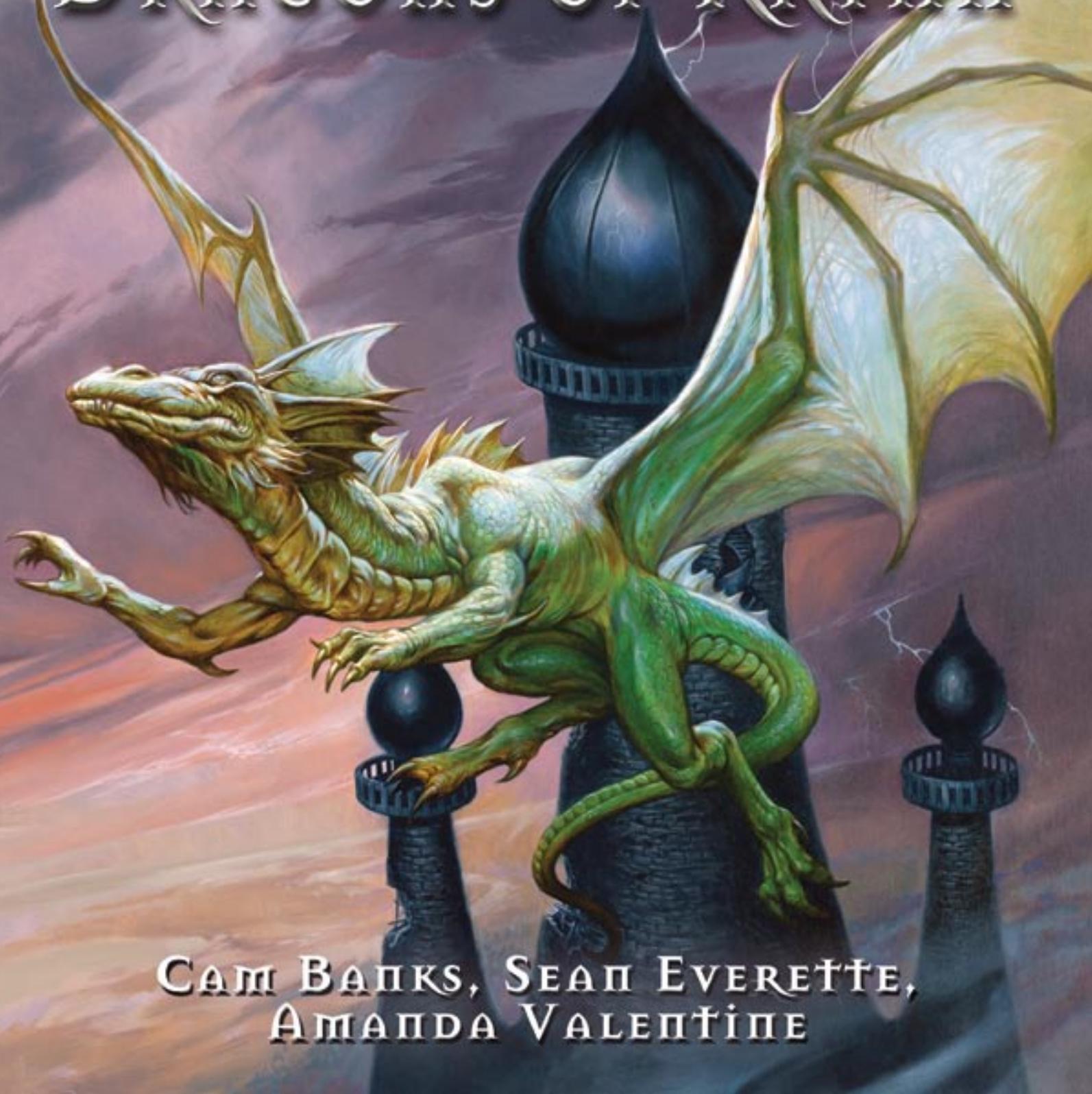




DRAGONS OF KRYNN



CAM BANKS, SEAN EVERETTE,
AMANDA VALENTINE

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Foreword

Ever since I walked with Bilbo Baggins into the lair of Smaug, I've been hooked on dragons. The power, the majesty, the ferocity, the overwhelming godliness...I was terrified for Bilbo, and along with Bilbo, to tell the truth. That first glimpse of mighty Smaug stands in my mind as one of the seminal moments in *The Hobbit*, which remains to this day my favorite fantasy book. Nothing would have worked there as well as the specter of the dragon, the great and mighty danger burying everything beneath its shadow.

What's not to love?

Speaking from the perspective of the hero, could there be a greater conquest? One of the greatest allures of fantasy is the idea that one person can actually make a difference in the world, and in that regard, dragons represent the ultimate enemy, the Big Bad Guy. Killing a dragon equals saving a town, or more. Instant hero! Poof! Instant title to carry around: "dragonslayer." There is no other creature in mythology, not even demons or devils, that evokes such a feeling of power and maliciousness, no other creature that stirs the imagination quite as well. Say "dragon" to anyone even remotely familiar with the tropes of fantasy, and you've conjured so many images, and all of them fearful and inspiring all at once.

As a fantasy writer, my love for dragons goes much deeper than even that, however. They serve multiple purposes, and do so better than any other being. First and foremost, the dragon can be the ultimate embodiment of evil. One of the joys of fantasy is that it's adventure, war, without guilt. No need to dehumanize an enemy who isn't, right? Well, with dragons, you've got the personification of pure evil if that's the way you choose to portray them in your work. Dragons rain death and destruction wholesale upon unsuspecting villagers; they pillage all wealth and leave no one alive in their fiery wake. Reptilian, inhuman, inhumane, snake-like, and fiery—all fit together to make a rather easy target for the writer's heroes, the ultimate fight, and the last battle in a D&D campaign or a video game. Once you've beaten the dragon, really, what's left to kill?

Or, for those who love putting a twist on the predictable, with a dragon, you've got the ultimate embodiment of the power of nature. Think about it. A dragon is Everest, or a volcano, or an earthquake, or all three and more rolled into one. Taking good and evil out of the equation might change the characterization of a dark dwarf or a hobgoblin, but a dragon is still a dragon! There's nothing one-dimensional about these beasts, unlike, say, a demon. A demon is bad. Period. No reason to discuss the matter. Just take out your sword and slay the vile beast and send it back to the Abyss where it belongs. Not so with dragons. They can be everything a demon can be, to be sure, but they, unlike their devilish and demonic counterparts, aren't limited to that role.

Or, for those who love irony (that'd be me), with a dragon, you've got the ultimate embodiment of a misunderstood character—I remember reading Barbara Hambly's excellent dragon books from the '80s, offering a diametrically opposing view to the standard fantasy dragon. Brilliant stuff, and even making the dragon in such a way did nothing to diminish the grandeur and power of the creature.

I've been writing about dragons for twenty years now and the versatility of the beasts keeps them from ever getting old to me. Whether I've got Drizzt and Wulfgar killing a somewhat dumb and relatively weak white dragon in my earliest work, or Drizzt running from one in a later book, or Artemis and Jarlaxle tricking one into destroying the Crystal Shard in another, or Artemis and Jarlaxle being employed by a pair of dragon sisters (shapeshifted to appear as human merchant women) in the latest books, dragons always seem to find a way into my work.

That's not a bad thing.

R.A. SALVATORE

Book Clans of the Dragon

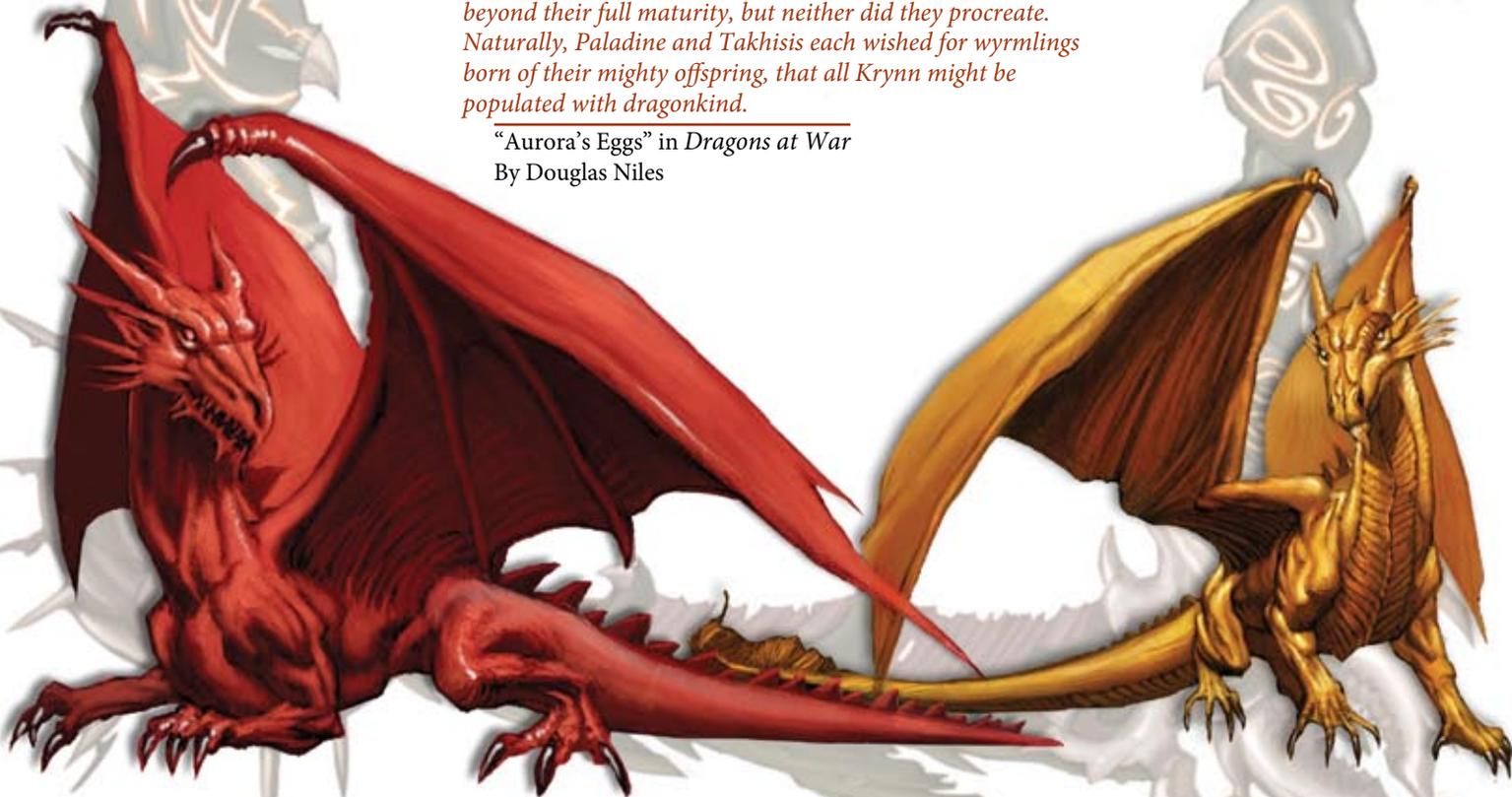
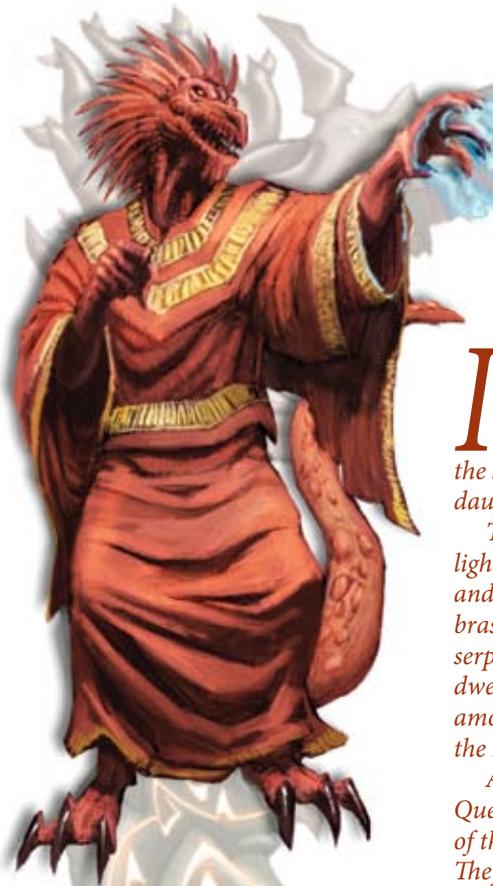
In an age when stars were born and dreams began, the gods of light and darkness gave to the world their children, the first dragons. These regal serpents soared in the skies over Krynn, numbering but ten in all—five favored daughters of Paladine, and five more bold sons of Takhisis.

The dragons of the Platinum Father were creatures of light and goodness, formed of the metals that brightened and gave strength to the world. They were gold and silver, brass and bronze and copper. Females all, the quintet of serpentine sisters made their lairs in the west of Ansalon and dwelled there for countless eons, singing praises of Paladine among the vast swaths of peaks that would one day be called the Kharolis.

Arrayed against them were the five sons of the Dark Queen, wyrms of implacable evil arrayed in the colors of their matriarch: red, blue, black, green, and white. They spread wickedness and destruction in the name of Takhisis, each serpent a blight of chaos and waste upon a great section of the world. Ultimately, like the daughters of Paladine, these chromatic dragons settled, making their lairs in the great mountains of central Ansalon. This smoldering, volcanic region would later be known as the Khalkist.

For the better part of an era, the number of the ten dragons remained constant. Ancient beings, they did not age beyond their full maturity, but neither did they procreate. Naturally, Paladine and Takhisis each wished for wyrmlings born of their mighty offspring, that all Krynn might be populated with dragonkind.

“Aurora’s Eggs” in *Dragons at War*
By Douglas Niles





THE blind eyes stared meaningfully at Huma, who was beginning to understand what the dragon was leading to.

“For a long time, I believed he meant one of his fellow gods, and I raged and roared. Then I came to understand the trickery in his words. A god was not what he meant. A warrior, straight and true in the path, could do what I could not, and are not the Knights of Solamnia the sons of Paladine? Does that not make them brethren in spirit to Kiri-Jolith?”

Huma stared at the gleaming sword buried deep in the mound of jewels and coins. In him there was a yearning so strong that he nearly ran to it. But suddenly the terrible visage of Wyrmfather was again before him. The hot, sulfurous breath stung the knight’s eyes.

“Free me, Knight of Solamnia, and anything here is yours! Even the mirror, which served me so well before the darkness came!”

The mirror. Huma looked at it. If he could learn its secrets... His own bluster amazed him. “How does it work? I might consider, then.”

“You must think of a place you wish to go and then ask—No! Release me first!”

The very mountain trembled as Wyrmfather went into another berserk rage.

The hammering began anew—louder, if at all possible.

Wyrmfather raised its massive head and shrieked, “I will not be cheated again!”

The Legend of Huma

By Richard A. Knaak

The clan dragons are those most recognizable as dragons; they are also known as “true dragons” to differentiate them from their lesser cousins. Ten clans predominate on Krynn, with a handful of other minor clans also represented. These are the dragons sent into exile after the defeat of the Queen of Darkness by Huma Dragonbane, the dragons that returned to Krynn in the Age of Despair, and the dragons about whom legends are many and varied. This chapter describes some of these legends and provides historical information about true dragons as a larger group—their nature, language, and connection to the magic of the world.

ORIGIN MYTHS

The origins of dragonkind are as mysterious as the dragons themselves. The River of Time reaches deep into the earliest days of Krynn and there, in the Age of Starbirth, the story of the dragons’ creation takes form. Although scholarship and

study continue to provide details of that period, all history prior to the Graygem is as much myth as it is fact, and every source has its potential bias.

What follows is a selection of common stories that feature the origin or creation of dragonkind. Others exist, of course; these are the primary tales. Perhaps within them lies the germ of truth.

DWARVES—THE FORGING OF THE FALSE METAL

Once on a time, Thak the Hammer and his sister, Tamex, came to Reorx, Lord of the Forge, and said to him, “The world is created, yet it is empty.”

Reorx took the world in his hands and studied it, and he agreed. He asked the gods what their desires were, and they said, “Make for us children of this world, which you have named Krynn, that we may give them dominion over it.”

So Reorx said, “I shall need metal with which to make these children and spirit by which to animate them.”

Tamex responded, “Here are five metals,” and she gave Reorx tin, and lead, and zinc, and nickel, and iron, drawn from the earth.

Reorx took these metals and fashioned five serpentine statues.

“Here is spirit,” Thak said, and he gave Reorx five spirits drawn from Chaos.

Reorx cooled the metal dragons with the spirits, and the gods set the dragons forth onto the world, and they ruled over it.

Tamex was true to her nature, however, and desired the dragons for herself. She sent Morgax the Rustlord to them, and the Rustlord informed the dragon kings of their mother’s wishes. Such was the power of Tamex’s desire that the dragons agreed to be hers alone, though zinc resisted longer than the others out of duty, and tin resisted out of instinct. At the Rustlord’s touch, their metal bodies grew tarnished and corroded. Iron became red, nickel became green, zinc became blue, lead became black, and tin became white.

Reorx saw this and said to Tamex, “You have taken what is not yours. Henceforth you shall be known as the False Metal and bear the mark of your base desires for all to see.” And Tamex’s form became that of a five-headed dragon, one head to match each of her new children.

Thak grieved, but Reorx came to him and said, “The Balance must be served. Find me more metal, and I shall fashion you children of your own.” And so Thak plucked precious metals from the earth: gold, and silver, and copper.

Because tin and zinc had resisted Tamex's seductions, Thak took some of each and combined them with copper to produce bronze and brass, for loyalty and for instinct.

Reorx took these metals and fashioned five more serpentine statues. Once again, Thak gave him the spirit in which to cool the dragons, and five new dragons were born.

"Now you each have dragons," said Reorx. "Five good and five evil, ten to rule the world." And with that, he went back to his forge, for he had his own children to make. And that was that.

ELVES—THE SONG OF CREATION

There is a tale of the beginning, and this is the way of it. When the world was young and newly-made, E'li looked upon it with his brother and sister gods, and he was happy, for it would be the dwelling place of his children the Colinesti, the firstborn elves.

"Alas," spoke Astarin, "I must first compose the Song of Creation, and I have neither instruments nor musicians to play them."

Matheri counseled E'li and said, "Bring forth spirits from the world so that they might give voice to Astarin's Song."

Quenesti-Pah counseled E'li and said, "Give these spirits hearts that they might understand their sacred duty and know it to be good."

Kiri-Jolith counseled E'li and said, "Let them be strong and hale that the Song will be strong within them."

Blue Phoenix counseled E'li and said, "Let the elements of the earth be quick within them, that they might give the Song potency."

Solinari counseled E'li and said, "Let them be one with the magic of the Song, so that it might carry forth across the world and they within it."

So it was that E'li called forth spirits from the world, and gave them hearts, and strength, and union with the magic of the world, and quickened the elements within them. And thus were born the dragons, who were to sing the Song of Astarin, and they were taught the words to usher in Creation.

Before the Song could be sung, the Queen of Darkness looked upon the world herself, and she saw what E'li had done. "Alas," she said, "This Song is woefully incomplete, for it holds no place for my Ogres or me." Thus she visited the dragons, taking their form that they might know her as one of them. And with guile and whisper she added words to the Song as the dragons knew it; and when she was done she withdrew. Thus the dragons sang the Song of Creation. The first five verses rang out clear and bright, as Astarin had composed them. The dragons who sang these verses felt their hearts fill with joy, the elements quicken within them, their bodies strengthening in it; the magic of the world rang in pure alignment. The scales of these dragons shone gold and silver, copper and bronze and brass.

But the Song did not end, and E'li wept when he heard the discordant verses that followed. The dragons that sang them roared and grew wrath. Their hearts twisted black, the elements corroded dark and monstrous within them, their bodies reveling in violence and discord; the magic of the world danced wicked in their eyes. The scales of these dragons gleamed red and blue, black and green and white.

Thus was the world made ready for good and for evil, sung into being by the dragons. So it is told, and so it is done.

GNOMES—A BRIEF ABSTRACT CONCERNING THE ORIGIN OF DRACONIC SPECIES

Historical records improperly maintained during previous chronological eras established under Act XXD of the Guild of Progress and Factual Representation give credence to a sociobiological development of draconic species from a single *ur*-dragon or (more likely) pair of *ur*-dragons. Incomplete statements culled from these records by the Guild posit that these *ur*-dragons either:

- Spontaneously came into existence; or
- Were a manifestation of cosmological urges accorded the gods *qua* creators; or
- Existed prior to the known creation of the universe.

Members of the Guild are divided among their scholarly support of these three potential origins, although the Committee for the Establishment of Consensus in the Matter of the Origin of Draconic Species agreed to put weight behind Statement 2 following an extended six-day debate. During the debate the following were added to the list of qualifying traits of the *ur*-dragons:

- Names of *ur*-dragons are iterations of early Draconic linguaforms *dei* and *pro*, e.g. Dei Onus, Pro Cyanus
- Location of *ur*-dragons identified as the Quasispatial Coterminal Multiphase Reality known as "The Gray"
- Locus points of early interaction of *ur*-dragons with Krynnish reptilian lifeforms include Schallsea, Taman Busuk

Additional study followed. Manuscripts transcribed by linguistic experts in the Guild resulted in further corrections, edits, and alterations of the *prima facie* text. It became clear that the *ur*-dragons were regarded by pre-Graygem sources as the progenitors of the draconic species, including all known clans and dracoforms, but several dissenting votes were cast against the inclusion of such apocryphal elements as "cosmic chaynes" (sic) binding the *ur*-dragons together (see article: "Feasibility of mating and procreation in the case of the *ur*-dragon," Mt. Nevermind, 419 AC) and marsupialoid dracoforms acting as scribes or agencies of the *ur*-dragons (see article: "Mass, magic, and megallo-optics: a coda for dragonlets," Mt. Nevermind, 422 AC).

In its third and final meeting (the so-called Redaction and Retroactive Causality Summit) the Committee for the Establishment of Consensus in the Matter of the Origin of Draconic Species ruled that in all internal documents and archival summations, the *ur*-dragons would be assigned the status of "Unverified but Plausible." Collected data from non-gnomish records (including the Great Library of Palanthas, the Library of Khrystann in Tarsis, and the assorted archives of the Bardic Colleges of Ergoth) inexplicably leave out any such references, and so the Committee's advisement has been not to bring it up in seminars with non-gnomish scholars.

For further analysis and doctrinal assessment together with a lengthy account of physiology supplied by the sivak draconian Granak Red-Silver of Teyr, interested scholars and students of dracology are referred to the Guild's upcoming editorial, "I For One Welcome Our New Dragon Overlords" and the considerable correspondence that resulted in seminar presentations herewith.





KENDER—HOW REORX HELPED THE GODS FIND THE DRAGONS

A long time ago, before there were any kender, Reorx created the world and when he was done, he took a nap. When he woke up, the world had cooled off, so he could go outside his forge and look at it properly. He was so happy with all of the mountains and trees and rivers and oceans that he went back inside to write down exactly how he did it in his journal, in case he had to do it again. Unfortunately, he couldn't find his journal, and since kender didn't exist yet he couldn't ask one to help him find it, so he had to go and ask some of the gods.

Reorx found Skyblade and She of Many Faces having an argument so he was going to leave them alone, but they stopped when they saw him, and both of them told him how wonderful the world looked, and what a good job he had done with it. When he told them he had misplaced his journal, the two gods said they would be happy to come with him and help him find it, because it couldn't have got far.

The gods went first to the desert. Skyblade pulled out a brass dragon from behind a rock and She of Many Faces pulled out a blue dragon, and they said, "Have you seen Reorx's journal?" and the two dragons said, "Nope."

The gods went next to the mountains. Skyblade pulled out a silver dragon from the highest peak and She of Many Faces fetched a red dragon from a terrible volcano, and they said, "Have you seen Reorx's journal?" and the two dragons said, "Nope."

The gods climbed down from the mountains into some really foresty hills. Skyblade found a copper dragon sitting on a rock and She of Many Faces found a green dragon in a tree, and they said, "Have you seen Reorx's journal?" and the two dragons said, "Nope."

The gods crossed a wide plain on the way to the ocean where the ground was getting swampy and muddy. Skyblade called a gold dragon from out of the grass and She of Many Faces spotted a black dragon in the marsh, and they said, "Have you seen Reorx's journal?" and the two dragons said, "Nope."

Finally, the gods reached the seashore as it began to get cold and snowy, and they didn't have any warm coats, so Reorx started a fire and they sat around it. Skyblade noticed a bronze dragon lying in the water off the shore, and She of Many Faces saw a white dragon cavorting in the snow. They said, "Have you seen Reorx's journal?" and the two dragons said, "Nope."

Reorx was sad, but he made some really nice tea and gave some to Skyblade and to She of Many Faces, and they thought a lot. They hadn't found his journal, Reorx said, so all of this was for nothing. "Not so!" said Skyblade. "We found some dragons." She of Many Faces agreed, saying, "Yes, dragons are always nice, and this world you made does need something to live in it while we're deciding what kind of people to create." Reorx felt a little better and got up to go back to his forge.

"What's that in your pocket?" asked Skyblade.

It was Reorx's journal.

"Silly Reorx," said She of Many Faces, and they all laughed.

And that was how Reorx helped the gods find the dragons.

KHUR—OF GENIES AND DRAGONS

It is said that in the beginning, my children, the world of Krynn was inhabited by genies, who served the will of the gods. As the world was formed from air and water, earth and fire, so too were the genies of the world. Some were small and quick of thought, while others were large and strong in character. However, it is the way of things that the genies, who in the one moment serve each other, might change as capriciously as the wind or the flame, and thus they made

war among themselves. Their masters, the gods, took sides themselves, such as the genies' clamor, and Skyfather and Darkmother stood apart. The Gray Voyager came between them and bade them make their servants cease, but the genies below could not be silenced.

So the Gray Voyager appealed to the genies directly and said to them, this world cannot withstand your conflict, for it is written that the spirits of the stars shall inherit it and not the spirits of the world. And the genies were angry, and ashamed, and withdrew to their places. The Gray Voyager knew that war was yet in their hearts, and so he charged Skyfather and Darkmother to guide the genies in their path. Skyfather and Darkmother each brought forth five genies and gave them physical forms, as bright as gold or as dark as ebony. These were the first dragons, my children, created as rulers of the elements and custodians of the world, to make it ready for the star spirits. And the Gray Voyager knew that it was good.

The dragons moved among the genies, bringing an end to their conflict through magic, and tooth, and claw. With word and dictate the dragons ended the genies' war, and the gods approved. The genies grew sick with envy and said to the gods, why have you abandoned us? The dragons said to them, the gods have not abandoned you, but the world is not your home.

Thus it was that the elemental realms were created, and the genies retired to them. In order that the genies would not afflict the world from these realms, a great pact was made between the dragons and geniekind. The dragons would allow the genies to visit the Mortal Realm and embrace the star spirits in their own fashion, but subject to the laws of the gods. The genies would agree not to converge upon the world again, and the dragons would not take up quarrel with them.

So it was, my children, that the genies and the dragons upheld their most ancient pact. The world is ours, as the gods demanded, and the dragons watch over the borders into the elemental realms. So it was in the beginning, so it is now. Blessed be the gods!

OGRES—THE SERPENTS OF THE MOUNTAIN

Before the time of our ancestors, the gods made war in the skies. Their struggles formed the mountains and valleys of the world, and their blood created the seas, and their shouts brought forth the air. When the Darklady saw that nobody was winning and that the world might be lost, she made great contest with the Smith God, and her power overcame him. She wrested from the greedy Smith God the secret of fire and stone, so that she might win the Godswar.

As the battles continued, the Darklady rose to the highest mountains and worked her great magic. From the stones and fiery pit she brought forth five great serpents and filled them with her godly power. The serpents raged and twisted against the gods, in service to the Darklady.

The Smith God was afraid, however, and ran to the Sun God and told him what had happened. The Sun God was also afraid, jealous of the Darklady's dragons, for he could hear their roars of challenge. So he begged and begged the Smith God, who gave him the secret of fire and metal.

The Sun God made five dragons out of metal and filled them with his magic. They fought and fought with the evil serpents, and the War of the Gods drew on. But the Sun God's metal dragons were not as strong as the serpents of the mountain, so the Sun God pleaded with the Darklady.

