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Ashardalon gives you some of theMagnies) who seek to gain access to the forces of dragons through his immense power, which he gathered during his life as a dragon and a cooking creature.special pacts. About Ashardalon's Vestige Binding Rules, Crend Ashardalon: You get a bonus from Analytics Control Advisor Magic Rules presented in Volume of Magic, and Search for checks equal to your folder class level. You can also find objects near you by spelling find an object (PH 249). Ashardalon, the presence of Ashardalon: You can infuriate fear in the hearts of OPAE of your unborn enemies. This acts as the magic of fear (PH 229), except actors immune to the dragon's fearsome presence are immune to this Seeker of pure power and wealth, fiendish red dragon effect, and, again, for 5 rounds. When you use this ability, the aspect has escaped death more than once, it gives classics a sign displayed through any armor or clothing you wear for 1 part of its forces like dragon and fiend, as well as part circle, burning as a firebrand (though not actually of its great resilience. Legend: Ashardalon is a red dragon of unusual greed asardalon vigor: Ashardalon gives you some of its immense power. He was trying to control the vast area of land and the endurance he enjoyed in life. When you read this message, you ravaged it in a cruel hunt for food, sport, and strength. So great that you get temporary punches equal to twice your bull is the power of Ashardalon that many cults have grown to honor it level. These temporary strike points up to 24 hours, as a deity and followed him into what they believed were sacred wars. Over time, however, an alliance of Rangers and Elves heart: You share some of the defensive defeated the armies of Ashardalon. Soon after, on a ballyard after contacting Ashardalon's body. This dragon effect faces a powerful druid that has risen to protect you giving damage reduction 10/cold iron and resistance ground, and is almost killed. To fire 30.DRACONIC AURAS level, +2 on level 5, +3 at level 10, +4 at level 15, and +5 at level 20), and otherwise follow all normal rules deadman have learned to express the innate magical power of this class of dragon auri.dragons in many ways, including through the use of draconicauras. Dragon shamans (see Player's Guide II) are the biggest- Marshall-greatest scalpers of draconian auras, but other characters can also Marshall (a class presented in the Miniatures Manual) learn to harness that power. Learn any of the dragon auras presented here in place of dragon auri usually resemble some of the innate great aura. The bonus provided by the dragon aura equals the abilities of the dragons, from a large presence to an avid bonus, which is usually given by the grand aura of the marshal (+ 1 storks to the energy resistance, and the sheriff's aura (including scope, permissible targets and when it ceases to function). It is also considered a draconian aura Projecting a draconian aura is a quick action, and you can for all the effects that apply to such auras as doubly project a draconian aura at a time. Aura remains in Draconic Aura (see page 16) effect while using a free action to reject it or activate another aura in its place. You can have a dragon aura active/intentionally; Thus, the aura can be in effect at the beginning of dragonsencounter before you take your first turn. A true dragon capable of casting wizard spells can choose any draconian aura described unless below in place of its famous, your draconian magic wizard and spell affects all allies slot on level 2 orin 30 feet (including- higher, if you become a slot has abandoned foreverunknowledge or killed, but others (unless later replaced; visible it remains in force even if you are below). Regardless of the number of incapable of acting , provided by aFor most characters, learn aura by selecting the draconian aura equals the 1/2 level of the spell, whenraoan aura (see page 16). This sub- the nature of the aura has been acquired. If a dragon later accesses a higher aura with + a1 bonus. Members of a certain level of magic may lose some magic and spelling slotclasses, and some creatures, however, may get the ability to at this level instead of a at lower level. He immediately received a draconian aura project from various sources. Famous spelling and spelling slot at the previous level, and the Dragon Lord bonus provided by its draconian aura respectively improves. For example, a mature adult black dragon loses a famouscharacteristics who take this prestige class (see page 38) win a wizard of second-level magic and a 2nd level magic slot,draconian aura on the 1th level and additional auras on the 4th, 7th, and in return wins a draconian aura with a bonus of +1,10 level. On level 5, the bonus provided by the two dragons later, when the dragon reaches the category of very old age, the aura of the lord increases to +2. On level 9, the bonus granted decides to increase its aura. Then he loses a famous 4th level of all three of the Auri of the Dragon Lord increases to +3. The magic of the level 4 wizard and the wizard slot on level 4, improving with level 10, gives +3 bonus, just like the other three draconian aura bonus to +2. At the same time, if profits nounsas win earlier. A level 2 magier and a second-level wizard slot. Dragon Shaman Dragon capable of exhibiting psionic powers can instead choose to give up some power and power pointsAs the dragon shaman class in Guide II player introduced equal to twice the power level, minus 1. Otherwise, this is the concept of dragon aura. A dragon shaman can learn features identical to a dragon that gives up the wizard spelling of the Auras presented here in place of those in the Player and spell slot. Manual 2, but cannot accept the same aura more than once. The shaman still has to adhere to the boundary of draconian aura AURA EFFECTSknown (three on level 1, with one additional aura acquired at each odd number level, up to a maximum of seven in the 9th Aura gives a bonus to a certain statistic or group of statistics, as noted below. Advantages of multiple draconian level). The bonus provided by the dragon aura is equal to bonus auri overlap rather than stacking.usually provided by draconic aura of character (+ 1 in 1stEnergy: This aura gives you a bonus to save DC for at the start of the ceremony, the wizard must indicate your acid, cold, electricity or fire effects; choose a kind of what level of spell slot he