 1 for 1 minute.

**Surprising Appearance** ➤ (fear, mental, primal, visual) As ancient pixie dragon.

## PHEXFIN

by Julia Deutsch

Phexfin, the Elfin Prankster, is a powerful great wurm pixie dragon with an unusual past. Raised by a pixie dragon father and a pixie draconic scion phoenix father, Phexfin is a pixie dragon with significant phoenix features from her father, including feathers mixed in amidst her scales and mystical power over fire and life. During Phexfin's early years, her family lived in an elven community, where they used humanoid forms to disguise themselves as elves. Even now, many centuries later, these experiences continue to shape her worldview. She understands how mortals think—at least long-lived mortals, like elves—and she uses that to hone her art of pranking mortals to utter perfection. The only thing she loves more than the perfect prank is an intriguing bit of gossip or humor from among the mortal ancestries. Thus, while she's likely to play pranks on anyone who meets her, they might be able to escape embarrassment and even earn her favor if they bring her a tasty bit of information, the more salacious the better.









Supplement:  
Classic Great Wyrms





## Lifestyles of the Mightiest Dragons

The lux aeterna ritual is, and has been for quite some time, my primary topic of research, the one in which I am the foremost expert in my field. Recently, I've also been delving into the secrets of the forgotten dragon families across the world at the behest of dragon overlord Rizanivash. But there's another topic that's near and dear to my heart, and I am elated to say, generous readers, that through your dazzling support and encouragement, I have been able to pursue this dream to supplement the triumphs of my previous research. And that topic, which I gladly present to you today, is great wyrms.

Everyone has heard of them: they're the pinnacle of dragonkind, the peak to which all traditionalist dragons aspire. Only after millennia of living, gathering power and treasure, and growing stronger and wiser can a dragon reach that apex. They're the final foe of the mightiest mortal hero's tale, the true force of nature that strikes down all indiscriminately, the symbol of that which can't be surpassed. Given how many folktales, stories, ballads, and epics have been written about great wyrms, then, doesn't it seem like a huge surprise that we know so little about them?

You might think you do at first glance, but even so, you must read on and learn the truth. There's a trick to it. For you see, everyone knows *of* great wyrms but they don't truly *know* great wyrms, and that's not an accident; that's exactly what the great wyrms wanted all along. That's the secret truth I uncovered in my research: you don't get to be that old and mighty by letting everyone else know the true scale of your strengths and weaknesses. As a great wyrm it's enough for those who might potentially seek to challenge you to understand that you are unfathomably mighty, such that you preemptively deter attacks, but beyond that, it's better if they don't know exactly how and when you will strike, nor how best to defeat you.

And so great wyrms allow, and even encourage, exaggerated tales of their exploits to spread while they keep true accounts of their power closely guarded. It makes sense: we like to say that a short-lived mortal "died of old age," when in reality, they were simply growing more vulnerable, while at the same time each passing year there was a chance that something bad would happen to their health and end their life. You can't escape the sands of time or the brutal truth of





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mathematics. If you have a certain chance of dying of illness each year, then before long it becomes a statistical certainty that you will die.

We dragons aren't like mortals in that way. Age only makes mortals weak and frail, until eventually time swallows them up into eternity's dark embrace. Meanwhile, we dragons only grow stronger over time. But the same kind of math applies to other causes of death, aside from failing health. If the probability of a dragon dying due to other causes, such as violent attack from ruthless murderous home invaders, is merely 1 in 100 per year, there would be virtually no dragons who even survived their first millennium, fewer than 1 in 20,000. Is it any wonder that only the shrewdest and most cautious dragons, those overpowered from a young age, or those who have managed to manipulate expectations to gain the upper hand on their assailants, actually survive to become great wyrms?

And these paranoid few are the ones who control access to our information. They get to define what the "truth" of great wyrms are to the wider world. This is how we've reached this point. Few chronicles, manuals, or bestiaries even attempt to include information on great wyrms, and those that do often subtly understate a great wyrm's true power in ways that great wyrms themselves have promulgated to ensure that self-assured burglars underestimate the great wyrm's true strength and therefore come to the battle unprepared. Where they expect a rough but winnable fight, or even an easy win, they're instead faced with a desperate struggle for survival at best, or on the extreme end, an instant slaughter for the great wyrm. One more of the so-called "hero's journeys" these brutal murderers engage in ended, and one more footnote in the great wyrm's growing legend.

## Chromatic Great Wyrms

With all that preamble in mind, the great wyrms' precautions meant I had to work significantly harder than ever in order to collect truthful and accurate information about the various great wyrms of the world. But the truth is, every great wyrm is a bit different, so if you ever have the fortune (good or bad, though usually bad) to encounter one, they might not be exactly the same as I describe. For that reason, I tried to collect a bit more information about some of the great wyrms, at great personal risk to myself, of course.

I want to urge you, dear reader, to consider the fact that this publication exists in your hands before taking any of the biographical information on great wyrms I managed to collect (in this case a blue great wyrm and a red great wyrm) as gospel. Those great wyrms likely discovered the existence of this publication, and it stands to reason that they might have changed up their lair's defenses or even

moved to a completely different location while leaving the original lair mostly intact, just with a death trap at the end instead of their treasure. At least, that is what I would do if I was put in a similar situation.

With those warnings out of the way, I'd like to discuss my methodology with you, my reader. These chromatic great wyrms were among the most difficult to track down and chronicle as a group. Some individual great wyrms were harder (or even much harder), but no other family was as belligerent or unapproachable as a whole. Perhaps that is why chromatic great wyrms are so iconic and memorable despite being in the middle of the pack at best on the great wyrm power scale. Not that there's that much of a difference between families, of course, but of metallic, primal, imperial, and so on, many of the other dragon families are ever so slightly stronger, possessing a single member that bests a red dragon in most one-on-one matchups.

While the chromatic great wyrms I studied were especially cunning and deceptive, liberally mixing lies amidst the few kernels of truth, I was able to use my own draconic status, as well as my deep and abiding erudition about dragons, to sift those precious truths from the sea of exaggerations and self-serving falsehoods. I took all of the results from this careful research and condensed them into the most readable and genuinely useful guide I could formulate for other scholars interested in learning more about great wyrms and their hidden truths.

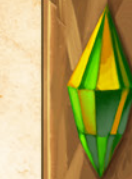
Roving bands of murderers looking for your next home to plunder, this text is not meant for you, though I am loath to admit you might find certain sections of it quite useful. Still, as if you'd listen, I ask that you kindly keep your hands off. Instead, this is for the dreamers who dare to seek out the hidden knowledge of those most powerful dragons. And maybe also those who stay up at night wondering, "Who would win in a fight between these two great wyrms?"

—Kallizandrex, Sage Aeternal

## Classic Dragons Supplement

### Chromatic Great Wyrms

Just as Kallizandrex mentioned in his notes, this supplement is written on a separate topic from the rest of the book. Instead of fairy dragons, it covers great wyrm chromatic dragons, the mightiest and eldest dragons from the classic chromatic dragon family. Originally, we added these great wyrms to the book as a Kickstarter stretch goal. While the rest of the book is licensed under the ORC license, these chromatic great wyrms and everything in this appendix are licensed under the OGL instead. For more information, you can check out the licenses on page 102.





# Black Dragon Great Wyrms

## BLACK DRAGON SPELLCASTERS

Black dragon spellcasters tend to cast the following spells.