"What will you give me to stop my serpents?" the Darklady asked the Sun God.

"I will give you the mountains as your own," said the Sun God.

"Very well," she said. And that is how the dragons came to be, and why our ancestors were given the mountains in which to dwell. There they ruled the world after the War of the Gods, until the Sun God's people made war upon them; but that is another story.

SOLAMNIA—THE LORDS OF THE ANIMALS

In the earliest days of Creation, after the High God called an end to the All-Saints War, He created the animals in Balance. The world of Krynn was given by the gods to mortals, who held dominion in their name: The Elves of Paladine, the Ogres of Takhisis, and the Men of Gilean walked the land and divided forest, mountain, and plains among them. The High God gave the animals that dwelled in the world with the Children of the Stars to his most wondrous creations, the Dragons, who came from the world and embodied the elements within it.

Paladine was filled with joy when he beheld these noble serpents and invited them to make peace and court with his Elves, but Takhisis was filled with envy and greed, and she desired the Dragons for her own. Gilean, who knew neither joy nor passion, cautioned his siblings, for the Dragons were young and powerful, and great were the deeds they might be called upon to do. They were the Lords of the Animals, and so it was written in his Book.

Right wise did Paladine consider Gilean's counsel; ill tempered did Takhisis hear Gilean's words. The Queen of Darkness sought out the Dragons, and five of them did she seduce with whispers of dominion over more than just the animals, but of all Creation. These were the wyrms Black, Red, White, Green, and Blue, and wicked they became. Paladine in turn appealed to five more, and his majesty did they embrace; thus did Copper, Bronze, Brass, Silver, and Gold stand in opposition and in the Light.

The High God was most displeased at the actions of His children, and He called them to His presence. Paladine and Takhisis had swayed the Dragons, and the animals were now abandoned. Paladine was ashamed, and Takhisis cowed, but the deed was done. Forward stepped Gilean, who had warned them, and invoked the Balance of Neutrality—his brother and sister gods would keep their Dragons for as long as they held their noble station in the heavens. As for the beasts of Krynn, Gilean brought forward Chislev and gave custodianship of the animals to her, and the High God made it so.

So it was that the Dragons, supreme among the animals, became creatures of Conscience, and so it was that the gods found Humility.



A BRIEF HISTORY

The following is a brief outline of the history of dragonkind on Krynn, most specifically on Ansalon—considered by sages to be the nexus of activity in the world for reasons yet unknown. The further back one looks in the schools of the Aesthetics, the more indistinct the truth becomes; anything from times prior to the release of the Graygem of Gargath can be regarded almost universally as belonging to myth and legend, for want of accurate accounts.

ALL-DRAGONS WAR

Recorded history has yet to reveal the factual genesis of dragonkind; from what little evidence can be gleaned from the Iconochronos of Astinus Lorekeeper and other sources, all that may truly be said is that at one time in the distant past, before many of the mortal races were fully established, the chromatic and metallic clans had been at war. Legendary names from this period that have been associated with either a clan progenitor or a draconic champion are still well-known to Krynn's evil dragons: Akis the White, Corrozus the Black, Korril the Green, Arkan the Blue, and Furyion the Red. Their opposite numbers are all females and considered saints by the good dragons: Sheeranar the Brass, Querrasian the Copper, Haraineer the Bronze, Tianaran the Silver, and Aurora the Gold. Each group of dragons, Light and Dark, ruled half the world; it was in some part the lure of greater dominion that caused them to turn upon each other.

Legends continue to state that at that time, when the veil between the worlds was thin, portals to and from the realms of the gods existed that the dragons might use to take up audience with their divine patrons. Takhisis summoned her dragons to her and, if the stories are true, produced the first clutch of eggs from each of the five clans within the Abyss. Paladine apparently called his own dragons one by one, consorting with them and fathering their first progeny. The female metallic dragon progenitors kept their eggs in a hiding place on Krynn, protected from the threat of their chromatic brothers.

Whether or not the gods were the parents of the next generation of dragons is a matter of theology; the dragons themselves will not furnish proof or acknowledge the veracity of it. What is certainly the case is that, following an assurance of the survival of their respective lineages, the original dragons erupted into a violent conflict that ended in their mutual destruction. This event is described in some fashion in many of the ancient tales of the ogres and bakali, and it signifies the beginning of the time of the humanoid races' dominance over the world, rather than the dragons'.

THE DRAGONS OF LEGEND

After the rise of elves and the liberation of the humans from their ogre oppressors, the serpents of Krynn eventually surfaced, spreading out from one of two primary draconic homelands: the Kharolis Mountains, ancient birthplace of the dragons of the Light, and the Khalkist Mountains, the source of the dragons of the Darkness. Magic had, in their absence, stilled and grown rare and precious. Even after they came back to the world, the dragons could not yet master the kind of magic accorded their fabled progenitors; they would not achieve such mastery until the Graygem had seeded the world with its energies.

The world had not seen their like in centuries, and the good dragons especially spent many hundreds of years establishing close ties with the elves, humans, and other creatures of Krynn. The evil dragons kept to themselves in their mountainous realms, allying with the ogres after the humans had left and gathering their forces under the leadership of a mighty red dragon female named Crematia. It was this dragon, together with an army of ogres and dozens of her kin-dragons, that struck the first blow in what would later be referred to as the First Dragon War.

FIRST DRAGON WAR

Despite the name, this war involved the elves of Silvanesti as much as it involved the wyrms themselves. Crematia engineered an attack upon the young elflands when she was sure that the metallic dragons were convening in the Kharolis Mountains. The good dragons learned too late, only discovering the devastation caused by Crematia's attack when they flew to check on the elves' progress. Crematia's dragons slew three of the five male patriarchs at the time, leaving only gold Aurican and silver Darlantan alive. Elven history explains that the evil dragons possessed the advantage of magic, which the good dragons had not yet mastered; this, combined with the cunning and sheer numbers of chromatic dragons, meant that the good dragons needed help from the two-legged mortals of Krynn for any hope of victory.

Enlisting the assistance of an elven tribal leader named Silvanos, the good dragons came up with a two-pronged response to the chromatic threat. The elves, along with Darlantan, would engage in a ground war accompanied by air strikes against the chromatic dragons and their ogre armies, while Aurican would seek to counter Crematia's magical advantage. Three elven brother-mages accompanied the gold dragon to the godly realms to acquire the knowledge of magic; in the process, their own skill at arcane power was increased. Elven lore suggests that the gods of Magic were responsible for bestowing spellcasting secrets upon Aurican and the elves and for either granting them or showing them the technique of crafting five *dragon stones* with which to defeat the enemy wyrms. These stones, one for each clan of evil dragons, could be used to draw out the essence of a dragon and imprison it within the stone's mystic confines. Aurican thus captured whole flights of dragons until only the blue and red clans remained.

The war ended with Silvanos wielding the blue *dragon stone* himself to imprison the blue dragons after Darlantan fell to their claws, and Aurican battling Crematia across the face of Krynn. Crematia escaped, grievously wounded, but the other reds were imprisoned in the red *dragon stone* and Silvanos and his armies delivered a crushing victory against the ogres. It is said that in the aftermath of the war the gods of Magic began their descent into their current state as patrons of the mages, and that Silvanos' mighty deeds ensured his destiny as Speaker of the Silvanesti. Aurican, as the sole surviving dragon of his generation, found himself the patriarch and mentor of a new generation of dragons who were once again capable of using magic to its fullest extent.

RISE OF DEATHFYRE

For a time, Krynn knew no fear of evil dragons, for they were bound in the *dragon stones*, and Aurican had instructed that they be buried deep beneath the foundations of the Khalkist Mountains. Generations of humans passed, and young dragons of the Light matured; Crematia, in voluntary exile, plotted and schemed. By manipulating the dwarves of Thorin, who had excavated deep into their new home and were easy prey for the red's intimidating threats, Crematia recovered the *dragon stones* over the course of centuries, returning to the dwarves every hundred years and demanding another "tribute." During this time she had raised her own children from a nest high in the mountains, and the chief of these wyrms was the mighty Deathfyre.

Deathfyre recruited an army of bakali for his mother, just as she herself regained her ogre followers. The two reds made plans to free the trapped dragons through a ritual conducted over Darklady, the enormous volcano in the Khalkists—one of the legendary points upon Krynn where the Abyss connected with the Mortal Realm. Hurling the stolen *dragon stones* into the fiery crater and calling upon Takhisis' aid, the volcano exploded and the stones were destroyed, freeing all of the captive dragons. Some legends claim that the stones were lifted into the heavens and became the eyes in the Queen of Darkness' constellation; others assert that the stones are buried somewhere in the Khalkists, still strong in magical power. The most long-lasting effect of this ritual was the creation of the Lords of Doom on the site formerly occupied by Darklady; this provided an ideal location for the corruption of the good dragon eggs thousands of years later.

SECOND DRAGON WAR

The chromatic dragons' next great assault on the forces of the Light took place hundreds of years after their last defeat, but this time Crematia's army was much larger and she had her son Deathfyre with her. The elves, her bitter enemies, were by this time a fully invested nation under the wise guidance of Silvanos, and the three brother-mages were masters of ambient magic. Despite the overwhelming assault of ogres and bakali and the airborne attacks of chromatic dragons, the mages were able to draw upon the deep magic of the world and raise a protective shield around the elven realm. This held the dragons off long enough for the metallic dragons to become aware of Crematia's attack.

Aurican was not willing to risk his young charges in open battle against Crematia's dragons, so he engaged them alone. His confrontation with Crematia was as epic as his last, but this time he was able to deliver the fatal blow to the red matriarch. Unfortunately, while Aurican was engaged with Crematia, Deathfyre worked his great magicks to locate the younger dragons of the Light and led all of the evil dragons to their lair. The battle was fierce and brutal; when Aurican finally returned, only a handful of his charges were left alive. Weakened from his own battle with Crematia, Aurican kept Deathfyre occupied long enough for the survivors to scatter to five corners of Ansalon, but he himself was killed.

Deathfyre ignored the scattered dragons, thinking them out of his way, and returned to finish the war in Silvanesti. The ogres and bakali had arranged their forces around the besieged realm, unable to pierce the magical shield of the brother-mages. Still, the elves knew that it would not be

long before Deathfyre's armies would break through, so the mages petitioned Silvanos for permission to draw upon the deepest magic of the world and overcome the dragons. The Speaker agreed, and so it is said that the three elven sorcerers enlisted the aid of a Scion and the collected knowledge of their time with Aurican in a great and terrible conjuring of wild magic, raw and furious. This ritual succeeded in unleashing magic the like of which had not been seen since the dawn of the world to smite the dragons, ogres, and bakali; however, the mages were not able to control it. Storms of wild magic erupted across the continent, bringing many years of widespread disaster and ruin. The mages vanished, reportedly taken by the gods of Magic to be given the secrets of High Sorcery so that such a catastrophic use of magic would not be repeated. The elves would take centuries to fully recover from the war, but they had prevailed.

The dragons of the Light, separated and no longer together as nestmates, devoted the next few hundred years to gathering strength, forging new relationships with the elves, humans, and other mortal races, and keeping alert for the return of Deathfyre. The great red did not surface again for over a thousand years, during which time the Knights of Solamnia arose from the Empire of Ergoth and the world changed.

THIRD DRAGON WAR

The most well-documented and legendary war in Krynnish history, the war of Huma Dragonbane and his silver dragon Heart, began with the awakening of Deathfyre from his millennia-long slumber and the subsequent seeding of chromatic dragon eggs around the continent. This plan was itself centuries in the making, but the end result was a new generation of powerful wyrms under the guidance of Deathfyre and many of Takhisis' own mortal captains such as the ogre king Garic Drakan. Garic's ogres, a cabal of renegade mages led by Galan Dracos, and hordes of bakali, goblins, and evil humans, gathered in the East and struck West and South to engage the Knights of Solamnia and the elves. The dragons of the Light, who had established such a strong connection with the mortal races, rose with them to oppose the Dark Queen's armies, and the war was waged across the face of Krynn.

The dragons themselves refer to this as the Human War, for so much of it was waged between human armies. For the first time, the dragons served as mounts for human and ogre warriors and were not the focus of the war. Huma brought the power of the *dragonlances* to the battlefield, as many legends recount, and many other forms of warfare first arose in this period, but for the dragons the greatest hero of the conflict was Heart, the silver dragon who had fallen in love with Huma and bore him to his final battle against Takhisis.

Huma's battle with the Queen of Darkness' terrible five-headed dragon aspect is the subject of many bards' tales and numerous conflicting poems and ballads, but the truth remains that the Knight exacted the Oath of Finality from the goddess, and then succumbed to his grievous wounds. Bound by such a potent oath, Takhisis was forced to withdraw her power from Krynn and, with it, her dragons. Many of them accompanied her back to the Abyss, while a small number went into deep hibernation in the Khalkists and other enclaves. The concession that was made in the pledging of





the Oath also bound the good dragons, who departed to the Dragon Isles in lawful exile. Neither they nor their chromatic cousins would be seen on Krynn again for over twelve hundred years; in their absence the mortal races rose to fully embrace their destiny as the children of the stars.

THE AGE OF DESPAIR

Takhisis seethed and balked at her exile within the Abyss and longed to find a means to return to Krynn and restore her dragons to their birthright. When the Cataclysm struck, Takhisis secretly stole the Foundation Stone of the Temple of the Kingpriest in Istar and used it to create a bridge between the Abyss and the Mortal Realm. Two centuries after the Cataclysm, Takhisis had already begun sending her dragons back into the world and awakening from their hibernation those that had remained behind, slowly but surely gathering together the strength to launch a new offensive against the forces of the Light.

This time, she entrusted the command of her gathering armies to a single man, Duulket Ariakas, whom she had tested and found worthy of her blessings. Ariakas, gifted with skill both at arms and in magic, formed a powerful bond with the red dragon Tombfyre, scion of Deathfyre. Together with an array of other ruthless and talented leaders, Ariakas created the inner circle of Dragon Highlords and entrusted each with an entire army of dragons, ogres, evil humans, and other mercenaries and troops. His genius was such that he empowered his soldiers with a sense of pride and entitlement, assigning each evil dragon clan to a single army, thus promoting internal loyalty and encouraging external competition. While the five armies were forming, Ariakas' other masterplan came into effect as a result of a terrible and loathsome act.

Takhisis knew her greatest obstacle was the dragons of the Light, who slumbered in relative obscurity and peace in the Dragon Isles. Should the metallic dragons join forces once again with the elves, Knights, and dwarves, Ariakas' Dragonarmies would never achieve dominance. Takhisis secretly dispatched Harkiel, a cunning red wyrm of Deathfyre's brood, to the Dragon Isles with a small group of other dragons and bakali servants. There, the invaders sneaked into each of the five metallic dragon lairs and stole the clutches of eggs, retreating with them to the dungeons underneath Sanction. When the good dragons awoke and found what had happened, they raised an alarm and readied themselves for another battle. Harkiel returned before the dragons could take flight, however, and told them of her Queen's offer—do not interfere in the coming war, and your eggs will remain safe. Fearful of the future of their children, the dragons of the Light grudgingly agreed, hoping that the mortals of Ansalon would fare well enough without them. With this Oath sanctified by the gods themselves, as is the case with all dragon oaths, Harkiel returned to Sanction.

The good dragon eggs, of course, were not at all safe. Harkiel, a cleric of Takhisis named Wyrllish, and the Black Robe mage Dracart came together under the direction of Ariakas and his goddess to use the eggs in a horrific ceremony. The result of this ritual was the first batch of draconians—abominations created by the befouling of the eggs upon the Altar of Corruption. Later in the war, when Gilthanas and the silver dragon D'Argent conducted their raid on Sanction's temples and found the egg chambers, the sheer audacity of the Dragonarmies in betraying their side of the Oath was sufficient to bring the good dragons fully into the conflict.

THE WAR OF THE LANCE

The history of the War of the Lance has been documented more fully elsewhere (see the *War of the Lance* sourcebook for a concise military history and details of various engagements). Unlike the Third Dragon War, however, this one saw dragons and mortals acting in close cooperation, with neither being the dominant force, and proving that each has value to the other.

Throughout the war, the dragons found active duty in multiple theaters of battle, determined in part by their ideal climates but also by their willingness to engage in regular combat. The blue dragons and silver dragons found the most use, with red and bronze dragons coming in a close second. Because of their particular natures, black dragons and green dragons were seldom used in major forays against strongholds such as Solamnia, instead being employed for isolated operations and as support. White dragons were the least used, although this was due in part to the early defeat of Highlord Feal-Thas, whose plans would never see fruition and whose army was later given over to the bumbling Lord Toede. Brass and copper dragons were similarly infrequently used, not only because they showed up too late in the war to really be brought into active service for long, but because they tended not to associate as strongly with mortals as the gold, silver, and bronze dragons.

Many of the most powerful or infamous wyrms in Krynnish history left their mark in this war, which is known to them as the Draconian War. Cymbol, Onyx, Lectral, Cyan Bloodbane, Ember, and of course the now-legendary Skie were all major players in the decade of conflict. The final battles over the Temple of Darkness between hundreds of wyrms may have been one of the most awe-inspiring sights any Knight, ogre, or elf had ever witnessed. As the Heroes of the Lance dealt the final blow to Takhisis and her cohorts within the Temple and the Foundation Stone was made whole by Berem Everman, the aerial dogfighting above was a bloodbath. Victory was handed to the forces of the Light and the Whitestone Army, but at great cost. A number of elder dragons lost their lives overcoming the chromatic dragons in Neraka.

Following the war, the Whitestone allies harried the five Dragonarmies ceaselessly, sending them running back into the lands they had conquered and in some cases evicting them even from there. Only the blue dragons remained fiercely loyal to their commanders; in large part, the other evil dragons scattered and went rogue, apart from those few who enjoyed their roles within the human or ogre forces. Eventually, an *ad hoc* truce was created and the continent enjoyed a few decades of relative peace, but one man and his dreams of glory brought that to a screaming halt.

CHAOS AND THE DARK KNIGHTS

The blue dragons had been recruited by Ariakan, the brilliant general and son of Ariakas, for use by his new army of Dark Knights. This army trained and mustered on Storm's Keep, located out in the open sea northwest of Solamnia. Eventually, an enormous invasion force that included blue dragons, Dark Knights, and the so-called Brutes from across the sea launched a massive attack upon Ansalon. Shortly after the continent had been assaulted, the Irda on their remote island saw fit to break the Graygem, which released

ALIEN DRAGONS

Not all of Krynn's dragons are natives. The people of Ansalon learned firsthand the threat of these otherworldly serpents during the first years of the Age of Mortals. A red dragon, larger and more dangerous than any that Krynn had seen since Furyion the Red, arrived on the shores of Ansalon and proceeded to wreak devastation and ruin in the pursuit of personal power. This dragon, Malystriyx, was not the first of these alien dragons to arrive on Krynn, however—Khellendros, known during the War of the Lance as Skie, had found his way to Krynn over a hundred years prior. Khellendros became an agent of Takhisis, aiding her and the Dragon Highlord Kitiara during the war, but his identity as an alien dragon was not revealed until the Age of Mortals, when Malystriyx and many others followed the paths he had laid in his wake.

The world that these dragons came from was dominated by wyrms of immense size and power. It lay in the Beyond, outside of the realms of the gods, where the gods were unknown and unheard of. A cabal of dragons, weak by their world's standards, sought a means of leaving that world and finding another to conquer. This cabal included Khellendros, Malystriyx, Onysablet, Gellidus, Beryllintranox, and their lieutenants and followers. Khellendros the Navigator knew the secrets of forging paths through the Ethereal Sea, one of which lead to Krynn; these portals, or wormholes, opened the way for the others to follow him.

Upon arriving, Malystriyx discovered that this new world's dragons were far smaller and that by killing them and stealing their life essence she could grow in power and might. By stealing their skulls, she could create a totem of world-shaping magic the likes of which no dragon or mortal had known. This precipitated the Dragon Purge, which ended with the deaths of hundreds of Krynnish serpents and the rise of the Dragon Overlords, all of whom were members of Malystriyx's original cabal.

The War of Souls and the aftermath of that conflict saw the defeat of these Overlords, but Krynn is still home to some of these alien dragons. Lorrinar, the green dragon known as Fume, is one notable example. Although they were not hatched on Krynn, they are in most cases physically indistinguishable from native dragons. Some of them have mated with native dragons and become fully acclimated; others desire only to return to their homeworld, where the gods of Krynn have no sway over them. What is certain, regardless of their ambitions, is that the time of the alien Overlords is over.





a titanic aspect of Chaos. The gods allowed Takhisis' Dark Knights to assume military control over Ansalon in the hope that the organization would stand a chance of opposing Chaos; however, it took an alliance of the Dark Knights and the Knights of Solamnia, as well as many other free and courageous folk of Krynn, to finally defeat the fiery giant.

The Chaos War, as it was later known, introduced two new breeds of dragon to Krynn. One of them, the frost dragon, was in fact a Chaos-mutated white dragon, one of several exiled wyrms who had fled Takhisis in the Age of Dreams and rejoiced in the arrival of Chaos. The other was the fire dragon, a creature so terrifying that even Krynn's native dragons fled from it. Few of these creatures survived the defeat of Chaos, but those that remain are a constant source of irritation to other serpents and mortals alike.

The most significant result of the Chaos War was that, at its end, Takhisis performed her most audacious act yet—the theft of Krynn itself. Stolen away from its place in the Cosmos, the gods were unable to find it and Krynnish folk came to believe that the gods had once again left them. Stealing the world drained so much of Takhisis' divine strength that she was forced to spend some time dormant, watching over her new prize with confidence that, in time, she would be its One God.

OTHERWORLDLY DRAGONS AND THE DRAGON PURGE

Without the power of the moon gods, and keenly feeling the absence of the gods' miracles, the mortals of Krynn found that they had to draw on other sources to work their magic. Dragons, too, noticed that their magic was affected; gold dragon sages and green serpents alike knew that the threads of magic in the world had been disrupted. Indeed, while they were able to recover their powers long before mortal mages could, the leeching of magic by the trapped souls of Krynn was an impediment to their ability to cast spells and even make use of their breath weapons.

As if to add insult to this injury, a visitor to the world arrived a few years after the end of the Chaos War. The visitor was Malystrixx, an enormous red dragon who hailed from a world far beyond the realms of Krynn. The paths had been opened by Khellendros hundreds of years prior, and with the tearing of Krynn from its moorings any protective barriers that were maintained by the gods were gone. Malys discovered that this world, unlike her own, was populated by much smaller dragons and that she could feed from their dying life-force in order to increase her own power. Dozens of other dragons followed Malys and, like her, sought to gather power from Krynn's wyrms. Even some native dragons learned this vampiric process, and the so-called Dragon Purge began.

Countless dragons, both chromatic and metallic, fell to the alien dragons, which grew bloated and tyrannical in nature. In the end, six had forged realms of their own on Ansalon, becoming the Dragon Overlords. Other lesser serpents took their own lands as dragonlords, but they did not possess the grisly *skull totems* that gave the Overlords mastery over land, sea, and air. Malystrixx reigned supreme as the chief of the Overlords and called an end to the Purge, lest any dragon that continued face her wrath.

Mortal heroes sought to end the despotic rule of the Overlords, and a small group of them—the Heroes of the Heart—were able to slay the sea dragon Brine. Unfortunately, the terrestrial Overlords were too well entrenched in their realms and far too strong for any mortal to overcome even with the assistance of magical artifacts. It would take the power of a god to bring an end to one of these massive wyrms, and one god did indeed exist with the power to do so.

THE WAR OF SOULS

Takhisis laid low for decades after her act of world-theft, but during that time she worked her influence over her prize. A necromantic barrier surrounding Krynn forced the souls of those who died to stay trapped on the mortal plane, denied access to the afterlife. Takhisis threatened to prolong their torment unless they stole magic for her, enough that she might regain her former divine strength. To promote this, Takhisis passed among the mortals and taught them how to access the ambient magic of the world, both as sorcery and as the power of mysticism. Dragons, as living furnaces of magic themselves, were also key to her plan—the Dragon Purge and the gathering strength of the Overlords gave Takhisis even more magic for her trapped souls to leech. She even lured the gold and silver dragons, as well as many of the brass, bronze, and copper wyrms, with a siren call that trapped them on the one pale moon that shone above the displaced Krynn.

Takhisis chose not to bring dragons into her confidence, instead investing her growing energies into the willing body of Mina, a mysterious shipwreck survivor who had been raised at the Citadel of Light. Mina's true nature was not revealed until much later, but at the time she was the One God's bright prophet, a messianic figure who appeared to return true magic to the world. Mina gathered the remnants of the Dark Knights under her banner and won several major victories over the free peoples of Ansalon. It was Mina who delivered Takhisis' punishment to Lord Soth and to the wounded blue Overlord Khellendros, who fell before her. As the heroes of this new age fought desperately to respond to Mina's conquests, the green Overlord Beryl was killed in Qualinesti and the red Overlord Malystrixx fled to Sanction to confront Mina directly. Malys came close to overwhelming Mina, but the young commander had her One God's support and Malys fell broken upon the Khalkists. It seemed as if the One God would triumph.

In a display of unity and independence against the sheer power of Takhisis, both good and evil dragons came together to oppose her incarnation in Sanction. Takhisis' plan involved gathering the *skull totems* from fallen Overlords and an alignment of magic, trapped souls, and the heavens to manifest herself. The good dragons were freed by the timelost kender Tasslehoff, and the mage Raistlin Majere provided the gods with a means of locating Krynn once more. Takhisis' *skull totem* tower was rendered impotent and she herself was made mortal thanks to Paladine's sacrifice. The One God died in Sanction, run through with a *dragonlance*, and the War of Souls was over.

THE TRUE DRAGONS TODAY

In the decade following the defeat of Takhisis, the other Dragon Overlords were defeated. Even some of the lesser dragonlords were unseated from power. The number of active

dragons on Krynn in this new era is a fraction of what it was at their height; every dragon is significant, influential, and potent, standing out as an individual instead of merely one in a vast flight. These dragons, both good and evil alike, feel a sense of independence for the first time from their divine patrons. Most still cleave to their core alignments, for they are tied more directly to the world and to the cosmos that surrounds it than any other race. Yet, without the direct influence of Paladine or Takhisis, a great wave of change and self-awareness has begun to sweep over the dragon clans.

The era of the Overlords has passed; the mortal races, brought close to extinction so many times in the past, have finally achieved a level of maturity. Every dragon on Krynn now has a choice—dwell upon the past, or look ahead to the future. Heedless of them, as always, the River of Time surges on.

THE NATURE OF DRAGONS

True dragons are widely regarded as power incarnate, especially among themselves. Embodying the elemental forces of the world in a manner that occasionally defies an Aesthetic's understanding, each dragon carries within it the legacy of its forebears. Dragons possess legendary strength and cunning, do not rely upon the gods of Magic for their spells, and are the undisputed masters of aerial combat. The key to all of this is their connection to the world, which is also one of their greatest weaknesses.

To some degree, dragons share many of the traits of extraplanar creatures, fey, and elementals. They are not truly mortal, for while they can be killed and their spirits will join the Progression of Souls eventually, their free will is constrained by the chains of fate. Longer-lived than any other race, dragons can also extend their lifespans by hibernating in near-perfect stasis. Some of the dragons alive in the current era were active in the time of Huma, for instance, and their sires were alive in the earliest days of the elven kingdoms. The River of Time flows through them, as much a part of their existence as their blood, and the divine blessings of the gods that gave them their first breath bind their spirits to an incredible degree of primal power. No dragon would consider itself mortal.

Physically, the true dragons bear a strong resemblance to reptiles: scales, bone structure, fangs, ovoid reproduction, and lizard-like senses. However, it is clear that they also combine many of the traits of feline predators, equines, even humanoids. Of course, draconic traits are so well-known in Krynnish lore that no such comparisons are considered, and thus it is more likely that other fantastic creatures would be compared to dragons. Their return after long absences from the world are seldom without foreshadowing in myth and oral history, such as was the case with the Canticle of the Dragon or the earliest cave paintings of humans.

All true dragons are extraordinary beings possessing superior senses, intelligence, and the gift of flight (in the case of the sea, amphi and aquatic dragons, this is replaced by powerful swimming). Some or all of these are absent in dragonkin and lesser dragon types. In addition, dragons gain power and abilities as they age, making an ancient or great wyrm dragon a terrifying amalgam of magical and

supernatural ability. Yet even young or immature dragons are dangerous enough that they are usually the dominant predator in any region.