offers and which dragon to cook when you win the aura. (Dragon shaman must choose the aspirations to enter (chosen from among those described on energy pages associated with his totem See. P. 13.90 and 91). The wizard must have an uns listed spelling slot in Player's Manual II). The bonus applies to spells, powers, level, to begin the ceremony. After 1 hour of magical abilities, supernatural abilities, or any other continuous meditation capability, it should experience a concentration that either has a suitable descriptor or inflicts damage on the check (DC 20+ spell slot offers). A wizard with five or the chosen type . more ranks in Knowledge (arcana) gets +2 bonus on this check. If the wizard is in the presence of a suitable Dragon Insight: This aura gives you a bonus of deciphering Script, and wishes to force this dragon to enter the pact, it receives knowledge, and Spellcraft checks. +10 bonus per check. Strength: This aura gives you a bonus of checks at the level of cash registers. If the check succeeds, the wizard has made contact with made to overcome resistance to magic (and a dragon-level manifest ready to enter dragonpact. they are going to the ceremony for another hour; every hour after the first spin gives a cumulative bonus +1 for Concentra's presence: This aura gives you a bluff, Diplo- tion check bonus. If the ceremony is interrupted, the wizard must curl up and intimidate. start again. Resistance: This aura gives you resistance to acid, cold, the title for each type of dragon flame (see pages 90 and electricity, or fire (choose one when you get an aura) equal 91) shows which dragon varieties can get into this to 5 x your bonus. (A dragon dragon must choose a dragon. But if the wizard is not in the presence of the species associated with his totem dragon; see page 13 of the Dragon Player he contacted during the ceremony, he has Manual II). no power to dictate exactly which dragon — or even what kind of dragons meet its enthusiasts. The identity of the solution: This aura gives you a bonus for Concentra, a dragon that enters the dragon is not crucial to completing the checks on the life and savings against fear, paralysis, and sleep the task, although it should be of the right kind, at least effects. age that is in adulthood and can shed spells at the level of the lot offered by the wizard. In tact, the dragon needs the senses: This aura gives you a bonus of Listen checks, does not reveal your identity to everyone, although it always knows the on-the-spot checks, and initiative checks. the identity of the wizard. If desired, the dragon can become a significant NPC in the campaign, perhaps a mentor of the kind Stamina: This aura gives you a bonus for the Wizard Constitution. Dragon, which enters into a contract with a wizard, checks (but not skill checks based on the constitution) and Forti can view the mortal as an ally, a business comrade, a potential hold of rescuers, or bi-pilgrim, depending on its alignment and personality. Speed: Aura gives you a bonus for Climbing, Jumping and Swimming Control. It also increases your ascent, fly, and swim once the wizard finds out He must negotiate speeds of 5 x your bonus. (The aura does not give you a pass or way for the dragon for payment. The wizard can offer gold, gems, and/or artistic objects worth a total value equal to the level of spell slot square, x 100 endurance: This aura gives you damage reduction 1/gp. For example, a wizard offering a level 4 spell slot should be magic for every point of the bonus. also offer treasure worth 1600 gp (4 square x 100). However, this is only the initial offer. The wizard should try DRAGONPACTS bluff, diplomacy or intimidate check against DC on the 15+ spell offered. Depending on the dragon-style wizard is a mystical deal made between a wizard of negotiations, the DM should feel free to apply modifier and powerful dragon. In exchange for gold and a small por- (in a range of -4 to +4) per check. Then consult the wizard's magic power table (spelling slot), with the dragon below, to determine how the wizard should change his original retribution of the wizard accessing one or more spells as abilities. to satisfy the dragon. The dragons don't get into these pacts lightly, the deal also costs them a bit of personal power (in the form of lost points for a score check). Minus DC modifier —5 or more DRAGONPACT creation —1 to —4 +25% To make a dragon wizard from level 4 or higher (i.e. +0 to +4 +10% sign with at least four sorcerer levels) should take +5 to +9 mystical magic in which he establishes psychic contact +10 or more +0% with a real dragon (i.e. a dragon with twelve age categories, such as a red dragon). The real dragon cannot begin this ceremony — 10% (although he may try to persuade a wizard to do so), nor can he try to establish a dragon with another dragon. A dragon-type sorority (like a half-dragon wizard) can still create a dragon's walk as long as it's not a real dragon. For example, the wizard offers a 4th level slot and 1600 day. The level of actors for these magical abilities equals the GP should try DC 19 Bluff, diplomacy or intimidation at the level of wizards for his spells and save DCheck. If he gets a score of 14 or less (if there are negotiations- (if any) equals the 10 + level of the spell + the wizard nailed badly), he misses the check by 5 or more and must modifier. A adept of the pact (see page 46) earns more power-increase of its proposed treasure by 25%, resulting in the last misguided magic abilities than normal, and also wins a bonus of 2000 GP. On the other hand, if he gets a result of the swallow level for these magical abilities.24 (by aagreed well), he shall make the verification by the and the Dragon also loses hit points for the pact can reduce its proposed treasure by 10%, repenting the final based on the level of the spell won: price up to 1440 gp. Once the negotiation is a slot-won HP Lostcomplete, the proposed treasure 10 immediately disappears from the sort- 2nd, 3th or 4th 25th cer own and appears in 50th, 6th or 7th 8th or 9th in a treasure trove of the dragon. This treasure should No wizard can be a party of moreince present during the ceremony. If the dragon has melted. (The asorcerer doesn't have enough treasury hands to pay for the dragon's secretet, the second dragon emoji-emoji that is yours, for details. The dragon usually loses one of its daily spells to have a small number of debris at the right level, powerful dragons instead of the dragon, and