



## BLOOD AND DRAGONS

BY CHRIS DAVIS

Dragons are a staple of roleplaying fantasy. Few menaces have been more explored or detailed than the dragon. For modern d20 players who enjoy occult and conspiracy themed campaigns, the dragon represents a wealth of mythology with which to develop a secret society campaign model. Using the secret society rules presented in *Blood and Relics*, this dispatch article outlines a modern horror campaign model based on the traditional concepts of fantasy roleplaying dragons.

The conspiracy at the heart of *Blood and Relics* is focused on the Blood War between the Sang Real and the Caeder. Blood and Dragons also involves a secret war—one revolving around secret societies created to protect the bloodlines of ancient wyrms. This hidden struggle pits two factions against each other: one group that follows the evil, colored dragon bloodlines (black, blue, green, red, and white) and another which follows the good, metallic bloodlines (brass, bronze, copper, gold, and silver).

While *Blood and Dragons* uses the rules presented in *Blood and Relics*, most of the material presented here can be used standalone. Some of the rules from *Blood and Relics* are included to help you integrate the material into your campaign.

lines drawn between the evil-natured colored wyrms and good-natured metallic wyrms. After years of bloodshed, an armistice was reached, and the conflict was reduced to a cold war. With the truce keeping relative peace, the dragons could pursue a more sedate lifestyle, which included long periods of slumber.

During one of these periods of slumber, a new creature emerged: man. To this day, not even the dragons know where mankind came from. Did man evolve from another species? Or was he placed here by some divine force? Whatever the truth of mankind's origins, the dragons paid little attention to this new creature... and in the end, it cost them their dominance.

In a relatively short time period (by dragon reckoning), the man-creature multiplied and spread over the planet. Unlike other creatures, man was both organized and intelligent. Humans built things: settlements, tools, and most importantly, weapons. It wasn't long before even the dragons were being hunted and slain by men. The wyrms fought back, but humans bred like rats, and the dragons could not defeat them all.

With their existence threatened by the steadily-growing human population, dragons began to form alliances with humans, offering ancient knowledge in exchange for protection. This knowledge provided certain men the power to rule over other men, and many humans eagerly accepted the dragons' bargains. It seemed that desire for power was man's only weakness, and the dragons took advantage of it.

And so the dragons found their place in the new world of man. They could no longer rule by might—man was too clever and numerous for that—but they

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## THE SECRET HISTORY OF DRAGONS

Before man first came into being, dragons ruled the Earth. The duration of their rule is impossible to determine, but it must have been thousands of years, during which the dragons faced no rivals other than each other. In the earliest days of their existence, the dragons warred amongst themselves, with battle

could rule from the shadows, with men serving and protecting them in exchange for power and wealth. And thus a new world order was born that continues to this day...

## DRAGON SOCIETIES OF TODAY

While dragons appear in stories of fiction, their true nature and existence are unknown to all but the most studied scholars and to members of a dragon order. In fact, not even all members of these secret societies learn that there are actual living dragons in the world until they reach a certain level in the order.

Today, the war between the colored and metallic dragons continues. Although each individual bloodline has its own order, and some infighting occurs between orders, they are basically organized into two opposing factions (good vs. evil; color vs. metal). Orders function as independent cells, minimizing contact with allied orders to protect other dragons and their whereabouts. Secrecy is essential for the dragons' survival in the world of man, and dragons have worked for centuries maintaining it. In this all-important effort, colored and metallic dragons cooperate. Although they work to undermine and eliminate each other, they never take an action that might reveal the existence of another dragon to the public—to do so would threaten *all* dragons.

## ORDER OF THE METALLIC DRAGON(S)

While each metallic dragon has its own order (Order of the Gold Dragon, Order of the Silver Dragon, etc.), these orders combine to form a pseudo-republic called the Order of the Metallic Dragons.

**Membership:** 450; Brass (75), Bronze (80), Copper (65), Gold (120), Silver (110)

**Current Headquarters:** Each order's headquarters

## SECRET SOCIETIES

(From *Blood and Relics*)

### LEARNING OF A SECRET SOCIETY

Just learning of the existence of a cult or secret society requires a Knowledge (arcane lore) skill check (DC 20). Learning about specific historic events with which that society has been associated requires a fair amount of research—Knowledge (history) or Research skill checks for commonly accepted knowledge, and Knowledge (arcane lore) skill checks for secret knowledge.