At a dragon's core, near the heart and lungs, is a gland called the *draconis fundamentum*; all of their physiological processes, from breath weapon to enhanced flight speed, are connected to this gland. A dragon's *draconis fundamentum* is as personal, individual, and unique to that dragon as a fingerprint is to a human. The dragon's ability to draw upon magic relies on it, almost as if it were an organ of focus for the dragon to reach into the ambient magic of the world. Sages have given it many names and some have even denied its existence; further study is complicated since the exact means by which the gland works is still unknown. A dead dragon's *draconis fundamentum* usually shrivels or dies upon the moment of death. In fact, some sages claim that destroying a dragon may only be accomplished if this miniature magical furnace is itself destroyed. *Dragonlances*, those most potent of dragon-slaying weapons, are almost certainly constructed in such a way as to make this more likely.

MAGICAL PRACTICES

Dragons are the envy of mages across Krynn, for they are capable of working mighty spells without the benefice of the moons, and the extent to which they can manipulate the threads of ambient magic exceeds even the most skilled sorcerer. Prior to the Graygem, it is said, the first dragons wielded such raw and potent sorceries that they matched the enhanced power of the Overlords, who were only able to channel this degree of magic through their *skull totems*. As the eons passed and the world's magical eddies calmed, the extent to which dragonkind could draw upon the power of Creation also decreased. Dragons have from time to time uncovered esoteric secrets and forgotten fragments of arcane lore, and together with their innate strength of focus they have maintained a consistent advantage over mortals in the use of spellcasting.

Draconic magic is, strictly speaking, ambient in nature. It is not dependent on Chaos, unlike the sorcerers and mystics of the Age of Mortals, and it has persisted in all eras of history, which has confounded mortal mages. Some students of wild magic have benefited from lessons learned from dragons; For a brief time, Ulin Majere was even capable of demonstrating an enhanced capacity for spellcasting as a result of his partnership with the gold dragon Sunrise. These so-called dragon mages are so rare as to be almost unknown, and the circumstances of Ulin's life conspired to sabotage any further study he might have made in this direction. Still, individuals who master metamagic, or acquire the skills of the ambient tempest prestige class (from the *Bestiary of Krynn*), are practitioners of these techniques whether they know it or not.

A dragon is capable of embracing the power of the moons, despite his or her innate spellcasting talents. Aurican, one of Krynn's most far-reaching draconic sorcerers, even went so far as to apply secrets from the Gods of Magic that were later shared with the brother-mages of Silvanesti, secrets which formed the foundation of the Orders of High Sorcery. What Aurican was capable of doing with this magical knowledge is lost to history, although it is apparent that the gold dragon's wielding of this power was largely responsible for his single-



WYRMFATHER

By Richard Knaak

TALES of this ancient dragon are told among elves and wizards, although few others have heard of him. The Knights of Solamnia speak of the great beast, but only as a part of the Legend of Huma Dragonbane, who vanquished him. What is known of Wyrmfather is as much myth as fact, but whether the latter is any less incredible is difficult to say.

This is what is said...that in the early days of Krynn's creation, when the first dragons were forged by Reorx under the guidance of Paladine and Takhisis, Takhisis paid special attention to the making of each. Flattering Reorx, she not only began her corruption of the blue, red, white, green, and black leviathans before they were finished, but stole from each some essence of their being.

To her fiery consort, Sargonnas, Takhisis commanded that a new and different dragon be quickly forged, one who would have no equivalent. Although skilled, Sargonnas was not quite the equal of Reorx and so, with the additional hurdle of finishing his task before the other god did, his shaping of this new beast was imperfect. The essence of each color did not mix correctly, the results being that the dragon turned out gray with mottled spots predominantly of green and blue—as if diseased. He was also longer and far slimmer than others of his kind would be, with an incredibly lengthy neck and a head more massive by far than that of any other dragon.

He was also much, much larger and fiercer. No dragon would exist who could compare in might and Takhisis, after her initial dismay, proudly proclaimed him Wyrmfather, for the dragons forged by Reorx were as tiny children in comparison.

The Dark Queen's corruption of the five caused a furious rift among the gods and, even though five more dragons made of glorious metal were fashioned to counter the first, Takhisis' treachery at last caused all-out war between the deities. Dragons in epic combat filled the skies of primordial Krynn and the young world was nearly torn asunder. The war dragged on and on, neither side achieving domination.

And then, in the midst of the struggle, Takhisis revealed Wyrmfather to her enemies. Great was the horror among not only dragons but also gods at sight of this titan. Wyrmfather not only had claws that could dig river beds and a maw able to devour his lesser cousins whole, but wielded the magic inherent to each of the original five. With the behemoth at the head of her legions, Takhisis finally gained the upper hand...

At last, Paladine's son, Kiri-Jolith—the bison-headed god of just cause—took up the gauntlet. He met the giant dragon over Krynn and the two did battle. The fury of their struggle shook the world. Mountains were churned up by their feet, vast

valleys were dug by missed blows. The seas whipped high. Their battle would last over a year by modern reckoning, with neither taking the advantage over the other.

Then, Kiri-Jolith slipped to one knee as the dragon came at him. Wyrmfather laughed, thinking his foe finally weakening. However, the move was but a feint; Kiri-Jolith leapt up as the beast struck, landing atop Wyrmfather. The god struck again and again with his weapon and this time triumphed. Kiri-Jolith took the badly-wounded dragon and as an example to the other beasts buried the leviathan within a mighty mountain, at the same time stripping the creature of much of his power.

"You will remain within this mountain," Kiri-Jolith told Wyrmfather, "never to see the sky, much less fly it! You shall not even know release until one of mine grants it to you..."

And, with that, the god left the giant alone in his prison. The other dark dragons lost nerve at the defeat of their champion and the war turned against Takhisis. Forced to forge a peace with Paladine, she cursed Wyrmfather and turned her back on her creation. However, Sargonnas, who had been as much if not more the dragon's creator than his mistress, secretly left with Wyrmfather a mirror that would enable the leviathan to see himself—the closest he could come to having companionship.

But the mirror had another power, one that enabled Wyrmfather to circumvent, if only in a minor way, his sentence. Sargonnas had made the mirror so that it could also reveal other places in the world. Thus, Wyrmfather might not be able to reach the actual outside, but he could at least have a reflection of it.

As the centuries passed, Wyrmfather burrowed a myriad system of tunnels with his head, each time hoping to find the surface. Yet, although he riddled the mountain, it was too wide and deep. Madness began to set in, compounded by the mirror, whose images actually taunted him. His remaining magic enabled him to draw riches through the surface of the mirror, but these baubles ever more quickly paled in interest.

The madness grew and, worse, Wyrmfather's old injuries took their toll. His eyesight failed utterly, stripping from him use of the mirror. Although he now had the wealth of gods and men, he could not see them...

The tale of Huma Dragonbane's battle is known through the Knights of Solamnia and that story says of Wyrmfather's body after death that it became the metal from which all future dragonlances were cast. Whether this is any more true than any other part of the dragon's legend...only time and the gods know...

handed defeat of countless chromatic wyrms in the First Dragon War.

Divine magic is not something the dragons specifically make use of. As close as they are to the gods, especially Paladine and Takhisis, dragons do not typically establish any kind of covenant with them and thus rarely become clerics. Instead, most metallic dragons and some chromatic dragons are able to draw upon the power of Creation to duplicate clerical spellcasting, allowing them to heal wounds, commune with the gods, and so forth. The dragons have been careful to hide these talents from mortals at various points in history, but curative magic was incredibly useful in the early eras of dragonkind when war was so frequent. No dragon will ever be the equal of a mortal priest in full investment of godly blessing, of course, but dragons are far too haughty to consider themselves at a disadvantage.

Finally, many dragons like to experiment with or collect items of magical power. Occasionally, this is an entirely aesthetic fondness for artifacts and relics, but more often than not it is because these items serve the dragon in other ways. They can be handed to minions as gifts, drawn upon for further power, or simply used to support and supplement the dragon's own spells. Dragon-created magical items are highly prized by mages and other adventurers for their extraordinary craftsmanship and potency. Dragons have been known to take the form of mortal smiths or sorcerers in order to undertake such crafts.

NAMES

Legends of dragons and their actions, both terrible and heroic, are enduring not just because of the dragon's clan or the color of its hide. Dragons are remembered because of their names, names that strike terror in those who have seen them written or heard them spoken, names that inspire young knights to adventure and rogues to seek out their hoards. A name is every bit as important and vital to a dragon as its fiery breath or vicious claws.

TRUE NAMES

All dragons have at least one true name, the name they choose as wyrmlings. For most, this name is in Draconic and very difficult for other creatures to properly pronounce, and indeed a significant number of dragons refuse to share it with non-dragons. Close association with mortals in the Third Dragon War and the War of the Lance led to greater understanding by mortals of the true names of the dragons they rode or fought, but these true names are loaded with personal or even spiritual meaning. To abuse or mock a dragon's true name is to invoke a dragon's wrath.

MORTAL NAMES

Dragons may acquire other names with age or association with mortals. A dragon may be named by nearby folk, especially if it has been causing trouble or conducting itself in a manner that draws attention. These names are usually in Common or a regional language that translates as a word or combination of words into Common; they almost always have some kind of resonance or descriptive reference to the dragon's clan or appearance. Black dragons are given names that bring to mind dark substances like oil or ink, for instance, while gold dragons have been named with synonyms for gold

or golden objects. From time to time, the dragon's common or mortal name will resemble or rhyme with their true dragon name—this is especially true with the Dragon Overlords, some of whom possess mortal names that are truncated versions of their true names.

TITLES AND EPITHETS

In addition to its mortal name, a dragon can acquire an epithet or title—the White, the Marauder, the Scourge—that may be a reference to a famous act or simply a physical trait. These additional names may be remembered for longer than their other names, depending on the event or trait in question. Legendary dragons such as Wyrmfather or the Venerable Ro presumably possessed other names in the past that are now long forgotten.

DRAGON NAMES IN YOUR CAMPAIGN

As a Dungeon Master, choosing a suitable name for dragons of your own design or creation is very important. A lot of names have already been used, and you should decide if you want to simply repeat them for your game (which is frankly easier than digging into a thesaurus) or go with something different. One useful suggestion is to take two words that seem thematically appropriate and combine them to create names such as Skystorm, Windshear, or Clawfire. More examples of appropriate dragon names by clan are provided in Chapters Two and Three.

As for true names, there is no strict Draconic dictionary that you need to be held to. Dragons are as likely to choose long and guttural names such as Shattraklangg as they are something sinuous and graceful, like Khisanth. Consider your dragon's personality and nature, and throw together syllables and pieces of other words as you feel so inclined.

LANGUAGE

The language of dragons is Draconic, a language that is said to have its roots in the primal Song of Creation. Although this is a treasured myth for some, it is at least accurate to say that Draconic is Kryn's oldest spoken tongue. Dragons share it with bakali and their various offshoots, for they taught it to them millennia ago and it has remained surprisingly intact despite the passage of time. Aesthetics of the Great Library have been known to learn Draconic, for some of the oldest fragments of the Iconochronos are written in a script that draws on Draconic linguistic symbols. The purity and elegance of Draconic is largely responsible for why any creature speaking it in the modern era would likely be fully understood by a creature from the Age of Dreams.

While unrelated in origin to most mortal languages, its influence is clearly felt. The ancient Ergothians and early Solamnics drew upon Draconic for parts of speech relating to transitional etymology and sentence structure. Istarian borrows heavily from Draconic for its theological terminology. Ironically, although the draconians bred in Neraka were never taught Draconic, they were able to adapt to it soon afterward with ease due to the common Nerakese word roots modified from the original Draconic.

Despite all of this, a dragon learns many other languages, including Common. Good dragons naturally learn Solamnic or Ergot, while evil dragons usually master Nerakese or Ogre. Dragons love to communicate and enjoy language in all of its



DRAGONS, BREATH WEAPONS, AND IMMUNITY

THERE have been many memorable occasions in the Dragonlance novels where dragons have feared the breath weapons of other dragons, even when those dragons belong to the same clan or make use of similar kinds of breath. Flamestrike's final confrontation with Ember, for instance, was all the more notable because Flamestrike continued to charge Ember even as his fiery breath consumed her. In the standard D&D rules, such a battle could not have taken place, as red dragons are immune to fire. This optional rule aims to maintain some continuity with these scenes and keep breath weapons as an integral part of dragon combat.

For the purposes of resisting the breath weapons of other dragons, substitute immunity to a specific energy type with improved evasion against a breath weapon of that specific energy type. In other words, gold dragons must still make Reflex saving throws against red dragon (or brass, or gold) breath weapons, but if they succeed, they take no damage; if they fail, they only take half damage. A dragon retains its normal immunity against all other attack forms of that type from other sources, even from spells cast by dragons of that type (gold dragons are immune to a fireball spell cast by a red dragon, for instance), and must still make standard saving throws against breath weapons using an energy type to which they are not immune. Dragons can supplement this with protective spells such as *protection from energy* as normal.

Note that if you use this variant with true dragons, you should extend it to dragonspawn and any draconians that possess immunity (such as flame draconians). This means, for example, that blue dragons must still fear the death throes or *shocking grasp* of lightning draconians even though they are immune to electricity from other sources.

forms; even white dragons will attempt to learn the language of the Ice Folk or thanoi, for instance. Thus, it is rare to hear a dragon speak in Draconic, which only adds to the language's mystique.

THE DRAGONS OF TALADAS

While Ansalon is the focus of the events of the Dragonlance story, it is by no means the only continent, and the dragons of Ansalon are by no means the only dragons of Krynn. Far across the sea on the shattered lands of Taladas, dragons, though physically the same, are vastly different on a psychological scale. When faced with the choice to fight in the War of the Lance, some of the dragons of Taladas chose to remain where they were, either through their Oath to Takhisis or simple indifference to the battles across the sea, and became the Othlorx—draconic for The Uninvolved.

The draconic gods looked at this refusal with dismay (on the part of Paladine) and fury (from Takhisis). These emotions were powerful enough to affect the very psyche of the Othlorx, drastically changing their behaviors from their cousins on Ansalon. The passage of time and the departure of the dragon gods have allowed the Othlorx to slowly free themselves from their curse, but it will take many draconic generations before the true effects of their plight can be seen.

GOOD OTHLORX

BRASS

Taladan brass dragons that chose to stay behind did so simply out of a sense of ennui. The wars on Ansalon simply didn't interest them enough. The other metallics, disappointed and disgusted by this behavior, cut off all social ties with the brass othlorx, leaving them in enforced isolation. This has left the brass desperate for conversation and companions, often hijacking and capturing caravans just to hear news. Brass othlorx spent a lot of time with the Uigan hordes before their untimely destruction at the hands of the wizard Maladar. Now, the brasses are looking to the Tamire elves for companionship.

BRONZE

The bronze othlorx are a very rare and strange breed. Being generally lawful and good, the majority of bronzes responded to Paladine's call. Those that stayed behind simply never got the news that they were needed, as they mainly lived underwater and in deep backwoods glades. The years of isolation have left them ignorant of current affairs and completely baffled by the changes wrought in the Second Cataclysm and War of Souls. Some are still preparing for Takhisis' invasion of Taladas, which they are sure will come any year now.

COPPER

Copper othlorx refused to join the fights out of sheer stubbornness. They didn't see enough value in fighting someone else's war in someone else's homeland, so they stayed behind. Other good dragons shunned the coppers for this selfish attitude, and the coppers felt unfairly treated for something they consider a small, finished matter. In the years following the War of the Lance, some coppers in Southern Hosk joined together with exiled humans and elves to create a community informally known as the Dragon Knights. This group seeks to atone for the indifference of the coppers by working to help the people of the League and the Conquered Lands. Other coppers didn't care during the wars and still don't care now.

GOLD

There are no gold othlorx. Gold dragons are far too devoted to Paladine to disobey him in any regard. Those golds that still remained on Taladas were told to stay by the Platinum Lord himself, to shepherd over the remaining good dragons, as Paladine couldn't bring himself to abandon his children completely. These golds have become very protective of dragonkind and will go out of their way to remove any threats to the metallic clans of Taladas.

SILVER

In one of Krynn's bitterest ironies, the silver dragons who left Taladas have fared no better than those who stayed behind, sharing in the same feelings of guilt and self loathing as the original othlorx. The original Taladan silvers were torn between fighting for Paladine or protecting the mortals of Taladas; those who chose to stay were torn by guilt. They became even more rigidly good, but started leaning towards very chaotic tendencies. Death is the only punishment for any even remotely evil indiscretion, and no quarter is ever given. When Paladine died, the silvers went even further off the deep end, facing the dual realities of failing to protect the mortals of Taladas from Chaos and failing to protect Paladine from the War of Souls.

EVIL OTHLORX

BLACK

The black othlorx of Taladas (mainly of the acidic variety due to the vast terraforming changes wrought by the Cataclysm) are selfish loners with extreme arrogance and heightened paranoia and xenophobia. Takhisis' curse addled their sense of discretion and stealth and has left the blacks attacking anything on sight, even opponents who are vastly stronger than they are—yet the curse has also caused these confused beasts to be cordial and welcoming to visitors as well, depending on the time of day, the direction of the wind, and other seemingly random factors. The wizard Maladar made some inroads in building an alliance with these beasts, but it is unclear how this happened or how long it will last with Maladar's death.

BLUE

Blue dragons number the fewest among evil othlorx—as Takhisis' shock troops, not many refused the call to the wars. Some, however, found ways to legally justify not going to the war, either through elaborate loopholes or tenuous agreements from generations past. Takhisis cursed these slick-tongued beasts with a terrible fate, to always honor their words, regardless of the intention or context of the statement. Thus, blue dragons became increasingly reticent and unwilling to say even the smallest things. Many of them atoned for their mishaps by fighting against Chaos and, as a result, few blue othlorx remain cursed. Those that are still othlorx are the most dangerous enemies on Taladas, blaming mortals for starting the wars in the first place.

GREEN

Obsessive, cruel, manipulative, and sly, the green othlorx aren't all that different from their uncursed brethren. However, the othlorx allowed their inherent disdain for Takhisis to shine through and decided that their groves and glades were more important than any silly mortal war. Takhisis took umbrage at this insult and cursed the greens to be forever captives of their homes, unable to leave their lairs and territories and so overprotective of them that they destroy anything—even other green dragons—on sight. As a result, greens have been unable to breed and are facing a complete extinction of their kind, should matters stay the same.

RED

Most red dragons went off to fight in the wars, as the lust for battle supersedes practically every other emotion these dragons have. Some, however, saw opportunities arise on Taladas to claim the newly deserted territories of their fellow reds and decided to spurn the goddess' commands. Takhisis handicapped these dragons by taking away their inner confidence. This means that the red othlorx are the most powerful, menacing, brutal beings on the continent, yet complete and utter cowards. Reds will boast arrogantly and preen vainly outside of combat, but as soon as a threat appears, the reds find any excuse to disappear or use underhanded techniques to sway the battle to their side. When Chaos came to Taladas, his shadow minions and chaos dragons destroyed many of the red othlorx, who were so petrified by the awesome might of the All-Father that they could not fight back.

WHITE

The white dragons suffered the most from Takhisis' curse. They impulsively told the Dragonqueen that they had better things to do than fight in her wars, and she was furious. White othlorx were reduced to bestial intelligence, stripped of their magic and their ability to communicate, and left only with the knowledge of what they once were and never will be again. They became savage hunters full of wrath and loathing for all sentient races. This changed with the fall of Takhisis, however. The Ansalonian overlord Frost reached out to his white brethren, hoping to use them in his plans for world domination. He used the powers of his *skull totem* to restore the white dragons to their original levels of intelligence, and even a bit beyond that. White othlorx are now the most cunning and intelligent dragons on Taladas and seek to avenge that miserable period of their lives.





This shall be the course of your lives, my wyrmlings...knowing your foes, finding them, and bringing about their utter destruction.”

“I will find my enemy and kill him,” Crematia murmured, a sense of destiny growing within her, seething and boiling into instinctive hatred, a fury that would provide passion and purpose to her life.

All of the monstrous heads swung back and forth, five pairs of fiery eyes glittering with ambition and cruelty. Crematia shivered with joy at the power she beheld there. Once more the red dragon head rose above the others, fixing its penetrating gaze on the wyrmlings of the same color.

“Your father was Furyion, mightiest of my sons,” rumbled the Queen of Darkness, and Crematia knew the words were meant for her and her crimson siblings. “He was tricked by the cunning of a gold dragon, lured to his death by the one known as Aurora. And though he claimed Aurora’s life with his last act, there will come to be children of the metal dragons.

“Know this, my precious ones: These children, the metal wyrms of Paladine, are your enemies. Much time will pass before you journey to Krynn, but when you go there, you will do my bidding, seeking and slaying your enemies.” Another blast of fire exploded from the gaping jaws, a beautiful inferno raging, crackling in the air, slowly melting away.

“Remember,” growled the queen, “mercy is weakness!”

“And weakness,” Crematia echoed, her voice mimicking the Dark Queen’s menacing tone, “is death.”

The Dragons

By Douglas Niles

In the time before time, so the legend has it, Takhisis subverted the first five children and infused them with aspects of her essence. Red dragons inherited her rage and desire to destroy indiscriminately, while blacks were heirs to the inevitability of entropy and toxicity. Blues took on her rigid, martial discipline, and greens embraced her sly manipulation. This left the whites with Takhisis’ feral instinct and the urge to act on impulse alone. With the fall of the Dark Queen, these tendencies no longer fully guide the chromatic clans, but eons of breeding and training die out hard.

Takhisis’ death left the chromatic clans without a moral anchor and, with the freedom to choose their own paths, the dragons have started to slowly change and become more extreme in their personalities. Reds have started acting independently on their whims, while blacks have completely isolated themselves. Greens are starting to assert their influences and cunning to bring down societies that oppose

them, and blues have become increasingly rigid and law-bound. White dragons, in a surprising turn, have started to assert their cunning and intelligence to bring themselves out of a state of barbarism. The actions of Frost and the salvation of Pitch, as well as the subtle changes in the behaviors of all evil dragons, reflect the loss of Takhisis’ iron fisted control over her children. Far from becoming docile, the evil dragons are now more dangerous and unpredictable than ever before.

BLACK DRAGONS

PHYSICAL APPEARANCE

Black dragons, owing to their acidic environment, have the most varied outward appearance of all dragon types, as their features can change based on their habitats. The two main types are the alkaline-swamp blacks (such as the infamous black female Khisanth) and the acidic-swamp blacks (such as the dragonlord Mohrlex).

The alkaline blacks have very smooth, shimmering scales, ivory-white horns that streak out straight from the back of the skull, and a yellow underbelly. Their skulls tend to be triangular and pointed, with smooth features. In contrast, acid blacks are horrific looking. Their scales tend to be a dull, deep blackish-grey, etched with pits and scores and other markings, and their horns are often asymmetrical, curving forwards like inverted rams-horns, and pitch black. The most stunning change in the acid blacks, though, is their facial structure. The acidity of their habitats eats away at their faces, leaving a skull-like appearance. Their bones are more pronounced, and overall the dragon looks wasted away.

Acid blacks tend to be much larger than alkaline blacks, due to the amount of energy needed to keep a neutral chemical balance in their lairs, so that while an alkaline black’s maximum length is around 80 feet long, an acid black can exceed a hundred. Both types of dragons tend to have webbing between their claws to aid in movement through the swamps.

ECOLOGY

Black dragons make their homes in the swamps of Ansalon, especially in the Great Moors south of Nordmaar, the Great Swamp by the New Sea, and the marshes of western Solamnia. However, there are many smaller swamps and marshes spread throughout the continent where blacks make their lairs. Some blacks have found pristine mountain valleys with crystal clear lakes and fallen asleep in the water. Upon waking centuries later, the blacks find that their natural



corruption has transformed the valley into a dank and fetid swamp. These swampy lairs tend to be incredibly humid and warm, regardless of the surrounding climates, due to the physiology of black dragons. The blacks exude sulfuric acid into the naturally alkaline swamps, and the reaction generates intense amounts of heat, allowing the ecosystem to thrive and the blacks to live comfortably. However, Sable's swamp goes against this trend, as it is artificially created with her *dragon totem* out of naturally acidic volcanic land. Thus, the dragons living in this swamp must spend more energy to create the reactions needed to establish their lifestyle, and they end up being much bigger than normal black dragons would otherwise be. These acidic dragons also have a more malformed physique due to the unnatural amounts of energy they put into transforming the landscape.

Black dragons are incredibly patient creatures. They operate under the philosophy that "all things must end." This is why obstacles ranging from pits to webbing to more insidious restraining devices generally surround their lairs. Creatures caught in these traps are left to preserve in the swamp water until they reach a state of pickling deemed suitable for black dragons to eat. Black dragon lairs are partially to fully submerged under water, with exits hidden behind copious plant growth. Smaller lairs have two exits at most, while larger lairs take up the entire swamp. Overlord

Sable's lair was the size of a city, with multiple underground and underwater levels, and entire sections devoted to her experiments and spawn.

After the fall of the Dark Queen, black dragons are torn between two ideals. Some have given themselves to entropy, following the example, they say, that the Dark Queen set by dying—if the Mother can become nothing, then surely the child can as well. These dragons have isolated themselves even beyond black dragon norms, falling into deep hibernation and expending their internal powers into the degeneration of the nearby landscape into swampland. Others choose to use their newfound freedom by exploring their internal passions and struggles, feelings that have lain dormant since their initial corruption. The dragonlord Mohrlex, known to mortals as Pitch, went even farther, seeking redemption for his sins in the purifying waters of the Fountain of Renewal. Other blacks are unsure what to make of this huge event quite yet, though there are rumbles that some are seeking to destroy this traitor and claim his lands as their own.

PSYCHOLOGY

Black dragons are greedy, selfish, xenophobic loners. Preferring to live by themselves, blacks react violently to any interlopers in their home territories, especially during their mating period and when their children are very young. During the War of the Lance, the Dragonarmies found that the only way to get black dragons to reliably fight was to bribe them with gold coins and other treasures,

or the blacks would find reasons to disobey orders. Black dragons are very protective of their lairs, and hardly ever leave them, unless there is sufficient cause (such as Takhisis' summons during the War of the Lance.)

RACE RELATIONS

Black dragons are the living essence of Takhisis' entropy, and they do not relate to other living beings very well, if at all. However, when they choose to, there is a marked difference between how alkaline and acidic blacks interact with mortals. Alkalines, the "true" dragons, believe themselves to be above other beings and will only act when coerced, either with treasure or promises of power. Acidic blacks, the so-called "alien" dragons, prefer to follow the lead of Sable and experiment on lesser races to create demonic hybrids that run around the New Swamp. Both dragon types like using bakali and other reptilian races as guards (or breeding stock) and often foster small communities of lizardmen and nagas to serve them.

SOCIAL STRUCTURE

To call the relationships between black dragons within their community a social structure is perhaps a bit of a stretch—finding two unmated black dragons together generally means



that one is lying dead at the other's feet. When black dragons do get together, it is to mate and to protect their children in the first few years of infancy. However, once the wyrmlings can support themselves, the parent dragons will send the hatchlings off on their own and will split the remaining territory among them. Black dragons have no qualms about attacking former mates or children, should they trespass without permission.

RELIGION

Black dragons are incredibly passive in religious matters. They worshipped the Dark Queen and her family in an academic sense—they weren't disrespectful, but they weren't going out of their way to sing the praises of the unholy, either. In the early Fifth Age, black dragons followed Sable and turned to mysticism and nature manipulation. The return of the gods brought very little change to the lives of the black dragons, but Morgion the Diseased has been working to bring this new breed of twisted, corrupt, black dragon under his influence. The more traditional entropy-minded black dragons tend to gravitate toward Chemosh.

NOTABLE BLACK DRAGONS

The following are a handful of the most well-known or influential black dragons in Krynn's history, including statistics for the current matriarch of the black dragon clan, Blacksnake.

Welthinar/Blacksnake (CE female ancient black dragon):

Current matriarch of Ansalon's black dragon clan; following the Chaos War she produced the first clutch of black dragon eggs and now defends the next generation of black wyrmlings.

Charr (CE male adult black dragon): The mount of Crynus of the Black Guard; fought in the Third Dragon War and was killed by Huma Dragonbane and Heart.