the dragon wins a large number of weak pacts that, with a particular omission of the same, do not have much remuneration., but aspells famous. An additional 8th or 9th level merit slot is the wizard wins one or more desired power boost.more magic-like abilities, based on if any side of dragonpact specific dragonpact enters the game, the other side loses all and spell slot. For the advantages of the pact, but not the embarrassment, a wizard who offered flaws (lost a spell slot or lost a hi4-level spell slot for the points on the levers) until a year had passed. If the wizards of master dragon gainscharm man 3/day and shine of eagle 2/ A wizard associated with dragon speech accepts some draconian featuresCREAtative NEW DragonPACTS magic or 6th level spell. DM is free to create new dragon fixations for any kind of dragon. The fifth magic-like ability acquired should be a good 7th level Use existing pacts as a template for creating new ones, with spelling or spell on the 8th level. Stick mainly to spells that are counter-counteracting or have the five magic-like abilities should fit into a single common use. Avoid to use that are useful only in a very specific topic. Their effects should not be similar (you don't have to have situations or just out of battle, and succumb to a certain kind of dragon. You can also try to get acquainted with the significant material components or to focus even better, for more than one spell. The cost of spells you include. Spelling-like abilities do not require such costs, so the spells are valuable than you. Avoid the first magic-like ability should be a useful 1-level spell with XP. Spell, not all acquired spells must be wizard-related. The second ability, which should be a good second-level spell, but avoid more than one or two types of spell, or a weak spell of level 3. Giving up the wizarding magic phobic slot to access unsorted spells can be a powerful trade, especially when the spell-like third magic ability that should be a good level 3 capability doesn't match the normal arcane niche, such as writing on level 4). The fourth ability, similar to that of the spell, which returns to life within this period, the benefits of the so-called sacrifice of gold gems and art objects, immediate return is required. However, Subtract the average price for the previous spelling slot from the average price for the new spell slot to find the new/Visible Significant Signs of a Dragonpact base price, and then roll Bluff, Diplomacy or Sinwhen entering a dragon list sign, a certain degree of verification as normal to determine the price adjustment of the healthy flows through the link between it and renegotiation. The success or failure of previous negotiations. When the creature gives abilities similar to magic, it has no effect on this control of character, it also leaves behind traces of its unique magical nature. The end result is that the characters who enter, for example, if the wizard of the previous example of the dragon exhibits draconian physical characteristics, wishes to offer a level 5 slot in place of the 4th level slot, a thile of small cosmetic changes in large physical physical, the new base price will be 900 gp (2500-1,600), modified by the result of its negotiating.3 These visual cues have no obvious in-game -cultural opinions to dragons range from land that breaks down the dragon dragon, and as such prejudice or prejudice depends on the individual campaign. But they make a visible mark on character Once the dragon enters, it remains mandant, while both as someone bargaining with draconian, and in a year change the death of one of the two (dragons take long view, and recognize the presence of To determine visual effects on a computer that enters into resurrection magic). But while both parties still live, it's a draconian act. dm can be thrown on the table below or just one can give up the pact for some reason. Often thichoose from the table at will, occurs when a hero player decides to track down a different20 effect with another dragon.1 Small, scaly scales of dragon color appear on a for a wizard to abandon the pact, he must abandon the use of hands, face and feet. of all the magic-like abilities provided to him by the pact for seven2 Eyes color pale in the dark days. At the end of this time, a simple 1-hour hair changes the color of the scales of the dragon. meditation ceremony allows him to break pact.4 Small horns or chitin bulges on the face. The language becomes serpentine, visible when speaking. To abandon a contract, the dragon must destroy the treasures6 The wizard regains his lost spell the next time he usually prepares his spells. The face of the dragon is 12 becomes angular and vaguely dragons. 14 Exquisite dragon tattoos appear on the hands, normal strokes return to their normal value, and the lost or her face seems to glow faintly. the dots can be healed in any way.15 Two bone edges rise from the back, like lumps on the shoulders of the blade. Dragonpacts in the game have their horns. 17 Trout spots of the same color as dragon scales Dragonpacts offer heroes a chance to indulge in a spell to get multiple applications of magic as abilities. In fact, a pact appears in the temples and jaw. 19 The skin becomes more difficult and stiff, giving the Dragons, on the other hand, value pacts not only because of the appearance of the dragon's skins and for greater height, but also because they create a network of allies. Every 20 Eyes develop spread like irises resembling the dragon's eye. Renegotiating an existing dragon paparazzo is a simpler campaign, especially when a well-aligned wizard — know-a-new. this requires only one or unconscious — enters into a contract with the malice of meditation and without checking the concentration. An addition. If, months later, computers encounter the dragon, the theocerator may have remorse in the battle with his business 7th day blesses 3 days, less recovery 3/day, fire shields (hot)paragon. Alternatively, a wizard who bleeds dragon 3/day, mass treatment light wounds 1/dens on the same aligned dragon can end up with a powerful ally only when he needs it most. of course, this 8th bless 3/day, less recovery 3/day, fire shields (hot) does not mean that the character can simply tell the dragon what 3/ day, mass mild wounds 2/ day to do. An evil dragon almost certainly sees the connections one of the master to lower himself, while even the noble golden dragon 9th blessed 3 days, a smaller restoration 3 days, a fire shield (hot) probably sees the wizard as a naive partner. 