



by Keith Strohm with DRAGON Staff • illustrated by Chris Appel



# *DRAGON* *Hunters*

*The secrets of dragons are deeper than any ocean; their cunning, as dark as night.*

—Kharthon Es,  
Dragonscribe of Cthar

*Four Foolhardy Prestige Classes*



**D**ragon. The very name conjures images of white-hot flaming breath, shimmering scales, and wicked claws capable of rending flesh from bone. Some believe that dragons are intricately connected with creation and that the oldest forms of the draconic language contain echoes of that primal event, powering the strongest spells and artifacts. Still others view dragons as embodiments of destruction and evil, for the power of a dragon can raze a kingdom, and its motives run far deeper than most folk—human or otherwise—can comprehend. Whether or not one subscribes to either of these elemental views of dragons, it is clear that the wisest mages whisper of their deep affiliation with magic, and even experienced warriors of stout heart and their fear to face these creatures in battle.

Yet in every age there are individuals who raise sword and spell against dragons wherever they appear. Whether for good or ill, for noble or selfish reasons, these folk pit mortal courage against draconic strength and cunning. Many of these daring individuals die, yet some triumph, ultimately scarred but able to enjoy the fruits of their victory. Appearing below are four such dragon-killing types—although many more certainly exist.

### **The Dragonscribe**

Occasionally from the ranks of the learned and wise comes an individual who devotes himself totally to the study of draconic lore. Unlike many seekers of knowledge, dragonscribes do not simply pore over moldering tomes and ancient scrolls. Rather, they travel across the breadth of the world (and across planes, if necessary) to speak, question, contact, and bargain with living dragons.

Although a dragonscribe's single-minded focus and devotion to esoteric knowledge might cause others to view him as a cold, uncaring individual, a passionate heart beats beneath his dirtied robes and studious mien. Despite this, a dragonscribe generally eschews most human contact—although he seldom hesitates to associate with individuals or groups that could aid his quest—and has a tendency to hoard knowledge like his draconic subjects hoard treasure. Though generally unconcerned about questions of good and evil, some dragonscribes utilize

their abilities for selfish gain, harnessing their great power in service to their ambition or desire to dominate.

### **Class Features**

All of the following are class features of the dragonscribe prestige class.

#### **Weapon and Armor Proficiency:**

Dragonscribes gain no new proficiency with weapons or armor.

#### **Spells Per Day/Spells Known:**

Because the dragonscribe continues in the pursuit of magical knowledge and perfection, members of this class gain new spells per day and spells known as if they gained a level in a spellcasting class that they belonged to before adding the prestige class. For example, Inkardus, a 10th-level wizard/1st-level loremaster, gains a new level and wishes to pursue the dragonscribe prestige class. Because of his previous prestige class, Inkardus casts a number of spells per day equivalent to an 11th-level wizard. Adding a level of dragonscribe allows the mage to cast a number of spells per day as if he was a 12th-level wizard.

If a character possessed more than one spellcasting class before he became a dragonscribe, he must decide which class will receive the additional spellcasting level for purposes of determining spells per day when he adds the new level.

**Dragonlore:** At 1st level, dragonscribes gain an ability similar to the bardic knowledge ability that pertains only to dragons. Unlike the bard's bardic knowledge ability, dragonlore comes not from random wanderings but instead from scraps of long-lost knowledge, hidden tomes, and other obscure sources. To use the dragonlore ability, the dragonscribe makes a special dragonlore check with a bonus equal to his dragonscribe level + Intelligence bonus.

Dragonscribes with bard levels may add their bard levels to this check as well; however, dragonscribe levels do not stack with a bard's normal use of the bardic knowledge ability.

Some example dragonlore DCs are listed in the Dragonlore DCs sidebar.

**Overcome Resistance (Ex):** Extensive meditation and research on the customs, thoughts, and personalities of dragons affords dragonscribes a deep insight into their ways. This insight allows a dragonscribe to more easily

### **Dragonscribe Requirements**

To qualify to become a dragonscribe, a character must fulfill all of the following criteria:

**Diplomacy:** 7 ranks.

**Knowledge (arcana):** 13 ranks.

**Feats:** Spell Penetration, Iron Will.

**Language:** Draconic.

**Special:** The character must have observed at least three different kinds of dragons personally.

**Special:** The character must be able to cast a 2nd-level or higher arcane spell from the Abjuration, Conjuration, and Divination schools.