### JOINING A SECRET SOCIETY

Each organization has minimum standards for admission, and most are careful not to divulge too much sensitive information to new inductees. The lowest level of membership is known as *affiliate membership*. Affiliate members are given basic information about the secret society's goals and immediate plans, but are not entrusted with sensitive information or allowed to requisition equipment from the organization. In a sense, affiliate members are undergoing a probationary period during which they are carefully monitored by observers to ensure that they are compatible with the organization's particular needs and goals.

### SECRET SOCIETY BENEFITS

Every time an affiliate member gains a level, she may make an *indoctrination check* (DC 10) to be admitted as a full member of the secret society. An indoctrination check is a level check (d20 + character level).

Success grants her membership and the ability to requisition equipment from the secret society. Every level thereafter she may make another indoctrination check (the DC increases with each success; see the table below) to advance higher in the organization. Increased rank brings with it increased requisition bonuses as well as access to the organization's deeper mysteries—the hidden knowledge that secret societies hoard for their own benefit (or for mankind's protection). These pieces of hidden knowledge are called Secret Mysteries, and as characters rise in rank, they gain access to more and more of them. The exact benefits of each Secret Mystery are detailed in the descriptions of individual organizations.

Rank	Indoctrination DC	Benefit
1	10	Requisition Privilege
2	14	Secret Mystery 1
3	16	+2 Requisition
4	18	Secret Mystery 2
5	20	+4 Requisition
6	22	Secret Mystery 3; secret society prestige class
7	24	+6 Requisition
8	26	Secret Mystery 4
9	28	+8 Requisition
10	30	Secret Mystery 5

is near the oldest respective dragon's lair: Brass (Jinan, China), Bronze (Ankara, Turkey), Copper (Kyoto, Japan), Gold (Salisbury, England), Silver (Denver, Colorado).

**Symbol:** A dragon clutching a branch and sword.

**Affiliate Membership Requirements:** Allegiance (Higher Power), Allegiance (Metallic Dragons), Conviction (Higher Power), Knowledge (theology and philosophy) 5 ranks.

**Recruitment Methods:** The order actively searches for recruits who are predisposed to spiritual and philosophical pursuits and who demonstrate the capacity to resist the corruptive nature of power. Because secrecy is so important to the dragons, a high level of trust must be earned before a recruit is accepted into the order.

## BENEFITS OF MEMBERSHIP

**Secret Mystery 1:** +2 to Survival and Knowledge (theology and philosophy) skill checks.

**Secret Mystery 2:** *Arcane Defenses*: the member gains spell resistance of 18. This can be used to resist Profane Rituals.

**Secret Mystery 3:** +2 to Willpower saves.

**Secret Mystery 4:** *Arcane Defenses*: the member gains spell resistance of 22. This can be used to resist Profane Rituals.

**Secret Mystery 5:** *Arcane Defenses*: the member gains spell resistance of 25. This can be used to resist Profane Rituals.

## TYPICAL ORDER OF THE METAL DRAGONS

**Order of the Copper Dragon Initiate (Dedicated Hero 3):** CR 3; Medium-size humanoid; HD 3d6+3; HP 14; Mas 13; Init -1; Spd 30 ft; Defense 11, touch 11, flatfooted 12 (-1 Dex, +2 class); BAB +2; Grap +3; Atk +3 melee (1d8+1, longsword), or +1 ranged (1d6, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ none;

## SPELL RESISTANCE IN BLOOD AND RELICS

In *Blood and Relics*, it's not always clear what constitutes a spell caster level. For the purposes of spell resistance (or similar abilities), character level and caster level are the same thing since characters do not gain spell casting levels. In addition, spell resistance can be used to avoid Ritual magic.

AL Higher Power, Copper Dragon; SV Fort +3, Ref +0, Will +4; AP 1; Rep +1; Str 12, Dex 8, Con 13, Int 10, Wis 15, Cha 14.

**Occupation:** Religious (Knowledge [Theology and Philosophy], Listen, Sense Motive)

**Skills:** Knowledge (History) +2, Knowledge (Theology and Philosophy) +6, Listen +5, Read/Write Language +1 (Latin), Sense Motive +8, Speak Language +1 (Latin), Spot +5, Survival +3, Treat Injury +8