## GREAT WYRM BLACK DRAGON

**Arcane Prepared Spells** DC 41, attack +33; As ancient black dragon, plus **9th** *corrosive body, massacre*; **8th** *cloudkill, contingency, horrid wilting*; **Cantrips (9th)** *dancing lights, detect magic, prestidigitation, read aura, tanglefoot*

Great wyrm black dragons have an attitude as caustic as their breath, and they delight in mocking, insulting, and belittling their foes. Despite being the most powerful of black dragonkind, they don't use their status to remain above the fray, instead often "punching down" to viciously humiliate weaker foes. This makes them a bit more prone to a comeuppance than average for a great wyrm: sometimes their desire to torment their prey gets the better of them, as they might leave a victim alive, planning to revisit them later, only for that victim to grow stronger and one day defeat them. However, such tales are rare, and targets of a great wyrm black dragon's sadistic streak are more likely to succumb to anguish or fatalism.

Out of necessity, great wyrm black dragons hoard gems, glass, and other objects that can survive their strong acid. They also frequently store larders of meat, slowly pickled in their own acid, for consumption upon awakening from their long slumber. While such a snack tastes far too acrid for most creatures and is often outright harmful due to the acidic content, most black dragons consider it a delicacy, and the few younger dragons able to sample a great wyrm's pickled snacks consider themselves lucky to have experienced the delicious taste and survived to tell the tale.

Horrific, nasty, and slow traps are a hallmark of great wyrm black dragon lairs. Where most great wyrms prefer efficient trap design that definitively kills or removes intruders with no chance for escape, great wyrm black dragons feel like this eliminates half the fun. It's much more interesting for them to watch an intruder struggle to survive, only to be snuffed out at the last minute despite their best efforts. For their part, other great wyrms consider this to be an act of hubris

on the part of great wyrm black dragons, but the black great wyrms who employ these strategies don't see it that way. They truly understand the risks, but they feel that what they gain from the experience justifies those risks.

With all their risky behavior, it might seem that great wyrm black dragons would have a much higher mortality rate than other great wyrms, but in truth, it's only slightly elevated. This is because great wyrm black dragons as a whole are fiendishly clever, and they have an outstanding sense of exactly how far they can push it to have their fun without actually putting themselves at any risk of danger. In fact, a carefully laid plan to torment an adventurer over the course of their career can result in looting

increasingly impressive gear from the defeated adventurer. However, since most materials can't survive the black







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dragon's acid for long, they're sometimes forced to make contact with their peers from other draconic heritages in order to facilitate a trade. After all, a magic sword that could serve as a beautiful display piece but will corrode away over time in a black dragon's lair is worth much more to another type of dragon. In exchange, the great wyrm black dragon can receive gems, glassware, or other similarly acid-resistant goods. While black dragons in general can be treacherous and duplicitous in their dealings, they almost always deal fairly in these exchanges with other great wyrms. If they were to get a reputation for double-crossing their peers, it would make their trades all the harder to facilitate, and the other great wyrms would then use that as an excuse to offer less in exchange as insurance against potential treachery. Of course, that doesn't mean they *never* betray an exchange. They understand that such a betrayal will come with negative ripple effects for centuries or millennia, so they wait until the perfect time to do so for the maximum advantage, spending their reputation as just another currency in their schemes.

### GREAT WYRM BLACK DRAGON

### CREATURE 19

RARE CE GARGANTUAN ACID AMPHIBIOUS DRAGON

**Perception** +35; greater darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Goblin, Jotun, Orcish

**Skills** Acrobatics +32, Arcana +33, Athletics +38, Deception +34, Intimidation +34, Stealth +34

**Str** +9, **Dex** +5, **Con** +6, **Int** +4, **Wis** +5, **Cha** +5

**AC** 43; **Fort** +35, **Ref** +30, **Will** +32; +1 status to all saves vs. magic

**HP** 380; **Immunities** acid, paralyzed, sleep

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 38

**Tail Lash** **Trigger** A creature within reach of the dragon's tail takes an action to Strike or attempt a skill check; **Effect** The dragon Strikes with its tail at the triggering creature at a -2 penalty. If it hits, the creature takes a -4 circumstance penalty to the triggering roll.

**Speed** 70 feet, fly 180 feet, swim 70 feet

**Melee** **Diamond** jaws +37 (acid, magical, reach 20 feet), Damage 4d10+15 piercing plus 2d6 acid and 2d6 persistent acid

**Melee** **Diamond** claw +37 (agile, magical, reach 15 feet), Damage 4d8+15 slashing

**Melee** **Diamond** tail +35 (magical, reach 25 feet), Damage 3d10+15 bludgeoning

**Melee** **Diamond** horn +35 (magical, reach 20 feet), Damage 2d10+15 piercing

**Arcane Innate Spells** DC 41; 4th *darkness* (at will)

**Breath Weapon** **Double Diamond** (acid, arcane, evocation) The dragon breathes a spray of acid that deals 20d6 acid damage in a 120-foot line (DC 41 basic Reflex save). On a critical failure, a creature is sickened 1. The dragon can't use Breath Weapon again for 1d4 rounds.

**Caustic Darkness** **Double Diamond** (acid, arcane, darkness) The dragon casts their innate *darkness* spell more quickly than is normally possible, and the darkness the dragon conjures is as befouled as their soul. The area of the *darkness* spell becomes hazardous terrain, though effects that counteract the darkness or shine light through the darkness remove the hazardous terrain as well as long as the darkness is held at bay. A creature that moves through the area takes 5 acid damage for each square of the area it moves into. Unlike normal hazardous terrain, add the acid damage for each square of movement together and apply weakness or resistance only once (for instance, if a creature with resistance 10 to acid starts taking acid damage after the second square of movement). A creature that takes acid damage in this way becomes sickened 1.

**Corrupt Water** **Double Diamond** (arcane, concentrate, necromancy) **Frequency** Once per day; **Effect** The dragon permanently befouls 20 cubic feet of liquid within 90 feet. The liquid becomes undrinkable and unable to support water-breathing life. This destroys liquid magic or alchemical items if they're of a lower level than the dragon (a creature can attempt a DC 41 Will save to protect liquids in its possession). This doesn't affect liquids in a creature's body.

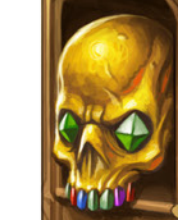
**Draconic Frenzy** **Double Diamond** The dragon makes two claw Strikes and one wing Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

### SHADAR

by Carl Wagner

Shadar is a great wyrm black dragon with a dangerous secret agenda. Born in the Shadow Plane due to a planar rift and raised by umbral dragons, Shadar grew from a wyrmling in that lightless world. However, powerful and mysterious marauders from deeper in the Shadow Plane, likely connected to the mysterious deities known as the Enigmas, killed Shadar's umbral dragon foster parents. Shadar only survived because he encountered a tiny shard of the imprisoned dragon deity Talir, which shifted him onto the Material Plane to safety. Thanks to Talir's influence, Shadar has grown in age and power at roughly three times the normal rate and is now a great wyrm in size, but not in experience. Since his escape from certain death, he has been seeking to free Talir from their prison on the moon. Using his unique abilities to see and manipulate shadows, as well as slip between them, he works carefully behind the scenes, seeking Talir's freedom. He does this because of his inherent abilities, as well as knowing that most other deities don't want to see Talir escape their eternal imprisonment.