### **Dragonscribe Class Skills**

The dragonscribe's class skills (and the key ability for each skill) are:

**Str:** —

**Dex:** —

**Con:** Concentration.

**Int:** Alchemy, Decipher Script (exclusive skill), Knowledge (all skills, taken individually), Scry, Spellcraft.

**Wis:** Sense Motive.

**Cha:** Gather Information, Use Magic Device (exclusive skill).

**Skill Points at Each Level:** 2 + Int modifier.

penetrate a dragon's innate spell resistance. Whenever the dragonscribe casts a spell that affects a creature with the dragon type, he gains a +2 bonus to caster level checks to overcome the dragon's spell resistance (if any), and for the dragon, the spell's saving throw DC is increased by +2. These bonuses stack with the Spell Penetration and Spell Focus feats.

When the dragonscribe casts a spell that affects more than one creature, these bonuses still apply, but they apply only to creatures with the dragon type.

**Dragon Tongue (Ex):** Supported by their tremendous knowledge and magical power, dragonscribes are much more adept at convincing dragons to cooperate and interact peacefully with them. At the very least, should a dragonscribe be faced with a draconic foe too powerful for him to overcome, he is often able to exchange knowledge of other dragons in return for the dragon



## Dragonscribe Advancement

Class	Base	Fort.	Ref.	Will	Special	Spells per Day
Level	Attack	Save	Save	Save		
1st	+0	+0	+0	+2	Dragonlore	+1 level of existing class
2nd	+1	+0	+0	+3	Overcome resistance	+1 level of existing class
3rd	+1	+1	+1	+3	Dragon tongue	+1 level of existing class
4th	+2	+1	+1	+4	Summon dragon	+1 level of existing class
5th	+2	+1	+1	+4	Draconic binding	+1 level of existing class

Hit Die: d4

## Dragonlore DCs

Example	DC
Identifying a dragon's age and color from a rough description.	10
Identifying a dragon's size from signs of its passage.	15
Identifying a dragon's name, age, and origin after an encounter.	20
Identifying a dragon's special abilities and spells known from its description.	25
Determining the location of a dragon's lair from scraps of information.	30

### Summon Monster IV

Celestial bronze dragon (wyrmling) (LG)  
Fiendish blue dragon (wyrmling) (CE)

### Summon Monster V

Celestial copper dragon (very young) (CG)  
Fiendish green dragon (very young) (LE)  
Fiendish Wyvern (NE)

### Summon Monster VI

Celestial brass dragon (juvenile) (CG)  
Fiendish white dragon (juvenile) (CE)

### Summon Monster VII

Celestial brass dragon (young adult) (CG)  
Fiendish black dragon (young adult) (LE)

### Summon Monster VIII

Celestial bronze dragon (adult) (LG)  
Fiendish blue dragon (adult) (LE)

### Summon Monster IX

Celestial silver dragon (adult) (LG)  
Fiendish red dragon (adult) (CE)

sparing his life. This ability grants a +5 competence bonus to Diplomacy checks when dealing with creatures with the dragon type.

**Summon Dragon (Sp):** Dragonscribes who are able to cast *summon monster* spells gain the ability to choose fiendish and celestial dragons in addition to the other monsters on the summon lists. Treat the list below as a class-exclusive addition to the *summon monster* table in the *Player's Handbook*. Note that most dragons on the list are slightly more powerful than the other monsters available at a given level; this exemplifies the dragonscribe's close connection to dragons and the innate power of the dragon species.

### Summon Monster III

Celestial brass dragon (wyrmling) (CG)  
Fiendish white dragon (wyrmling) (CE)

**Draconic Binding (Sp):** The apex of a dragonscribe's power rests in his ability to bind a dragon or other intelligent draconic creature to his service. Manipulating powerful magical forces focused through words of power spoken in the primal draconic tongue, the dragonscribe can control the mind of a draconic creature. This ability functions exactly like a *dominate monster* spell cast by a sorcerer with a level equal to the dragonscribe's spellcaster level, except that it only affects creatures with the dragon type. The DC to resist the effect is equal to 19 + the dragonscribe's Charisma modifier. The dragonscribe can use this ability once per day.

## Knight of the Scale

Bolstered by the divine power of their god and driven by the force of their sacred duty, knights of the scale travel throughout the world raising sword and

shield against the threat of dragonkind. Undaunted by the primal fury of formidable breath weapons and razor-edged claws, these stalwart heroes do battle wherever the taint of draconic evil gains a foothold.