**Feats:** Archaic Weapons Proficiency, Conviction (Higher Power), Faith's Protection, Sacred Ritual

**Talents (Dedicated Hero):** Skill Emphasis (Treat Injury), Faith

**Possessions:** Longsword, Medical Kit; Wealth +7

**Order of the Copper Dragon Member (Dedicated Hero 3/Monitor 4):** CR 7; Medium-size humanoid; HD 3d6+6 plus 4d8+8; HP 43; Mas 14; Init -1; Spd 30 ft; Defense 16, touch 13, flatfooted 17 (-1 Dex, +4 class, +3 equipment); BAB +5; Grap +6; Atk +6 melee (1d8+1/19-20, Longsword), or +4 ranged (1d6, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 to Survival and Knowledge [theology and philosophy]), Secret Mystery 2 (Arcane Defenses) SR 18, Secret Mystery 3 (+2 Willpower save); AL Higher Power, Copper Dragon; SV Fort +6, Ref +2, Will +7; AP 3; Rep +1; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 14.

**Occupation:** Religious (Knowledge [Theology and Philosophy], Listen, Sense Motive)

**Skills:** Jump +1, Knowledge (History) +6, Knowledge (Theology and Philosophy) +12, Listen

+7, Read/Write Language +1 (Latin), Sense Motive +10, Speak Language +1 (Latin), Spot +7, Survival +5, Treat Injury +8

**Feats:** Archaic Weapons Proficiency, Armor Proficiency (light), Consecrate Item, Conviction (Higher Power), Faith's Protection, Sacred Ritual

**Talents (Dedicated Hero):** Skill Emphasis (Treat Injury), Faith

**Talents (Monitor):** Monitor's Wrath +1, Divine Health, Monitor's Wrath +2

**Possessions:** Undercover vest, Longsword, medical kit; Wealth +7

**Order of the Copper Dragon Leader (Dedicated Hero 3/Monitor 4/Dragon Templar 3):** CR 10; Medium-size humanoid; HD 3d6+6 plus 4d8+8 plus 3d8+6; HP 63; Mas 14; Init -1; Spd 30 ft; Defense 18, touch 15, flatfooted 19 (-1 Dex, +6 class, +3 equipment); BAB +7; Grap +8; Atk +8 melee (2d6+1/19-20, Katana), or +6 ranged (1d6, weapon); Full Atk +8/+3 melee (2d6+1/19-20, Katana), or +6/+1 ranged (1d6, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 to Survival and Knowledge [theology and philosophy]), Secret Mystery 2 (Arcane Defenses) SR 18, Secret Mystery 3 (+2 Willpower save), Secret Mystery 4 (Arcane Defenses) SR 22; AL Higher Power, Copper Dragon; SV Fort +8, Ref +4, Will +9; AP 5; Rep +1; Str 12, Dex 8, Con 14, Int 10, Wis 16, Cha 14.

**Occupation:** Religious (Knowledge [Theology and Philosophy], Listen, Sense Motive)

**Skills:** Climb +1, Concentration +4, Jump +3, Knowledge (History) +6, Knowledge (Theology and

Philosophy) +15, Listen +10, Read/Write Language (Latin), Sense Motive +13, Speak Language (Latin), Spot +10, Survival +6, Treat Injury +9

**Feats:** Archaic Weapons Proficiency, Armor Proficiency (light), Consecrate Item, Conviction (Higher Power), Exotic Melee Weapon Proficiency (katana), Faith's Protection, Flaming Sword, Sacred Ritual

**Talents (Dedicated Hero):** Skill Emphasis (Treat Injury), Faith

**Talents (Monitor):** Monitor's Wrath +1, Divine Health, Monitor's Wrath +2

**Talents (Dragon Templar):** Dragon Breath (Slow) (DC 14), Keen Sight

**Possessions:** Undercover vest, Katana, medical kit; Wealth +7

## ORDER OF THE COLORED DRAGON(S)

While each colored dragon has its own order (Order of the Red Dragon, Order of the Blue Dragon, etc.), these orders combine to form a pseudo-republic called the Order of the Colored Dragons.

**Membership:** 550; Black (120), Blue (85), Green (80), Red (175), White (90)

**Current Headquarters:** Each order's headquarters is near the oldest respective dragon's lair: Black (Yucatan, Mexico), Blue (Bombay, India), Green (Cologne, Germany), Red (Tehran, Iran), White (Duluth, Minnesota).

**Symbol:** A dragon intertwined with a pentagram.

**Affiliate Membership Requirements:** Allegiance (Dark Power), Allegiance (Colored Dragons), Conviction (Higher Power), Knowledge (arcane lore) 5 ranks.

**Recruitment Methods:** The order actively searches for greedy and power-hungry recruits—often criminals and corrupt politicians. While secrecy is extremely important, the colored orders take more risks with their recruiting than do the

metallic orders—unlike the metallic orders, the colored orders have no qualms about simply eliminating potential security breaches.