3/day, mass light wounds 3/day, Sunburst 1/day Subly Whisper of master (Green, Red) Dragonpact system allows DM to justify the construction of Spells As Abilities Extraction return of allies or servants for a powerful dragon- net slot face 2/ day job that any computer enemies of this dragon will be well advised 2nd charm man 3 day, glitter of eagle 1/ dayto take first. Killing a wizard taking part in a dragon dragon's dragon on extra magic slots but not restoring the lost 4th charm man 3 days, 2 points on an eagle, so beating the servants before you stick to the big 5th charm 3/day, the greatness of an eagle 3/day, the hint of thought, makes the last battle easier. Of course, the 1/day dragon will know that his allies are dying without necessarily a 6th charm man 3 day, the splendor of an eagle 3 day, suggesting why, a desperate rare with time 2/day between the dragon and his would-be assassins erupts. 7th charm man 3/day, greatness of the eagle 3/day, proposition 3/day, dominate man 1/dayDRAGONPACTS 8th charm man 3/day, 3 days eagle, proposal/Presented below are eleven varieties of the dragon, each one 9th 3/day, dominate man 2/day(related to one or more types of real dragons (including charm man 3/day, splendor eagle 3 day, proposed charoide, fan and brown dragons, as described in Monsters ofaEaún for the setting of the forgotten real). 3/day, dominates man 3/day, mass charm monster 1/dayBreath of winter doom (Silver, White) Elusive Disciple of Twilight (Shadow) Spelling/Writing Magic Action Abilities Acquired 2nd Blurry Fog 2/Day 2nd Expeditionary Retreat 2/Day 3rd Protective Fog 3/Day, energy protection (cold) 3rd expedition 3/day, non-falling 1 day 4th day 3/day, non-falling 3/day, not falling 2/day 1/day 5th quick retreat 3/day, non-fall 3/day, energy protection (cold) 3/day 6th 3/day, indecisive 3/day, 5th blurred 3/day, energy protection (cold) neck dimension 2/day 3/day, 6th day 6th blurred fog 3/day, energy protection (cold) 7th fast 3/day, non-falling 3/day, door size 3/day, shadow walk 1/day 3/day, ice storm 2/day 7th fog 3/day, energy protection (cold) 8th expeditious retreat 3/day, not falling 3/day, 3-day 3rd dimension door, shadows 2/day 3/day, icy rain 3/day, cone of cold 1/day 8th blur 3/day, energy protection (cold) 9th expeditious retreat 3/day, non-defection 3/day, door sizes 3/ day, shade walk 3/day, table 3/day, ice storm 3/day, cone of cold 2/day 9th shins 3/day, protection from energy (cold) inflicted critical wounds 1/day 3/day, ice storm 3/day, cone of cold 3/day, polar beam festering Corrupt of Darkness (Black) 1/day SpellChampion of Golden Orb (Gold) Slot Magic Abilities, won 2nd rays of enfeeblement 2/day Spell 3 beam of enfeeblement 3/ Melf's acid arrow 1/day Slot abilities, similar to magic, accumulated 4th beam of enfeeblement 3/day, acid arrow Melf 2/day 2 days bless 2/day 3 days bless 3/day, less restoration 1/day 5th beam of filling 3/day, acid arrow on Melf 3/day, 4th blasts 3/day, less recovery 2/day 5th day blesses 3 days, less recovery 3/day, fire shield (hot) infection 1/day 6th beam of 3/day, Acid arrow Melf's 3/day, 1 day 6 bless 3/day, less recovery 3/day, fire shield (hot) infection 2/day 7th beam 3/day, Melfch acid arrow 3/day, contagion 3/day, acid haze 1/day 8th rays of wrapping 3/day, melf acid arrow 3/day, magic defence contagion (Fang) 3/day, acid haze 2/day Spells 9th drain 3/day, acid arrow of Melf 3/day, 3/day accumulated infection with acid 3/day, 2nd shield 2/day 1/day 3/day 3/day, magic distraction 1/day 4th shield 3/day, spilled magic 2/day/Flames of Crimson Wrath (Red) 5 shield 5 shield 5 shield 3/day, distraction magic 3/day, less globe of spets invulnerability 1/day Slot Abilities similar to magic 3/day, distracts magic 3/day, less globe 2nd burning hands 2/day 3rd burning hands 3/day , energy protection (fire) 1/day invulnerability 2/day 4th 3th pallet hands 3/day, energy protection (fire) 2/day 3/day, dissipate magic 3/day, less orb than 5th shield 3/day, energy protection (fire) invulnerability 3/day, repellent 3/day, fireball 1/day 8/day 3/day, dissipates magic 3/day, less globe than 6th orb 3/day, protection from energy (fire) inesulability 3/ day, 2/day 3/day, fireball 2/day 9th shield 3/day, magic dissipation 3/day, less globe than 7th burning hands 3/day, energy protection (fire) invasion 3/day, repellent 3/day, spell, turning 3/day, fireball 3/ day, eyebite 1/day 1/day 8th burning hands 3/day, energy protection (fire) Tyrant of the desert sun (Blue, Brass, brown) 3/day, fireball 3/day, eyebite 2/day 9th burning hands 3/day, energy protection (fire) Spell Slot abilities acquired 3/ day, fireball 3/ day, eyebite 3/ day, incendiary cloud 2nd quiet image 2/day 1/ day 3rd quiet image 3/ day, blur 1/ day 4th quiet image 3/ day, blur 2/day/Friend of wind and rain (Brass, Brass, Bronze, Silver) 5th beam, 3/day, blur 3/day, hallucinations Terrain Spellin 1/day Magic Slot Yield 6th Silent Image 3/day, Blur 3/day, Hallucinations Terrain 2nd Sense Items 2/day 3rd Smilie Items 3/Day, wind wall 1/day 2/day 4th wind elements 3/day, wind wall 2/day 7th card/day, blur 3/day, hallucinations 5th wall elements 3/day, wind wall 3/day, flight 1/day 6th turn items 3/day, wind wall 3/day, fly 2/day 3/day, waves of fatigue 1/day 7 elements smiling 3/day, wind wall 3/day, flight 3/day, 8th silent image 3/day, blurring 3/day, hallucinations of terrain control time 1/day 3/day, waves of fatigue 2/day 8th mood elements 3/day, wall of wind 3/day, flight 3/day, 9th image 3/day, fog 3/day, hallucinatory control of terrain management time 2/day 3/day, waves of fatigue 3/day, sun beam 1/day 9th service items 3/day, wind wall 3/day, Unbridled Fury of storm (Blue, Bronze), Control time 3/day, whirlwind 1/day SpellLord on the hill and mountain (honey. Red) Slot spells as abilities, 2nd shocking catch 2/day Magic 3rd shocking catch 3/day, protection from Slot spells as abilities accumulated 2nd spider climb 2/ day (electricity) 1 day 3rd spider climb 3/ day, bear endurance 1/day 4th shocking catch 3/ day, bear endurance 3/day, bear endurance 2/day 8th spider climb 3/day, bear endurance 3/day, spike stones (electricity) 2/day 5th shocking grip 3 day, energy protection 1/day 6th spider climb 3/day, bear endurance 3/day, spike stones (electricity) 3/day, lightning 1/day 3/day, lightning 1/day 3/day, chain lightning 1/day 3/day, stonекin 2/day 8th shocking catch 3/ day, energy protection (electricity) 9th spider climb 3/day, bear endurance 3/day, spike stones 3/day, lightning 3/ day, chain lightning 2/ day 9 shocking catch 3/ 1 day, energy protection (electricity) 3/ day, stonекin 3/day, earthquake 1/day 3/day, chain flash 3/day, maximum call storm 1/dayCOMPANIONRASPCNITICS your armor class to 5 -and add the same number to the pool bonus. Any other member of the team can use immedi- believe that Yo is a remnant of the long dead dragon souls, they have been ingesting action on lake 1 point of the bonus pool and receive accompanying spirits provide the whole-side of the players' heroes + 1 morale bonus on their next rescue throw or improve a small measure of draconian strength, of the next spell, which she casts 1. Unused dots disappear at the beginning of the next turn, and your accompanying spirits are described, starting on page 111. Dungeon Guide In this book, add the types of dra-conical spirits below 10 Table 6—10: Accompanying Spiritual Benefits, Level 2 Benefit: The accompanying Spirit Creates Under Specific Characteristics, a Magical Feedback That Causes You Damage That You Receive in Damage Dealing with Enemies. If you have accepted damages equal to RADGONKUL SPIRIT BENEFITS or exceeded 25% of your full normal strike points during the previous round, you can get a bonus +2 moral damage to the damage rollers While mystical traditions that teach comrade spirits you do in turn, whether the damage comes from this call that of dragon diversity, this companion is useful your weapons, your spells, or other effects that generate. If someone who fights a melee. It's unused, the morale bonus disappears at the end of your order. 1st degree benefit: Every day the team collects bonuses +2 insights into third-form damage rolls: This benefit replaces the benefits of the 1st row. number of team members. For each line, the next is identical in that the In addition to each team member being 24 hours old, a student member can add one of the bonuses to it can take more points from the bonus pool. Member can applaud damage roll (free action) as soon as you solve the pickup up to 5 points and receive up to +5 morale bonus on her assault. For example, a dragon spirit connected the next rescue throw, or she can take up to 2 points and win up to a team of six grams of the team + 2 bonus of six other than +2 bonus to her effective level of acting video on her next level. melee rolls per day that can be shared between the group or used entirely by one member. No team member can claim level 4 benefit: This benefit replaces level 2 compensation. more than once per circle. It is identical to this benefit, except that the bonus on the damage rollers improves to +5. 2nd degree benefit: As a 1st level benefit, except that every day a team receives several +1 insight bonuses 5th floor benefit: The accompanying spirit can fill one or a melee assault rolls equal to the number of team members. More learn members with the fury of the dragon ramp, At any time over the next 24 hours, a team member can provide the benefits of rage magic (PH 268) for a total of 2 add one of the bonuses for its melee attack (fast action) circles of a team member. Each team member can be activated immediately before a roll. For example, the dragon spirit has the effect of cancer, but the total duration for a team-related team of six grams + 1 bonus of six teams is limited to 2 rounds per member. For example, with different rolls of melee attack per day that can be shared by a team of four, a member may be angry about a S circles, either among the group or used entirely by one member. No team can be angry in two rounds. member may use this benefit more than once in each round. MAGIC ITEMS 3rd floor Benefit: This benefit replaces level 1 compensation. It is identical to this advantage, in addition to giving +5 insights whether inspired by the great grace of dragons or terrifying bonuses (instead off 2). Cruelly, many magical objects owe their existence to the power 4th grade benefit: This benefit replaces the 2nd level benefit. It is identical to this benefit, except that it gives +2 insight to the dragon. This section includes various such elements. bonuses (instead of +1). Most are designed for use by the players' characters, although a few 5th-floor benefits: Every day. The team collectively wins a number of automatic confirmations of melee critical threats are useful for the dragons that these characters can encounter. number of team members. Once a critical threat is released, a team member may take immediate action on the market price of the M AGIC ITEM 5 automatically confirms the critical threat. The critical threat leads to a critical hit, no confirmation roll is required. No 1000 GP team benefit more than once a day. The 1,000 GP Elixir of the blind magnetic SPIRIT 2,000 C less 2,000 GP Dragonskull spirits have an affinity for groups that s:Rike Ring of Dragon Zeal, less 2,500 GP fear in the hearts of their enemies -groups with a small amount of explosive breath, a greater 3,170 gp swagger and a threat that have no mind to bleed. Dragon slager nails 6,000 GP 1st-level benefit: If you are next to the enemy at the end Shield wenged cross of your turn, you can take swift action to take punishment for the Ring of Draconian Jewelry, greater 6,000 GP tailbands on the impact 8,000 GP stick of dragon heart 10,000 GP stick of dragon blood, less than 11,000 GP amulet than may 13,000 GP Hint of mystical appearance 15,000 GP Tome on wirm 40,000 GP genus of dragon blood, greater 6,0315 GP Sword of the great harlot AMULE OF COWARDLY PEOFFECT: Passing through the dragon created by a snab of mysterious appearance features such as dimension doorThis amulet enhances your ability to inspire in your magic with a range of 120 feet, enemies that make you scarier than you. A mysterious face-off has three charges a day. Description: This bronze necklace is formed in the form However, the wearer can choose to spend all three charges of a roaring dragon head, built with a sparkling ruby, to have the cape beaming it and up to 50 pounds of objects. When the wearer's formidable presence becomes 190 km.active (or when the wearer does a magic of fear), the eyes of the temulset flash glow with a burning red light. Aura/Casteur level: Moderate spell, 9th. Construction: Craft quirky element, teleport, dimension Activation: Amulet of fear can function automati- door, 6500 gp, 520 XP, 13 days.cally, as long as it is worn. Weight: 1 kg. Price: 13,000 GP. Effect: When worn, the amulet can double the innate presence radius of the wearer-innate (up to 60-foot-radius for age category, in the case of dragons) and increases DragonSlayer kLAWITS save DC by 2. If the wearer does not have a scary weighting, the amulet does not give this ability. Perhaps the most dangerous enemy that can stand up is another dragon. With this in mind, the great creators designed in addition, if the wearer throws any spells or magic-like these magical claws to help them has an innate scary description: heavy, dark metal products fit smoothly around the wearer's claws as comfortable gloves. Dragons use these claws to tear and destroy. The claws are made of a moderately necromancy. 