Unlike their more traditional noble counterparts, knights of the scale (also referred to as scale knights) are called from every social rank and caste, causing some hidebound folk to cast a disdainful glance whenever they make an appearance. Despite the vagaries of their breeding, these fierce warriors embody a nobility of spirit and purity of purpose that shines forth when confronted by a draconic adversary. Knights of the scale do not throw caution to the wind and foolishly charge into battle with a dragon, preferring instead to plan as carefully as possible. However, bravery, courage, and strength are paramount for these characters. Scale knights seek to face and defeat dragons through force of arms, faith, and intellect while remaining true to the strict dictates of their honor and sense of duty. Sneaking in to a black dragon's cavern and dropping the ceiling upon its head would be anathema to them, for example.

Paladins, fighters, and clerics make excellent knights of the scale. Some barbarians also find themselves called to this pursuit, while rogues and arcane spellcasters rarely don the armor and shield of a scale knight.

## Class Features

All of the following are class features of the knight of the scale prestige class.

### Weapon and Armor Proficiency:

Knights of the scale gain proficiency with all simple and martial weapons, with all types of armor, and with shields.

**Blood of Heroes (Su):** Bathed in the radiance of their deity's power, knights of the scale are immune to a dragon's frightful presence. In addition, all allies within 10 feet of the knight receive a +4 morale bonus to their Will saves versus this fear-generating effect. If the knight of the scale also possesses a paladin's aura of courage, her protective emanation improves, extending immunity to the frightful presence ability to all allies within 10 feet. Any protected companion who moves beyond the range of this protective field must immediately make a Will save to resist



the effects of the dragon's frightful presence.

**Detect Dragon (Sp):** At will, the knight of the scale can detect the presence of dragons as a spell-like ability. This ability is identical to the *detect evil* spell except that it detects only creatures with the dragon type (regardless of alignment), and there is no chance for the knight to become stunned.

**Dragonslaying (Su):** Energized by the might of her deity, a scale knight receives a +1 morale bonus to her attack rolls starting at 2nd level when combating dragons and other draconic creatures. On a successful attack roll, she inflicts an additional 1d6 points of holy damage.

At 8th level, the bonus increases to +2 and +2d6 holy damage.

**Sacred Shield (Su):** Knights of the scale receive a +2 sacred bonus to all saves against a dragon's spells and supernatural abilities, as the hand of

their god protects them from harm.

This bonus increases to +4 at 7th level.

**Shatter Scale (Su):** Once per day, a scale knight can summon the wrath of her deity and focus it in one melee attack against a creature with the dragon type. When doing so, she receives a +4 bonus on her melee attack roll and a damage bonus equal to her knight of the scale class level.

**Mount (Su):** At 5th-level, the knight

divine energy to make a devastating charge attack. When mounted and using the charge action against a creature with the dragon type, a knight of the scale deals double damage with a melee weapon (or triple damage with a lance). If the knight already has the Spirited Charge feat, the damage from a charge attack is tripled against a draconic foe (or quadrupled when using a lance).

**Undaunted by formidable breath weapons and razor-edged claws, these stalwart heroes do battle wherever the taint of draconic evil gains a foothold.**



### Knight of the Scale Requirements

To qualify to become a knight of the scale, a character must fulfill all of the following criteria:

**Alignment:** Any good.

**Base Attack Bonus:** +6.

**Knowledge (arcana):** 4 ranks.

**Ride:** 9 ranks.

**Feats:** Mounted Combat, Weapon Focus (Lance, heavy).

**Special:** A character seeking to become a knight of the scale must have killed a dragon (either singly or as part of a group) of young adult age or older and commissioned a suit of armor constructed from its scales.

### Knight of the Scale Class Skills

The knight of the scale's class skills and the key ability for each skill are:

**Str:** Climb, Jump, Swim.

**Dex:** Ride.

**Con:** Concentration.

**Int:** Knowledge (all skills, taken individually).

**Wis:** Heal.

**Cha:** Diplomacy, Handle Animal.

**Skill Points at Each Level:** 2 + Int modifier.

of the scale can call a special winged mount to carry her into the air. The knight of the scale can choose either a celestial griffon, a celestial pegasus (advanced to 6 hit dice), a celestial giant eagle (advanced to 6 hit dice), or a celestial giant owl (advanced to 6 hit dice).

Should a knight of the scale's mount fall, she can call for another one after a year and a day.