Corrozus (CE male advanced great wyrm black dragon): First son of Takhisis for the Black dragon clan; killed Querrasian and was subsequently killed in battle by Aurora.

Khisanth/Onyx (CE female adult black dragon): Joined with the Black Wing of the Dragonarmies; killed her Highlord Maldeev and was banished to Xak Tsaroth by Takhisis to guard the *Disks of Mishakal*. She was later killed by Goldmoon with the *blue crystal staff*.

Mohrlex/Pitch (CN male wyrm black dragon): The surly dragonlord of the Great Moors, Pitch was rescued from certain death at the hands of a draconic plague and restored by the Fountain of Renewal. His scales, now lead-colored, hint of a redemption of the deepest level for the wyrm, the consequences of which are as yet unknown.

Onysablet/Sable (CE female advanced great wyrm black dragon): One of the alien dragon cabal, known to them as the Alchemist; seized the area of Blödehelm and created the New Swamp. She created her own *skull totem* and dragonspawn and was recognized as the Black Dragon Overlord. After years of hideous mutations and experiments with lifeforms in her swamp, she was killed in 422 AC by the shadow dragon Dhamon.

WELTHINAR (BLACKSNAKE) CR 19

Female ancient black dragon

CE Huge dragon (water)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +39, Spot +39

Aura frightful presence (DC 28, 300 ft., 30 HD or fewer)

Languages Common, Draconic, Nerakese, Ogre, Solamnic

AC 38, touch 8, flat-footed 38 (-2 size, +30 natural)

hp 387 (31 HD); **DR** 15/magic

Immune acid, paralysis, *sleep*

SR 25

Fort +23, **Ref** +17, **Will** +20

Speed 60 ft., fly 150 ft. (poor), swim 60 ft.; Flyby Attack, Wingover

Melee bite +41 (2d8+11) and 2 claws +39 (2d6+5) and 2 wings +38 (1d8+5) and tail slap +38 (2d6+16)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +31; **Grp** +50

Atk Options Power Attack, Snatch

Special Actions breath weapon (100 ft. line, 20d4 acid, Reflex DC 33 half), crush (2d8+16, Reflex DC 31 negates), corrupt water

Sorcerer Spells Known (CL 11th, +41 melee touch, +29 ranged touch):

5 (4/day)—*cloudkill* (DC 18), *transmute rock to mud*

4 (6/day)—*contagion* (DC 17), *crushing despair* (DC 17), *shout* (DC 17)

3 (7/day)—*hold person* (DC 16), *dispel magic*, *protection from energy*, *slow* (DC 16)

2 (7/day)—*darkness*, *gaseous form*, *invisibility*, *shatter* (DC 15), *summon swarm*

1 (7/day)—*alarm*, *mage armor*, *magic missile*, *protection from good*, *shield*

0 (6/day)—*arcane mark*, *daze* (DC 13), *dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *ray of frost*, *read magic*, *resistance*

Spell-like Abilities (CL 11th):

3/day—*darkness* (radius 100 ft.), *insect plague*

1/day—*plant growth*

Abilities Str 33, Dex 10, Con 23, Int 16, Wis 17, Cha 16

SQ water breathing

Feats Ability Focus (breath weapon), Alertness, Extend Spell, Flyby Attack, Improved Initiative, Multiattack, Power Attack, Snatch, Weapon Focus (bite), Weapon Focus (claw), Wingover

Skills Concentration +24, Diplomacy +21, Escape Artist +18, Hide +9, Intimidate +21, Knowledge (arcana) +27, Knowledge (geography) +27, Listen +39, Move Silently +17, Search +37, Sense Motive +21, Spot +39, Swim +28, Use Magic Device +20

Corrupt Water (Sp) Once per day Blacksnake can stagnate 10 cubic feet of water anywhere within a 300 ft range, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 28) or become fouled. This ability is the equivalent of a 1st-level spell.

STRUCTURE OF THE EGG-LAYING ORGANS OF THE SPECIES DRACONIS

By PAUL B. THOMPSON

As Reported to the Order of the Knights of Neraka present in Alsip

To General Vorgalus, Commander of the Order's forces, by Axmund, Chirurgeon to the Alsip garrison:

My Lord,

I received by your seneschal Sir Tarax your request for this report as soon as possible. The operation was carried out last night. I herewith enclose the results of the dissection.

Your troops delivered to my theater four days ago the remains of a female dragon. It was an immature specimen of the type known to scholars as a volgyc dragon (from the Old Ergothian *wolgyrian*, water-loving). The common name for this breed is green dragon, after the color of the scales. I estimate from my brief external examination the volgyc was no more than twenty-five years old, a pup by dragon standards. The scales were smooth and without ridges, and the color was darker than an adult green dragon's scutes, almost black in fact. These are characteristics of a beast that has not achieved adulthood.

The cause of death was obvious. There was a large hole in the creature's ribcage, traversing the entire thorax from right to left. Apparently the dragon was hit with a large diameter projectile, perhaps a ballista dart. I found splinters of painted hardwood in the wound, and slivers of hardened iron where the ribs were struck and shattered. I commend your men on their phenomenal shooting.

I had no accurate way to weigh the specimen. It was too large for the cattle scale. After removing the head and all four limbs, which I was able to weigh separately, I calculated the total weight of the carcass at five tons, or ten thousand pounds. My colleague Dr. Brozaius disagreed with this figure. In his opinion the creature is too lean to weigh so much. His estimate is no more than six thousand five hundred pounds.

At your request I concentrated my attention on the abdomen. Piercing the belly scales was difficult until I discovered the scales grow with a bias. They are attached at their "live" end and separate from the underlying hide at the "growing" end. For comparison, imagine if the human fingernail was attached only at the cuticle and free to flex and flap at the fingertip. This arrangement gives the beast tremendous flexibility, while keeping the armor-like scales in place over the animal's vitals.

The abdomen was opened at the first hour past sunset. I made a vertical cut from the bottom of the short ribs to the fundament. Ordinary chirurgeon's blades were not up to the task. I had to send out for an ox butcher's knife set. These were barely adequate.

The organs were arranged in logical fashion. Dragons have an extremely large stomach, with enormous capacity to expand if needed. The sides of the stomach are pleated, and as more is ingested, the stomach simply enlarges to

accommodate everything. Upon the advice of certain ancient masters, I did not open the stomach. The fluid in a dragon's gut is extremely corrosive. I tied off the enormous organ at the top and bottom and removed it whole. It took four assistants to drag it away.

Under the stomach lay the constellation of vital organs all living creatures possess: liver, spleen, bladder, pancreas, and the alimentary organs. Strangely enough, the internal parts of a dragon do not resemble those of lizards, snakes, or turtles. The animal I can most compare a dragon's innards to are certain types of predatory birds. Imagine the belly of a vulture or eagle, enlarged many times, and you will have a fair image of a dragon's internal arrangements.

There were some organs I did not recognize. Around the liver were eight white-colored globes, connected to the organ by a net of fine veins. These white organs were firm yet spongy. With utmost care these were excised and examined. They contained a milky fluid that smelled strongly of mold and damp. Dr. Brozaius believed these are poison sacs, and I concur. Their location around the liver suggests the dragon extracts toxic humors from its food, storing the concentrated extract in these white organs for later use as venom, or in its fatal breath.

Under the liver (which was the size of a healthy three month-old calf) I found the female reproductive tract. This was a large three-lobed organ, with the two upper limbs reaching back as high as the lowest point of the lungs. It was covered with a very tough gray membrane, heavily veined with thick vessels. Several whitish objects the size of a man's head were visible within. I took these to be stored, unlaidd eggs.

My colleague argued against this theory most violently. It is common wisdom that dragons create eggs as needed (like birds) and do not store them for long periods in their bodies unfertilized. Since this specimen was immature, it seemed very unlikely to me it would be in a position to lay fertile eggs. Therefore the oval whitish objects, if eggs, must have grown in the reproductive tract first, to await fertilization at a later date.

Because we feared corrosive fluids might come out, the next stage of the dissection was done while wearing protective garments. Tanners in Alsip made complete suits of hide for us, well greased to resist vitriol or other caustic substances. After putting these leather robes and hoods on, we proceeded.

I made a linear incision in the left lobe, where two white objects were present. To everyone's surprise the cavity was dry. I removed one of the white oval objects. It was heavy. According to the apothecary's scale it weighed sixteen pounds. The outside was rigid but resilient, like hardened leather. I passed this object to Dr. Brozaius. I removed the second egg (for that is what I was convinced it was), and it was identical to the first, right down to its weight.

It took a bone saw to open the egg. Dr. Brozaius made the initial cut on the first specimen. After the fourth stroke wisps of vapor began escaping around the saw blade. I



STRUCTURE OF THE EGG-LAYING ORGANS OF THE SPECIES DRACONIS (CONT.)

BY PAUL B. THOMPSON

cautioned my colleague and he desisted for a moment. The steam subsided, and I bade Dr. Brozaius continue. On the eighth stroke the shell perforated. Bright, thick liquid, glowing with the intensity of live coals, oozed through the crack. I was five steps away and could feel the heat of it even there. When the liquid dripped onto the tabletop the wood immediately burst into flames. Dr. Brozaius flung himself back, calling for help. One of our assistants, more valiant than bright, stepped forward and threw a pail of water on the blazing table despite my urgent shouts he not do so. When the water hit the egg liquid, it exploded.

Now the entire theater was afire. Dr. Brozaius, robes aflame, ran out into the courtyard, where wiser heads threw him down and smothered his burning clothes with manure. The stupid assistant who threw the water was engulfed in flame and quickly consumed.

Gathering up my notes and the second egg, I abandoned the theater by the north door, rolling down the hill in the dewy grass to put out my own smoldering garments. I fetched up against the low stone wall next to the tanner's works and saw our entire building wrapped in fire. It could not have taken more than a quarter hour for the entire structure to be consumed.

Thus was lost the volgyc specimen, our apparatus, and a two story anatomy theater worth 1,500 steel. Four assistants were never seen again. I saw only the one die. The other three may have simply fled in terror, never to return. At any rate, no bodies were found. A detailed invoice for my expenses is enclosed for My Lord's convenient perusal.

Dr. Brozaius lived until the next morning before expiring from his burns. I stayed by him to the end, writing down his last observations about the operation. He stated his firm opinion the objects we excised were not eggs, but fire-capsules of some kind. His theory is these capsules contained the basic component which enables dragons to breathe fire. I disagreed with him then and now. I am certain the two specimens are immature eggs. I believe they grow as the female dragon matures, awaiting fertilization and ultimately being laid for hatching.

Dr. Brozaius's last wish was that his body be provided to the surgeon's academy for dissection and study. I have complied with his unselfish bequest.

I will continue my examination of the second egg under safer conditions. An iron bath, eight feet in diameter, is being forged for the next attempt to bisect the egg. This will hold the flammable fluid and no water will be allowed near it. I hope to find the elemental corpus of the nascent dragon within the shell and prove my theory of dragon reproduction once and for all.

If I may close with a bardic observation rather than a philosophical one: did not the poet Walho once write of dragons that they were "conceived in air, nursed in fire, and born in earth"? I believe the old bard has the sequence just right.

I remain your most obedient and humble servant,

Axmund Vrant's Son
Chirurgon in Ordinary
Alsip

BLUE DRAGONS

PHYSICAL APPEARANCE

Owing to their preferred desert habitats, blue dragons are less imposing than their red cousins, with a body adapted to burrowing in the sand. Blues reach lengths of over 100 feet, but they have stockier limbs than their cousins and claws adapted to tunneling under the sands. Like black dragons, blues have a nictitating membrane that protects their eyes from the rough sands of the desert and sinuously overlapping scales to help facilitate quick movement through sand and air. Young dragon scales are knobby and dull, but they become smoother and more polished over the years from abrasive sand so that the eldest blues shine like azure mirrors. Unique among the chromatic dragons, blue dragons have wings that can be tightly folded and drawn close enough to the body so as to appear wingless, protecting the delicate membranes from the rigors of the desert. When burrowed, the only part of a blue dragon that shows is the ridgeline along the back of the dragon, appearing as a series of gray shark fins or desert rocks when viewed from a distance. Blue dragons have horns that start a deep midnight blue but become white as the

dragon ages. Some blues, due to their prolonged life outside of the desert, grow a "beard" of dead scales along their lower jaw line, while the desert dwellers have their scales scoured away.

ECOLOGY

Blue dragons live natively in the deserts and arid regions of Krynn. However, throughout history, Takhisis has used the blues as her primary draconic army and, as such, the dragons have become somewhat domesticated, though no one would say so to their faces. In the wild, blues compete with brasses for the best lair locations and prefer building vast underground complexes in natural caverns under the desert. These lairs are very close to the desert surface and are warmed by the sun beating down on the cavern roof. Almost always, the lair will have an exit leading toward a wide, flat bluff for the resident dragon to bask on, as well as multiple sand-covered entrances to disguise the true size of the lair. These lairs are patrolled by enlarged desert monsters, such as giant scorpions, wyverns, and buzzards, which report back telepathically to their dragon masters.

In the current era, however, many blue dragons live in specially constructed stables run by the Dark Knights and other evil armies. Blue dragons, being the most rigidly disciplined and lawful of Takhisis' children, find the



structure of the Dark Knights (and their predecessors the Dragonarmies) suits their temperament just fine; the blues are willing to sacrifice having traditional lairs for the greater glory of the Dark Queen. They live and train with the Dark Knights and fight for the banner of the Queen of Darkness even after her death, which, rather than putting a damper on the mission of the blue dragons, has invigorated their cause and instilled the blues with a zealous determination to succeed.

Blue dragons will eat anything without much hesitation, as the deserts are not exactly prime hunting spots. Often, blues have their scorpions or wyverns hunt for them and bring the carcasses back to the main lair; lately, however, brass dragons have made it difficult for blues to hunt in their native habitats. More civilized blues will raid livestock and farms when not being fed by their knights. However, all blues, including those raised in captivity, are born hunters and will not hesitate to attack and eat those they find threatening or harmful to their mission.

PSYCHOLOGY

Blue dragons are disciplined, regimented, and loyal to a fault. They expect and demand clearly defined and structured relationships, and they do not put up with weak leadership. As such, blues form stronger bonds with mortal races (especially their riders and partners) than any other evil dragon. Blues

will not abandon their partners or their mission for anything short of a massive change in battle plans or an order from their goddess.

While the fall of Takhisis severely impacted and changed the behavior patterns of other chromatic dragons, the blues, despite being so close to the Dark Queen, were relatively unaffected. The death of their leader only strengthened the resolve of the blue dragons in their alliance with the Dark Knights and other evil armies, to avenge their mother and avoid her downfall. Some blues have taken this lawful nature to extremes and lean more towards neutral than evil. The great wyrm Cacophanax, current matriarch of Ansalon's blues, is an influential force in this growing neutrality.

RACE RELATIONS

Blue dragons aren't particularly gregarious, but their personalities allow them to work with mortals far more efficiently than other colored dragons. Particularly, blue dragons have an affinity for the Dark Knights and other evil, structured organizations. Some blue dragons joined the minotaur invasion of Silvanesti, while others took up Thunder's banner and are working with the newly arrived Brutes in the southern deserts. Blues like to form social networks of minions and spies and trade information with others for a price. Cacophanax maintains the largest of these networks, operating in the Northern Wastes and keeping tenuous links with Lily Knight General Dogah to the south.

SOCIAL STRUCTURE

Blue dragons have a very rigid pecking order amongst themselves, and each dragon is aware of the social status and standing of every other dragon. It's not unusual to see clans of blues living together in one lair complex, communally caring for their hatchlings. Periodically, the blues will gather together for a summit and mating ritual, to ensure that the bloodlines are evenly distributed among the clans. These meetings formerly took place once every hundred or so years, although none have been held since before the Cataclysm. In wartime, the blue dragons will fight in strict military order and follow the commands of their chosen leader, whose orders they will follow explicitly.

RELIGION

Blue dragons are deeply devoted to the ideals espoused by Takhisis in her role as the Dark Warrior, and they follow the principles of martial discipline, order, and rigid obedience. Of all the chromatics, blues are the most deeply spiritual and did everything in Takhisis' name. When the Dark Queen died, the blue spiritual structure was shaken to the core, but it was not diminished. Rather than find a new patron, the blues feel that the core ethos of the Dragonqueen is the guiding force in their lives, and they have resolved to follow her code even



after her death. While other deities have attempted to lay claim on this group, the blues have soundly rejected them all. Some blues have turned to mysticism at the behest of the Skull Knights, but this is a very small minority.

NOTABLE BLUE DRAGONS

The following are some of the most significant and well-known blue dragons of Krynnish history, although there have been many others. Statistics are provided for the current blue dragon matriarch, Cacophanax.

Arkan (LE male advanced great wyrm blue dragon):

The firstborn blue dragon and ancestor of all modern blues; helped his brothers defeat the Daughters of Paladine and was killed by Aurora's magic.

Cacophanax/Stormscream (LE female great wyrm blue dragon): Mother of many blue dragons while in exile; her eggs were used to create lightning draconians during the War of the Lance. She is the former dragon mount of General Dogah and current matriarch of the Blue dragon clan.

Cobalt (LE male adult blue dragon): Trained by Sara Dunstan and fought in the Chaos War in Northern Ergoth where his rider was killed. He joined with Sara in the formation of the Legion of Steel and went off on his own following her death, later dying a hero's death saving another.

Stendunnuus/Thunder (LE male wyrm blue dragon): The brutish dragonlord of the Plains of Dust, Thunder ended a long-time feud with brass Iyesta by having her killed by the Tarmak. He was killed soon after thanks to Linsha Majere.

Gallinthus /Gale (LE male young adult blue dragon): Gale served in the Chaos War and allied with Khellendros so he wouldn't be killed during the Dragon Purge. He partnered for a time with Dhamon Grimwulf with the Dark Knights; following the death of Skie, and his own blinding, he hides in secret in his lair in the Northern Wastes.

Khellendros/Skie (LE male advanced great wyrm blue dragon): One of the alien dragon cabal, known to them as the Navigator; he became the mount for Kitiara Uth Matar during the War of the Lance, fought in the Dragon Purge to become a Dragon Overlord, went to the Gray to look for Kit's spirit, and returned to Krynn unsuccessful. Khellendros discovered the process of creating dragonspawn, but was mortally wounded by Mina and killed by Malystryx during the War of Souls.

CACOPHANAX (STORMSCREAM) CR 25

Female great wyrm blue dragon

LE Gargantuan dragon (earth)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +50, Spot +50; Blind-Fight

Aura frightful presence (DC 35, 420 feet, 38 HD or fewer)

Languages Common, Draconic, Elven, Nerakese, Solamnic

AC 44, touch 6, flat-footed 44 (+4 size, +38 natural)

hp 565 (39 HD); **DR** 20/magic

Immune electricity, paralysis, *sleep*

SR 31

Fort +29, **Ref** +21, **Will** +29

Speed 40 ft., burrow 20 ft., fly 200 ft. (clumsy); Flyby Attack, Hover

Melee bite +50 (4d6+14) and 2 claws +48 (2d8+7) and 2 wings +47 (2d6+7) and tail slap +47 (2d8+21)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Base Atk +39; **Grp** +65

Atk Options Awesome Blow, Cleave, Power Attack, Snatch

Special Actions breath weapon (120 ft. line, 24d8 electricity, Reflex DC 37 half), crush (4d6+21, Reflex DC 37 negates), tail sweep (2d6+21, Reflex DC 37 half), *create/destroy water*, sound imitation

Sorcerer Spells Known (CL 17th):

8th (4/day)—*earthquake*, *whirlwind* (DC 24)

7th (6/day)—*control weather*, *ethereal jaunt*, *project image*

6th (7/day)—*contingency*, *greater dispel magic*, *true seeing*

5th (7/day)—*baleful polymorph* (DC 21), *break enchantment*, *sending*, *teleport*

4th (7/day)—*black tentacles*, *fire shield*, *illusory wall*, *stoneskin*

3rd (7/day)—*displacement*, *fireball* (DC 19), *haste*, *protection from energy*



SKIES UNTOUCHED: ART IN THE DRAGONLESS YEARS

BY CHRIS PIERSON

From a treatise by Brother Sudos of Caergoth

The skies

Once black with dread and smoke

Bright with silver and gold

Are empty now, untouched

By winged death and glory.

—From “Lament for Huma” by Quivalen Soth

While the evil dragons vanished from Krynn virtually overnight after Takhisis’ defeat, the dragons of good remained, gathering in the wilds of Ergoth to prepare for their own exile from the world. There they used their magic to sculpt the vast Monument of the Silver Dragon, the only dragon-made piece of art from the latter Age of Might. More than three hundred were present when Huma’s body was interred at the monument’s foot, then they took wing as one, flashing in the light of the rising sun, and sped away north, vanishing from sight and memory. This image itself is recounted in the masterful painting by Hadro do Varthan, *Dawn over Foghaven* (c. 1000 PC). From that day forward, Ansalon was a land without dragons.

Their memory survived, however, though it became blurred with the passing of time. Dragons remained prominent and frightening figures in folklore and art, particularly in Solamnia. Always a popular emblem among the Knights, they experienced a boom in popularity there that lasted until the Cataclysm. Armor engravings, sword-hilts, and helm designs all bore draconic motifs. Nearly every surviving piece of Solamnic artwork from that era depicts dragons, from the series of tapestries known as *The Lady and the Golden Wyrm* (c. 850 PC), kept now at the abbey of Majere near Palanthis, to the faded frescoes of numerous ruined castles, which show Huma and his knights in battle against hundreds of evil dragons.

As time passed, however, the depiction of dragons in Solamnic art changed. The good dragons gradually vanished, so that they were no longer shown by 600 PC—except, of course, in ecclesiastic art, which continued to depict the god Paladine as *Draco Paladin*, the platinum dragon. Second, the evil dragons grew larger and more fearsome. One can estimate the date of pre-Cataclysm Solamnic artwork by the size of the dragons. The painting known as Philip Jeofrey’s *The Battle of Archendale* (c. 800 PC), for instance, shows seven knights astride bronze dragons, riding into battle against twenty-three blues and greens of relatively normal size, while the anonymous woodcut *Sir Ramos and the Beast* (c. 350 PC) depicts a lone knight, on foot, battling a dragon so large that its wing passes *behind* a hilltop castle in the background.

The same change occurred in folktales: those that survived the Age of Despair concern epic battles of single knights against dragons of preposterous enormity, such as the red leviathan Angethrim, which one tale called larger than the entire city of Solanthis.

In nations less troubled by the Dragon War, however, the change was different. In Ergoth, dragons became somewhat comic figures, often defeated by trickery or the innocence of a maiden or young child. Old Bonescales, an aged white who remains a popular figure in Ergothian songs even today, is made the butt of many jokes, and evolved from a cruel and destructive creature to one regarded as friendly, almost loveable. Dragon-dances, wherein a line of men wearing a long and elaborate dragon costume “fight” a variety of unlikely opponents, such as unarmed monks and kender, are still performed at village festivals in Northern Ergoth. In Kharolis and Abanasinia, on the other hand, dragons vanished almost entirely from both art and literature, appearing only occasionally as strange and almost godlike beings who put heroes through a variety of tests of mettle.

In Istar, meanwhile, matters were different yet again. Dominated by the church of Paladine, the Holy Empire preserved the memory of the good wyrms, shown as servants of Paladine in his manifestation as the platinum dragon. The gardens of the Great Temple itself were home to lizards altered to have wings and shining silver scales: a form of living art themselves. Instead, it was the evil dragons who vanished from Istaran art, replaced by lesser monsters: chimeras, hydras, basilisks, and the like. By 400 PC, even Takhisis herself was usually shown as a five-headed *serpent*, such as in the mosaic at the Pantheon of Govinna (c. 250 PC), now lost but mentioned in the writings of Pomeros of Cuda. By the time of the last Kingpriests, Istarans regarded dragons primarily as mythical, angelic creatures, servants of the gods.

Thus, by the time of the Cataclysm, no two cultures regarded dragons the same way. That, and the more immediate threats of famine, drought, and war in the dark years after the burning mountain fell, led the survivors to scoff at the notion that dragons existed at all. After all, if they really had been real, why did one man see them as comical, another threatening, and a third sacred?

In artwork from the Age of Despair, there is a noteworthy dearth of dragons, with rare exceptions such as Gavin of Sancrist’s *Shadow on Solinari* (c. 170 AC), which shows a winged shadow crossing the silver moon. Even in this painting, however, the dragon remains a mere suggestion of itself, its details indistinct. Dragons became children’s bedtime stories, and nothing more. Thus, for three and a half centuries after the rain of fire, mankind did not believe they were real—until they returned in their “winged death and glory” in the War of the Lance.



2nd (8/day)—*bear's endurance, eagle's splendor, resist energy, see invisibility, web*

1st (8/day)—*alarm, identify, mage armor, shield, shocking grasp* (DC 17)

0 (6/day)—*arcane mark, dancing lights, detect magic, ghost sound* (DC 16), *light, mage hand, open/close, read magic, touch of fatigue* (DC 16)

Spell-like Abilities (CL 17th):

3/day—*ventriloquism* (DC 17)

1/day—*hallucinatory terrain* (DC 20), *veil* (DC 22), *mirage arcana* (DC 21)

Abilities Str 39, Dex 10, Con 27, Int 22, Wis 23, Cha 22

Feats Alertness, Alternate Form, Awesome Blow, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Iron Will, Multiattack, Power Attack, Snatch, Weapon Focus (bite), Weapon Focus (claw)

Skills Bluff +39, Concentration +42, Diplomacy +39, Escape Artist +33, Hide +21, Intimidate +39, Knowledge (arcana) +48, Knowledge (history) +48, Listen +50, Search +48, Sense Motive +39, Spellcraft +41, Spot +50, Use Magic Device +39

Create/Destroy Water (*Sp*) Cacophanax can use this ability three times per day. It works like the *create water* spell, except that she can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 35) or be ruined. This ability is the equivalent of a 1st-level spell.

Sound Imitation (*Ex*) Cacophanax can mimic any voice or sound she has heard, anytime she likes. Listeners must succeed on a Will save (DC 35) to detect the ruse.

GREEN DRAGONS

PHYSICAL APPEARANCE

Green dragons find themselves unique among the chromatics as the only dragons without horns until they reach a very advanced age. Indeed, their smoothly serpentine look has given rise to many legends of winged snakes among the tribal people of Nordmaar and Throthl. Green dragons have proportionately smaller heads as well, with short stubby snouts and very small earflaps. Greens also have a dorsal fin that stretches from the middle of their forehead to their tail, reaching peak height along the top of the neck. As they reach adulthood and beyond, a small rhinoceros-like horn appears on their noses, but rarely surpasses 4-6 inches in length.

Green dragon scales are very small and tightly bound, much like a garden snake's, and are very smooth to the touch. Because of their preferred forest habitats, green dragons tend to have longer necks than other dragons, allowing them to see over the treetops without needing to fly. This is doubly helpful, as green dragon chlorine gas tends to defoliate the trees and plant life in their forests, killing off their preferred habitats, and thus preventing greens from releasing their breath weapons beneath the canopy. That said, the scent of chlorine is pervasive around the dragon and is detectable throughout green territories.

Greens reach a maximum length of more than 90 feet, though most taper off at 85 feet, much of it neck and tail.

ECOLOGY

Green dragons make their homes in the forests and jungles of Ansalon, concentrating primarily in Nordmaar, the Woods of Lahue, and, before Beryl died, the woods of Qualinesti. During the Dragon Purge, some green dragons even took to the swamplands of the dragonlord Mohrlex, seeking protection from the alien dragons. Green dragons are fiercely territorial and regularly patrol their lands for interlopers and spies. Given the general paranoia of green dragons, this encompasses practically everybody that enters their territories. Older greens will often have patrols of wyverns keeping watch for them, telepathically alerting the dragon when anything more sentient than an animal passes through.

Green dragon lairs vary as the greens age. The youngest dragons make their homes in treetops, weaving together branches and boughs into platforms to spy on the forest floor and check out possible hunts. As the dragons age and outgrow these platforms, they move into secluded forest glades, with subtle magical alterations or illusions to conceal their existence. These glades often include caves or burrows for the dragon to hibernate in during cold months, store treasures, and the like. Those greens that live in areas bordering swampland often find themselves in conflict with the black dragons for prime lair space.