## BENEFITS OF MEMBERSHIP

**Secret Mystery 1:** +2 to Bluff and Knowledge (arcane lore) skill checks.

**Secret Mystery 2:** *Arcane Magic:* the member receives the *True Magic* ability (as the Cultist class ability). If the character already possesses the *True Magic* ability, he instead learns a new 2<sup>nd</sup>-level spell of his choice.

**Secret Mystery 3:** *Arcane Power:* the member receives one permanent spell point (as in the Dark Disciple feat, and stacks). Once used, this spell point is recovered after eight hours of rest.

**Secret Mystery 4:** *Arcane Secrets:* the member learns 1d4 new spells of 3<sup>rd</sup> level or lower of his choice.

**Secret Mystery 5:** *Arcane Power:* the member receives an additional permanent spell point (as in the Dark Disciple feat, and stacks). Once used, this spell point is recovered after eight hours of rest.

*Modern Arcana Note:* If you want to use the traditional Modern Arcana rules, replace Arcane Magic and the two Arcane Power Secret Mysteries with a bonus spell per day of 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> level respectively.

## TYPICAL ORDER OF THE COLORED DRAGON

**Order of the Blue Dragon Initiate (Dedicated Hero 3):** CR 3; Medium-size humanoid; HD 3d6+3; HP 14; Mas 13; Init -1; Spd 30 ft; Defense 11, touch 11, flatfooted 12 (-1 Dex, +2 class); BAB +2; Grap +4; Atk +4 melee (1d4+2/19-20, knife), or +1 ranged (1d4/19-20, knife); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Dark Power, Order of the Blue Dragon; SV Fort +3, Ref +0, Will +4; AP 1; Rep +1; Str 14, Dex

8, Con 13, Int 12, Wis 15, Cha 12.

**Occupation:** Religious (Decipher Script, Knowledge [Arcane Lore], Knowledge [Theology and Philosophy])

**Skills:** Bluff +3, Decipher Script +7, Knowledge (Arcane Lore) +11, Knowledge (History) +7, Knowledge (Theology and Philosophy) +4, Listen +4, Read/Write Language (Latin), Sense Motive +6, Speak Language (Latin), Spot +10, Survival +6

**Feats:** Animal Sacrifice, Conviction (Dark Power), Educated (Knowledge [Arcane Lore], Knowledge [History]), Profane Ritual

**Talents (Dedicated Hero):** Skill Emphasis (Spot), Faith

**Possessions:** Knife; Wealth +7

**Order of the Dragon Member (Dedicated Hero 3/Cultist 4):** CR 7; Medium-size humanoid; HD 3d6+3 plus 4d6+4; HP 32; Mas 13; Init -1; Spd 30 ft; Defense 12, touch 12, flatfooted 13 (-1 Dex, +3 class); BAB +4; Grap +6; Atk +6 melee (1d6+2/19-20, Rapier), or +3 ranged (1d4/19-20, Knife); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 to Bluff and Knowledge [arcane lore]), Secret Mystery 2 (Arcane Magic), Secret Mystery 3 (Arcane Power); AL Dark Power, Order of the Blue Dragon; SV Fort +4, Ref +1, Will +9; AP 3; Rep +2; Str 14, Dex 8, Con 13, Int 12, Wis 16, Cha 12.

**Occupation:** Religious (Decipher Script, Knowledge [Arcane Lore], Knowledge [Theology and Philosophy])

**Skills:** Bluff +3, Concentration +5, Decipher Script +11, Gather Information +3, Intimidate +9, Knowledge (Arcane Lore) +15, Knowledge (History) +9, Knowledge (Theology and Philosophy) +6, Listen +5, Read/Write Language (Latin), Research +7, Sense Motive +7, Speak Language (Latin), Spot +11, Survival +7.

**Feats:** Animal Sacrifice, Archaic Weapons Proficiency, Blood Altar, Bloodletting, Conviction



(Dark Power), Educated (Knowledge [Arcane Lore], Knowledge [History]), Profane Ritual.