A knight of the scale with paladin levels does not gain the mount ability. Instead, her knight of the scale levels stack with her paladin levels to determine the power of her special mount.

**Ride-By Attack:** At 6th level, the knight of the scale gains the Ride-By Attack feat.

**Heal Mount (Sp):** Once per day, the knight of the scale can cast the *heal mount* spell as a paladin with a level equal to the knight's character level.

**Righteous Charge (Su):** Once per day after attaining 10th level, a knight of the scale can open her being to the pure power of her deity and use the

### Heartseekers

Kin to the mystical arcane archers that protect and defend elven communities, heartseekers (or the *quelaenvyn*, as the elves name them in their ancient language) defend the hidden enclaves of their people from draconic invasion through the skillful blending of physical prowess and arcane might. Masters of the traditional elven art of archery and devotees of magic, heartseekers specialize in delivering ranged attacks designed to pierce the physical and magical defenses that make dragons and their kin such feared adversaries. They are often the elves' first line of defense against the depredations of a dragon.

Unlike the insular arcane archers, members of this renowned order have spread their special blend of archery and magic to other races. Because of this, heartseekers enjoy a special place in many communities, although they can still seem abrupt and standoffish to those outside the order. Despite their perceived haughtiness, they recognize acts of bravery and skill in battle no

### Knight of the Scale Advancement

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+2	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+3	+1	+1
5th	+5	+4	+1	+1
6th	+6	+4	+2	+2
7th	+7	+5	+2	+2
8th	+8	+5	+2	+2
9th	+9	+6	+3	+3
10th	+10	+6	+3	+3

Hit Die: d10

#### Special

Blood of heroes, *detect dragon*

Sacred shield +2

Dragonslaying +1/1d6

Shatter scale

Mount

Ride-By Attack

Sacred shield +4

Dragonslaying +2/2d6

Heal mount

Righteous charge





matter its source, and members of the order are willing to stretch out their hand in friendship to any who consistently demonstrate such traits. Once befriended by a heartseeker, a person can find no better companion.

Elven leaders often deploy heartseekers among bands of arcane archers to bolster the former's magical abilities with the arcane prowess of these more spell-oriented elven defenders. Few non-elven communities boast more than a handful of heartseekers, making their role in large engagements somewhat limited.

Heartseekers have also been known to travel beyond the confines of their homeland and join with small bands of adventurers, usually to fulfill a perilous quest relating to the defense of an elven community.

Wizards and sorcerers (often with a few levels of fighter or ranger) who devote themselves to the martial side of combat are the most likely adventurers to become heartseekers. Fighters, rangers, and even rogues who dabble in arcane study occasionally find themselves members of this order. Monks, barbarians, and paladins rarely become heartseekers.

### Class Features

All of the following are class features of the heartseeker prestige class.

**Weapon and Armor Proficiency:** Heartseekers gain no new proficiency with weapons or armor.

**Spells Per Day:** Because heartseekers continue in the pursuit of magical knowledge and perfection, for every other level they gain in this prestige class, heartseekers gain new spells per day and spells known as if they gained a level in an arcane spellcasting class that they belonged to before adding the prestige class. If a character possessed more than one arcane spellcasting class before he became a heartseeker, he must decide which class will receive the additional spellcasting level for purposes of determining spells per day when he adds the new level.

**Piercing Spell (Ex):** The heartseeker's focus on creatures with the dragon type gives him a +2 bonus to his caster level checks against a dragon's spell resistance. This bonus increases to +4 at 5th level and +6 at 9th level. This bonus stacks with the Spell Penetration and Greater Spell Penetration feats.



**Lodestone Arrow (Su):** Once per day, a 2nd-level heartseeker can imbue an arrow with the power of the very earth around him. On a successful attack roll, any winged or flying creature struck by the lodestone arrow must make a Fortitude save (base DC = 15 + class level + Charisma bonus) or fall immediately to the ground, its ability to fly nullified by the arrow's magic. Grounded creatures take any applicable falling damage and cannot return to the sky until the duration of the effect

expires—although they can still attack and move on the ground normally.

The lodestone arrow lasts for 1 round per every two heartseeker levels of the attacker.

**Brilliant Energy Arrow (Su):** Through his devotion to the arcane arts, a heartseeker can transform an arrow fired at a creature with the dragon type to a brilliant energy weapon. This arrow

**The vengeance sworn are relentless, implacable foes, hurling themselves against their draconic enemies armed only with steel weapons and bitter fury.**



### Heartseeker Requirements

To qualify to become a heartseeker, a character must fulfill all of the following criteria.