7th. Construction: Craft quirky element, crafterman must possess a prerequisite: Although dragon snafakes are made for a scary presence, special ability, fear, 5,500 GP. 440 XP. dragons, any creature that has a naked attack can carry them, and they are never used to fit the user. However, dragons layer nails Weight: 1 lb. donate a negative value when worn by an creature that is not priced 11,000 gp, dragon type or dragon blood subtype. The negative level remains as long as the claws are worn out and disappear when the creature removes the claws of the dragons. This nega- tive level never leads to actual loss at the level, but it can not beMYSTERIOUS occurrence overcome in any way (not even recovery or desire), while the dragonslay nails are worn out. Enemies of Shadow's Fang Cabal (see page 144) sometimes see a ghost dragon appear in its peripheral A, which is not claw attacks does not gain vision benefit. Heart later, they see a figure with black invisible from the claws of dragons, from the open mouth. Usually that's the last thing they see. Activation: Activating the claws of dragon scales is a free action. The wearer can use the nails once in a circle, next to maxi- Description: A mysterious appearance's mother is a fashion mout three times a day. Before you make an attack roll, from multiple layers of fine silk. At the hem is the order of the wearer must declare, on which attack the additional damage shiny red scales taken from Vaeratrux, the secret will be applied. Dragon Master of Shadows Teth. Effect: When the wearer makes a nail attack, dragons pour when the cape is activated, a spooky seeming phenomenon cope with an additional 1d6 points of damage. Against the dragon's head of a creature appears next to the user, and its jaws open. The dragon type or dragon subtype, the nail when the wearer enters the jaws, he beams to instead of coping an extra 3d6 points of damage and treats the desired location and emerges from the second untucked as magical weapons for the purpose of overcoming dragon damage a fraction of a second later. Reduce. Sidons members created dozens of Aura/Caster-level masks: Moderate conversion; It's a mysterious case of the best agents. Many of them have spread construction: Craft quirky element, creator must be out of reach of society, however, taken from agents dragon subtype, magic weapon, 1250 gp, 100 XP, 3 who failed to complete their assigned missions. Days. Weight: 6 lb. Activation: This is standard action to summon the price: 2,500 gp power per from a mysterious appearance and a step in its mau. Once the user arrives, the user He can't take any other action until his next turn. Elixir of blindsight construction: Forge ring, hasty, 1,000 GP (or 3000 GPAs dragon hunters become more talented in their pursuit for a larger ring), 80 XP (or 240 XP for a larger ring), 2 days (or larger, dragons have been forced to crack by creating new 6 days for larger rings). The eyeliner elixir, which gives the tibia the perfect vision in a limited range. Weight: - . Price: 2000 GP (less) or 6000 gp (higher). Description: This liquid is blood-red and DRAGON BLOND STICKS viscous, like watery syrup. When you get a drink elixir, the liquid race in the liquid race; this powerful rod nourishes the possessor's draconic in his blood in a flash, and it feels every blood line to improve his magical abilities.his senses come to life. While the wizard can gain access to the power of the rod, Premise: Only a creature with blind- red dragons gains even greater benefit.sense gains every benefit from this element. Description: This 1-meter- rusty activation: drinking an elixir on a blindly colored rod is carved from the bone of arequires standard action, which provokes dragons and covered with dragon runes attacks of opportunity. When the stick is activated, dark red blood flows down the stick, soaking the hand of Effect: After taking away this elixir, welder user wins a blind picture with a range equal to a condition: A smaller stick of dragon bloodshed normally blindnesse range for a period of functions only for dragon characters10 minutes. Type or dragonblood subtype, as well as for any character with at least 1 sorcerer level. Aura level/Cutter: pale divination; CL5h. Activation: Activating less rod than the dragon's blood requires the same normal construction action: Craft quirky element, requires to cast the selected spell (see Effect, scattering/clairvoyance, 500 GP, 40 XP, 1 below). The stick can be activated three times/day. Weight: —. Day. Price: 1,000 GP. Effect: When activated, a smaller stick than dragon blood allows the attache to rework any spell offering on DRACONIC ZEAL to the 2nd level, which he threw in the previous round. This does not use another spell Dragon can pounce on more than one slot. Only spells with casting time 1 loom enemy with claws, teeth, wings and tail. Less action can be processed using the smaller smaller ring than a draconian entity, giving its carrier a stick of dragon blood. similar ability to attack multiple enemies. Description: A smaller ring of draconian diligence is the Dragon-type Vieters, rather than being able to reusivity ivory carved to resemble hundreds of all sorts of spells such as level 2 ability that includes dragon scales. When the ring was used in the previous circle. This is not activated, emits a roar like that of daily limit for this smooth dragon. Ability like magic. Activation: Once a day, the user can let the Rod also functions as quarterstaff the ring (quick action). Option: A larger stick than dragon blood allows the trouble to rework any spell to level 4 Effect: As soon as the ring is activated, he throws in the previous round, or to use the every seriffeto can make a melee attack using spells such as his ability to level 4 he used in the highest base bonus attack against each of the three dffs previous round. It functions as fewer enemies at a distance (full-round action), a rod of dragon blood. This effect is applied only during the circle in which the ring is activated. If the wearer activates the Aura/Caster level: Strong transmutation; CLbut can not take a full circle of action during this round, 17th the effect is lost. Construction: Craft stick, creator should be able to Aura / Caster level: weak transmutation; 10th. Voices spells without preparation, 5,000 GP (or 20,000 Variant: A larger ring of diligence features of irritating diligence, except that it allows the user to attack rod of GP for a larger stick), 400 XP (or 1600 XP for a larger stick), up to six adjacent near enemies. 