Green dragons are not picky eaters, but they try to avoid using their breath weapons while hunting, as the chlorine gas tends to spoil the food, along with defoliating the forests and killing plant life nearby. Beryl was especially picky in this regard, often killing her lieutenants for hunting incorrectly. Because of elven involvement in the deaths of both Beryl and Cyan Bloodbane, the elves have become a favorite target of green dragons throughout Ansalon. In Silvanesti, the greens teamed up with the minotaur invasion force to hunt the elven rebels. In Nordmaar, the greens force tribal villagers to sacrifice young maidens to avoid being completely destroyed; in this, the King of Nordmaar and his Plumed Jaguar knights oppose them.

PSYCHOLOGY

Green dragons are sly, cunning, and vicious beasts, thinking only of their self-preservation. A green will avoid direct confrontation unless all other means have failed, preferring to con victims into ruining their lives themselves, and then sweeping in to claim the treasures when the dust has settled. In the years following the Chaos War, greens became masters of mind-affecting spells, seeing how much success Cyan Bloodbane had during the War of the Lance. This deep-seated manipulative behavior is based in the intense xenophobia that fills green dragons. Greens feel innately superior to all other races, including their fellow dragons, and are quite smug and taken with their own intelligence. Often, greens play cruel tricks on mortals simply for petty amusement.

RACE RELATIONS

Green dragons do not like other races. They will work with them only if coerced by a stronger force, or if the greater evil demands it. Their lawful natures will not allow them to actively disobey commands, but they will go out of their way to find loopholes in any discussion and manipulate them to their favor. However, greens have started to shift their attitudes after the fall of the two great dragons, Cyan

and Beryl. Actively working to destroy the elven races for their role in the death of the Overlord and the mighty foe of the Silvanesti, some greens have taken to shapeshifting themselves into human or ogres and acting as advisers and ministers to groups that might be swayed into opposing the elven survivors, such as various tribes in Khur and Kharolis. Other enterprising green dragons have formed cults around themselves in the jungles of Nordmaar, forcing villagers to worship them and offer human sacrifices in order to avoid destruction.

SOCIAL STRUCTURE

Green dragons, though inherently lawful, do not like the presence of other green dragons, considering it an invasion of personal space. They will meet to mate and will stay together until the brood has hatched, and then they revert to their solitary lives. If greens are grouped together for lengthy periods of time, tensions will rise considerably, and the dragons will start to fight amongst themselves, trying to establish control over the group. In the presence of a strong leader, however, the greens will (reluctantly) fight as a group and follow commands.

RELIGION

Green dragons have always been contemptuous of Takhisis. They offered obsequious praise to her face and presented the image of the deeply devout, but as soon as her attention was diverted, greens shifted to mockery of the Dark Queen and her consistently failing plans. With the Queen's final fall, the greens took it as a sign of their own self-importance and prescient powers and went on their ways. However, in the power void that followed, Hiddukel, the Prince of Lies, has renewed his interest in the most cunning and sly of dragonkind; he is aiming to have the greens work towards his interests.

NOTABLE GREEN DRAGONS

The following includes a number of Krynn's most dangerous and infamous green dragons, including statistics for Parcyanyx, the current head of the green dragon clan.

Beryllintranox/Beryl (LE female advanced great wyrm green dragon): One of the alien dragon cabal, known to them as the Archivist; took control of the elven realm of Qualinesti and much of Kharolis following the Dragon Purge and became the Green Dragon Overlord. Spent years hunting for the Tower of High Sorcery in Wayreth. Defeated in Qualinost by Laurana and the armies of the Qualinesti, leading to the creation of *Nalis Aren*—the Lake of Death.

Cyan Bloodbane (LE male ancient green dragon): A student of the renegade wizard Galan Dracos in the Age of Dreams, Cyan Bloodbane brought about the Nightmare in Silvanesti, served Raistlin Majere, and later died in the War of Souls at the hands of Mina. Rumors that the sinister green had taken the steps to become a dracolich have circulated among many of the more paranoid and fearful elven exiles. Although there is no evidence of truth to this claim, the insidious evil of Cyan Bloodbane continues to have an effect on the people he terrorized in life.

Korril (LE male advanced great wyrm green dragon): Firstborn of the green dragons and legendary ancestor of the green dragon clan; fought with his brothers against the Daughters of Paladine and was killed when Aurora ripped out his throat.

Lorrinar/Fume (LE male great wyrm green dragon): One of the alien dragons, a minor figure in the dragon cabal lead by Malystrixx. Fume quickly established a domain in the Woods of Lahue, feuding with the red dragon Cinder. Following the War of Souls and the events surrounding the defeat of Frost, Fume has vanished. Rumors of his departure from Krynn and return to the homeland of the alien dragons have not been confirmed.

Parcyanyx/Poison (LE male ancient green dragon): Fought in both the Third Dragon War and the War of the Lance; Parcyanyx currently haunts the wooded valley north of minotaur-occupied Silvanesti (now Ambeon) and has been providing advice to a new generation of greens. It is believed that Parcyanyx plans to come out of self-imposed retirement in the absence of Beryl, Cyan, and Lorrinar.

Sthenn (LE male mature adult green dragon): A villainous wyrm of the Age of Dreams; hated the bronze dragon Duranix and all the people of the plains, drove his people into war, and was finally killed by Duranix after fighting over all of Krynn.

POISON (PARCIANYX) CR 21

Male ancient green dragon

LE Gargantuan dragon (air)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +42, Spot +42

Aura frightful presence (DC 31, 300 ft., 31 HD or fewer)

Languages Common, Draconic, Elven, Kothian, Ogre, Solamnic, Nerakese

AC 37, touch 6, flat-footed 37 (+4 size, +31 natural)

hp 432 (32 HD); **DR** 15/magic

Immune acid, paralysis, *sleep*

SR 27

Fort +25, **Ref** +18, **Will** +23

Speed 40 ft., fly 200 ft. (clumsy), swim 40 ft.; Flyby Attack, Hover, Wingover

Melee bite +41 (4d6+12) and 2 claws +39 (2d8+6) and 2 wings +38 (2d6+6) and tail slap +38 (2d8+18)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Base Atk +32; **Grp** +56

Atk Options Power Attack, Snatch

Special Actions breath weapon (60 ft. cone, 20d6 acid, Reflex DC 33 half), crush (4d6+18, Reflex DC 33 negates), tail sweep (2d6+18, Reflex DC 33 half)

Sorcerer Spells Known (CL 13th, +40 melee touch, +28 ranged touch, spell pen +15):

6th (4/day)—*eyebite* (DC 21), *veil* (DC 21)

5th (6/day)—*animal growth*, *feeblemind* (DC 20), *hold monster* (DC 20)

4th (6/day)—*charm monster* (DC 19), *enervation*, *greater invisibility*, *lesser geas* (DC 19)

3rd (6/day)—*dispel magic*, *displacement*, *haste*, *suggestion* (DC 18)

2nd (6/day)—*blur*, *cat's grace*, *darkness*, *locate object*, *summon swarm*

1st (6/day)—*alarm*, *burning hands* (DC 16), *magic missile*, *ray of enfeeblement*, *shield*





0 (6/day)—*acid splash*, *detect magic*, *detect poison*, *flare* (DC 15), *ghost sound* (DC 15), *prestidigitation*, *ray of frost*, *read magic*, *resistance*

Spell-like Abilities (CL 13th):

3/day—*suggestion* (DC 18), *dominate person* (DC 20)

1/day—*plant growth*

Abilities Str 35, Dex 10, Con 25, Int 20, Wis 21, Cha 20

SQ water breathing

Feats Alertness, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Snatch, Spell Penetration, Weapon Focus (bite), Weapon Focus (claw), Wingover

Skills Bluff +29, Concentration +32, Diplomacy +30, Escape Artist +24, Hide +12, Intimidate +30, Knowledge (arcana) +38, Knowledge (nature) +38, Listen +42, Move Silently +24, Search +40, Sense Motive +30, Spot +42, Use Magic Device +29

RED DRAGONS

PHYSICAL APPEARANCE

Red dragons are the most physically imposing specimens of dragonkind, reaching lengths of up to 120 feet, with massive, bulky bodies. Their scales start out thin and flexible, but become harder and thicker as the dragon ages, developing overlapping triangular ridges. These ridges are vented to allow quick release of moisture, preventing mold from growing in

the superheated area between the skin and scales of red dragons. This moisture is released in a puff of heated steam, which reds use to intimidate each other during mating rituals and rites of passage.

Red dragons have a pair of large horns pointing backward out of their skulls, with a series of smaller horns circling their snouts and chins. These horns start out ivory colored when the dragons are young, but steadily become blacker over the years due to smoke and ash from the red's breath weapon. Reds have a series of spines along their back, which taper off into a spiked tail. While these spines are spaced far apart on the eldest dragons, younger specimens require specially made saddles to be safely mounted.

ECOLOGY

Red dragons make their homes in mountainous or volcanic regions, especially around Taman Busuk and Neraka. With the fall of Malystrix the Red Dragon Overlord, a number of reds have started to move to her abandoned lairs in the Desolation as well. Red dragon caves are generally located high in the peaks, burrowing inward to the core of the mountains, with sleeping quarters and treasure chambers located near the bottom, closest to the lava and heat sources. As the dragons age, they excavate new caverns and entrances to accommodate their ever-increasing size, and the lairs of the oldest reds tend to hollow out entire mountains, with interconnected caverns and rooms.

From birth, reds are raised with the oath of Crematia, the first red daughter of the Dragonqueen—"Mercy is weakness, and weakness is death." Consequently, the first meals of many newly hatched red dragons are their own weaker nestmates. As the dragons age, they hunt and eat whatever they can find, especially the goats and rams that populate the mountainous regions nearby. That said, red dragons are far more inclined to eat intelligent beings, with a special fondness for elves. A red dragon will not hesitate to attack a group of sentient folk if there is a meal to be had.

Since the War of Souls, red dragons have gone into hiding temporarily while their numbers rebuild. With the losses of Cinder and Malys, and the insanity of Pyrothraxus in Sancrist, red dragons have turned to self-preservation. Without Takhisis to hold them together, the reds are far more apathetic about so-called "evil" causes than they were in times past. The Dark Knights are finding more and more that red dragons simply refuse to fight if there isn't a direct reward worth their time.

PSYCHOLOGY

Red dragons are ferocious, terrifying monsters with no mercy or quarter for anything in their path. The greatest of the evil wyrms, reds are driven by greed, rage, and an insatiable lust

for power and control. And that which they can't control, they destroy. Red dragons were born of Takhisis' rage and they still act instinctively on that directive.

The Dark Queen's fall seriously impacted the psyche of red dragons, as she always had a direct hand in their lives. Without Takhisis' iron grip keeping them in check, red dragons have started to rebel against any form of control. No longer do they take orders from so-called lesser races (without the proper show of force, at least), nor do they always follow the battle plans laid out by commanding officers. Indeed, red dragons refuse to do anything that conflicts with their own goals or doesn't offer the proper rewards.

RACE RELATIONS

Recently, reds have started making temporary alliances with various gangs and roughnecks to start reclaiming lairs throughout the continent and properly scaring the locals into giving tribute to the dragon. Many of these alliances end in the deaths of those gangs, as red dragon moods are extremely fickle. In Taman Busuk and the neighboring OGRELANDS, local leaders placate the dragons by offering sacrifices captured in raids on elven and human territories. However, the Dark Knights have started to cut all ties with the reds, finding them far too petty and unpredictable to work with.

Only one race has managed to build a lasting truce with the red dragons—the phaethons. Though it seems entirely counterintuitive that a people of elven ancestry would make an alliance with their most hated enemies, phaethon villages share the same regions as red dragon lairs, and the survival of the race depends on the cooperation of reds. For their part, the red dragons view the phaethons as freaks of nature—due to their wings of flame and immunity to fire—and are sufficiently disturbed by them to want nothing to do with the race.

SOCIAL STRUCTURE

Red dragons, due to their chaotic nature, have very little structure in their society, especially since the fall of Takhisis. When two reds meet, it is either to mate or to fight to the death—sometimes both. The only time red dragons will work together is when faced with a force of personality much greater than their own. Historically this has been in the form of people like Highlord Ariakas and other generals of Takhisis. In the current era, however, it is each dragon for itself.

RELIGION

Red dragons once thought themselves the favored children of Takhisis and followed her every command. Because of their inherently chaotic behavior, the Dark Queen kept a tight grip on the red dragons, and their relationship was very personal and close. After the Queen's death, red dragons became indifferent toward religion, preferring to follow their whims. Sargonnas has made efforts toward courting the reds into doing his bidding, but their chaotic temperament is anathema to his own lawful interests.

NOTABLE RED DRAGONS

The following list includes an assortment of historically significant red dragons, although the red dragon clan has boasted many more. Statistics are also provided for the mad red dragonlord, Pyrothraxus.

Crematia (CE female great wyrm red dragon): The daughter of the great red dragon Furyion; was the driving force behind both the First Dragon War and Second Dragon War, and was killed by Aurican when he turned her wings into ice.

Fenalysten/Cinder (CE male great wyrm red dragon): A native of Krynn and veteran of many wars, Cinder spent his last twenty years feuding with the green dragon Fume. His last effort, a plan to invade Solamnia with the assistance of an army of goblins and giants, was thwarted by a band of heroes.

Furyion (CE male advanced great wyrm red dragon): The first red dragon and progenitor of the red dragon clan; led his brothers against the Daughters of Paladine, and he made it into the Grotto before his battle with Aurora resulted in both their deaths in the Urkhan Sea.

Harkiel the Bender (CE female old red dragon): A cunning and devious red dragon, instrumental in the theft of the metallic dragon eggs and their later corruption into draconians, Harkiel was killed near the end of the War of the Lance.

Malystrixy/Malys (CE female advanced great wyrm red dragon): Leader of the alien dragon cabal, known to them as the Purifier; Malys quickly became the most powerful force on Ansalon during the Dragon Purge, mastering the power of the *skull totems* and causing widespread oppression and tyranny. She was killed by Mina with the assistance of Takhisis, the goddess she sought to replace.

Pyros/Ember (CE male old red dragon): The mount of the Red Dragon Highlord, Verminaard; worked behind the scenes in infiltrating and invading Abanasinia but was later killed by Flamestrike at Pax Tharkas.

Pyrothraxus/Pyro (CE male wyrm red dragon): One of the minor members of the alien dragon cabal, Pyrothraxus seized Mount Nevermind upon arrival on Ansalon, making the gnomes his subjects. The gnomes have driven him mad, as they conduct all manner of experiments upon him and don't seem to realize that he is their "ruler." Pyrothraxus is one of the most powerful red dragons on Krynn and yet his madness makes him extraordinarily paranoid and erratic, which has left the position of clan leader open since the deaths of Malystrixy and Cinder.

Tombfyre (CE male very old red dragon): Grandson of Crematia, this mighty red fought in the Third Dragon War and was later awakened from dragonsleep by Ariakas. Together they conquered almost all of Ansalon. Tombfyre was killed in the skies above Neraka by the silver dragon Lectral.

PYROTHRAXUS (PYRO) CR 24

Male wyrm red dragon

CE Gargantuan dragon (fire)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; Listen +42, Spot +42

Aura frightful presence (DC 35, 330 ft., 36 HD or fewer)

Languages Common, Draconic, Dwarven, Elven, Ergot, Gnome, Infernal, Ogre, Solamnic

AC 43, touch 6, flat-footed 43 (–4 size, +37 natural)



hp 610 (37 HD); **DR** 20/magic

Immune fire, paralysis, sleep

SR 30

Fort +30, **Ref** +20, **Will** +20

Weakness vulnerability to cold

Speed 40 ft., fly 200 ft. (clumsy); Flyby Attack, Hover, Wingover

Melee* bite +38 (6d6+25) and 2 claws +37 each (2d8+17) and 2 wings +36 each (2d6+17) and tail slap +36 (2d8+32)

*includes adjustments for a 10-point Power Attack

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Base Atk +37; **Grp** +64

Atk Options Cleave, Great Cleave, Power Attack, Snatch

Special Actions breath weapon (60 ft. cone, 22d10 fire, Reflex DC 38 half), crush (4d6+22, Reflex DC 38 negates), tail sweep (2d6+22, Reflex DC 38 half)

Sorcerer Spells Known (CL 17th; +48 melee touch, +33 ranged touch):

8th (4/day)—*greater shout* (DC 25), *incendiary cloud* (DC 25)

7th (7/day)—*delayed blast fireball* (DC 24), *fire storm* (DC 24), *reverse gravity* (DC 24)

6th (7/day)—*antilife shell*, *chain lightning* (DC 23), *greater dispel magic*

5th (7/day)—*dominate person* (DC 22), *prying eyes*, *telekinesis* (DC 22), *teleport*
4th (7/day)—*bestow curse* (DC 21), *detect scrying*, *flamewave** (DC 21), *wall of fire* (DC 21)

3rd (8/day)—*cure serious wounds*, *fireball* (DC 20), *Palin's pyre* (DC 20), *protection from energy*

2nd (8/day)—*blur*, *elemental dart* (DC 19), *pyrotechnics* (DC 19), *fog cloud*, *shatter* (DC 19)

1st (8/day)—*alarm*, *identify*, *mage armor*, *magic missile*, *protection from good*

0 (6/day)—*arcane mark*, *dancing lights*, *daze* (DC 17), *detect magic*, *flare* (DC 17), *light*, *mage hand*, *mending*, *read magic*

*spell from *War of the Lance*

Spell-Like Abilities (CL 17th):

11/day—*locate object*

3/day—*suggestion* (DC 20)

1/day—*find the path*

Abilities Str 41, Dex 10, Con 31, Int 24, Wis 10, Cha 24

Feats Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Multiattack, Power Attack, Snatch, Weapon Focus (claw), Wingover

Skills Appraise +47, Bluff +47, Concentration +50, Diplomacy +31, Escape Artist +40, Gather Information +9, Intimidate +9, Jump +35, Knowledge (arcana) +37, Knowledge (geography) +37, Knowledge (local) +37, Knowledge (nature) +39, Listen +42, Search +47, Sense Motive +40, Spot +42, Survival +10, Use Magic Device +27

WHITE DRAGONS

PHYSICAL APPEARANCE

At home in the icy reaches of southern Krynn, white dragons are the most physically insignificant of all dragonkind. The snowy environment of their homes forces white dragons to conserve their body heat and whites rarely exceed 80 feet in length without extraordinary ability or age. Their bodies are built for the terrain, with powerful legs and thick claws designed to punch through the layers of ice and find purchase on the slippery slopes and glaciers. Even their wings have small claws at the joints meant to help the dragons climb the ice-covered rocks.

White dragon skulls are sharply pointed at the snout, with a crown of five horns. The center horn is the longest and can reach up to six feet in length on the eldest wyrms. A fringe-like mane grows from the base of their heads to the tips of their tails. White dragon scales start out as pale as the snow, but they become progressively darker blue-grey as the dragon ages; the scales are tightly linked to prevent heat from escaping.

ECOLOGY

White dragons live in the most desolate regions of Krynn, mainly in the Icereach. After the Chaos War and Frost's glaciation of Southern Ergoth, many white dragons moved to that island as well, setting up camp in the now frozen plains; Frost's death has meant that the climate of Southern Ergoth is beginning to revert, forcing these dragons to migrate yet again. Smaller pockets of white dragons can be found on the highest peaks scattered throughout Ansalon, including Karthay and the Khalkists. It is very rare to see white dragons outside of their native habitats, as they find even moderate heat to be highly uncomfortable.

White dragon lairs are often carved directly into the permafrost, if mountains are not available. These icy domains are bitterly cold and almost entirely lightless, with incredibly narrow tunnels and passages often leading to dead ends and bottomless fissures in the glacier. The lair itself is layered in a downward spiral, with the largest chamber (where the white rests) at the base. The next lowest levels store treasure and the hatching chambers, with higher rooms for storing frozen carcasses for food. The top level of the lair houses thanoi and ogre guards working for the dragon. The ogres of Icereach find that exchanging guard services for the dragon's support is a beneficial relationship when fighting the human residents of the far south; for their part, the white dragons can't be bothered to set up their own defenses.

White dragons will eat whatever they can find, but they focus on the animals that live on the tundra. A fully stocked larder will include bears, moose, seals, elk, and other cold-adapted monsters. No white would say no to a meal of ice barbarians, however, and the dragons of Ergoth took a liking to elven meat as well. Where other dragons jockey for power and position and prestige, white dragons focus more on sustaining their own existence, far too emotionally driven to care about more than where their next meal is coming from and whether their lair is protected or not.

After the fall of Takhisis, white dragons woke up from their bestial existence and started to access their higher mental functions. Rather than just living to survive, they have started trying to actually better themselves and seize power the way their draconic cousins had. Frost, the Overlord, took this to extreme levels as he sought to usurp the gods themselves, but other white dragons have contented themselves with establishing domains within their homelands.

PSYCHOLOGY

White dragons, thought to be the most animal-like of dragonkind, are driven by emotion and instinct rather than higher thought processes. A white's main motivation in life is survival and the acquisition of material wealth, with very little concern for the needs and desires of others. As many frustrated highlords learned during the War of the Lance, this innate lack of concern makes white dragons absolutely terrible in wartime. The fall of the Dark Queen has seemingly freed the white dragons from being locked into this state of pure selfish desire, but only to the extent that whites are now craftier about getting what they want. Once white dragons would just try to take something they wanted and simply let go if they got too frustrated; now they are willing to work and plan and make multiple attempts to gain their goals. However, the core drive of survival and material gain has not changed.

RACE RELATIONS

White dragons, being limited to the most desolate regions of Krynn, have very little contact with other races. In the tundra, they have symbiotic relationships with the thanoi and ogres, as well as the minotaurs who make their way to the Icereach to trade. Unless there is a very specific reason to do otherwise, white dragons will just eat anybody who tries to make contact with them. Dark Knights have learned to avoid the white dragons entirely, after trying to convince the dragons to fight for them and losing many legions to mindless attacks. The ogres of Icereach have learned how to appease the white dragons, tithing small amounts of treasure regularly enough to keep the chaotic beasts sated and content.

SOCIAL STRUCTURE

White dragons, though very chaotic and prone to incredibly bipolar emotional behavior, maintain strong clan ties. Whites mate for life and live with their mates and their hatchlings in single sprawling lair complexes. White dragon males, driven by desire and greed, view having many mates as a symbol of strength. Other whites that approach these lairs find themselves attacked on sight and driven away, lest they challenge the alpha male, kill him, and take over his brood for their own. On a more practical note, these larger families are better able to protect the treasures and food stores of the lair, especially in desolate climates where both resources are incredibly rare.

RELIGION

White dragons are very simple creatures. They offered sacrifices of food and gold to their Dragonqueen and her pantheon, but when the gods left, the faith of the white dragons did too. They saw no benefit in offering prayers to the gods that brought the blistering heat of Chaos to their homes, nor to the gods who left them at the mercy of the alien dragons. Now that the gods have returned, the whites have started to develop and mature mentally, and they are not quite ready to bow blindly before the gods. Takhisis' fall showed divine vulnerability; for a race that believes in visible demonstrations of might and power, the gods will need to prove that they are worth worshipping before the whites will accede.

NOTABLE WHITE DRAGONS

The following are examples of some of Krynn's most important and well-known white wyrms. Statistics are also provided for the Cold Sisters, Ice and Freeze, the current leaders of the white dragon clan.

Akis (CE male advanced great wyrm white dragon): The first white dragon and progenitor of his race; Akis participated in the death of the Daughters of Paladine, but he was killed when he tried to ambush Aurora's image napping on a mountain.

Cryonisis/Ice (CE female wyrm white dragon) and **Frisindia/Freeze** (CE female wyrm white dragon): Twin white dragons hatched from the same egg; they killed the great white dragon Sleet and currently rule over Icereach.

Gellidus/Frost (CE male advanced great wyrm white dragon): One of the alien dragon cabal and known to them as the Sentinel; he claimed Southern Ergoth, transforming it into a glacial wasteland. The last of the Overlords to die, Frost



made a bargain with the god Chemosh and a number of other powerful allies in an attempt to consolidate power, but he was killed by a band of heroes in the late summer of 422 AC.

Terrisleetix/Sleet (CE female old white dragon): She fought in the Third Dragon War earning many victories before being sent to Icereach to slumber. She later fought in the War of the Lance and was finally killed during the Dragon Purge by Ice and Freeze who took over her lands.

CRYONIS (ICE) CR 19

Female wyrm white dragon

CE Gargantuan dragon (cold)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +39, Spot +39

Aura frightful presence (DC 29, 330 ft., 32 HD or fewer)

Languages Common, Draconic, Nerakese, Thanoi

AC 39, touch 6, flat-footed 39 (–4 size, +33 natural)

hp 445 (33 HD); **DR** 20/magic

Immune cold, paralysis, *sleep*

SR 25

Fort +25, **Ref** +20, **Will** +20

Weakness vulnerability to fire

Speed 60 ft., burrow 30 ft., swim 60 ft., fly 250 ft. (clumsy);

Flyby Attack, Flyby Breath, Hover, Wingover

Melee* bite +30 (4d6+25) and 2 claws +28 each (2d8+18) and 2 wings +28 each (2d6+18) and tail slap +28 (2d8+31)

*includes adjustments for a 12-point Power Attack

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Base Atk +33; **Grp** +58

Atk Options Cleave, Power Attack

Special Actions breath weapon (60 ft. cone, 11d6 cold, Reflex DC 35 half), crush (4d6+19, Reflex DC 33 negates), tail sweep (2d6+19, Reflex DC 33 half)

Sorcerer Spells Known (CL 11th; +42 melee touch, +29 ranged touch):

5th (4/day)—*cloudkill* (DC 18), *dominate person* (DC 18)

4th (6/day)—*detect scrying*, *dimension door*, *ice storm*

3rd (7/day)—*dispel magic*, *haste*, *protection from energy*, *sleet storm*

2nd (7/day)—*bear's endurance*, *bull's strength*, *cat's grace*, *fog cloud*, *shatter* (DC 15)

1st (7/day)—*enlarge person* (DC 14), *expeditious retreat*, *mage armor*, *shield*, *true strike*

0 (6/day)—*dancing lights*, *detect magic*, *detect poison*, *ghost sound* (DC 13), *mage hand*, *mending*, *open/close*, *read magic*, *resistance*

Spell-Like Abilities (CL 11th):

3/day—*fog cloud*, *freezing fog*, *gust of wind* (DC 15), *wall of ice* (DC 17)

Abilities Str 36, Dex 10, Con 25, Int 15, Wis 15, Cha 16

SQ icewalking

Feats Ability Focus (breath weapon), Alertness, Cleave, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Improved Natural Armor, Lightning Reflexes, Multiattack, Power Attack, Wingover

Skills Concentration +42, Diplomacy +5, Escape Artist +35, Intimidate +38, Knowledge (arcana) +14, Listen +39, Search +37, Sense Motive +32, Spellcraft +10, Spot +39, Swim +37

FRISINDIA (FREEZE) CR 19

Female wyrm white dragon

CE Gargantuan dragon (cold)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; Listen +41, Spot +41

Aura frightful presence (DC 29, 330 ft., 32 HD or fewer)

Languages Common, Draconic, Nerakese, Thanoi

AC 38, touch 6, flat-footed 38 (–4 size, +32 natural)

hp 445 (33 HD); **DR** 20/magic

Immune cold, paralysis, *sleep*

SR 25

Fort +27, **Ref** +18, **Will** +23

Weakness vulnerability to fire

Speed 60 ft., burrow 30 ft., swim 60 ft., fly 250 ft. (clumsy);

Flyby Attack, Flyby Breath, Hover, Wingover

Melee* bite +35 (4d6+18) and 2 claws +30 each (2d8+12) and 2 wings +30 each (2d6+12) and tail slap +30 (2d8+24)

*includes adjustments for a 6-point Power Attack

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Base Atk +33; **Grp** +57

Atk Options Cleave, Power Attack

Special Actions breath weapon (60 ft. cone, 11d6 cold, Reflex DC 35 half), crush (4d6+18, Reflex DC 33 negates), tail sweep (2d6+18, Reflex DC 33 half)

Sorcerer Spells Known (CL 11th; +41 melee touch, +29 ranged touch):

5th (4/day)—*dominate person* (DC 18), *major creation*

4th (6/day)—*detect scrying*, *greater invisibility*, *ice storm*

3rd (7/day)—*dispel magic*, *halt undead* (DC 16), *protection from energy*, *sleet storm*

2nd (7/day)—*blur*, *bull's strength*, *cat's grace*, *fog cloud*, *invisibility*

1st (7/day)—*detect undead*, *endure elements*, *mage armor*, *protection from good*, *shield*

0 (6/day)—*dancing lights*, *detect magic*, *detect poison*, *ghost sound* (DC 13), *mage hand*, *mending*, *open/close*, *read magic*, *resistance*

Spell-Like Abilities (CL 11th):

3/day—*fog cloud*, *freezing fog*, *gust of wind* (DC 15), *wall of ice* (DC 17)

Abilities Str 35, Dex 10, Con 25, Int 15, Wis 16, Cha 16

SQ icewalking

Feats Ability Focus (breath weapon), Alertness, Cleave, Extend Spell, Flyby Attack, Flyby Breath, Great Fortitude, Hover, Improved Initiative, Iron Will, Power Attack, Wingover

Skills Concentration +43, Diplomacy +5, Escape Artist +24, Intimidate +33, Knowledge (arcana) +20, Listen +41, Search +38, Sense Motive +39, Spellcraft +12, Spot +41, Swim +32



Chapter Clans of Metal

THE nest of eggs glowed in the muted light of the grotto. Water trickled down the walls as it had for eons, and would continue for centuries to come.