**Base Attack Bonus:** +4.

**Concentration:** 8 ranks.

**Knowledge (arcana):** 8 ranks.

**Listen:** 5 ranks.

**Spot:** 5 ranks.

**Feats:** Combat Casting, Spell Penetration, Weapon Focus (any bow)  
**Spellcasting:** Ability to cast arcane spells.

### Heartseeker Class Skills

The heartseeker's class skills and the key ability for each skill are:

**Str:** Climb, Jump, Swim.

**Dex:** Ride.

**Con:** Concentration.

**Int:** Knowledge (all skills, taken individually), Spellcraft.

**Wis:** Listen, Spot, Wilderness Lore.

**Cha:** —

**Skill Points at Each Level:** 2 + Int modifier.

### Greater Enchantment (Ex):

Whenever a heartseeker casts *greater magic weapon* on his arrows, treat the spell as if it were cast by a spellcaster with a level equal to the heartseeker's class level plus his levels from his previous spellcasting class. For example, Elatharis, a 10th-level wizard/5th-level heartseeker, normally casts arcane spells as a 12th-level caster. However, when casting *greater magic weapon* on his arrows, he casts the spell as a 15th-level caster.

**Bane Missile (Su):** Once per day, as a full-round action, a 4th-level heartseeker can prepare and fire a special arrow called a bane missile. If a bane missile strikes a creature with the dragon type, it deals an additional 1d6 points of damage per three heartseeker levels and ignores damage reduction.

**Spellgift Arrow (Su):** Once per day, as a full-round action, a 6th-level heartseeker can prepare and fire a special arrow called a spellgift arrow. If the spellgift arrow inflicts damage on a creature with the dragon type, the heartseeker gains an enhancement bonus equal to the damage inflicted to his caster level checks made to penetrate the injured creature's spell resistance for the next round only.

functions exactly as an arrow with the brilliant energy special quality. A heartseeker can use this ability as a free action on a total of three arrows per day.

**Heartseeker (Su):** Channeling his arcane power along with his love for the elven homeland he defends, a heartseeker can transform a single arrow per day into a *greater slaying arrow* keyed to any creature with the dragon type. It takes a full round for a heartseeker to transform an arrow in this way. The enchantment lasts no longer than a day, and the character can only have one such arrow in existence at a time.

### Vengeance Sworn

Born from the aftermath of dragon-wrought tragedy, death, and destruction, the vengeance sworn focus their hatred of dragons and their desire for revenge into a divinely sealed oath that drives them beyond the limits of mortal endurance. Battle-hardened and tested by the harsh environments in which they live, vengeance sworn characters travel through rugged mountains and across trackless seas to sate their burning desire for draconic blood.

In battle, the vengeance sworn are relentless, implacable foes, hurling themselves against the gleaming scales of their draconic enemies armed only with steel weapons and their bitter fury. Among the close-knit brotherhood of warriors, vengeance sworn are given wide berth, as their often single-minded purpose sets them at odds with their more mercenary brethren. Still, their reputation for ferocity and true skill in battle wins them a place among many adventuring groups.

The vengeance sworn are far from common, but multiclassed characters with levels in barbarian and either cleric or druid from more primitive cultures are the most likely characters to become

### Heartseeker Advancement

Hit Die: d6

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Piercing spell +2	
2nd	+1	+3	+0	+3	Lodestone arrow	+1 level of class
3rd	+2	+3	+1	+3	Greater enchantment	
4th	+3	+4	+1	+4	Bane missile	+1 level of class
5th	+3	+4	+1	+4	Piercing spell +4	
6th	+4	+5	+2	+5		+1 level of class
7th	+5	+5	+2	+5	Spellgift arrow	
8th	+6	+6	+2	+6	Brilliant energy arrow	+1 level of class
9th	+6	+6	+3	+6	Piercing spell +6	
10th	+7	+7	+3	+7	Heartseeker	+1 level of class



members of the prestige class. Rogues, monks, wizards, sorcerers, and other arcane spellcasters, however, rarely take the single-minded oath that fuels the hearts and limbs of the vengeance sworn.



**Bathed in the radiance of their deity's power, the vengeance sworn are immune to a dragon's frightful presence.**

### Class Features

All of the following are class features of the vengeance sworn prestige class.