**Talents (Dedicated Hero):** Skill Emphasis (Spot), Faith.

**Talents (Cultist):** Control Undead, True Magic, Dark Initiate.

**Magic Notes:** 1 permanent spell point; Known Spell: Invisibility.

**Possessions:** Rapier, Knife; Wealth +7.

**Order of the Blue Dragon Leader (Dedicated Hero 3/Cultist 4/Dragon Templar 3):** CR 10; Medium-size humanoid; HD 3d6+6 plus 4d6+8 plus 3d8+6; HP 59; Mas 13; Init -1; Spd 30 ft; Defense 17, touch 14, flatfooted 18 (-1 Dex, +5 class, +3 equipment); BAB +6; Grap +8; Atk +8 melee (2d6+2/19-20, Katana), or +5 ranged (1d4/19-20, Knife); Full Atk +8/+3 melee (2d6+2/19-20, Katana), or +5/+0 ranged (1d4/19-20, Knife); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 to Bluff and Knowledge [arcane lore]), Secret Mystery 2 (Arcane Magic), Secret Mystery 3 (Arcane Power), Secret Mystery 3 (Arcane Secrets); AL Dark Power, Order of the Blue Dragon; SV Fort +6, Ref +3, Will +9; AP 5; Rep +2; Str 14, Dex 8, Con 14, Int 12, Wis 16, Cha 12.

**Occupation:** Religious (Decipher Script,

Knowledge [Arcane Lore], Knowledge [Theology and Philosophy])

**Skills:** Climb +2, Concentration +8, Decipher Script +13, Gather Information +3, Intimidate +11, Jump +2, Knowledge (Arcane Lore) +15, Knowledge (History) +9, Knowledge (Theology and Philosophy) +6, Listen +7, Read/Write Language (Latin), Research +7, Sense Motive +9, Speak Language (Latin), Spot +13, Survival +7.

**Feats:** Animal Sacrifice, Archaic Weapons Proficiency, Armor Proficiency (light), Blood Altar, Bloodletting, Conviction (Dark Power), Educated (Knowledge [Arcane Lore], Knowledge [History]), Exotic Melee Weapon Proficiency (Katana), Profane Ritual.

**Talents (Dedicated Hero):** Skill Emphasis (Spot), Faith.

**Talents (Cultist):** Control Undead, True Magic, Dark Initiate.

**Talents (Dragon Templar):** Dragon Breath 2d8 (DC 14), Keen Sight.

**Magic Notes:** 1 permanent spell point; Known Spell: Invisibility, Keen Edge, True Strike.

**Possessions:** Undercover vest, Katana, Knife; Wealth +7.

## DRAGON TEMPLAR

The elite of the orders have the opportunity to become Dragon Templars. Dragon Templars are granted gifts that mimic their masters' abilities, including keen senses and a breath weapon.

### REQUIREMENTS

To qualify to become a Dragon Templar, a character must fulfill the following criteria.

**Base Attack Bonus:** +3

**Skills:** Knowledge (arcane lore) 10 ranks or Knowledge (theology and philosophy) 10 ranks.

**Feats:** Conviction (Dark Power) or Conviction (Higher Power)

**Other:** Secret Mystery 3 from a Dragon Order.

### CLASS INFORMATION

The following information pertains to the Dragon Templar prestige class.

**Hit Die:** d8

**Action Points:** 7 plus one-half character level, rounded down.

**Class Skills:** The Dragon Templar's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Decipher Script (Int), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, history, theology and philosophy) (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

**Skill Points at Each Level:** 5 + Int modifier.

### CLASS FEATURES

All of the following are features of the Dragon Templar prestige class.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> levels the Dragon Templar gains a bonus feat from the following list: Alertness, Archaic Weapon proficiency, Armor Proficiency (light, medium), Brawl, Cleave, Exotic Melee Weapon Proficiency, Frightful Presence, Great Cleave, Improved Brawl, Iron Will, Knockout Punch,

TABLE I: BREATH WEAPON

Dragon	Type	Range	Notes
Black	Line of Acid	60 ft.	Reflex save for half damage
Blue	Line of Electricity	60 ft.	Reflex save for half damage
Green	Cone of Acid	30 ft.	Reflex save for half damage
Red	Cone of Fire	30 ft.	Reflex save for half damage
White	Cone of Cold	30 ft.	Reflex save for half damage
Brass	Cone of Sleep Gas	30 ft.	Will save or fall asleep for 1d6 + 1 rounds per Dragon Templar level
Bronze	Cone of Repulsion Gas	30 ft.	Will save or move away for 1d6 + 1 rounds per Dragon Templar level
Copper	Cone of Slow Gas	30 ft.	Fortitude save or slowed (as spell) for 1d6 + 1 rounds per Dragon Templar level
Gold	Cone of Weakening Gas	30 ft.	Fortitude save or take 1 point of temporary Str damage per two Dragon Templar levels (minimum one)
Silver	Cone of Paralysis Gas	30 ft.	Fortitude save or paralyzed for 1d6 + 1 rounds per Dragon Templar level