10 days (or 40 days for a larger stick). Weight: 4 kg. Price: 10,000 GP (less) or 40,000 GP (larger). Rod of Dragon Heart effect: This, it immediately moves 3 meters in each direction of its suffocation. If the movement takes it beyond the Dragon Lords (see page 38) and other leaders of war hold these limits to the attack of the area, it is not necessary to try rods in battle, allowing a wave of fear to wash over their enemies, reflex rescue. It's like there's a dragon. Aura/Castor level: Moderate metamorph; 8th. Description: Stick of the Dragon Heart is an iron manhole for construction: Craft Magic hands and armor, size 1 leg with a small cage on top. In the cage there is a dot, 1670 GP, 120 XP, 3 days. purple crystal shaped like the heart of the dragon. When its carrier is Weight: 15 lb. engaged in battle, fleeting visions of small dragons appear Price: 3,170 gp. in the air above the rod of the dragon's heart. The visions are clearly not real, and everyone only stays for a second or two of the GREAT BLISS before it disappears. But for opponents of the staff, the short images have a restless, sinister quality. When bathed in the blood of dragons, no sword is more deadly against a dragon enemy than a sword than a great forging. Activation: To activate the dragon's stick heart, a long-lasting servant imbued with feeling and heartfelt loathing current strokes must be equal to or exceed half of its full normal for all dragons, the blade and its carrier are looking for dragons to Points. He must hold the stick in one hand and pronounce the beheading, but the sword is always for more force-command word (standard action), which is often an ancient fulyder. the name of the dragon, such as Paelchoronrax or Tueranatra. The stick is active for a maximum of 10 rounds per day, split Lure: These swords created by Branrouy (see page up, however, the present one likes. He can turn off the stick with 143), are more powerful versions of dragonbane swords mental command (free action). (DC 15 Knowledge [arcana]). Seven swords of great defense are known to exist and all are fully conscious. However, not while the stick is active, if the current points of the attache are still in the hands of the Godwalkers (DC 25 Knowledge high below half of its normal points of normal strokes, the rod immediately [arcana]). Excludes. Description: A sword from the great defensive is a wide-blade effect: Enemies within 30 feet of the current, when it durability with fang decorated crossed arrows and ruby inset activated rod (or which come within 30 feet of already in pommel. active rod) should try DC 16 will save. Enemies who fail to save are shaken while remaining 35 meters from the Sword, shining like many magical weapons, but its true rod. Enemies who make their rescues are immune to the effects of power becomes apparent after it activates its dragon blood stick on the dragon's heart for 24 hours. Creatures immune to consumption force (described below). Then the frightening presence of the sword dragon is immune to the effect of the rod, turns bright red, and a rotating cascade of crimson energy surrounds the sword, pull, and the dragon they are Aura / Caster level: moderate necromancy; 7th. Struggle. Construction: Craft stick, fear, 4000 gp, 160 XP, S days. Weight: 5 lb. Personality: Originally created by Branauer. price: 8,000 GP. The swords of the great hips are in many ways similar to the dragons they hate: the single-minded, ruthless and endless words of the crusaders' patient ghosts. The sword of great grief knows he needs a strong hand to master it, so that he acts as a friend and is trusted to be invented by remarkable members of the class of the rapid prestige of the wing he brings, offering advice and support when asked. (see page 50), the shield of a winged crusade provides protection in a battle of melee and against attacks on areas where only two dragon events can put such a sword to acts with a breathing weapon. it is a drag. First, if the holder refuses to face a dragon in battle, the sword of the great defenses immediately tries a description: The shields of the winged crusade are heavy shields to take control of it. Second, if the sword finds out about blunt red metal. Their design has a scaly appearance. The separation of a more powerful potential owner silently observes for a second before the effect of the shield translocation is time and tries to gently conflict between it is a sharp sound, sound, fangs second or two behind the current owner and hopes that he will be his future master. translocation is complete. These swords speak common, Elven, dwarf, and activation: Bonus shield +1 accessory to Armor Draconic. The class is always active. Once a day, the user may use its translocational effect as an immediate action. Int, Wis 17, Cha 17, speech and telepathy; 120 feet and hearing: The ego is 17. Effect: The shield of the winged crusade is +1 heavy shield of steel that can save its butler from attack on the spot. The user, who is Active: Because it is a smart weapon, the sword is not in the instantaneous effect zone, which the big shake takes its own action during its dexterity allows a reflex to reduce its effect (such as a bend of a fiery spell. Effect: The sword of the big lunch is +1 the dragon-naked word with two smaller forces, which it is ready to use on behalf of its master. Three times a day, everyone can use resistors (20 points, choice of energy type sword) and remove the fuel. But in battle with an early dragon, the sword of the great aura becomes something much more. As soon as the attache successfully inflicts damage on a dragon with the sword, activates its dragon consumption power. At the end of each of the corners