# Blue Dragon Great Wyrms

## BLUE DRAGON SPELLCASTERS

Blue dragon spellcasters tend to cast the following spells.

## GREAT WYRM BLUE DRAGON

**Arcane Prepared Spells** DC 47, attack +39; As ancient blue dragon, plus **10th shadow army** (*Pathfinder Secrets of Magic*), **time stop**; **9th chain lightning**, **disjunction**, **prismatic sphere**; **Cantrips (10th)** **detect magic**, **message**, **read aura**, **shield**, **sigil**

Great wyrms blue dragons are the chessmasters who are always ten steps ahead of their adversaries, pulling a devious draconic grin full of ferocious fangs as they deliver a gloating victory speech, a line of witty banter, or a simple acknowledgment of their utter mastery of the situation, such as “Exactly as planned.”

While they don’t have quite the same raw physical power as great wyrms red dragons, great wyrms blue dragons can prove more dangerous on the world stage for one simple reason: they lack their counterparts’ hubris. Without that fatal arrogance, blue great wyrms are free to apply all of their substantial cunning to utilitarian and Machiavellian schemes to maximize their own advantage. Credit and prestige are resources to spend like any other, and by a blue dragon’s measure, red dragons squander it all on themselves to placate their own fragile egos. By staying in the shadows and carefully manipulating power behind the throne, a great wyrms blue dragon can focus on what really matters while remaining safe from threats and growing their power, wealth, and influence.

A kingdom will capitulate to a great wyrms red dragon’s demands because they fear what might happen if they do otherwise, but if they feel they have a chance to win, perhaps because of a powerful band of heroes or a mighty relic, they might turn around and fight instead. Meanwhile, another kingdom dances to the hidden tune of a great wyrms blue dragon without even realizing they’re being manipulated, truly believing that they are making their own decisions. There’s no risk to the dragon. Only success and the satisfaction of having outwitted and outplayed everyone around them

But the drawback to such a lifestyle is that its success assumes the dragon is skilled enough to outwit not only the mortals in question, but also any other genius schemers hiding in the background and executing on their own plots. This leads to the potential for a truly terrifying prospect: two great wyrms blue dragons playing their own glorified game of speed chess with kingdoms and empires as their proxies. On the board of this game of life and death, lives are ruined, friendships and alliances are torn apart, reputations are destroyed, and dynasties are ended... but at the same time, fortunes are made, new loves are ignited, and nations are born. All at the whims of two draconic masterminds who see the lives of those in their schemes as nothing more than playing pieces on a larger board. To some observers, the death and destruction are easier to stomach as the cost of war than the thought that so many positive accomplishments and life events might be stolen or cheapened as nothing more than a blue dragon’s gambit.

Imagine finding out your own passionate and fulfilling relationship or successful career came about from nothing more than a calculated manipulation from a scheming wyrms! It might be hard to stay motivated after realizing your lack of agency, though some simply thank the dragon’s whims for their fortune.





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## Zoranastrix, the Eternal Mirage

From deep within her lair, the legendary Mirage Palace, Zoranastrix the Eternal Mirage lounges on her colossal dragon-shaped throne while scanning her gaze across illusory images in the air as well as on reflective surfaces, each of which reveals an important event from a different nation scattered across the world. To Zoranastrix, true strength comes when combining both hard and soft power to fulfill the maximum amount of her agenda with the minimum amount of applied force and resources. By using a fulcrum, she can gently nudge the levers of power and watch the dominoes fall exactly where she predicted they would.

A master manipulator, Zoranastrix always keeps her true ambitions and goals, as well as her secrets and contingencies, extremely close to the vest. Even her legion of servants, spies, and manipulators only have information on their current assignment, but never the big picture or endgame. Some masterminds might argue that knowing the overall goal and underlying stakes allows an agent to adapt dynamically to conditions on the field rather than flounder whenever something doesn't go according to plan. Normally, this is true, and it explains why so few agents operate in the same manner as the Eternal Mirage. But the secret to Zoranastrix's success despite this self-imposed restriction is her sheer devious brilliance and attention to detail. When things don't go to plan, she has a contingency plan in place, or more than one plan, which is often already underway and ready to bring everything back on track. All without the cooperation of the initial agent who encountered the hitch in the first plan. Of course, the initial agent who caused the complication is rarely heard from again.

Agents know only the exact specifications of their current operation, as well as those they've completed previously, meaning that if they betray her or are captured, there's hardly anything they can reveal. Few even know the true identity of their ultimate employer. The Eternal Mirage long ago established subsidiary organizations that train new recruits from shorter-lived ancestries across generations. Many of her current agents come from families who have served one of those subsidiaries for ten or more generations and have long since forgotten enough of their founder to even begin to suspect she was a blue dragon using an illusory disguise. In this way, she makes emperors and kings dance on her puppet strings, reaping the benefits all the while from the safety of her own home.

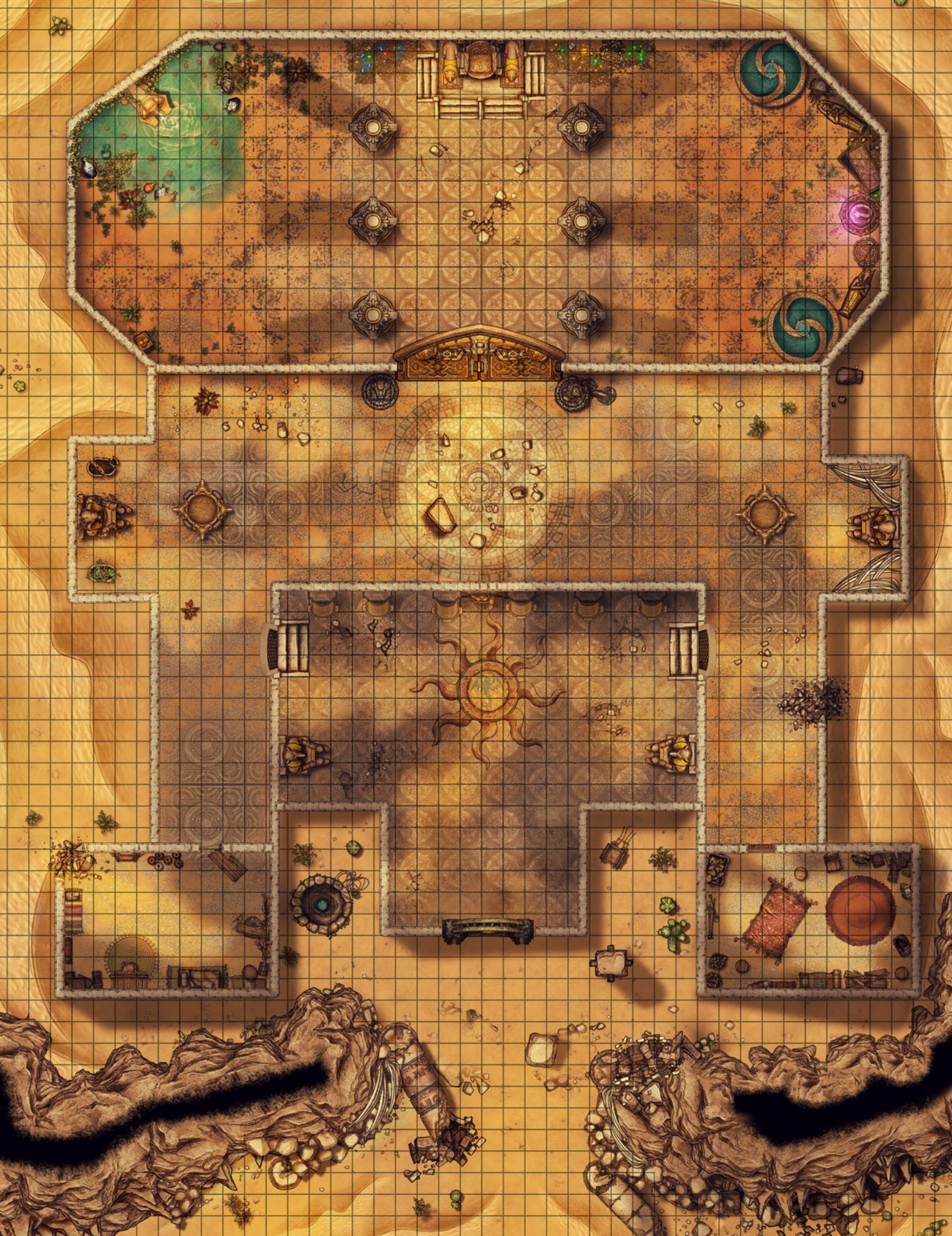
Since each extension of her trust represents the possibility of a breach, Zoranastrix takes only those who are extremely long-lived into her closest confidence, allowing them to reside as guardians in her Mirage Palace deep within the desert. If she chooses to trust them, she wants to be able to rely on them for as long as she lives. For those who are worthy of this honor but otherwise possess short lifespans, she offers them means of extending their lives so that they might continue to serve. Those who remain in her inner sanctum are her most trusted, and they know some of her deepest secrets. They also never leave her domain. Zoranastrix isn't interested in leaving these confidantes to die as shields to defend her lair. Thus, the palace consists of a relatively small number of enormous rooms, rather than a complex of countless smaller chambers. This means that whenever a hypothetical assault force strikes, Zoranastrix can send her entire retinue to end them at the same time, while also engaging her foes personally with a projected illusory image capable of delivering her spells and lightning breath. These retainers are essentially family, and their capture would represent a significant setback, so she fights with everything she has to defend them.