## TABLE 2: DRAGON TEMPLAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+1	+1	+0	Dragon Breath (wyrmling) 2d8 (DC 14)	+1	+0
2 <sup>nd</sup>	+1	+2	+2	+0	Keen Sight	+1	+0
3 <sup>rd</sup>	+2	+2	+2	+1	Bonus feat	+2	+0
4 <sup>th</sup>	+3	+2	+2	+1	Dragon Breath (Very Young) 4d8 (DC 17)	+2	+0
5 <sup>th</sup>	+3	+3	+3	+1	Blindsight	+3	+1
6 <sup>th</sup>	+4	+3	+3	+2	Bonus feat	+3	+1
7 <sup>th</sup>	+5	+4	+4	+2	Dragon Breath (Young) 6d8 (DC 18)	+4	+1
8 <sup>th</sup>	+6	+4	+4	+2	Fear Aura	+4	+1
9 <sup>th</sup>	+6	+4	+4	+3	Bonus feat	+5	+2
10 <sup>th</sup>	+7	+5	+5	+3	Dragon Breath (Juvenile) 8d8 (DC 21)	+5	+2

Low Profile, Power Attack, Profane Ritual, Sacred Ritual, Sunder, Weapon Focus.

**Dragon Breath:** The Dragon Templar receives a breath weapon similar to that of the dragon he serves. Using the breath weapon attack costs an Action Point.

A breath weapon attack starts at the Dragon Templar's mouth and extends in a direction of the character's choice. Once a character uses his breath weapon attack, he may not do so again for 1d4 rounds. If the breath weapon does damage, creatures caught in the area of effect can attempt a Reflex save for half damage. The damage and DC of the Reflex save increase as the Dragon Templar gains additional levels.

**Keen Sight:** At 2<sup>nd</sup> level, the Dragon Templar develops low-light vision and darkvision with a range of 100 feet.

**Blindsight:** At 5<sup>th</sup> level, the Dragon Templar's senses improve even more, granting him blindsight with a range of 50 feet.

**Fear Aura:** The Dragon Templar can unsettle foes with his mere presence. This ability takes effect automatically whenever the Dragon Templar attacks with his breath weapon. Creatures within a radius of 60 feet are subject to the effect if they have fewer Hit Dice than the Dragon Templar.

A potentially affected creature that succeeds at a Will save (DC 20) remains immune to that Dragon Templar's fear aura for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds; those with 5 or more HD become shaken for 4d6 rounds. Dragon Templars ignore the fear aura of other Dragon Templars.

## NEW RITUALS

### DRAGON BARGAIN

You sacrifice to your Dark Power in exchange for the services of a colored dragon.

**Prerequisites:** Allegiance (Dark Power), Black Mass, Blood Altar, Bloodletting, Human Sacrifice, Profane Ritual, Knowledge (arcane lore) 10 ranks.

**Arcane Lore DC:** 25

**Time to Perform:** 10 hours

**Duration:** 1 week plus 1 week per Cultist (or Dragon Templar) level

**Effect:** By sacrificing a number of HD of intelligent creatures equal to three times the HD of the dragon whose services you wish to obtain, you gain the services of that dragon. The bargain may be extended by one week for each additional 5 HD sacrificed to your Dark Power.

**Normal:** Characters without the Profane Ritual feat may not perform this Ritual. Characters without the Dragon Bargain feat suffer a –4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

**Special:** If this ritual is performed over a Blood Altar, you gain a +3 to your Knowledge (arcane lore) skill check. If the caster successfully draws a pentagram before performing this ritual, he may summon the dragon into that structure, trapping it. This allows the caster to extend the time of service by up to four weeks, but a creature forced into service under these circumstances will seek a way to wreak its revenge (although it is incapable of *directly* harming the person performing the ritual).

### DRAGON BARGAIN (SPELL)

This is the spell version of the Dragon Bargain ritual (above), and should only be used in a campaign using the traditional Modern Arcana spellcasting rules. The effect is the same.

*Conjuration (Summoning)*

**Level:** Divine 5, Arcane 5; **Components:** V, S, M; **Casting Time:** 10 hours; **Range:** 0; **Duration:** 1 week plus 1 week per Cultist (or Dragon Templar) level; **Saving Throw:** none; **Spell Resistance:** no.

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