of the drawer, check that the wizards have defeated the dragon this circle. If so, his bonus increases by 1 for future attacks against the dragon. If not, its amplification bonus decreases by 1 for future attacks against this dragon. An hour after the last time the sword inflicts damage on a dragon, this effect disappears, and the sword bonus returns to normal. A sword from the big bullying bonus may not be subtly below +1 (or the normal narrow-gauge boost bonus if it improves after +1), nor can it rise above the age category ofdragon (including the benefit of bane Tailbands from impactquality). For dragons without an age category, treat the age category as 1/4 of Dragon's Hit Dice (maximum age category Activation: The back bands of the impact feature automatically from 10 for a dragon with 40 or more Hit Dice). while worn out. Variants: As written, the sword of the great defensive is an effect: A tail attack equipped with a tail of anaetral, recalled underweight fruit of chromatic and metallic effect is considered adamantite and magic for whoredragons. But DM can change its alignment and its reduced damage reduction. In addition, the tail focuses to get a sword variant that hates only evil impact dragons and the user to apply more of their strength bonus (or only good), in case of damage rolls for tail attacks. Refer to the table below to it is also possible to change the sword into another type of weapon. Just take 15 GP off the price, and add with the new weapon. Normal tail wearing at Aura/Katter level: Strong transmutation; CL 15. Str Bonus x 1/2 Str Bonus Construction: Craft Magic Arms and Armor, find bonus Car- Str bonus Str x 1-1/2 turn, resist energy, eliminate fear, 30,315 gp, 2400 XP, 60 days. Bonus + 1-1/2 Stro-bonus 2 Weight: 4 lb. Aura/Castor level: Moderate Re-creation; 11th Cl. Price: 60,315 gp. Construction: Craft quirky item, power bull, 3000PMPT IMPACT GP, 240 XP, 6 days. Weight: 10 kg. Heroes who face the most powerful dragons know to fear the price: 6,000 gp.their tail slaps more than their bite. These are the latest in a series of already infamous destructive capabilities of WYRM'S TOME infestation. Preferred by the spelling of the persons who hunt dragons, a tomen of wirm Description: Each of these three greatly larger gradually increases the power of the so-called ve-called jewel in its own right, with gem runs thickened by carion: A tome of wirm describes dozens of battles of strength. The three lanes sneak over the wearer's tail and between magistrates and dragons (DC 10 Knowledgeare magically behaves in place after they are held, spread evenly covered [arcana]). Wyrms wizards (see page 55) have created themes to help length it. Tailbands of impact occupy the same space on them conduct research by overcoming magical body defenses like boots. rising over time (DC 20 Knowledge [arcana]). Condition: While they are made for the impact while they are scratched, any creature that has an attack on the tail can carry a Description: A wirm tome is covered with leather gri-then and they are resized to fit the wearer. A creature that makes a moare with binding hinges and a spine made of dark does not have an attack on the tail does not benefit from wearing the iron. Embossed, radiant eye with a barrel with cut strips. on the cover. The eye remains severely darkened unless the dragon intercepts the owner of the tome or the owner tries to save effect: a smaller amount of explosive breath is thrown like a splash against the frightening presence of the dragon. Then he opens a gun and it has to be pointed at an intersection. After the battle is over, impact, the vial breaks down, releasing the energy of its 20-foot-tall current centered on the pre-condition point. anyone can carry a moment of wirma, but its impact. This applies to 6d6 points of acid, cold, electricity, or magic is beneficial only to those who sing spells, fire damage, depending on the breathing weapon of the dragon that created the vial (Reflex DC 18 half). Activation: A wirm tome functions automatically, but only when worn in one hand. If left in the Variant: A larger version of this element can be made from or another container, it still records battles (as described below), real dragons of ancient age or older. A larger bottle with explosives, but does not improve the level of wood of the owner. 10d6 damage points (Reflex DC 22 half). Effect: A word processing program bearing wirma totem in one Aura/Caster level: moderate transmutation; 6th Cl. Hand earns + 1 insight bonus to his spell construction level: Craft quirky element, creator should be that it is aimed at an enemy dragon or includes an enemy dragon real dragon aged or older with a breathing weapon that in his field. This benefit applies to all affected creatures dealing with acid, cold, electricity or fire damage, 500 GP (or 1,000 of the spell, not just the dragon, gp for a larger cup), 40 XP (or 80 XP for a larger cup), 1 day (or 2 days for a larger cup). At the end of each of the turns of the swirl, determine whether the weight: - he did magic that harmed an enemy dragon. (To that end Price: 1,000 GP (less) or 2,000 GP (larger). There were secrets that Kragotial had risen above a row that amounted to the highest spell he had not been denied; these secrets were magren's birth right, and now the owner can throw. This effect disappears, and the tome is to for the legends of dragon scales, sneezes, when Mahgren begged for a bonus to normal, for giving his father his dragon father. Now the dragon's smile was rictus, his long tongue skating, a damp landing spot for flies Every page of a mute wirma describes a battle against He would not go down with his half-dragon son no more. Mahgren took a dragon , a short story that

air with purely mentally fast action. Anyone who dates back to armored jumps receives mental instructions in Draconian about the effects of the item and how to activate it. Effect: Activation of brass locks surrounds the user in a shield with overheated air up to 10 cartridges. The twinkling heat waves give him a cover-up, forcing a 20% missed chance of attacking him. The user can disable the effect as standard action. In addition, heat deals with 2d6 points of fiery damage to any creatures hitting the wearer with a natural attack or weapon melee. He is immune to the heat of his own birches. Aura/Katter level: Moderate removal and illusion; 10th. Red Dragon, up close and personal

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