Of course, ever since she added the artifact known as the *Mirage Orb* to her hoard that cloaks the palace in intense illusions and allows it to travel from

### PRACTICED PERFECTION

As master illusionists and manipulators, great wyrm blue dragons know that first impressions matter. Incredibly vain, although not nearly as vain as great wyrm red dragons, they make sure to look their best with polished scales, perfectly complementary accessories, and regal bearings. A great wyrm blue dragon's appearance and presence rarely leaves one unawed. And this goes well beyond simply their presentation. A great wyrm blue dragon will take great pains to always speak every word and syllable with perfection. That epic monologue they just delivered and seemed to have improvised on the spot? They've been practicing it for days.







place to place throughout the desert, the only attacks on her beloved lair have been ones she herself scheduled as drills (without warning her subordinates they weren't genuine), using quasi-real illusory creatures rather than risking allowing outsiders to see her defenses. Her forces have routinely annihilated these drills, a grim sign for the future of any adventurers foolish enough to challenge the Eternal Mirage on her prepared field of battle.

## GREAT WYRM BLUE DRAGON

## CREATURE 21

**RARE** **LE** **GARGANTUAN** **DRAGON** **ELECTRICITY**

**Perception** +37; darkvision, scent (imprecise) 60 feet

**Languages** Auran, Common, Draconic, Ignan, Infernal, Jotun, Sphinx

**Skills** Acrobatics +32, Arcana +35, Deception +39, Diplomacy +39, Intimidation +37, Society +39, Stealth +32, Survival +33

**Str** +8, **Dex** +5, **Con** +7, **Int** +8, **Wis** +6, **Cha** +8

**AC** 46; **Fort** +36, **Ref** +34, **Will** +37; +1 status to all saves vs. magic

**HP** 450; **Immunities** electricity, paralyzed, sleep

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 41

**Wing Deflection** **Trigger** The dragon is targeted with an attack. **Effect** The dragon raises its wing, gaining a +3 circumstance bonus to AC against the triggering attack. If the dragon is Flying, it descends 10 feet after the attack is complete.

**Speed** 60 feet, burrow 40 feet, fly 250 feet

**Melee** **✦** jaws +39 (electricity, magical, reach 20 feet), Damage 4d10+16 piercing plus 2d12 electricity

**Melee** **✦** claw +39 (agile, magical, reach 15 feet), Damage 4d10+16 slashing

**Melee** **✦** tail +37 (magical, reach 25 feet), Damage 4d10+14 bludgeoning

**Melee** **✦** horns +37 (magical, reach 20 feet), Damage 3d10+14 piercing

**Arcane Innate Spells** DC 47; **9th** *hallucinatory terrain* (at will), *illusory creature* (at will), *illusory object* (at will), *project image* (see mirage), *ventriloquism* (at will); **1st** *create water* (at will; see desert thirst); **Cantrips** (9th) *ghost sound*

**Breath Weapon** **✦✦** (arcane, electricity, evocation) The dragon breathes lightning that deals 14d12 electricity damage in a 140-foot line (DC 44 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds. On a critical failure, a creature is additionally stunned 1. Each time the dragon uses Breath Weapon, a 30-foot-radius storm cloud appears 100 feet above a point of the dragon's choosing along the Breath Weapon's path. Clouds last for 10 minutes and allow the dragon to use Storm Breath.

**Desert Thirst** (arcane, transmutation) When casting *create water*, the dragon can attempt to destroy liquid instead of creating it, turning an equal amount of liquid into sand. This destroys liquid magic or alchemical items if they're of a lower level than the dragon (a creature can attempt a DC 39 Will save to protect all liquids in its possession). This doesn't affect the liquids in a creature's body.

**Draconic Frenzy** **✦✦** The dragon makes two claw Strikes and one wing Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Mental Shock** (arcane, electricity, evocation, mental) The dragon's illusions are so life-like that disbelieving them causes a severe mental strain. Whenever a creature disbelieves one of the dragon's illusions, that creature is dealt 2d12 electricity damage and 2d6 mental damage.

**Mirage** Whenever the dragon uses Breath Weapon while the illusory image from its innate *project image* spell persists, it can cause the Breath Weapon to originate from itself or the image.

**Storm Breath** **✦** (arcane, concentration, electricity, evocation) **Frequency** Once per round; **Requirements** A storm cloud created by Breath Weapon is within 500 feet, and the dragon can see the cloud. **Effect** The dragon calls down a lightning bolt from a storm cloud created by its Breath Weapon. This creates a vertical line of lightning to the ground that deals 7d12 electricity damage to all enemies in its path (DC 44 basic Reflex save). On a critical failure, a creature is additionally stunned 1.

## PREMIER PERSONNEL

Great wurm blue dragons employ only the finest of the finest in their network of lackeys and subordinates. These top-tier talents are often positioned in important posts in various locales, allowing the blue dragon to act all across the world's stage at a distance, all without having to lift a clawed finger themselves. Few positions come with greater rewards, but loyalty is paramount. Those who betray a great wurm blue dragon employer soon live to regret their foolish decision.



# Green Dragon Great Wyrn

## GREEN DRAGON SPELLCASTERS

Green dragon spellcasters tend to cast the following spells.