Within the enclosure of fused gems, the metal spheres shed gentle illumination. The pale wash of light revealed a ghostly figure coiled protectively about the nest. The encircling image was a light, ephemeral form—yet even so, the platinum hue of the smoky surface was clear.

A timeless stretch later, the surfaces of two of the eggs pulsed. A golden membrane parted with a moist rip, revealing a pointed snout of the same color; frantically, a wyrmlike body wriggled through the aperture, blinking and stretching with the awkwardness of first steps.

Soon thereafter, the silver orb ruptured, and another snout pushed forth. Even then the platinum image barely moved, merely shifting a sinuous neck, a vaporous head rising to hover proudly over the precious offspring.

“I name thee Aurican,” whispered a deep voice, the sound coming from a place beyond the world, swirling like a gust of wind around the golden wyrmling. The puff of air twisted next to the silver form, and in another throaty word, tiny Darlantan received his appellation.

And dragons of metal and goodness were born again to Krynn.

“Aurora’s Eggs,” from *Dragons at War*
By Douglas Niles

In the time before time, Paladine mourned the loss of his children, corrupted by his equal and opposite in all things. With his family of Light, the Platinum Dragon reformed his children out of the most beautiful substances he could find, the metals that made up his own Glitterpalace. And in these five children, he imbued his lifebreath and a facet of his essence. To his eldest children, the gold, Paladine granted the purified essence of law and justice. His silvers gained nobility and the need to take up causes for the greater good. The bronzes, calmest of the children, took the Father’s need to protect and defend the core goodness in all, while the rowdy coppers and brasses split amongst themselves the urge to help and guide the peoples of the world, subtly for the former and full of vim and vigor for the latter.

The Father’s descent to Krynn as a mortal profoundly affected his children, many of whom were affected with a deep depression and the feeling that they did not do enough to prevent Paladine’s fall. Gold dragons started searching for ancient knowledge to see if the rules could be bent to restore the Platinum Father. Brass dragons chose to try to

heal the land in the wake of the devastating wars with the alien dragons and the souls. Copper dragons withdrew from the world, while bronzes went forth to join the Knights of Solamnia and other good organizations to try to maintain the balance. Silvers, the children closest to Paladine, felt his loss and heartache stronger than any mortal race. To cope with that pain, the silvers themselves descended to Krynn, hiding in the forms of elves and humans, many refusing to reveal themselves until Paladine himself is restored.

BRASS DRAGONS

PHYSICAL APPEARANCE

Highly polished to a bright, glowing yellow by the sands in their desert homes, brass dragons are as vibrant physically as they are socially. Their scales are thick brassy plates, fluted to allow sand to penetrate deep into the dragon’s skin, massaging and heating the body. The dragons, built for desert dwelling, have shorter limbs, necks, and tails than other good drakes, with claws adapted to burrowing through the sands. Fully grown, a brass dragon can reach a length of almost 90 feet.

Brasses are known for their distinctive ram’s horns, curling back from their skulls, and their narrow, pointed snouts. Their wings, unlike other good dragons, can fold tight to their bodies, to allow for quicker passage through the sand, and their eyes are covered with thin nictitating membranes to protect the soft tissue while under the dirt. These dragons have a very small dorsal ridge as well. Brass dragons breathe fire like their golden brethren, but they can do so either by simply breathing fire or by striking their scales and breathing super-heated gas through the ensuing sparks, though this is more for show than practical usage.

ECOLOGY

Brass dragons make their homes in the deserts, burrowing lairs into cliffsides and bluffs, with many entrances buried in the surrounding sands. These lairs generally face the rising sun, so as to achieve maximum warmth, and often have outlets at the tops of the cliffs where the dragons can stretch out and luxuriate in the desert heat. In earlier ages, brasses favored the Northern Wastes of Solamnia for their homes, but after the terrain manipulation of Khellendros destroyed many of their lairs, the brasses moved south to Iyesta’s realm in the Plains of Dust and to various protected valleys around southern Khur. Many human communities have also “adopted” brass dragons to act as their defenders and patrons, trading food, gossip, and handicrafts for protection.





Brasses have been subject to many strange rumors regarding their feeding habits. Old legends speak of brasses “sipping dew from the petals of desert flowers,” but many sages consider this to be poetic license. Brasses have always had a deep respect for their ecosystem and have tried to minimize their impact on the desert however they can. They do their best not to overhunt the wild herds in their areas, sometimes going so far as to protect the animals from predation until herd sizes recover. After the wanton destruction of their desert habitats by blue dragons in the years following the Chaos War, though, brass dragons have taken this environmentalism to extreme levels.

The youngest brasses spend their time learning to hunt and they feed off of whatever they can catch, but once they reach their Young Adult age, their behavior changes in a rite of passage. These older dragons start to feed themselves using the spell *create food and water*, both to allow the deserts time to recover from the Overlords and to honor the fallen Iyesta, under whose reign the Plains of Dust flourished with environmental diversity.

In the time of rebuilding that follows the War of Souls, brass dragons have found themselves as stewards of the environment. Their gregarious nature and willingness to work with lesser races has allowed the brass to strike up alliances with various groups of Kagonesti and human nomads throughout Ansalon in order to find ways to revert nature to pre-Overlord states. These groups have been particularly active in the Plains of Dust, both to heal the damage caused by Beryl, Sable, and Thunder, and to honor the memory and works of Iyesta.

PSYCHOLOGY

Brass dragons are easily the most social and friendly of the dragon clans and have long associated with the lesser races. Brasses love learning languages, the better to communicate with whoever might pass through the deserts. They love debate and gossip and will gladly set aside even the most fundamental differences with other beings in order to have a good fiery debate. Brass dragonlord Iyesta was known for going to visit her neighbor, blue dragonlord Thunder, to have frequent chats about the latest happenings in the Plains of Dust.

Various ascetic orders have taken to molding themselves after the brass dragons— living simple lives in the deserts and being preservationist and environmentally conscious. These monks follow what has become known as Iyesta’s Vow—“My Faith will Sustain Me.” Though Iyesta herself never lived by these principles, her followers, namely mystics, monks, and druids, are working to restore the land to its original splendor, the way that the brass dragonlord cared for her domain. These orders all feature brass dragon patrons as well.

RACE RELATIONS

Brass dragons are the friendliest and most gregarious of all dragonkind and have very good relations with practically all good and neutral races. It is not uncommon, especially in Duntolluk, to see groups of small villages banding together under the protection of a brass dragon “governor.” The brasses are pleased with these relationships because they provide the dragons with constant sources of gossip and good company.

Lately, brass dragons have been helping elves in their guerrilla efforts against the invaders of Silvanesti and Qualinesti, as well as in Khur.

The brass dragons hate blue dragons and their minions for despoiling the deserts. No brass will ever work or associate with oppressors or bullies and will do whatever they can to aid resistance fighters working to counter the efforts of the Overlords.

SOCIAL STRUCTURE

Brass dragons are the most social of all dragonkind. While too chaotic to spend much time in meetings and organizations, brasses love dropping in to see each other and share and spread gossip. Brasses have large information gathering networks and send messengers to other brasses all the time, just to keep in touch, and keep tabs on threats. The great brass Iyesta was even known to have dropped in to visit her neighboring blue dragonlord Thunder, as well as have meetings with lieutenants of Sable and Beryl. Brass dragons do not mate for life and will raise any baby brass dragon within the community as their own. While most brasses maintain their own individual lairs, they live close enough to other brass dragons to form a tightly knit community.

RELIGION

Brasses hold the gods of Light in extremely high regard, especially Branchala, whose jovial spirit meshes wonderfully with brass personalities. That said, they’ve never actively worshipped the gods so much as acknowledged their presence. A brass dragon won’t go out of his way to pray or worship, but he will happily help out in religious causes should the need arise. In the modern era, a few brass dragons have taken up with mystic communes working to heal the land from the ravages of the Overlords. Brasses find mystics fascinating and have been working with them more and more since the fall of Paladine.

NOTABLE BRASS DRAGONS

The following brass dragons are among the most well-known or influential members of their clan. Statistics are also provided for Sandstorm, an active brass dragon in the lands around Palanthas and the Northern Wastes.

Iyesta/Splendor (CG female great wyrm brass dragon): One of the first brass dragons to summon the call to the War of the Lance when the eggs were discovered; established a territory in the Plains of Dust before the arrival of the alien dragons and gained power and size as a result of the Dragon Purge. She resided in Missing City and was friend to both the Legion of Steel and the Knights of Solamnia, but she was later killed by Tarmak invaders using an *abyssal lance*.

Sandulcar/Sandstorm (CG male adult brass dragon): One of the sons of Iyesta from her first brood before the War of the Lance, and a guardian of the Khur people; takes the form of information broker Rand Lucas in order to spend time with humans in Ak-Khurman. On extended leave of absence from Khur in order to assist other brass dragons reclaim the Northern Wastes.

Sheeranar (CG female advanced great wyrm brass dragon): The first brass dragon and progenitor of her clan; killed first by all five Sons of Takhisis with Korril dealing the deathblow.

On Raising Dragonlets

By Mary Herbert

As voiced by Linsha Majere, Knight-in-Exile
HAD never considered myself to be the motherly type. While most women my age were handling teething, dirty baby cloths, and tantrums, I was studying the Oath and the Measure, practicing hand to hand combat, and striving to earn the rank of Knight of the Rose. Motherhood was for other people. I never thought I would become responsible for one baby, let alone eight. And yet, that is exactly what happened at the end of the War of Souls.

At the time I gave my word to protect the babies, they were merely eggs, safely nestled in a warm heap of sand in a chamber hidden beneath the Missing City. Their brass mother lay curled protectively around the nest, and their guardian, the Dragonlord Iyesta, ruled the lands above with a powerful authority. The eggs were not meant to hatch for decades. It seemed inconceivable to me that anything would happen to put those eggs in danger. Nor did I ever imagine that an evil sorcery could combine with foreign herbs and concoctions to make brass dragon eggs hatch early. Then the dark goddess launched the War of Souls. Those eggs that survived the depredations of a blue dragon and an invasion of the Tarmak Empire hatched on the day the gods returned to Ansalon, and in spite of their strange incubation, the babies bonded to me as surely as my own flesh and blood.

Nine days later I stood in the chambers of Castle uth Wistan and renewed my oath to protect the babies to the Solamnic High Council. The dragonlets were my responsibility for as long as they chose to be with me. I had to wonder what trick of fate had led me, of all people, to be the twice-sworn foster mother to eight incredibly precocious youngsters. Of course, my babies were also two feet long, had wings and teeth, and could tear a man's arm off. In fact, they already had.

Granted, it is true that the physical care of young dragonlets is relatively easy. There are no baby cloths to change and wash, no milk to be given or gruel to mix, no tiny clothes to sew, or childhood diseases to worry about. What a young dragon needs is only food, water, and a place to make a lair. What eight young brasses *want* is much more complicated.

Fortunately for me, I had the help of Lord Hogan Bight, the governor of Sanction, also known as Crucible, one of the few dragonlords to survive the War of Souls. The bronze dragon had come to my aid and had been wounded during the campaign for the Plains of Dust. He had not been present in Sanction when war descended on his city. After the war ended, we decided to take the dragonlets back to Sanction to see if Crucible could return to his old lair. We were not certain how we would be welcomed in the city that had seen so much turmoil without its Lord-Governor.

The government of the city was in a shambles, and the fortifications were still in Solamnic hands, yet our return proved easier than I feared. I think Sir Liam passed a quiet word to the Solamnic circle to back off, and the people of Sanction took one look at Lord Bight in his true draconic form, a second look at the volcanoes he had kept in control for so many years, and finally, a lingering look at the eight dragonlets, and accepted him back. At last we had a home where our babies could grow.

It has been four years now since we returned to Sanction, and in those four hectic, challenging years I have learned much about the raising of dragons. For those who have never been an adoptive parent to a dragonlet, (or eight dragonlets), I offer a few pieces of practical advice:

- Be sure you have ample room for the babies to play. A palace is not big enough. Sometimes a large city, a roomy valley, three volcanoes, and a mountain range are not big enough, either.
- Nursemaids are not necessary, but a large contingent of highly trained Governor's Guards comes in handy.
- Do not turn your back on a playful dragonlet and *never* run from one.
- Keep ample food handy and be sure to remind your young dragons that sheep are not playthings.
- Do not allow dragonlets to fly indoors. Such activity helps keep the cobwebs down, but dragon talons are hard on the tapestries.
- Wooden chandeliers are not strong enough to hold more than four dragonlets at a time, especially if they start swinging on it.
- Do not engage eight brass dragons in an argument all together. Brasses can talk con-men into insensibility. Arguing with more than one at a time will make you lose your reason.
- Always maintain an air of total authority. Young dragons tend to look on non-dragon foster parents with scorn or condescension, much like teenaged children. If you show a hint of weakness, or let them trample over your guidance and wisdom, they will take ruthless advantage of you and everyone in the vicinity. Therefore, do not make threats you cannot enforce, and always follow through. Remember, they can tear your arm off.

I have been told that the people of Sanction now call me the Dragon Lady. They know I am a Rose Knight and the chosen companion of the Lord-Governor, but to the people, I am the woman in charge of eight shining brass babies. To the citizens, that is the most important identity I have. When I look over eight plated heads, eight sets of shining eyes, and eight unique individuals, I believe the people are right.





Sirenfal (CG female adult brass dragon): Was the last dragon to live on the continent of Ithin'carthia. During her escape she destroyed the Tarmak fleet, barracks, and docks at Sarczatha, took Linsha Majere away from the lands, but would later die from slivers of an *abyssal lance* piercing her heart.

Thrakdar (CG male mature adult brass dragon): Nephew and heir of the ancient brass dragon Thracktil and a prominent figure in the Dragon Isles; more military-minded than most brass dragons, Thrakdar founded the Order of Brass as a kind of private police force but which has expanded to include greater interests than his own.

SANDULCAR (SANDSTORM) CR 12

Male adult brass dragon

CG Large dragon (fire)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; Listen +26, Spot +26

Aura frightful presence (DC 21, 180 ft., 18 HD or fewer)

Languages Common, Draconic, Khurish, Solamnic

AC 27, touch 9, flat-footed 27 (–1 size, +18 natural)

hp 199 (19 HD); **DR** 5/magic

Immune fire, paralysis, *sleep*

SR 20

Fort +15, **Ref** +11, **Will** +13

Weakness vulnerability to cold

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor); Flyby Attack

Melee bite +24 (2d6+6) and 2 claws +23 each (1d8+3) and 2 wings +22 each (1d6+3) and tail slap +22 (1d8+9)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +19; **Grp** +29

Atk Options Power Attack

Special Actions breath weapon (40 ft. cone of *sleep*, Fortitude DC 23 negates or 80 ft. line, 6d6 fire, Reflex DC 25 half)

Sorcerer Spells Known (CL 7th; +24 melee touch, +18 ranged touch):

3rd (5/day)—*haste*, *wind wall*

2nd (7/day)—*cure moderate wounds*, *gust of wind* (DC 14), *shatter* (DC 14)

1st (7/day)—*charm person* (DC 13), *ray of enfeeblement*, *shield*, *summon monster I*, *ventriloquism*

0 (6/day)—*detect magic*, *flare* (DC 12), *ghost sound* (DC 12), *light*, *mage hand*, *prestidigitation*, *resistance*

Spell-Like Abilities (CL 7th):

At will—*speak with animals*

3/day—*endure elements* (radius 60 ft.), *suggestion* (DC 15)

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14

Feats Alertness, Alternate Form, Flyby Attack, Multiattack, Improved Initiative, Persuasive, Power Attack, Weapon Focus (claw)

Skills Bluff +13, Concentration +14, Diplomacy +11, Escape Artist +9, Gather Information +11, Intimidate +14, Knowledge (local) +20, Knowledge (nature) +20, Listen +26, Search +24, Sense Motive +12, Spot +26, Survival +11, Use Magic Device +11

BRONZE DRAGONS

PHYSICAL APPEARANCE

Having adapted to life both underwater and above ground, bronze dragons are sleeker and more aerodynamic than other metallic dragons. A little over 100 feet long when fully grown, bronzes are more serpent-like than other metallic dragons. Their heads are built like arrowheads—starting with a pointed beak and flaring out backwards like a metallic plate. Bronzes have eight crests that spread along their faces in a spider web-like fashion, ending in short horns that poke through the edges of their faceplates. These crests become more pronounced as the dragon ages, looking like decorative fluting



on a column. Starting from the back of their heads, bronzes have a tall frill that becomes steadily smaller as it reaches their tail, helping to keep stability under water. Their wings are able to fold inwards so that only the far tips remain extended, like a dolphin's flippers, to aid in swimming. Bronze scales start out a deep brown but gain a highly polished glow as the dragon ages.

ECOLOGY

Bronze dragons find themselves most at home when living near water—along rivers, in secluded lagoons, or by the sea in coves and bays. The largest stronghold of bronze dragons

is located in a network of caves in Sikkët Hul, the goblin nation in Northern Ergoth. Bronze dragons are happy living anywhere near a body of water and build their lairs as close as possible to the shorelines. The lairs themselves are carved out of limestone caves or seaside bluffs, with the only access through underwater entrances and flooded channels. These caves are often layered so that the bottom chambers fill with the tidal flow while the upper chambers (where bronzes keep their nests and treasures) stay dry. This also offers easy access to fish and other seafood.

Bronze dragons have always been fascinated with mortal affairs. While not as clingy as brass dragons, or as devoted to human causes as silvers, bronzes like to observe mortal interactions passively, usually while shapeshifted into an unassuming animal form. Indeed, early human survival was dependant on the aid of the bronze dragon Duranix to stave off destruction. During the War of the Lance, bronzes joined in the efforts of the Knights of Solamnia in fighting the forces of the Dark Queen, and many chose to stay with the Knighthood after the end of the battles. With the disappearance of the silver dragons after the return of the gods, bronzes have stepped up to become the primary dragon mounts of the Knights of Solamnia.

Paladine's descent to Krynn only served to strengthen the resolve of the bronze dragons to fight off the forces of the Darkness and maintain the Balance. Those bronzes that chose not to affiliate themselves with the Knighthood wander Ansalon in disguise, seeking to assist the neediest people and communities. Some of these walkers, as they are known, become vigilantes combating banditry and general lawlessness in the areas hardest hit by the events of the War of Souls and its aftermath. These walkers usually work solo, but some have started to gain notoriety in their communities and have attracted the attention of rangers and rogues looking to better their lives; in places of lawlessness or where the existing authority is corrupt or following the path of the Darkness, these walkers have formed bands of justice-seekers to bring about a moral solution.

PSYCHOLOGY

Bronze dragons are the foot soldiers in the army of the Light—dependable and stalwart, but without the flash of their gold and silver siblings. While they seldom go seeking out causes to champion or wrongs to right, bronze dragons are always willing to help anyone in need that they encounter in the course of their travels. More than anything, though, bronze dragons love to observe mortal behaviors and habits—why they fight, why they love, and why they choose to live on this side of the tree instead of that. A bronze will often spend decades, if not centuries, wandering small territories in the guise of their chosen animal form, passively watching time pass for the mortals who live there and subtly offering assistance should the need arise. However, once a bronze dragon has been alerted to a danger to the community, she will not stop until the threat has been eliminated.

Of the good dragons, bronzes are the most centered. They are neither extremely lawful nor extremely chaotic, neither wildly social nor utterly withdrawn, but rather balanced in between. They love the structure and order of the knighthoods, but they also enjoy working alone or with small groups of rangers patrolling their homes. Regardless of the



situation, however, a bronze dragon is always calm, trusting that Paladine and the gods have seen the outcome of whatever may happen.

RACE RELATIONS

Bronze dragons have historically gotten along very well with humans, going back to the relationship between bronze Duranix and the people of Yala-tene, and all the way through modern times and Crucible, the Lord-Governor of Sanction. Bronzes have always made up the bulk of the draconic forces associated with the Knights of Solamnia and the cavaliers of Ergoth. In the Fifth Age, bronze dragons have covertly joined up with the northern branches of the Legion of Steel to try to start rebuilding after the War of Souls. Bronze dragons have also had a long-standing love of sailors, often helping out during nautical emergencies. Even minotaurs find themselves indebted to bronze dragons on occasion.

Because of their penchant for taking on animal forms, bronze dragons have always had a strong relationship with the sylvan races of Krynn. Many centaur communities have had bronze patrons patrolling their lands for generations and have assisted the bronzes in their efforts to restore the natural balance of Krynn after the War of Souls. Some even say that the Forestmasters were originally granted their guardianship through the work of bronze dragons.

SOCIAL STRUCTURE

Bronze dragons congregate in loosely organized matriarchal communities, based on the regions where they live. Within these communities, bronze dragons rank themselves based on age and generation, with leadership passing to the oldest female dragon in the region. Once every generation or so, the young bronzes from each region gather together on the isle of Tayol in the Dragon Isles and look for potential mates. Marriage within their own clans is strictly taboo, so record keepers check the draconic bloodlines and, once approved, the new lineage is recorded. Once mated, the dragons move to the region of the female's clan and establish a lair there. Bronze dragons are not particularly social and prefer the solitude of their chambers to large gatherings. Should both parents be killed, the eggs are taken into the family of the eldest female and raised until they reach maturity.

RELIGION

Bronze dragons are a deeply reverent and spiritual species. The fall of Paladine, though crushing on an emotional level, did not shake the spiritual core of the bronzes as it did the other good dragons. Dependable and loyal to a fault, the bronze families followed the lead of the remaining gods of Light and stepped up in their charge to defend and protect the mortal races from the Darkness. Under the command of Kiri-Jolith, the bronzes joined with the Knights of Solamnia and took the place of the disappearing silver dragons. Shinare's new place as a patron of the Knights of Solamnia has worried some of the bronze dragons, but many have rationalized their service to the Mistress of Trades as protecting the chains of communication and commerce, allowing the good races to thrive. Above all others, though, is Habbakuk, the lord of the sea. Bronze dragons keep shrines to the Phoenix Lord in their caves and guard the oceans in his name.

NOTABLE BRONZE DRAGONS

The following is a list of legendary and renowned bronze dragons from throughout Krynn's history. Statistics are provided for the current head of the bronze dragon clan, Crucible—who also goes by the name Hogan Bight, Lord-Governor of Sanction.

Bolt (LG male adult bronze dragon): Bolt was the first bronze dragon to join with Huma in the Third Dragon War. He was the only dragon to allow the minotaur named Kaz to ride him, fought in the final battle against Takhisis, and flew off to reside on the Dragon Isles following the war.

Teranyex/Crucible (LG male great wyrm bronze dragon noble 4): Foremost of Ansalon's bronze dragons, Crucible has long assumed the guise of Lord-Governor Hogan Bight of Sanction. In this role he has fought in the War of Souls against the Tarmak, married a human named Linsha Majere, and become adopted father to eight brass wyrmlings.

Duranix (LG male mature adult bronze dragon): A bronze dragon that befriended Amero, allowed for the Plainspeople to build one of the first settlements called Yala-tene, defended them until Amero's death, and chased Sthenn across the whole of Krynn before killing him.

Haraineer (LG female advanced great wyrm bronze dragon): Was the first bronze dragon of the Daughters of Paladine, and was killed after the Sons of Takhisis laid a trap and Akis killed her.

Khirsah/Fireflash (LG male adult bronze dragon): One of the most famous bronze dragons, he is known for carrying both Flint Fireforge and Tasslehoff Burrfoot during the Vingaard Campaign and for fighting in the Blue Lady's War, Chaos War, and the War of Souls. Khirsah currently assists the Knights of Solamnia in Sancrist.

TERANYEX (CRUCIBLE) CR 27

Male great wyrm bronze dragon noble 4

LG Gargantuan dragon (water)

Legends of the Twins (Mimic, Stubborn feats)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +49, Spot +49; Blind-Fight

Aura frightful presence (DC 37, 420 feet, 38 HD or fewer)

Languages Common, Draconic, Elven, Ergot, Kharolian, Nerakese, Ogre, Saifumi, Solamnic, Tarmak

AC 44, touch 6, flat-footed 44 (+4 size, +38 natural)

hp 615 (43 HD); **DR** 20/magic

Immune electricity, paralysis, *sleep*

SR 31

Fort +30, **Ref** +25, **Will** +34

Speed 40 ft., swim 60 ft., fly 200 ft. (clumsy); Flyby Attack, Hover

Melee bite +53 (4d6+14) and 2 claws +31 (2d8+7) and 2 wings +50 (2d6+7) and tail slap +50 (2d8+21)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Base Atk +42; **Grp** +68

Atk Options Awesome Blow, Power Attack, Snatch

Special Actions breath weapon (120 ft. line, 24d6 electricity, Reflex DC 37 half or 60 ft. cone, repulsion gas [affected creatures must do nothing but move away from Crucible for 1d6+12 rounds], Will DC 37 negates), crush (4d6+21, Reflex DC 37 negates), inspire confidence 1/day, tail sweep (2d6+21, Reflex DC 37 half)

Sorcerer Spells Known (CL 19th):

SHRINE OF THE DRAGON

BY NANCY VARIAN BERBERICK

USUALLY come here alone, but you have expressed interest in what I do when I am not hunting the relics of past ages, the lost pages of Krynn's history. When I'm not doing that, I come here.

So, look now, see how the copper dragon's hoard rises like a mountain of frozen rainbows here under the ground, gems from the mountains of Karthay, torques of twisted gold from Istar. Rings from Palanthis sit piled beside chalices from the towers of wizards, from the halls of knights, from the tables of the elf lords of Silvanesti.

Step carefully, go closer and you will see a rust-pitted blade. Not much to look at until you see the grip, one solid stone, shaped for a slender hand. A scrap of legend says the sword belonged to an elven queen, and it says she forged it herself. But no one knows why she did the making. For her husband, for a lover, for herself? All this happened so long ago that her people can no longer remember her name. The sword vanished from their stories, they no longer remember the cause of its making.

All this Claw stole to hide the single thing he holds dearest.

What, you might wonder, what would a dragon hold more dear than a mountain of gems, the finest weapons, treasure uncountable?

Come deeper into the lair, and don't worry about Claw. The dwarves of Thorbardin think he's dead, and they are the ones to know. However it is, no one has seen Claw haunting these mountains in many long years. So walk with me, come behind the glittering mountain.

Yes those are bloodstains, don't waste your time looking at them or at the skulls and the bones. No one knows who they were anymore.

Here behind the piled up treasure you see what made these gems mere baubles to Claw, this gold and silver, these weapons of legend no more than trinkets and toys.

There—see!

There is his treasure, the thing that beast guarded with the kind of devotion you would never have considered possible for a greedy, preening copper dragon. There is the shrine to Claw's mate, his beloved Flame. You would not know it now to see it, nothing more than a rubble of bone and scattered treasure, but once this was the skull of a fierce, fearsome she-dragon. Seven spines she had, a deadly crest when she lived. No one knows how she died, but the rumors of legend we have heard speak of the shrine her grieving mate built, not to her but *of* her.

The skull when it was whole was longer than I am tall and browned with age, for only skulls that lie out in the light bleach white as Solinari's moon. Her fangs were gilded, her eye sockets dressed in silver

and each filled with a ruby the size of my two fists together. Her seven bony spines wore sheaths of silver and hung with nets of golden strands from which diamonds and blue sapphires dangled. When Claw's mournful sighs touched the strands they danced, and the jewels chimed gently against each other, a delicate tinkling. This was dwarf-craft, and it's been said that Claw made a bargain long ago with someone out of Thorbardin to do the wondrous work.