**Weapon and Armor Proficiency:** Vengeance sworn characters are proficient with all simple and martial weapons, as well as light and medium armor.

**Spells Per Day:** Because a vengeance sworn character continues in her worship of the divine, she increases her caster level and continues to gain new spells per day at 2nd, 6th, and 10th level. If a character possessed more than one divine spellcasting class before she became vengeance sworn, she must decide which class will receive the additional spellcasting level for purposes of determining spells per day.

**Blood of Heroes (Su):** Bathed in the radiance of their deity's power, the vengeance sworn are immune to a dragon's frightful presence. In addition, all allies within 10 feet of the vengeance sworn receive a +4 morale bonus to their Will saves against this fear-generating effect. In the unlikely event that the vengeance sworn also possesses a paladin's aura of courage, her protective emanation improves, extending her personal immunity to the frightful presence ability to all allies within 10 feet. Any protected companion who moves beyond the range of this protective field must immediately make a Will save to resist the effects of the dragon's frightful presence.

**Might of Heroes (Ex):** At 3rd level, anytime the vengeance sworn is inside the radius of a dragon's frightful presence ability, she gains a +2 sacred bonus to attacks, saves, and skill checks. This bonus applies only to rolls made against a creature with the dragon type, including attack rolls to hit the dragon, saving throws against the dragon's spells and abilities, and similar checks. In addition,

the vengeance sworn must be fighting against the dragon; in the rare instance where a vengeance sworn might be allied with a dragon, the allied dragon's frightful presence ability does not trigger the might of heroes ability.

**Rage (Ex):** The oath-stirred fires of a vengeance sworn's anger allows her to rage one additional time per day. This ability functions exactly like the rage ability from the barbarian class (a prerequisite for this class). At 8th level, the vengeance sworn gains another daily use of the rage ability.

**Shield of Fury (Su):** At 5th level, the vengeance sworn receives a +2 sacred bonus to all saves against breath weapons, spells, and other abilities that originate with a creature with the dragon type. At 9th level, this bonus increases to +4.

**Will of Heroes (Su):** At 7th level, whenever the vengeance sworn is within the radius of an opposing dragon's frightful presence ability, she becomes immune to all Enchantment and Illusion effects.

**Dragonslayer (Su):** At 10th level, because of their passion and experience at fighting dragons, as well as their divinely inspired skills, vengeance sworn are more likely to inflict a critical hit whenever they battle a creature with the dragon type. This supernatural ability doubles the effective threat range of each of the vengeance sworn's attacks against a creature with the dragon type. This increase stacks with the Improved

Critical feat and the keen weapon enhancement just like those effects stack with themselves (the increase affects the base threat range only, not the modified threat range). For example, a +1 keen longsword wielded by a vengeance sworn with the Improved Critical (longsword) feat and the dragonslayer ability would have a threat range of 13-20. **D**

### Vengeance Sworn Requirements

To qualify to become vengeance sworn, a character must fulfill all of the following criteria:

**Base Attack Bonus:** +6.

**Intimidate:** 5 ranks.

**Knowledge (arcana):** 5 ranks.

**Wilderness Lore:** 5 ranks.

**Feats:** Ambidexterity, Two-Weapon Fighting, Expertise.

**Special Ability:** Rage.

**Spellcasting:** Ability to cast 1st-level divine spells.

**Special:** Must have been killed by a dragon or had a loved one killed by a dragon.

### Vengeance Sworn Class Skills

The vengeance sworn's class skills and the key ability for each skill are:

**Str:** Climb, Jump, Swim.

**Dex:** Hide, Ride.

**Con:** —

**Int:** Craft, Knowledge.

**Wis:** Intuit Direction, Listen,

Wilderness Lore.

**Cha:** Handle Animal, Intimidate.

**Skill Points at Each Level:** 4 + Int modifier.

### Vengeance Sworn Advancement

Class Level	Base Bonus	Fort. Save	Ref. Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6	+5	+2	+2
7th	+7	+5	+2	+2
8th	+8	+6	+2	+2
9th	+9	+6	+3	+3
10th	+10	+7	+3	+3

Hit Die: **d10**

Special	Spells per Day
Blood of heroes	
	+1 level of existing class
Might of heroes	
Rage	
Shield of fury +2	
	+1 level of existing class
Will of heroes	
Rage	
Shield of fury +4	
Dragonslayer	+1 level of existing class