## GREAT WYRM GREEN DRAGON

**Arcane Prepared Spells** DC 43, attack +35; As ancient green dragon, plus **9th** *proliferating eyes* (*Pathfinder Secrets of Magic*), *telepathic demand*, *weird*; **8th** *maze*; **Cantrips** (**9th**) *dancing lights*, *detect magic*, *ghost sound*, *read aura*, *shield*

Green dragons are scholars, experimenters, scientists, historians, and overall repositories for all sorts of random and bizarre knowledge, especially that which relates to the subject of their obsessive academic interest. And among these ranks, great wyrn green dragons are the celebrity scholars and luminaries in whose clawprints younger green dragons with similar interests might choose to follow... or perhaps the impetuous youngster might choose to reject the great wyrn's thesis and set out into an academic realm of conjecture entirely of their own.

Either way, whether in support of them or in opposition, great wyrn green dragons and their scholarly works and opinions are impossible to ignore. They are the academic giants on whose shoulders each new generation of green dragons might stand, in order to catch a glimpse of the infinite possibilities visible in the distance.

Libraries, academies, laboratories, research centers—great wyrn green dragons construct edifices like these as monuments to their obsession and erudition. Even if the great wyrn falls to marauding adventurers and loses their ostensible hoard, their true hoard and legacy lies in the pages of texts in these hallowed halls. And so the great wyrn green dragon's memory will never truly die until or unless these places are themselves destroyed.

While they spend much of their time perfecting their esoteric academia, great wyrn green dragons also draw closer and closer to their connection to nature, especially the flora and verdure that surrounds their typical forest homes. While younger green dragons can walk through nature quietly, tracklessly, and without hindrance, only great wyrms can effortlessly twist and transform the plants around them into a snare to trap their foes and stymie their pursuers. Even other dragons often consider it too much of a pain to attempt to pursue a great wyrn green dragon through an obstacle course their quarry has properly prepared in advance, as vines, branches, and roots reach out to grasp their wings and hold them down.

When rival great wyrms seek to challenge a great wyrn green dragon in their adversary's own inner sanctum, they must often start by preemptively dealing with the foliage around the area if they don't want to meet with the green dragon's many traps and tricks. For instance, a great wyrn red dragon could simply burn the forest down. If the green dragon emerges to prevent the forest fire, all the better.





### BATTLEZOO DRAGONS: FAIRY DRAGONS

#### Introduction

#### Chapter 1: Fairy Dragon Lore

#### Chapter 2: Aeternal Fairy Dragons

#### Chapter 3: Fairy Dragon Bestiary

#### Supplement: Classic Great Wyrms



## GREAT WYRM GREEN DRAGON

## CREATURE 20

**RARE** **CE** **GARGANTUAN** **AMPHIBIOUS** **DRAGON**

**Perception** +33; darkvision, scent (imprecise) 60 feet

**Languages** Abyssal, Aklo, Common, Cyclops, Draconic, Elven, Infernal, Jotun, Sylvan, Undercommon

**Skills** Acrobatics +29, Arcana +37, Athletics +34, Deception +31, Diplomacy +35, Intimidation +35, Lore (any one topic, based on the subject of the great wyrm green dragon's obsession) +39, Nature +32, Occultism +39, Society +35, Stealth +33 (camouflage)

**Str** +8, **Dex** +5, **Con** +6, **Int** +7, **Wis** +6, **Cha** +7

**Camouflage** The dragon can Hide in natural environments even if it doesn't have cover or concealment.

**AC** 45; **Fort** +33, **Ref** +32, **Will** +35; +1 status to all saves vs. magic

**HP** 375; **Immunities** paralyzed, poison, sleep

**Forbidding Wilds** (aura, plant, primal, transmutation) 30 feet. The dragon twists the woodlands against their foes. Squares in the aura with difficult terrain due to plants are also hazardous terrain, dealing 5 bludgeoning, piercing, or slashing damage for each square through which a creature moves. The dragon chooses the damage type for each creature, and can change the damage type each time a creature moves.

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 41

**Miasma** (aura, poison) 30 feet. After the dragon uses its Breath Weapon, a cloud of poison gas continues to emanate from its body for 2 rounds. Any creature that ends its turn in the miasma left behind by the dragon's breath takes 5d6 poison damage (DC 41 basic Fortitude save). Any creature in the miasma is concealed and treats other creatures as concealed. The dragon can see through this concealment.

**Twisting Tail** **Trigger** A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using. **Effect** The dragon makes a tail Strike at the creature. If it hits, the dragon disrupts the creature's action.

**Speed** 60 feet, fly 240 feet, swim 60 feet; trackless step, woodland stride

**Melee** **Diamond** jaws +38 (grapple, magical, poison, reach 20 feet), Damage 4d12+16 piercing plus 4d4 poison

**Melee** **Diamond** claw +38 (agile, magical, reach 15 feet), Damage 4d10+16 slashing

**Melee** **Diamond** tail +36 (magical, reach 25 feet), Damage 4d10+14 piercing

**Melee** **Diamond** horn +36 (magical, reach 20 feet), Damage 3d10+14 piercing

**Arcane Innate Spells** DC 43; **10th** *dominate*; **8th** *charm*, *suggestion*; **4th** *charm* (at will); **2nd** *entangle* (at will)

**Breath Weapon** **Diamond** (arcane, evocation, poison) The dragon breathes a toxic cloud that deals 21d6 poison damage in a 70-foot cone (DC 41 basic Fortitude save). A creature who critically fails is enfeebled 3 for 1 round. The Breath Weapon also creates a miasma. It can't use Breath Weapon again for 1d4 rounds.

**Command Wilds** **Diamond** (arcane, concentration, plant, transmutation) **Trigger** The great wyrm dragon Strides, Flies, or Swims; **Effect** With a gesture, the great wyrm green dragon commands the surrounding foliage to bend to their will, twisting underfoot to grasp and ensnare the dragon's foes who follow in their wake. The dragon casts *entangle*, except that the area of the spell is all squares that contain plants of fungi that the dragon moved through with the triggering Stride, Fly, or Swim.

**Draconic Frenzy** **Diamond** The dragon makes two claw Strikes and one wing Strike. They can make these attacks in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Trackless Step** The green dragon always gains the benefits of Cover Tracks in natural surroundings, even while moving at full speed. The DC for Cover Tracks is based on the dragon's spell DC instead of their Survival DC.

**Woodland Stride** The green dragon ignores difficult terrain and greater difficult terrain from magical and non-magical foliage.



The background of the page is a treasure hoard. At the top, a dragon's head with blue eyes and a sword are visible. The floor is covered in gold coins, gems, and various treasures. On the left, there's a treasure chest and a gem. On the right, there's a scroll and a gem. The dragon in the center is a large red dragon with wings spread, breathing fire. It has a long tail and a fierce expression. The text is overlaid on the right side of the dragon.

# Red Dragon Great Wyrm

## RED DRAGON SPELLCASTERS

Red dragon spellcasters tend to cast the following spells.