That shrine, crafted of his beloved Flame's bones by the finest skills from under the mountain, Claw kept hidden behind his treasure mountain for many years.

But someone came—the name is lost now in the dust of centuries—and that one destroyed this temple to a dragon's grief. And we have thought the destruction as strange an event as the stubborn grief, the unyielding devotion the old hoarder Claw felt for his mate.

I have searched the Great Library of Palanthis and found nothing there of the story. I went out among the people. I have asked my questions of old men and dwarves, of soldiers and sailors. I sought the truth of the story in taverns and brothels and bars. Some say this and some say that while some say another thing; but most speculate that only a raw act of vengeance could have moved someone to destroy the skull, shatter the spines and leave every gem, each strand of gold and even the silver chasing around Flame's dark and deep eye sockets untouched.

He was not one for your pity, was Claw. He could look into your heart, find your most harrowing fear and use it against you. No one can doubt that this destruction was an act of revenge.

I come here sometimes, not in search of another clue. I doubt there are more to be found. I come here because at this time of day when the sun has set and the moons are not yet risen over the peaks of the Kharolis Mountains, I can hear the wind begin to rise.

And when the wind starts to sing in mournful tones sometimes I will see a shadow drift across the mouth of Claw's lair high up on the mountain side. Perhaps it is the shape of a wide-winged cloud sailing before the wind. Perhaps. And that wind...well, you won't feel it down here. It's too far away and it would rather chase clouds or swirl the snow around the spires of the mountain tops.

But if you listen, stand here very quietly and listen, you'll hear the tinkling of delicate diamonds and sapphires as once they sounded in a temple built by a copper dragon, a shrine made of the very bones of the mate he could never forget.

There is the shadow!

Now, listen, listen carefully. Do you hear it?

Their last song.



9th (4/day)—*storm of vengeance* (DC 27), *unbinding*†
 8th (7/day)—*earthquake* (DC 26), *mind blank*, *shield of law*
 7th (7/day)—*greater restoration*, *limited wish*, *spell turning*
 6th (7/day)—*analyze dweomer*, *chain lightning* (DC 24), *heal*
 5th (7/day)—*commune with nature*, *mass cure light wounds*,
permanency, *transmute rock to mud*
 4th (8/day)—*confusion* (DC 22), *lesser globe of*
invulnerability, *order's wrath* (DC 22), *storm wall*† (DC
 22)
 3rd (8/day)—*dispel magic*, *earthen shield*†, *heroism*,
suggestion (DC 21)
 2nd (8/day)—*arcane lock*, *continual flame*, *cure moderate*
wounds, *hold animal* (DC 20), *whispering wind*
 1st (8/day)—*bless*, *calm animals* (DC 19), *comprehend*
languages, *cure light wounds*, *expeditious retreat*
 0 (6/day)—*arcane mark*, *cure minor wounds*, *detect magic*,
detect poison, *mending*, *message*, *prestidigitation*, *read*
magic, *resistance*

† spell from the *DRAGONLANCE Campaign Setting*

Spell-like Abilities (CL 19th):

At will—*speak with animals*

3/day—*create food and water*, *fog cloud*, *detect thoughts*,
control water

1/day—*control weather*

Abilities Str 39, Dex 11, Con 27, Int 26, Wis 27, Cha 26

SQ alternate form, bonus class skill (Disguise), coordinate +1,
 favor +2, water breathing

Feats Alertness, Awesome Blow, Blind-Fight, Flyby Attack,
 Hover, Improved Counterspell, Improved Initiative,
 Leadership, Mimic, Multiattack, Power Attack, Snatch,
 Stubborn, Weapon Focus (bite), Weapon Focus (claw)

Skills Concentration +46, Bluff +41, Diplomacy +52, Disguise
 +51 (+63 acting in alternate form), Escape Artist +38,
 Intimidate +54, Knowledge (arcana) +47, Knowledge
 (nobility and royalty) +47, Listen +49, Perform +31,
 Search +47, Sense Motive +50, Spot +49, Survival +45,
 Swim +52, Use Magic Device +46

Alternate Form (Su) Crucible can assume any animal or
 humanoid form of Medium size or smaller as a standard
 action three times per day. He can remain in his animal
 or humanoid form until he chooses to assume a new one
 or return to his natural form. Crucible's most common
 alternate forms are that of a Tiny orange domestic cat
 and his human form of Hogan Bight, Lord-Governor of
 Sanction (see below).

LORD-GOVERNOR HOGAN BIGHT CR 25

Male great wyrm bronze dragon (alternate form)

LG Medium dragon (water)

Legends of the Twins (Mimic, Stubborn feats)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen
 senses; Listen +49, Spot +49; Blind-Fight

Aura frightful presence (DC 37, 420 feet, 38 HD or fewer)

Languages Common, Draconic, Elven, Ergot, Kharolian,
 Nerakese, Ogre, Saifumi, Solamnic, Tarmak

AC 16, touch 10, flat-footed 16 (+6 chain shirt)

hp 615 (43 HD); **DR** 20/magic

Immune electricity, paralysis, *sleep*

SR 31

Fort +22, **Ref** +25, **Will** +34

Speed 30 ft.

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Melee +2 keen greatsword +44/+39/+34/+29 (2d6+2/17-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +42; **Grp** +42

Special Actions inspire confidence 1/day

Sorcerer Spells Known (CL 19th):

9th (4/day)—*storm of vengeance* (DC 27), *unbinding*†

8th (7/day)—*earthquake* (DC 26), *mind blank*, *shield of law*

7th (7/day)—*greater restoration*, *limited wish*, *spell turning*

6th (7/day)—*analyze dweomer*, *chain lightning* (DC 24), *heal*

5th (7/day)—*commune with nature*, *mass cure light wounds*,
permanency, *transmute rock to mud*

4th (8/day)—*confusion* (DC 22), *lesser globe of*

invulnerability, *order's wrath* (DC 22), *storm wall*† (DC
 22)

3rd (8/day)—*dispel magic*, *earthen shield*†, *heroism*,
suggestion (DC 21)

2nd (8/day)—*arcane lock*, *continual flame*, *cure moderate*
wounds, *hold animal* (DC 20), *whispering wind*

1st (8/day)—*bless*, *calm animals* (DC 19), *comprehend*
languages, *cure light wounds*, *expeditious retreat*

0 (6/day)—*arcane mark*, *cure minor wounds*, *detect magic*,
detect poison, *mending*, *message*, *prestidigitation*, *read*
magic, *resistance*

† spell from the *DRAGONLANCE Campaign Setting*

Spell-like Abilities (CL 19th):

At will—*speak with animals*

3/day—*create food and water*, *fog cloud*, *detect thoughts*,
control water

1/day—*control weather*

Abilities Str 10, Dex 11, Con 10, Int 26, Wis 27, Cha 26

SQ alternate form, bonus class skill (Disguise), coordinate +1,
 favor +2, water breathing

Feats Alertness, Awesome Blow*, Blind-Fight, Flyby Attack*,
 Hover*, Improved Counterspell, Improved Initiative,
 Leadership, Mimic, Multiattack*, Power Attack*, Snatch*,
 Stubborn, Weapon Focus (bite)*, Weapon Focus (claw)*
 * inactive while in human form.

Skills Concentration +46, Bluff +41, Diplomacy +52, Disguise
 +51 (+63 acting in alternate form), Escape Artist +38,
 Intimidate +54, Knowledge (arcana) +47, Knowledge
 (nobility and royalty) +47, Listen +49, Perform +31,
 Search +47, Sense Motive +50, Spot +49, Survival +45,
 Swim +52, Use Magic Device +46

Possessions +2 *chain shirt*, +2 *keen greatsword*, *ring of*
friend shield (wedding ring), signet ring, Lord-Governor's
 robes. As Hogan Bight, Crucible has access to an
 impressive collection of items both magical and mundane,
 kept under lock and key in Sanction. He can reasonably
 be assumed to have at his disposal any single item of up to
 76,000 stl value as needed.

COPPER DRAGONS

PHYSICAL APPEARANCE

Spending much of their time in cramped caves, copper
 dragons are slender and smooth, with highly polished,
 blunted features. From afar, copper dragons look like molten,
 seamless statues; even up close, their individual scales are
 all but impossible to distinguish from one another. While
 younger dragons are incredibly brightly colored, elder coppers
 start to have dark green flecking on their scales, giving them a

mottled appearance. When coppers move, their muscles look like waves rippling under their skin. Copper dragon skulls bear two long, blunt horns coming from the back of their heads. A row of thin, sharp spines travels from the base of their neck to their tails. Fully mature adult coppers can grow to as long as 95 feet in length.



ECOLOGY

With the highest mountains taken by red and silver dragons, and the lowest plains and deserts taken by brasses and blues, coppers find themselves in a precarious middle ground. They take to the foothills and low mountain ranges, delving narrow cave complexes complete with labyrinthine mazes and dead ends. Incredibly secretive creatures, coppers take extreme measures to protect themselves and their treasures from any intruders—especially the red dragons whose territories overlap with theirs. The exits to their lairs are guarded with numerous traps, both magical and physical, reflecting the copper dragon's prankster nature.

Because of where they live, copper dragons have learned to be very stealthy in hunting and exploring their territories, as any stray red dragon could quickly ruin a copper's day. While a copper will never confront a bigger enemy directly, their pride will not let them run away, so a lot of guerrilla style harassment comes into play. When there are no threats, coppers hunt and eat mountain goats and sheep and just about any other animal that enters into their territory. Copper dragons are not above stealing each other's kills as retribution for pranks gone wrong, and they often pick on each other for thousands of years.

Throughout modern history, copper dragons have always been at the forefront of the great dragon wars, as the evil empires have offered clear targets for their fiery rage. When the great Overlords came, coppers fought back

with a vengeance, losing their lives in record numbers. As a result, copper dragons have the smallest population of all dragonkind and spent much of the later Fifth Age in hiding, trying to rebuild their population and protect their eggs.

PSYCHOLOGY

Copper dragons are blunt, irascible, and quick to anger. They're also consummate tricksters and jokers, with a deep desire to be appreciated for their humor. Indeed, this conflicting cocktail of emotional states results in very mercurial dragons prone to mood swings. On good days, copper dragons enjoy spending time with companions, cracking jokes, and pulling pranks like the most annoying kender, and they expect to be rewarded in laughs or treasure. Should neither be forthcoming, however, copper dragons will quickly sour and leave in a huff or, should the situation warrant it, start playing tricks with a far more malicious bent to them. Coppers in battle enjoy taunting and insulting their opponents, much in the way a kender does.

Fiercely independent, copper dragons move on their own schedule, coming and going as they please. And while they will be pleasant and sociable with others for a while, once the copper has had enough, he will leave and go back to his lair. Anyone persisting in pestering the copper after he has closed communication is dealt with harshly, even if they were best friends just moments before. Moreover, to get a copper to do anything they aren't motivated to do themselves requires a promise of rewards and treasures. Indeed, there are many stories of lesser mortals who find themselves in debt to a copper for services that weren't even requested.

RACE RELATIONS

Though long considered crusty, irascible loners, copper dragons in the Age of Mortals have started working towards making alliances with lesser races, if only to help ensure their survival as a species. Copper dragons have started meeting with various plains tribes to enter mutually beneficial relationships. This has been working rather well, as both the plains nomads and copper dragons prize their independence and are willing to respect each other's space. Along those lines, coppers have started working on deals with hill dwarves in Kayolin, to trade gold and steel for protection from bandits.

Surprisingly, copper dragons get along best with kender and gnomes. The kender, with their extreme curiosity and jovial stand on life, constantly amuse copper dragons with new jokes and new pranks, as well as amusing stories about ridiculous events in their lives. It is said that taunting contests between copper dragons and kender have gone on for weeks on end and have started many peripheral battles amongst the observers of such duels. Gnomes, on the other hand, amuse coppers just by being gnomes. The very idea of overly complex inventions that miss their stated goals by miles makes copper dragons roll with laughter, so coppers are willing to put up with whatever experimentations gnomes come up with. For their parts, the gnomes of Mt. Nevermind have offered their foothills for copper lairs, although as this region is dominated by the red dragon Pyrothraxus most coppers are unlikely to take them up on it.



SOCIAL STRUCTURE

Copper dragons are loners by nature and rarely meet up, except when needing to find a mate. While coppers will stay together long enough to see their children attain independence, it is rare to see a mated pair of copper dragons last past that point, as they value their privacy. Moreover, copper dragons are continually seeking new entertainment, and once a store of jokes and pranks has run dry, irritation sets in, and coppers find reasons to split up. Just about the only way to unify copper dragons is to bring them into a war and offer them a clearly defined target. Outside of war, though, you will rarely see two copper dragons together.

RELIGION

Copper dragons are not particularly religious. They venerate the pantheon of Light, but for the most part, coppers find that the gods of Light have vastly different goals and mindsets than the coppers themselves. During the early Fifth Age, coppers were more concerned with keeping their race alive after the Dragon Purge and turned away from the gods entirely. Now that the gods have returned, they have turned their attention towards helping heal the copper community. Habbakuk in particular has taken a keen interest in seeing the coppers repopulate, as they represent an important check to the red dragons in the ecosystem.

NOTABLE COPPER DRAGONS

Among the most famous (or infamous) clans of dragonkind, the copper dragons have included many notable members. These are listed below together with stats for Lyon, the current patriarch of the copper dragon clan.

Blayze (CG male old copper dragon): The son of the great Querrasian and grandfather of Cymbol. Blayze was killed in the First Dragon War by Crematia.

Cymbol (CG male mature adult copper dragon): A former patriarch of the copper clan, he was one of the first to carry Knights of Solamnia into battle with the famed *dragonlance* in the Third Dragon War. He fought in the War of the Lance and was finally killed when he challenged Malystrix during the early years of the Dragon Purge.

Querrasian (CG female advanced great wyrm copper dragon): The first copper dragon and progenitor of the copper dragon clan; she was killed by Corrozus when the Sons of Takhisis ambushed her.

Shatraklangg/Clang (CG female old copper dragon): Current matriarch of the copper clan, she lost all her wymlings to the great Beryllintranox during the Dragon Purge, lived in the Wayreth Forest to study Beryl; she vowed revenge upon the green but wasn't the one who killed Beryl. Clangg is now the guardian of the Bastion, the planar observatory of the Orders of High Sorcery.

Yazzlyn/Lyon (CG male adult copper dragon): Current patriarch of the copper clan, son of Cymbol; Lyon fought in the War of the Lance, and currently lives on Jaentarth in the Dragon Isles where he administers training to the younger male copper dragons in his clan.

YAZZLYN (LYON) CR 19

Male old copper dragon

CG Huge dragon (earth)

Legends of the Twins (Disciplined feat)

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; **Listen** +35, **Spot** +35

Aura frightful presence (DC 27, 240 ft., 25 HD or fewer)

Languages Common, Draconic, Solamnic

AC 33, touch 8, flat-footed 33 (–2 size, +25 natural)

hp 299 (26 HD); **DR** 10/magic

Immune acid, paralysis, *sleep*

SR 25

Fort +20, **Ref** +15, **Will** +22

Speed 40 ft., fly 150 ft. (poor); Flyby Attack, Hover

Melee* bite +28 (2d8+14) and 2 claws +26 each (2d6+9) and

2 wings +26 each (1d8+9) and tail slap +26 (2d6+18)

*includes adjustments for a 5-point Power Attack

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +26; **Grp** +43

Atk Options Cleave, Power Attack

Special Actions breath weapon (100 ft. line, 16d4 acid, Reflex

DC 28 half or 50 ft. cone, *slow* [1d6+8 rounds], Fortitude

DC 28 negates), crush (2d8+13, Reflex DC 28 negates)

Sorcerer Spells Known (CL 11th; +33 melee touch, +24 ranged touch):

5th (4/day)—*dominate person* (DC 19), *mind fog* (DC 19)

4th (7/day)—*confusion* (DC 18), *divination*, *greater invisibility*

3rd (7/day)—*dispel magic*, *halt undead* (DC 17), *haste*, *protection from energy*

2nd (7/day)—*blur*, *cat's grace*, *cure moderate wounds*, *fog cloud*, *soften earth and stone*

1st (7/day)—*charm person* (DC 15), *endure elements*, *identify*, *protection from evil*, *true strike*

0 (6/day)—*dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *mage hand*, *mending*, *purify food and drink*, *read magic*, *resistance*

Spell-Like Abilities (CL 11th):

2/day—*stone shape*

1/day—*transmute mud to rock* or *transmute rock to mud* (DC 19)

Abilities Str 29, Dex 10, Con 21, Int 18, Wis 19, Cha 18

SQ spider climb

Feats Alertness, Cleave, Disciplined, Flyby Attack, Hover, Iron Will, Multiattack, Power Attack, Silent Spell

Skills Bluff +33, Concentration +36, Diplomacy +22, Escape Artist +29, Hide +21, Intimidate +35, Knowledge (nature) +19, Listen +35, Search +19, Sense Motive +33, Spot +35, Use Magic Device +18

GOLD DRAGONS

PHYSICAL APPEARANCE

Radiant and majestic, gold dragons are the pinnacle of dragonkind on Krynn. Reaching lengths of up to 150 feet, gold dragons are larger than any other native dragon. Gold dragons glow under any light source and give off a molten appearance from afar. Their scales, thick plates of gold, are ridged to allow venting of trapped moisture close to their skin. Gold dragon skulls are long and pointed, with two huge ivory horns and pronounced ear flaps. As the dragon ages, long whiskers droop from its jaws, looking resembling the moustaches of a Knight of Solamnia, or a catfish. A series of

triangular plates follows the gold's dorsal ridge from crown to tail. The youngest dragons are a bright yellow-gold which slowly darkens as the dragon ages.

ECOLOGY

Gold dragons, the supreme creations of the gods of Light, have no limits on the terrain they choose to make their homes. While most live on Misty Isle in the city of Auralastican or nearby grassy plains, gold dragons can be found across the length and breadth of Krynn. Their only firm requirement is that their lair be made of stone and be large enough to house the dragon and her treasures and research materials. Some enterprising gold dragons have even taken abandoned castles and monuments as their homes. During the reign of Malystrixx, the crystal city of Claran Elian was made into a gold dragon stronghold, so as to better keep track of the great red. Perhaps most stunning is the gold dragon manor on the outskirts of Palanthas. This well fortified and secret location is built over a large cavern complex where gold dragons (who travel there while shapeshifted as humans or elves) can rest in safety. During the early part of the Age of Mortals, this house was a major center in the resistance efforts against the Dark Knight control of Solamnia. Currently, the resident dragons are keeping a close watch on the actions of Solamnia's new emperor, to make sure that the tenets of the Light are upheld.

Gold dragons spend most of their time in study and research, be it new magic, ancient history, arts, or sciences. As such, many gold dragons prefer to stay in their shapeshifted forms of humans or elves, the better to handle books and scrolls. As a side effect, these dragons have learned to survive on human food, eliminating the need for hunting. Some of these shapeshifted dragons have taken positions as advisors for heads of state or as researchers for the Library of Palanthas, various universities, and other information gathering networks. While many non-dragons feel that golds have withdrawn from the world, the reality is that golds have discovered new roles for themselves in trying to heal and rebuild a severely damaged Krynn and, perhaps, finding a way to restore Paladine to godhood.

After the War of Souls, gold dragons have focused their efforts on helping nations restore themselves. With Solamnia mostly restored and in solid hands, the golds have turned to finding a new homeland for the displaced elven races. While they haven't been able to directly help the refugees, the golds are working to try to liberate the elven nations from their invaders and have called together small groups of mercenaries to harass the minotaurs and goblins.

PSYCHOLOGY

Gold dragons are deeply philosophical, orderly creatures. Every decision they make is weighed and measured and tested for logical flaws and potential ramifications, and no



choice is taken lightly. As such, gold dragons are not prone to quick judgment on any action. When they seek to come to a decision, golds will wander the world and survey as many people as they can find to make a balanced choice. Even evil creatures will be granted an opportunity to speak freely. Gold dragons have very high respect for elders of any race and will gladly stop to listen and learn from these venerable beings.

Gold dragons will not hesitate to assist any good person in need, without desiring reward or recompense. If direct assistance can't be offered, gold dragons will send their proxies and assistants to help, or at least give advice towards finding a solution to the problem.

RACE RELATIONS

Because of the nature of their research, shapeshifted gold dragons have incorporated themselves into every society on Ansalon. They pose as information brokers and traders and try to integrate themselves as well as they can, while passing coded messages to each other through their non-draconic helpers. Lately there have been many gold dragons active in Silvanesti and Eastern Ansalon, keeping tabs on the minotaurs and ogre titans. While golds have had good relations with the elven nations and Solamnia for generations, recent events have made it hard for gold dragons to operate openly, even in friendly territories.



SOCIAL STRUCTURE

Gold dragons operate under a rigidly organized social system, with a complex hierarchy based on the bloodlines of the children of the first gold, Aurora. Each gold dragon knows his or her lineage—and that of every other gold dragon—in order to ensure proper breeding. When gold dragons mate, it is only after approval from the council of golds in Auralastican. Their names are then entered into the register, and they join the female's bloodline.

The gold dragons are led by Aurumnus and Regia, a mated pair who live in Auralastican and direct the operations of all golds on Krynn. Under these two is an organization that rivals Lord Toede's government in terms of complexity and the Great Library in terms of efficiency. Council meetings are frequently held to discuss the state of affairs throughout Ansalon.

RELIGION

Gold dragons, the first children of Paladine, have long been the guardians of faith and devotion on Krynn. Many of the first temples to the gods were created by gold dragons in ancient times to help shepherd the faith of the younger races. For golds, the fall of Paladine was catastrophic, but understandable; the Father had sacrificed himself so that his children may thrive. In honor of ancient traditions, seven young adult gold dragons were chosen by Regia to guard Valthonis as he wandered the planet in elven form. These seven have sworn an oath to never resume draconic form until the god himself is restored. Other gold dragons have taken it upon themselves to help restore and rebuild the temples of the gods that were destroyed in the Summer of Chaos and the War of Souls.

NOTABLE GOLD DRAGONS

The majestic golds have included many famous and historically significant wyrms, so the following is just a sample. Statistics are provided for Sunrise, a tireless ally of the Majere family in the past and agent of Aurumnus.

Aurican (LG male wyrm gold dragon): A gold dragon that fought in the Second Dragon War, discovered magic with the three elven brother-mages, and breathed the essence of magic into the remaining metallic dragon eggs.

Aurumnus (LG male ancient gold dragon) and **Regia** (LG female ancient gold dragon): The heads of the gold dragon clan; they lair in Auralastican, on the Dragon Isles. Aurumnus occasionally visits Ansalon in human guise, while his consort is active as part of the Council of Five.

Aurora (LG female advanced great wyrm gold dragon): One of the legendary Daughters of Paladine and progenitor of the gold dragon clan; she was left to protect the sacred grotto, and killed all five of the Sons of Takhisis even though it claimed her life.

Pyrite (LG male great wyrm gold dragon): A gold dragon who defended Huma during the Third Dragon War, and wandered Ansalon with Fizban and Tasslehoff during the War of the Lance. His whereabouts since are unknown.

Quallathon (LG male mature adult gold dragon): A gold dragon who was the mount of the Golden General during the War of the Lance, and currently resides in the Dragon Isles.

Suhnrysanti/Sunrise (LG male young adult gold dragon): He teamed up with Ulin Majere to teach him to become the first and only Dragon Mage on Krynn; later he left Ulin to return to the Dragon Isles. He heard the voice of Takhisis during the Great Storm and left with the other dragons, but he returned and fought at the Second Battle of Sanction during the War of Souls.

SUHNRYSANI (SUNRISE) CR 19

Male young adult gold dragon sorcerer 1/ambient
tempest 4

LG Huge dragon (fire)

Bestiary of Krynn Revised (ambient tempest prestige class)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; **Listen** +27, **Spot** +27

Aura frightful presence (DC 25, 150 ft., 19 HD or fewer)

Languages Abanasinian, Common, Draconic, Solamnic

AC 27, touch 8, flat-footed 27 (–2 size, +19 natural)

hp 267 (25 HD); **DR** 5/magic

Immune fire, paralysis, *sleep*

SR 21

Fort +18, **Ref** +13, **Will** +22

Weakness vulnerability to cold

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.; Flyby Attack, Hover

Melee bite +30 (2d8+10) and 2 claws +25 each (2d6+5) and 2 wings +25 each (1d8+5) and tail slap +25 (2d6+15)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +22; **Grp** +40

Atk Options Cleave, Power Attack

Special Actions breath weapon (50 ft. cone, 10d10 fire, Reflex DC 25 half or 50 ft. cone, weakening gas [5 Strength damage]; Fortitude DC 25 negates), crush (2d8+15, Reflex DC 25 negates), spellshaping

Sorcerer Spells Known (CL 9th; +30 melee touch, +20 ranged touch; spell pen +11):

4th (5/day)—*order's wrath* (DC 19), *solid fog*

3rd (7/day)—*arcane sight*, *Palin's pyre* (DC 18), *protection from energy*

2nd (7/day)—*eagle's splendor*, *elemental dart* (DC 17), *touch of idiocy* (DC 17), *trace magic**

1st (8/day)—*cure light wounds*, *mage armor*, *protection from evil*, *shield*, *true strike*

0 (6/day)—*daze* (DC 15), *detect magic*, *detect poison*, *disrupt undead*, *mage hand*, *prestidigitation*, *purify food and drink*, *read magic*

*spell from *Age of Mortals Companion*

Spell-Like Abilities (CL 9th):

3/day—*bless*

Abilities Str 30, Dex 10, Con 20, Int 18, Wis 19, Cha 20

SQ alternate form, ambient secrets, shifting knowledge, water breathing

Feats Cleave, Empower Spell^B, Enlarge Spell, Extend Spell, Flyby Attack, Hover, Improved Initiative, Power Attack, Spell Penetration, Widen Spell

Skills Bluff +10, Concentration +32, Diplomacy +32, Disguise +16 (+18 acting in character), Gather Information +7, Heal +9, Knowledge (arcana) +31, Knowledge (local) +16, Knowledge (religion) +16, Listen +27, Search +27,

TURNING THE TIDE DECISIVE TACTICAL INNOVATIONS FROM THE WAR OF THE LANCE

BY DOUGLAS NILES

UNDoubtedly the most significant momentum reversal during the War of the Lance was the arrival of the good dragons. When these wyrms of brass, copper, bronze, silver, and gold emerged from their self-imposed exile to join forces with the Knights of Solamnia, the Queen of Darkness and her minions faced for the first time a foe as formidable as the chromatic dragon legions who had so willingly and brutally served their five-headed mistress. Allied with the Knights, the metallic dragons allowed the men of that ancient order, under the command of their Golden General Laurana, to sweep the forces of Takhisis from the Solamnic Plain and liberate so many of the lands that had fallen under the Dark Queen's sway.

The basics of the tale are well known: how the good dragons had removed themselves to the Dragon Isles, aloof from affairs of the world because of the Dark Queen's extortion: Takhisis had stolen their eggs, holding them as hostage against metallic dragon compliance. They were aroused from their exile, of course, by proof of the Queen's perfidy—she was employing foul magic to corrupt the eggs, in the process creating her armies of draconians. Upon this discovery, the metallic dragons immediately winged to war.

At the same time this secret was revealed by some of the Heroes of the Lance, others of that fabled band of companions were discovering the lost art of forging the *dragonlances*. The heroic smith Theros Ironfeld immediately began to make the potent artifacts, and a number of the arcane weapons were brought to Palanthas and the High Clerist's Tower. Naturally the presence of the good dragons, mounted by bold knights wielding weapons of ancient power, had the potential to turn the tide of the war.

Less well recognized by historians and military tacticians, however, are the innovative tactical modifications that were introduced by the Golden General and some of her closest advisors—including her brother Gilthanas, as well as the gold dragon Quallathon, and the silver known as Silvara. Perhaps this is the main reason Gunthar Uth Wistan, Grandmaster of the Knights of Solamnia, appointed her to this lofty position of command. She was utterly unbound by the traditions and doctrines of the Order, and thus willing to implement radical and, very often, effective change.

