



## Dragon Slayer.

Dragon slayers are the order of champions loyal to the deity Dralose. They have being charged by their deity with a duty to slay all evil dragons

and they carry out this duty with an obsessive passion.

Raiding dragon nests and hunting down wyrms is what slayers live for.

The order trains in the art of bringing down opponents much larger than themselves and secret technics taught only to slayers to help them defeat dragons.

Members of the order are also blessed with powers by the great Dralose himself. One such power is an antimagic field that only affects dragons spell-like abilities.

Dragon slayers are the champions of Dralose.



### Hit die: D10

Dragon slayers are proficient with all large melee weapons (not exotic), all crossbows and thrown ranged weapons.

They are proficient with light, medium armour and slayer honour mail. Slayer honour mail is special armour made by dragon slayers out of dragon hide. It counts as +3 full plate armour with the same resistance as the dragon's immunity, a max dex +2, an armour check penalty -4 and 5% arcane spell failure. Slayers are proficient with tower shields.

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Class level	Base attack	Fort save	Ref save	Will save	Special
1	+1	+2	+2	+2	Favourite enemy: dragons+1. Slayer dragon strike.
2	+2	+3	+3	+3	Evasion.
3	+3	+3	+3	+3	Defensive roll.
4	+4	+4	+4	+4	Improved evasion( vs dragon breath). Favourite enemy: dragons+2.
5	+5	+4	+4	+4	
6	+6	+5	+5	+5	
7	+7	+5	+5	+5	
8	+8	+6	+6	+6	Favourite enemy: dragons+3.
9	+9	+6	+6	+6	
10	+10	+7	+7	+7	Slayer Sword. Dragon antimagic.
11	+11	+7	+7	+7	
12	+12	+8	+8	+8	Favourite enemy: dragons+4.
13	+13	+8	+8	+8	
14	+14	+9	+9	+9	
15	+15	+9	+9	+9	
16	+16	+10	+10	+10	Favourite enemy: dragons+5.
17	+17	+10	+10	+10	
18	+18	+11	+11	+11	
19	+19	+11	+11	+11	
20	+20	+12	+12	+12	Favourite enemy: dragons+6.

### Dragon slayer spell list.

#### Level 1 spells.

Endure elements. Protection from evil. Shield. Mage armour.  
True strike. Magic missile. Ray of enfeeblement. Reduce. Jump. Spider climb.

#### Level 2 spells.

Resist elements. Melf's acid arrow. Arcane lock. Flaming sphere. Obscure object.  
Fog cloud. Invisibility. Levitate.

#### Level 3 spells.

Nondetection. Protection From elements. Flame arrow. Lightning bolt. Displacement.  
Haste. Keen edge.

#### Level 4 spells.

Locate creature. Fire shield. Improved invisibility. Polymorph other. Phantasmal killer.

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### Spells per level.

Level	1	2	3	4	Level	1	2	3	4
1	-	-	-	-	11	1	1	0	-
2	-	-	-	-	12	1	1	1	-
3	-	-	-	-	13	1	1	1	-
4	0	-	-	-	14	2	1	1	0
5	0	-	-	-	15	2	1	1	1
6	1	-	-	-	16	2	2	1	1
7	1	-	-	-	17	2	2	2	1
8	1	0	-	-	18	3	2	2	1
9	1	0	-	-	19	3	3	3	2
10	1	1	-	-	20	3	3	3	3

A dragon slayer's caster level is half his/her class level (rounded up).

To cast a spell, the slayer must have an charisma score of 10+ the spell's level.

Slayer's bonus spells are based on their charisma.

### Slayer dragon strike.

A slayer holds back his/her attacks to study a dragon's body for weak points.

After 3 rounds of doing nothing while staying focused on the target dragon the slayer receives +10 circumstance bonus to his/her next attack roll and +10 to

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damage /per level. Must be performed with a slayer sword or weapon with reach. Can only be done 1 per week.

### **Evasion.**

A slayer can avoid even magical and unusual attacks with great agility. Starting at level 2, If a slayer makes a successful reflex saving throw against an attack that normally deals half damage on a successful save, the slayer instead takes no damage. Evasion can only be used if the slayer is wearing light armour, no armour or slayer honour mail. It is an extraordinary ability.

### **Defensive roll.**

Starting at level 3, the slayer can roll with a potentially lethal blow to take less damage from it. once per day, when a slayer would be reduced to 0 hit points or less by damage in combat (not from a spell or special ability), the slayer can attempt to roll with the damage. he/she makes a reflex saving throw (DC= damage dealt) and, if successful, takes only half damage from the blow. He/she must be aware of the attack and able to react to it in order to execute the defensive roll. If he/she is in a situation that would deny him/her any dexterity bonus to AC, he/she can't attempt the defensive roll.

### **Improved evasion.**

As 'the monk'. (Only useable on dragon breath attacks.)

### **Slayer sword.**

The slayer sword is a dragon slayer's most useful tool in his/her quest to free the world of evil brought about by chromatic dragons. upon reaching 10<sup>th</sup> level, a dragon slayer will be blessed by Dralose in the form of a MW greatsword materialising into his/her possession. Inscribed on it will be this, "Let me taste the heavens and then my duty." If the slayer gets this sword blessed by a holy man/woman and it comes into contact with chromatic dragon blood, it will instantaneously transform into a slayer sword. The sword is not magical so much as it is a tool used to channel the power of a dragon slayer. When wielded by a slayer or the holy man/woman who blessed it, the sword becomes a +6 holy/bane(dragons) great sword and gives off light like a brilliant energy weapon when within 100 ft of a chromatic dragon. A dragon slayer's training in traditional weapon combat allows him/her to wield a slayer sword (and any other melee weapons one size category larger than themselves without reach) one-handed.

### **Dragon anti-magic.**

Starting at 10<sup>th</sup> level, Dragon slayers create a field of anti-magic around themselves that only affects dragons spell-like abilities. They can extend this field to protect others within 5ft of them as a standard action.

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### **Class skills**

The Dragon slayer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Handle animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), and Ride (Dex).

Skill points at first level,  $(2 + \text{Int mod}) \times 4$ .

Skill points per level,  $2 +$

Int mod.