## GREAT WYRM RED DRAGON

**Arcane Prepared Spells** DC 46, attack +38; As ancient red dragon, plus **10th** *boil blood* (*Pathfinder Secrets of Magic*), *indestructibility* (*Pathfinder Advanced Player's Guide*), *meteor swarm*; **9th** *telepathic demand*; **Cantrips (10th)** *chill touch*, *daze*, *mage hand*, *message*, *sigil*

Red dragons are known for a lot of things—their ability to breathe fire, their unlimited capacity for evil, their love of treasure—but perhaps what sets red dragons apart from other dragons is their seemingly limitless egos. Even among dragonkind, red dragons are seen as insufferable divas who won't stop boasting about their superiority to all other dragons. Great wyrm red dragons are no exception to this generalization. And when red dragons meet, despite their infrequent interactions, they relentlessly assert their superiority over each other. This boasting and one-upping can sometimes go on for days or weeks, to the point that red dragons get so caught up in their ego boasting that they can't even remember the original reason for meeting. So if for some reason, you find yourself face-to-face with a mighty red, rather than reaching for your weapon, you might want to duel with words if you wish to survive the encounter. There is no better way to get into a red dragon's good graces—or upset them to the point where they will make it their life's work to find you and kill you—simply appeal to their ego, and perhaps you'll live another day when facing a mighty great wyrm red dragon.

Great wyrm red dragons are walking (or soaring) disasters, living calamities capable of leaving behind a scorched wasteland with little more than a passing breath of fire. That burning smoking catastrophe is a good way to tell the difference between a true great wyrm red dragon and an ancient red dragon or wyrm who hasn't quite reached the zenith of their power. Watch for the moment *after* the dragon's breath hits. If it burns everything to ash and then burns away, it's probably not a great wyrm yet, while lingering flames and smoke are the hallmark of a true great wyrm.

Great wyrm red dragons are also more likely than other red dragons to channel their power to control flames into a leadership role among other fire-natured creatures. While even ancient red dragons can seize control of another's fire magic, great wyrms can also stoke up flames in the area around them, allowing them to boost the potency of all fires nearby. This is dangerous enough when the great wyrm is fighting alone, but it can be truly devastating when the great wyrm is leading an army of lesser fire creatures under their scaly banner.

Of course, any minions of a great wyrm red dragon need to learn how to deal with a boss whose ego is bigger than they could possibly imagine. As long as they allow the great wyrm to take credit for all their own successes and act in an obsequious enough manner, the red dragon can be a surprisingly generous ruler. But try to steal any of the great wyrm's glory or disrespect them and you're living on borrowed time... and not just in terms of your career's life expectancy. Rarely does a red dragon allow a single underling to freely speak truth to power.





## Araxamilar, the Hidden Flame

It's incredibly difficult to obtain accurate information about the great wyrm red dragon Araxamilar, the Hidden Flame, which is ironic given how famous he is. You can hear tales of his legendary rampages and exploits at any tavern in the nearby region, and parents of various ancestries use his name to scare their children into staying safe at home rather than wandering into the nearby hills and mountains. These two seemingly contradictory facts aren't a coincidence.

In truth, Araxamilar blends an overwhelming arrogance and ego with an almost paranoid precaution, stewing the two together into a singularly effective campaign to manipulate all public information available about him. The great wyrm himself, in disguise or via paid proxies, spreads tales and rumors glorifying his deeds that intentionally ascribe to him powers he doesn't have while avoiding revealing any of his true trump cards. You can hardly hear a bard's song about Araxamilar without hearing of the Smoky Mountain where he makes his lair, one of the tallest and most unapproachable mountains in the region. But in truth, he doesn't live there at all. He's set up a trapped false lair there just in case someone checks, but there's no dragon or hoard at all.

To find Araxamilar, you must instead head to the snow-capped peaks of the nearby Titan's Spine, far from where you would expect to encounter a fire-breathing dragon. Most red dragons would find the region uncomfortable, but for Araxamilar, this is simply par for the course. The cavern leading to the Hidden Flame's true lair is riddled with traps and lined with magical crystals the great wyrm has adapted to confuse intruders. One example is a chamber lined with magic ice elemental crystals, causing it to nearly completely freeze over. This serves three purposes: First, it throws people further off the trail of a red dragon. Second, it means that any rival red dragons will have to contend with their elemental vulnerability to proceed through the lair. Lastly, the chamber serves as part of a heating system for Araxamilar's private inner chamber. The lair siphons heat from this room, leaving it frozen while the inner chamber is comfortably warm.

While Araxamilar desired the convenience of servants and guardians in his true lair, he was also concerned about the potential security risk should any of them be captured. For that reason, he created a series of elemental construct guardians to help perform chores and fight off intruders. The guardians are keyed to the crystals throughout the lair and never trigger any of the traps as they move through the complex and perform their duties.

When making a public appearance to feed his tales, Araxamilar almost always stages his battles from start to finish, ensuring that he has detailed information about his target in advance and that bards or other observers are present to chronicle his meticulously prepared entrance, roar, and fiery annihilation of his opponent. Thus, he tries to avoid anything resembling a fair fight, let alone an ambush where he isn't the ambusher. While he still believes in his ability to win, anything less than a total and immediate victory might hurt his "brand" as an invincible and powerful dragon. Thus, if he finds himself in an unexpected fight and doesn't fight in a way that lives up to his overinflated image, he does his best to kill not only his aggressors but also any observers who might live to tell the tale. No witness guarantees that he can control the narrative of the battle, thus releasing his own version of the events into the world. As long as he can be sure that no one learns he backed down from a fight, he prefers to quickly retreat at first, only to return to annihilate his would-be attackers when he is at the greatest advantage, as well as any witnesses to the truth.

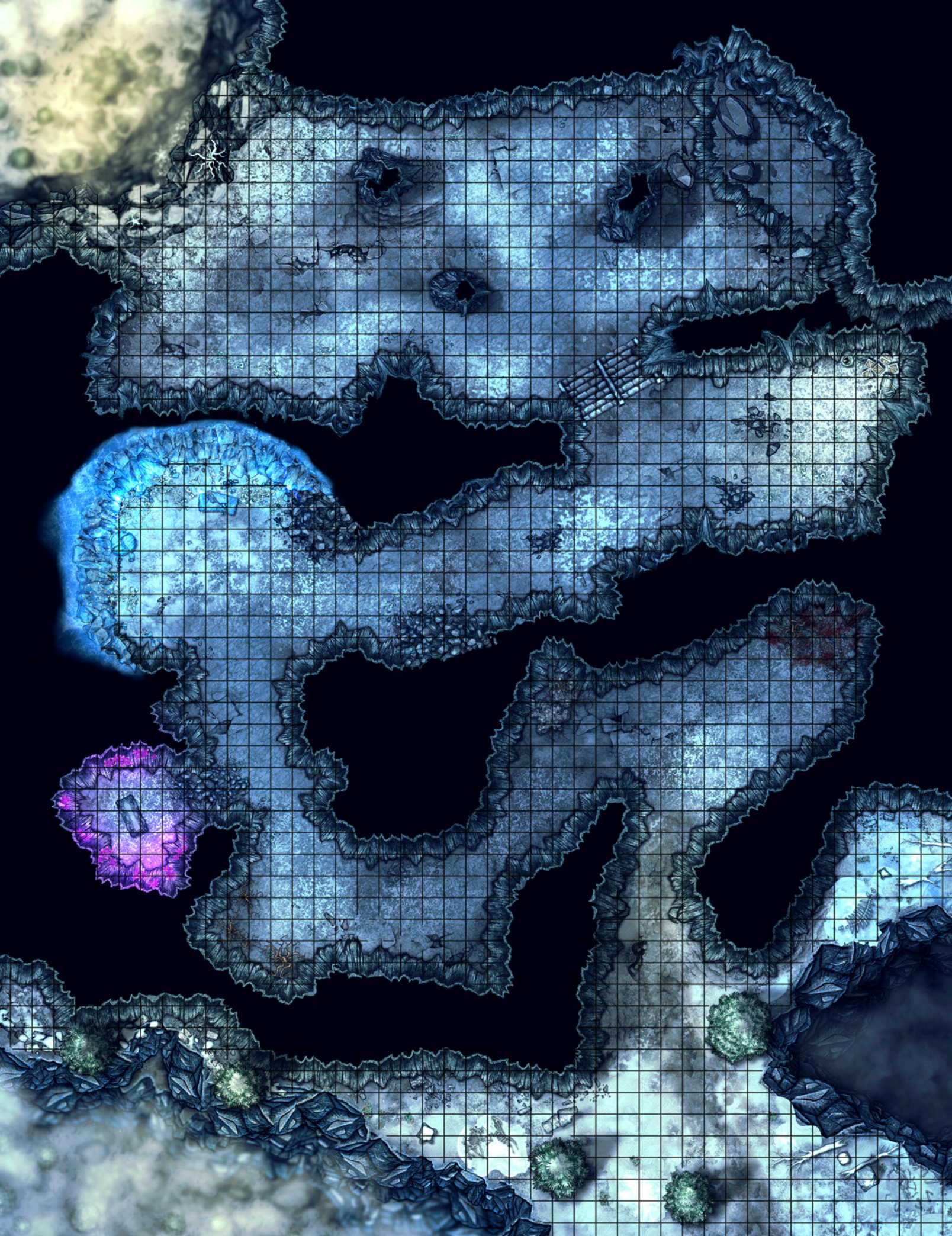
The one way to avoid this fate is to rush his timetable by moving to spread the story of what really happened across the land. Of course, this comes with the risk that the Hidden Flame might wreak a path of total destruction in order to cover

## THE COMMONER'S DRAGON

In many ways, great wyrm red dragons are the classic draconic tyrant from myths and legends—a stereotypical fire-breathing beast that causes death, destruction, and despair wherever they go. While the average mortal can't name more than a handful of dragons, everyone knows a tale or two about a fearsome great wyrm red and the danger they pose.









up the story that hurts his image. Even if you make your story known across an entire city, if he can burn it down and slaughter everyone there, he can prevent the spread of the unflattering tale, or at least cast doubt on it and overwrite it with the sensational story of how he brutally immolated an entire city.

## GREAT WYRM RED DRAGON

## CREATURE 22

RARE CE GARGANTUAN DRAGON FIRE

**Perception** +39; darkvision, scent (imprecise) 60 feet, smoke vision

**Languages** Abyssal, Common, Draconic, Dwarven, Jotun, Orcish

**Skills** Acrobatics +36, Arcana +40, Athletics +42, Deception +40, Diplomacy +40, Intimidation +42, Stealth +38

**Str** +10, **Dex** +6, **Con** +9, **Int** +6, **Wis** +7, **Cha** +8

**Smoke Vision** Smoke doesn't impair a red dragon's vision; it ignores the concealed condition from smoke.

**AC** 49; **Fort** +39, **Ref** +36, **Will** +39; +1 status to all saves vs. magic

**HP** 530; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 25

**Dragon Heat** (arcane, aura, evocation, fire); 15 feet, 5d6 fire damage (DC 43 basic Reflex)

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 44

**Attack of Opportunity** ➤ The dragon can use Attack of Opportunity when a creature within their reach uses a concentrate action, in addition to its normal trigger. They can disrupt triggering concentrate actions, and they disrupt actions on any hit, not just a critical hit.

**Redirect Fire** ➤ (abjuration, arcane); **Trigger** A creature within 200 feet casts a fire spell, or a fire spell otherwise comes into effect from a source within 200 feet. **Effect** The dragon makes all the choices to determine the targets, destination, or other effects of the spell, instead of the caster.

**Speed** 70 feet, fly 210 feet

**Melee** ➤ jaws +42 (fire, magical, reach 20 feet), **Damage** 4d12+18 piercing plus 3d6 fire

**Melee** ➤ claw +42 (agile, magical, reach 15 feet), **Damage** 4d10+18 slashing

**Melee** ➤ tail +40 (magical, reach 25 feet), **Damage** 4d12+18 slashing

**Melee** ➤ wing +40 (agile, magical, reach 20 feet), **Damage** 3d8+18 slashing

**Arcane Innate Spells** DC 46; **10th wall of fire** (at will); **7th suggestion** (at will); **Cantrips** (10th) *detect magic, read aura*

**Breath Weapon** ➤➤ (arcane, evocation, fire) The dragon breathes a blast of flame that deals 23d6 fire damage in a 70-foot cone (DC 46 basic Reflex save). A creature that critically fails its saving throw is additionally dealt 5d6 persistent fire damage. It can't use Breath Weapon again for 1d4 rounds.

Nonmagical, unattended flammable objects and plants in the area of the dragon's breath weapon catch fire, becoming hazardous terrain that emits a 10-foot-tall plume of smoke. A creature that moves through this hazardous terrain takes 5 fire damage for each square of the area it moves into. Any creature in the smoke is concealed and treats other creatures as concealed. The smoke and hazardous terrain last for 1 minute until the fire finally burns out.

**Draconic Frenzy** ➤➤ The dragon makes two claw Strikes and one wing Strike in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Manipulate Flames** ➤ (arcane, concentrate, transmutation) The red dragon attempts to take control of a magical fire or a fire spell within 200 feet. If it succeeds at a counteract check (counteract level 10, counteract modifier +36), the original caster loses control of the spell or magic fire, control is transferred to the dragon, and the dragon counts as having Sustained the Spell with this action (if applicable). The dragon can choose to end the spell instead of taking control, if it chooses.

**Stoke Flames** ➤ (arcane, concentrate, transmutation) **Frequency** once per round; **Effect** The dragon stokes the power of nearby flames, causing them to burn with greater intensity. All fire damage dealt to the dragon's foes within 200 feet of the dragon gains a +10 status bonus; fire damage dealt by persistent damage and hazardous terrain instead gains only a +5 status bonus. This increased fire damage lasts until the beginning of the dragon's next turn.

## NIVNA

by Nolan English

Nivna, the mighty red dragon queen, rules over a kingdom that's surprisingly prosperous and happy. Like many who survive to become great wyrms, Nivna is more cautious than usual for a red dragon. This caution arose at a young age from her confrontations with adventurers, which fostered a slight fear of humanoids. Even as she grew more powerful, she maintained a high opinion of the potential mortals can reach when they work together, even if they are individually weak. Thus, she founded a country where that potential could be hers to claim. Neighboring nations fear the powerful dragon at their doorstep, though they appreciate being able to pay Nivna to exterminate dangerous monsters in their territories. While she's as selfish, tyrannical, and arrogant as any great wurm red dragon, she's extremely protective of what is "hers." She treats her nation as a hoard worth growing and investing in. It's a point of pride to treat her citizens well: she wants the biggest buildings, the highest life expectancy, and the greatest prosperity to inspire envy in both dragonkind and humankind. To her, it matters little what form her gold takes—be it buildings, treasures, or talented artisans—as they are all part of her hoard in the end. Nivna can still be brutal when necessary; she's decisive and quick in a crisis, not caring for collateral damage once she's chosen what she desires. When it comes to both her personnel and her treasure, she gathers and uses them as she sees fit. Right now, she's focused on growing her hoard and finding trustworthy advisors. To that end, she's hunting for new talent (in some cases, literally).



# White Dragon Great Wyrms

## WHITE DRAGON SPELLCASTERS

White dragon spellcasters tend to cast the following spells.

## GREAT WYRM WHITE DRAGON

**Arcane Prepared Spells** DC 40, attack +32; As ancient white dragon, plus **9th disappearance**, **draw ire** (*Pathfinder Secrets of Magic*), **energy aegis**; **8th falling sky** (*Pathfinder Dark Archive*), **false life**, **frigid flurry** (*Pathfinder Secrets of Magic*); **7th magic missile**; **Cantrips** (9th) **detect magic**, **ghost sound**, **mage hand**, **ray of frost**, **read aura**

White dragons are considered the weakest chromatic dragons and among the weakest true dragons in every dragon family. Thus, it's a true act of perseverance and transgression for a white dragon to survive to become a great wyrms, beyond ancient and powerful in a way few other dragons are. Great white wyrms dragons are rightfully proud of how they managed to climb the ranks and sit at the apex of all beings within their frozen mountain homes, but they rarely remain complacent. Other powerful beings could challenge them for the crown of their icy peak, but they wouldn't have become so old and mighty if they ignored those threats and rested on their laurels.

Great wyrms white dragons appreciate a good fight as much as any other white dragon, but they also understand that the kind of close-fought struggle that serves as the best teacher is also the most likely to bring their long life to a violent end. They often look for opportunities to spar with other powerful beings in a way that minimizes the personal risk of the encounter. In that vein, duels and arena combat with magically enforced rules are somewhat popular, even though other white dragons chafe at the idea of rules and regulations.

However, if a great wyrms white dragon can make a true battle friend and rival, whom they can fight all-out while able to firmly trust that neither of them will kill the other after a victorious bout, they'll almost never betray such a valuable relationship. To an outsider, the great wyrms white dragon and their friendly rival might seem like the worst of enemies, viciously battling each other on a regular basis, pursuing ruthless tactics, and unleashing destructive techniques that destroy the environment around them.

In reality, though, the two are much closer than most other friends can be. They know each other intimately as adversaries, each scrutinizing and analyzing the other for any possible weakness. Their pursuit of victory reveals details about each other that even family may not recognize. It's not unusual for a great wyrms white dragon and their battle buddy to beat each other to the inch of death and then laugh as they enjoy a meal and a conversation with each other right afterward.

Unless their chosen rival is also a dragon or similarly long-lived ancestry, they're destined to weaken and perish while the great wyrms white dragon simply continues to age and grow. For those who wish to die a warrior's death before their decline, sometimes they ask one last thing of their white dragon friend: one last battle, no holds barred, and to the death. To die at the claws of their long-time sparring partner is an end fitting for such a warrior, and their memory can thus become a part of the dragon's own legend.







### BATTLEZOO DRAGONS: FAIRY DRAGONS

#### Introduction

#### Chapter 1: Fairy Dragon Lore

#### Chapter 2: Aeternal Fairy Dragons

#### Chapter 3: Fairy Dragon Bestiary

#### Supplement: Classic Great Wyrms

## GREAT WYRM WHITE DRAGON

## CREATURE 18

RARE CE GARGANTUAN COLD DRAGON

**Perception** +34; darkvision, scent (imprecise) 60 feet, snow vision

**Languages** Common, Draconic, Jotun

**Skills** Acrobatics +28, Arcana +27, Athletics +35, Intimidation +34, Stealth +32

**Str** +9, **Dex** +4, **Con** +8, **Int** +3, **Wis** +4, **Cha** +4

**Snow Vision** Snow doesn't impair a great wurm white dragon's vision; it ignores concealment from snowfall.

**AC** 41; **Fort** +34, **Ref** +30, **Will** +28; +1 status to all saves vs. magic

**HP** 415; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 20

**Blizzard** (arcane, aura, cold) 50 feet. After the dragon uses its Breath Weapon, a fierce blizzard of blinding snow surrounds its body for 2 rounds. Everything in the aura is difficult terrain for other creatures that are on the ground, climbing, or flying. The blowing snow also makes all creatures in the area concealed. While the blizzard rages, the dragon's dragon chill extends to the full area of the blizzard.

**Dragon Chill** (arcane, aura, cold, evocation) 15 feet, 4d6 cold damage to all creatures in the area (DC 38 basic Reflex)

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 38.

**Speed** 50 feet, fly 200 feet, ice climb 50 feet

**Melee** ♦ jaws +36 (cold, magical, reach 15 feet), Damage 3d12+17 piercing plus 4d6 cold

**Melee** ♦ claw +36 (agile, magical, reach 10 feet), Damage 3d12+17 slashing

**Melee** ♦ tail +34 (magical, reach 20 feet), Damage 2d10+17 bludgeoning

**Arcane Innate Spells** DC 40; **9th wall of ice** (at will); **2nd obscuring mist** (at will); **1st gust of wind** (at will)

**Breath Weapon** ♦♦ (arcane, cold, evocation) The great wurm white dragon breathes a cloud of frost that deals 19d6 cold damage in a 60-foot cone (DC 40 basic Reflex save). A creature who critically fails is also slowed 1 for 1 round. The dragon can't use Breath Weapon again for 1d4 rounds.

**Deep Freeze** ♦ (arcane, concentrate, transmutation, water) **Frequency** once per round; **Effect** The dragon freezes a 30-foot-radius burst within 120 feet. All solid surfaces in the area become covered in a layer of slippery ice for 1 minute. Each creature standing on the icy surface must succeed at a DC 40 Reflex save or an Acrobatics check or fall prone. The area is greater difficult terrain. Creatures using an action to move onto the icy surface must attempt either a Reflex save or an Acrobatics check to Balance. A creature that Steps or Crawls doesn't have to attempt a check or save.

All creatures in the area when the ice is created become covered in rime and frost and must succeed at a DC 40 Fortitude save. On a failure, they become clumsy 4 and flat-footed for 1d4 rounds (or for 1 minute on a critical failure).

**Draconic Frenzy** ♦♦ The dragon makes two claw Strikes and one wing Strike. They can make the attacks in any order.

**Draconic Momentum** When the dragon scores a critical hit with a Strike, they recharge their Breath Weapon.

**Ground Slam** ♦ The dragon slams into the ground. The dragon can only perform a Ground Slam if it's on the ground or Flying within 10 feet of the ground. Each creature on the ground within 20 feet must succeed at a DC 41 Reflex save or fall prone and take 6d6 bludgeoning damage. The dragon can then Step.

**Ice Climb** A white dragon can climb on ice as though it had the listed climb Speed. The dragon ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling when crossing ice.

**Shape Ice** ♦ (arcane, transmutation, water) The dragon reshapes a cube of ice or snow it touches, up to 10 feet across, much more abruptly than weaker white dragons can manage. Any creature standing atop the ice as it suddenly shifts must succeed at a DC 30 Reflex save or Acrobatic check. On a failure, the creature falls prone atop the ice; on a critical failure, it falls off the ice entirely and is also prone.

## UNDERRATED ARTISTS

Despite being generally considered the least intelligent and cunning of all chromatic great wyrms, great wurm white dragons are still smarter than most humanoids. They make exceptional artists, architects, and engineers who create hyper-realistic ice sculptures and magnificent ice lairs and palaces and who alter the terrain within their domain with unique ice features.





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