These tactical adjustments began at the very basic level of individual dragon behavior on the battlefield. No matter how many serpents comprised her aerial force, Laurana's dragons flew into the fight

in pairs—a dramatic difference from the solitary and undisciplined chromatic dragons, who fought to outdo each other for glory, fame, and ferocity. Each pair of good dragons had a leader and a wingrider. The leader sought and engaged enemy dragons, while the wingrider's mission was, specifically, to protect the leader's flanks and rear. Though this was a radical shift in the way dragons waged war, the metallic dragons embraced the tactic enthusiastically. The pairs of good dragons, each serpent carrying a lance-wielding rider, proved more than a match for any pair of evil dragons fighting in the old, uncoordinated way.

As the offensive commenced, the good dragons were still decisively outnumbered. (Most sources estimate the Knights of Solamnia were aided by some 200 metallic dragons, while more than 500 served in the five great wings of the Dark Queen.) To counter this disadvantage, Laurana wholeheartedly embraced the military principle: concentration of force. That is, she understood that she must keep her army together so that the whole force could face any element of the enemy army it encountered. In her attacks on the Blue Wing at Vingaard Keep and the Green Wing in Throtl, the Golden General hurled virtually all of her dragons against approximately one fifth of the evil dragons in each case. Thus, in each of these battles the good dragons fought with a significant advantage in numbers.

Laurana applied concentration of force on the ground, as well. (Here, it should be noted, the Knights and their auxiliary troops were outnumbered something like 10:1 by the Dragonarmies.) Yet when the entire Army of Solamnia met the detached White Wing in the Battle of the Narrows, Laurana again possessed superiority in the numbers of her dragons, and the two ground forces were approximately equal in size. Here, as in Throtl, she made sure that the evil dragons and their Dragonarmy allies were so thoroughly defeated that they would play no further role in the campaign.

The young elfwoman also employed her dragons to exploit the twin military virtues of mobility and surprise. While the Dragonarmies typically did not send their wyrms flying into battle without the support of significant ground troops, Laurana proved herself very willing to free her flying troops from the anchor of land maneuver. And when they attacked, the good dragons flew into the fight at top speed and, whenever possible, dove from the backdrop of the sun to hit a blinded, dazzled enemy before he had time to collect his thoughts or create a plan of defense. It should be noted that the dragons were



TURNING THE TIDE DECISIVE TACTICAL INNOVATIONS FROM THE WAR OF THE LANCE (CONT.)

BY DOUGLAS NILES

often accompanied, supported, and screened by several hundred elven archers mounted upon griffons. This company could fly with the dragons, and fought heroically throughout the campaign.

Laurana's innovations were not limited to combat tactics. No one knows if she or one of her dragons conceived the idea of the great ice dam on the Vingaard, but it was an improvised innovation that allowed her to win her signal victory, at Margaard Ford. Using the frost breath of her silver dragons, upstream of the ford, she bottled up the great river to allow her own army to cross. A day later, when the Dragonarmies—finally concentrated and heavily outnumbering the beleaguered Knights—plunged into the dry channel, she used the fire and heat breath of

her gold and brass dragons to melt the dam and free the torrent that would inundate the enemy armies.

Of course, none of these victories would have been possible without the good dragons' intervention. Nor can it be said that the *dragonlance* was not a crucial weapon. (Gilthanas himself is known to have slain no less than seven dragons during the battles with his own *lance*.) But the astute student of military history should realize that there was much more behind these great victories than simply great flying serpents and the epic weaponry of their riders. Indeed, Gunthar Uth Wistan's appointment of a young elfwoman to command the entirety of the Knights of Solamnia only looks more and more masterful as the years go on.

Sense Motive +27, Spellcraft +26 (+28 decipher spells on scrolls), Spot +27, Use Magic Device +28 (+30 involving scrolls)

Ambient Secrets Sunrise has learned a number of secrets as a result of his ambient tempest training.

Improved Metamagic Sunrise may apply metamagic feats to his spells without increasing the casting time to a full-round action.

Metamagic Feat Sunrise has learned Empower Spell as a bonus metamagic feat.

Shifting Knowledge (Ex) Once a week, Sunrise may swap out one spell of 2nd level or lower for a new spell of the same level from the sorcerer/wizard spell list. Sunrise must meditate for an hour to use this ability. Spells that Sunrise knows from the cleric list or the Law, Luck, and Good domains may not be replaced and Sunrise may not replace existing spells with spells from those sources.

Spellshaping (Ex) Sunrise may cast any spell he knows with the range, duration, or size halved by using a spell slot one level lower than the level of the spell. He may only apply one of these effects to a spell and doing so counts as using metamagic (the inverse of Sunrise's Enlarge Spell, Extend Spell, and Widen Spell feats).

SILVER DRAGONS

PHYSICAL APPEARANCE

Like starlight reflecting off a pond, silver dragons radiate an ethereal beauty. From a distance, they look like living dragonmetal, fluid and serene, muscles gently sending ripples through their metallic skin as they move. Their skulls are narrow and tapered, ending in a sharp, curved beak. Silvers have two long horns at the back of their heads with a large crest rising between them. The crest reaches half way down the back of the dragon's neck and then disappears. These dragons rarely surpass 120 feet in length and have a very lean frame.

ECOLOGY

Silver dragons, creatures of the frost and snow, make their homes on the highest fog-enshrouded mountain peaks of Ansalon. As this territory overlaps with the home turf of the much larger red dragons, the silver clan has learned to adapt; they build their lairs amongst the clouds themselves, using their inherent magical abilities. Sculpting homes out of water vapor and *walls of force*, silver dragons float above their enemies and observe the world below. With the fall of Gellidus in Southern Ergoth, some silver dragons are trying to reclaim their sacred sites near Huma's Tomb and are building new lairs in nearby areas vacated by white dragons.

After the fall of Paladine, however, many silver dragons have abandoned their lairs altogether. The silver dragons were closest to the Platinum Father and feel deep sorrow that they couldn't prevent his sacrifice. Crippled by their shame, many silvers have been unable to cope with their emotional distress and have started to lose control of themselves. Some have dedicated themselves to the complete eradication of the Darkness and have launched attacks on anything that registers even remotely as evil. Others have withdrawn from the world completely, cowering in their lairs and fearing that the other good gods will exact punishment upon the silvers for their failure. Some rumors suggest that a particularly disturbed silver dragon is trying to atone for the sins of all silver dragons, past and present, by attempting to "reclaim" draconians to their original pre-corruption state.

Most of the traumatized silvers, however, have taken a far simpler route toward their repentance. They have taken the form of elves and are following Valthonis on his journeys across the continent. Others have joined knight-hoods, following D'Argent's footsteps, and are working to heal the damage caused by the Overlords. The silver dragons hope that their penance will be noticed in the grand scheme of the universe and that somehow, in some way, Paladine might be restored to his rightful place.



PSYCHOLOGY

Silver dragons, once the stalwart champions of justice, are now a shattered species. Where once they would have faced adversaries head on, they are now stricken with doubt. They are constantly lost in thought, startle easily, and are more prone to lashing out violently when disturbed. Worst of all, the traumatized silvers freeze up in combat situations, leaving them vulnerable to attack. Some have even become suicidal, rushing headlong into incredibly dangerous situations without care or concern for their lives. "Our Father sacrificed himself," one saying goes, "and so will I." Thus far, only the close presence of Valthonis has been able to keep these raging emotions in check. Some Knights of Solamnia with tight bonds to their silver mounts have found that they are sharing in the trauma felt by their companions.

dragons mate for life and stay together even after children reach maturity. Because of their long-standing relationships with humans and elves, some silver dragons have become patrons of human and elven family lines, offering tokens of protection and familial bonds to the family leaders; these items are passed down through the generations. Legend has it that this tradition was started between the silver dragon patriarch Darlantan and the father of the Kagonesti elves, Kagonos.

RELIGION

Silver dragons, once the favored children of Paladine and staunch believers in the pantheon of Light, now cower in fear at the thought of the gods. The silver clans were shattered when Paladine stepped down and have not been able to recover their faith in the gods. Some silvers fear that the remaining gods of Light have abandoned them for their inaction, while others feel that worshipping any god while

RACE RELATIONS

Silver dragons have a very black and white outlook on the world in the current era. Traditional silver allies, such as the elves and the knighthoods, have suffered tremendous setbacks, while traditional enemies, such as ogres and minotaurs, are on the rise. Thus, those silvers who are still in control of their emotions have taken to covert action to try to assist their allies. Silvara's tragic loss and self-exile after imprisonment by Frost has inspired some silvers to form their own squadrons of knights to combat the last vestiges of the Overlord presence, especially in Ergoth and the Desolation.

The silvers have found an unusual ally in the merchant guilds of Tarsis. Together, they are launching attacks on Qualinesti and Kharolis, working to rid the ancient elven home of goblins and Dark Knights, while also clearing up lanes of trade for Tarsis and the Plains of Dust.

SOCIAL STRUCTURE

Silver dragons are connected in loosely knit clans led by the eldest dragon in the extended family. They rarely meet up, except in times of extreme crisis or war. The core unit of silver dragon society is the immediate family. Silver



Paladine still lives is sacrilege. Mishakal, the Healing Hand, is greatly concerned by this culture-wide trauma that has afflicted the race; she has been making efforts to bring peace and healing to the silvers, who so desperately need it.

NOTABLE SILVER DRAGONS

The following list includes some of the more readily recognized or legendary silver dragons. Also included are statistics for Gentan, patriarch of the silver dragon clan.

D'argent/Silvara (LG female very old silver dragon):

A silver dragon who fought in the War of the Lance after breaking the Oath of the good dragons in order to aid the Heroes of the Lance. Her tragic love with Gilthanas echoes that of her sister Heart's doomed relationship with Huma. For a time she served as a Knight of the Rose during her time apart from the elflord, but she was reunited with him in the Age of Mortals. Although she was involved in the overthrow of the last Dragon Overlord, Gellidus, she ultimately returned to the Dragon Isles following the death of Gilthanas, where she lives in self-exile.

Darlantan Hornbearer/Lant (LG male adult silver dragon): The silver dragon who befriended Kagonos Pathfinder and fought in the First Dragon War. His death in that war and his relationship with Kagonos were the inspiration for the Kagonesti Elves to become their own people.

El'liolle/Heart (LG female mature adult silver dragon): The brave silver dragon who fell in love with the legendary Solamnic Knight Huma and fought alongside him in the Third Dragon War. She died from the injuries sustained in Huma's final battle against Takhisis.

Dargentan/Gentan (LG male mature adult silver dragon): One of the two sons of Lectral, and current bearer of the Ram's Horn of the Elderswild. He serves as the leader for the weakened silver dragon clan while his twin brother Lant trains young silvers on the Dragon Isles.

Solomirathnius/Mirror (LG male great wyrm silver dragon): A silver dragon who acts as the defender of the Citadel of Light. He refused the call from the Great Storm and was struck blind; together with the blue dragon Razor, he assisted Tasslehoff, Odila, and Gerard in bringing back the metallic dragons and defeating the One God of the War of Souls.

Tianaran (LG female advanced great wyrm silver dragon): The first silver dragon and progenitor of her clan; she was killed in a combined attack by the first chromatic dragons. Her son was the great Darlantan.

Ukamiak/Wyrm-namer (LG male ancient silver dragon loremaster 5): A silver dragon that knew the name of every living dragon on all of Krynn, lived in the wastes of Panak, and was considered to be a myth even by most dragons.

DARGENTAN (GENTAN) CR 18

Male mature adult silver dragon

LG Huge dragon (cold)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; **Listen** +33, **Spot** +33

Aura frightful presence (DC 27, 210 ft., 24 HD or fewer)

Languages Common, Draconic, Elven, Sylvan

AC 32, touch 8, flat-footed 32 (–2 size, +24 natural)

hp 287 (25 HD); **DR** 10/magic

Immune acid, cold, paralysis, *sleep*

SR 24

Fort +19, **Ref** +14, **Will** +19

Weakness vulnerability to fire

Speed 40 ft., fly 150 ft. (poor)

Melee bite +32 (2d8+9) and 2 claws +30 each (3d6+4) and 2 wings +30 each (1d8+4) and tail slap +30 (2d6+13)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +25; **Grp** +42

Atk Options Cleave, Combat Expertise, Flyby Attack, Flyby Breath, Improved Trip, Power Attack

Special Actions breath weapon (50 ft. cone, 14d8 cold, Reflex DC 27 half or 50 ft. cone, paralysis [1d6+7 rounds], Fortitude DC 27 negates), crush (2d8+13, Reflex DC 27 negates)

Sorcerer Spells Known (CL 9th; +32 melee touch, +23 ranged touch):

4th (6/day)—*discern lies* (DC 19), *holy smite* (DC 19)

3rd (8/day)—*dispel magic*, *protection from energy*, *searing light*

2nd (8/day)—*bull's strength*, *cat's grace*, *cure moderate wounds*, *elemental dart* (DC 17)

1st (8/day)—*divine favor*, *endure elements*, *mage armor*, *protection from evil*, *true strike*

0 (6/day)—*dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *mending*, *prestidigitation*, *purify food and drink*, *read magic*

Spell-Like Abilities (CL 9th):

3/day—*fog cloud*

2/day—*feather fall*

Abilities Str 29, Dex 10, Con 21, Int 20, Wis 21, Cha 20

SQ alternate form, cloudwalking

Feats Cleave, Combat Expertise, Flyby Attack, Flyby Breath, Improved Initiative, Improved Natural Attack (claws), Improved Trip, Multiattack, Power Attack

Skills Bluff +26, Concentration +26, Diplomacy +23, Disguise +19 (+21 acting in character), Escape Artist +21, Intimidate +21, Knowledge (arcana) +33, Knowledge (history) +33, Knowledge (nature) +26, Listen +33, Search +19, Sense Motive +33, Spot +33, Spellcraft +14, Survival +7, Use Magic Device +19



Chapter 4 Other Dragons

THE blaze began at one end of the choked tunnel, a crimson wash of heat that blistered even from such a distance. The brightness was already painful, an assault against the dark-tuned eyes of the Theiwar. As it grew brighter, the light became heat, and the nervous fear grew to a mind-numbing terror.

When the dragon roared closer still, the intense heat seared through flesh and melted armor. Dark dwarves screamed and burned as they died, the stink of charred flesh spreading down the corridor and preceding the killing serpent by a mere fraction of a second. The monstrous, flaming creature flew down the narrow corridor over the heads of the Theiwar, rushing along like an explosive fireball that destroyed everything in its path.

Pounce Quickspring shrilled his cry of hatred, watching the death of his army until the flames embraced him.

In that grip of fire he perished.

The Last Thane

By Douglas Niles

Although the clans of metallic dragons and chromatic dragons are by far the most well-known and best represented of the dragons of Krynn, they are not alone in the draconic family tree. Minor clans of dragonkind exist alongside these others—true dragons all, they are hatched from eggs as wyrmlings and reach great wyrm status given time. This chapter details these minor clans, some of whom are wicked and predatory, others beneficial and beatific.

AMPHI DRAGONS

An unusual, and unappealing, branch of the dragon family, amphi dragons are known only from passing references made by storytellers and adventurers through the ages. Even the most well-known of amphi dragons, Hopsloth—the faithful steed of the famed Lord Toede—has only a brief mention in the infamous tale of the disastrous hunt in which Lord Toede lost one of his many lives. Everything else that is known of this rather disgusting creature has been recorded by adventurers and naturalists who have encountered them in their own habitat.

PHYSICAL APPEARANCE

Amphi dragons are large, sea-green, toad-like creature whose skin is scaly and covered in yellow warts that ooze corrosive acid. Their eyebrows and spine are ridged with bony protrusions, much like that of a dragon, but the actual face is shaped like that of a toad. Proto-wings grow from the back of

the creatures even though they cannot fly. Their long, clawed feet are webbed to allow for swimming and extended grabbing at their opponent. To add to their less than noble appearance, mature amphi dragons constantly exude a distinctive and repulsive stench, perhaps as a preemptory warning to others not to get too close.

As their name indicates, amphi dragons are able to both live on land and breathe underwater easily. In spite of their ability to live on dry land, amphi dragons are less than graceful on land. In fact, some stories indicate that they are just plain clumsy. Their true power and grace manifests in the waters where they make their home. Often making their lairs in sea caves or shipwrecks, these nasty creatures are territorial and have been known to attack any and all creatures, including their own kind, for no apparent reason. Family ties are not of any real importance to this species of dragon due to their bad tempers and their propensity for abandoning eggs as soon as they are laid. They tend to be solitary due to their aggressive and unpredictable nature. This volatile behavior makes them as frightening and as dangerous as any of their draconic relatives, despite their diminutive size in comparison to a chromatic or metallic dragon of a comparable age. It is unclear whether amphi dragons hoard treasure like their relatives. Once again, very few individuals have had the opportunity to get close enough to one's lair to find out.

Because their wings are so small and useless, except as an indication of their draconic lineage, flight-related attacks are not an issue their opponents really need to be concerned about. Amphi dragons are much more efficient predators in the water. Much like a crocodile, this creature hunts by waiting just under of the surface of the water for its prey, then attacking quickly and silently, first with its breath weapon, followed by a bite and claw attack. Although amphi dragons do not have an extended reach with their bite attack like their draconic cousins, they make up for this deficit with their long tongue. They use their tongue attack against smaller and weaker opponents. Often, the dragon will grab its victim with its tongue, dragging it close enough to slash with its claws, bite, or swallow it whole.

The amphi dragon's primary attack is a line of deadly, corrosive acid that is capable of melting weapons and armor, depending on the maturity of the creature. This line can be spit anywhere from 30 to 140 feet, depending on the size and age of the beast, and is 5 feet tall and wide, making it easy for the dragon to get the best shot possible when facing an opponent. The dragon can also swallow one or more victims whole, depending on the dragon's and the victim's size,





crushing them in its stomach, as well as coating them in the same sort of acid that they exude from their yellow warts. Victims of the swallow attack have been known to claw or cut their way out of an amphi dragon's stomach with only minor injuries. Because of the muscle structure of an amphi dragon's stomach, victims have to work quickly because the wound closes up almost as fast as they try to escape. Anyone escaping after the first victim has to start cutting again for themselves.

Amphi dragons possess a range of amphibious traits unique among dragons. As with many amphibious animals, the ability to change their skin color to match their surroundings allows the dragon to be easily overlooked by its prey, as well as by any predator that may be planning to attack the beast. Because of the length and strength of its hind legs, the amphi dragon is able to jump anywhere on land or in the water; however, because of its lack of grace on dry land, the dragon will often wait till it can attack its prey from the water. A swimming amphi dragon is a much more formidable and opportunistic opponent. It is unknown exactly how far or for what duration an amphi dragon can swim. Based on its build, some naturalists conclude that it most likely moves very quickly, but only for short distances. This sprint-swim makes sense considering their stealth method of hunting and attacking.

ECOLOGY

The amphi dragon tends to live where there is water. The warm-water retreats of choice for this creature include marshes, estuaries, lakes, and reefs. Though there are few mentions of the beasts in the stories and legends of Krynn, it has been postulated that they are present in most tropical and sub-tropical habitats. Occasionally, pirates and other sea-merchants will attempt to sell or use amphi dragon eggs to barter with clients who are bold enough to attempt to raise them. No one is sure just how many of these animals have been raised in captivity, but it is assumed that several evil races have attempted to breed and cultivate this species for war or use as guards. Eggs have been discovered from the Great Swamp and Estwilde, to the Great Moors and the waters outside Flotsam. Depraved or desperate groups have ventured to steal amphi dragon eggs in the past for their own nefarious purposes. Lord Toede himself recently had to seek help in recovering some of his own from a band of ravenous disir, who sought to create monstrous amphibious hybrids.

The diet of amphi dragons consists of fish, birds, and any other animal that happens to land in or drink their waters at the wrong time. They have also been known to eat larger species of insects and arachnid that live around their habitat. Because of their ability to swallow larger animals whole, there is literally nothing that can't fit into their diet, if the dragon so chooses. It is speculated that, because they can swallow other creatures whole, they don't necessarily have to eat every day. Instead, they eat only when they are hungry. Some naturalists indicate that amphi dragons can go as long as a whole week between meals. This could be another explanation as to why some races tried to cultivate the species for battle.

SOCIAL STRUCTURE

Amphi dragons are spawned, grow, and hatch in the mud and salt water of the swamps and moors, much like the tadpoles of toads and frogs. Because of their caustic natures, amphi dragons are not very good parents, leaving their clutches to hatch on their own. A clutch tends to consist of two to five eggs, which quickly develop into large tadpole-like wyrmlings. If they survive being eaten during this vulnerable time, the tadpoles begin to develop into juvenile amphi dragons, complete with hard ridges, warts, and acidic temperament. It is then that their lives truly begin.

There is some debate among Krynn naturalists as to the parentage of amphi dragons. Some assert that amphi dragons are the spawn of a green dragon and a sea dragon, while others believe that they are of black dragon and sea dragon parentage. Still others feel that it is a breed of its own with no connection to any lines of conventional dragons. Unfortunately, because of the danger involved in getting close to amphi dragons, no one is really sure that any of this speculation is correct.

PSYCHOLOGY

No matter their heritage, these aquatic creatures are well-known for their belligerent and cruel nature which reflects the worst traits of any or all of their possible parent dragons. These traits, while useful to some such as Lord Toede, are not widely accepted in a trusty steed. Although Lord Toede did ride an amphi dragon, it is unknown whether or not other hobgoblin leaders followed his lead in this matter. Based on the common knowledge concerning these dragons and their temperament, it is unlikely anyone other than Lord Toede, hobgoblin or otherwise, would have been as bold or, as some would assert, stupid enough to desire such a steed. In spite of their nature, they are intelligent creatures with the ability to speak Common, Draconic, Aquan, and other languages.

RELIGION

As intelligent as amphi dragons seem to be, naturalists are unsure as to their religious affiliations. Due to their evil nature, and their possible evil dragon parentage, it is assumed that these dragons are followers of the darker gods and goddesses, primarily Zeboim. It is clear that they do not rate this as a high priority, however.

RACIAL RELATIONS

Considering their less than approachable nature, and the fact that they cannot seem to keep the peace among themselves except by staying solitary, it is doubtful that true racial relations are an issue for amphi dragons. The only race that seems to have real connection with amphi dragons would be hobgoblins. Unfortunately, because there is not much in the way of clear records, it is unclear as to whether or not Lord Toede's steed, Hopsloth, was allied with the hobgoblin leader by choice. Considering that Lord Toede is still known for attempting to "gather" clutches of amphi dragons, it is possible that Hopsloth was removed from his natural habitat before he was even born and was therefore accustomed to the company of hobgoblins. Any other amphi dragon would probably react to an individual of another race by simply attacking them.



RANNALVARI (RANA) CR 14

Male old amphi dragon

NE Huge dragon (aquatic)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; Listen +31, Spot +31

Aura frightful presence (DC 27, 240 ft., 21 HD or fewer)

Languages Aquan, Common, Draconic

AC 30, touch 8, flat-footed 30 (–2 size, +22 natural)

hp 253 (22 HD); **DR** 10/magic

Immune acid, paralysis, *sleep*

SR 19

Fort +18, **Ref** +15, **Will** +17

Speed 20 ft., burrow 10 ft., swim 60 ft.

Melee* bite +22 (2d8+14 plus improved grab) and tongue +20 (improved grab) and 2 claws +20 each (2d6+10) and tail slap +20 (2d6+18)

*includes adjustments for a 6-point Power Attack

Space 15 ft.; **Reach** 10 ft. (15 ft. with tongue)

Base Atk +22; **Grp** +38

Atk Options Cleave, Great Cleave, improved grab (bite and tongue), Power Attack, swallow whole

Special Actions breath weapon (100 ft. line, 8d6 acid, Reflex DC 26 half), crush (2d8+12, Reflex DC 26 negates)

Sorcerer Spells Known (CL 3rd; +28 melee touch, +20 ranged touch):

1st (6/day)—*charm person* (DC 15), *chill touch* (DC 15), *obscuring mist*

0 (6/day)—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *read magic*, *touch of fatigue* (DC 14)

Spell-Like Abilities (CL 8th, +28 melee touch):

3/day—*darkness* (80 ft. radius), *detect magic*

1/day—*suggestion* (DC 17)

Abilities Str 27, Dex 10, Con 21, Int 18, Wis 19, Cha 18

SQ acidic hide, amphibious

Feats Ability Focus (frightful presence), Alertness, Cleave, Great Cleave, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack

Skills Concentration +17, Diplomacy +18, Escape Artist +25, Hide +25, Jump +43, Knowledge (arcana) +17, Knowledge (nature) +29, Listen +31, Search +29, Sense Motive +17, Spot +31, Swim +35*

Acidic Hide (Ex) Organic creatures or weapons that strike Rannalvari (including unarmed attacks, claws, and slam attacks) take 2d4 points of acid damage. Metallic creatures or weapons take 2d6 points of acid damage, and creatures and weapons of stone take 1d6 points of acid damage. A gallon or more of water is required to wash away this acid. Rannalvari does not inflict acid damage with his natural attacks.

Improved Grab (Ex) To use this ability, Rannalvari must hit a Large or smaller opponent with his bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can try to swallow the opponent in the following round. Rannalvari can also use his improved grab ability on a tongue attack. If he wins the grapple check, he establishes a hold, retracts his tongue, and transfers that opponent to his mouth as a free action, automatically dealing bite damage.



Swallow Whole (Ex) Rannalvari can swallow up to 2 Large, 4 Medium, 8 Small, 16 Tiny, 32 Diminutive or 64 Fine creatures; swallowed creatures take 2d8+8 crushing damage plus 8 acid damage; must deal 21 points of piercing or slashing damage against AC 21 to escape.

Skills* Rannalvari has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. Rannalvari can use the run action while swimming, provided he swims in a straight line.

AQUATIC DRAGONS

Aquatic dragons are colorful and fickle serpents that live exclusively beneath the waves of Krynn's oceans. They are arguably the most beautiful and shy of all dragons, with a mischievous wit to match their attractive tiger-stripes. Coral reefs are their playgrounds, and they love to frolic and bask under the silvery moonlight of Solinari. Schools of tiny, luminescent lantern-fish often follow in an aquatic dragon's wake, keeping their esteemed "guardian" in the spotlight.

Absent from Krynn's recorded history, even legends of aquatic dragons are lacking among the books of the Great Library. At the close of the War of Souls, aquatic dragons were discovered as they migrated south from their ancient sanctuary to inhabit the seas surrounding Ansalon. An aquatic dragon's luxuriously ornamented scales make it a memorable spectacle to behold. As such, it has become the star of a sweeping number of sailor and kender tales. Sightings in the Bay of Monsters have skyrocketed.

Throughout the previous ages of Krynn's history, aquatic dragons lived in blissful seclusion at the north pole of Krynn, in arctic seas extending far beneath the polar icecap. Aquatic dragons affectionately call this region Saturnalia, a gathering place where they thrived in pristine caves of solid ice, oblivious to events shaping Krynn. After the War of Souls, an unstoppable sea dragon known as Urchin marauded north into the region, and the hidden refuge of the aquatic dragons was for the first time threatened. Many aquatic dragons died defending Saturnalia against the intruder, and only when Habbakuk himself came to the defense of the aquatic dragons was Urchin defeated. Upon her death, Urchin uttered a dying curse upon the region. Since that epic battle, the aquatic dragons have no longer felt at peace in their remote isolation. In fact, some have felt a wanderlust not unlike the propensity of kender. As the perfection of their ancient home was tarnished, many aquatic dragons migrated south, though a few of the elders remain behind. Some of the younger, brasher aquatic dragons, appalled by the lingering curse over Saturnalia, have renamed it Saturnine, meaning "poisoned." Others, filled with deep lament, regard their former home with sentimental sadness.

PHYSICAL DESCRIPTION

Aquatic dragons are heavily fringed with leafy frills that sway gently in the currents. These multi-hued decorations hold tinges of bright red, purple, yellow, green, and blue and at the dragon's command can shimmer with bioluminescent radiance, lighting the inky depths. Underneath their showy frills, their serpentine bodies are sleek and streamlined for

swift swimming. An aquatic dragon's scales are colored to form broad stripes in electric shades of green, blue, and purple.

The eyes of an aquatic dragon are a blazing cobalt or azure; their voices are as sweet and melodious as a songbird. Aquatic dragons have a long snout similar to a sea horse's that comes to an almost cylindrical tip. These elongated jaws are filled with deep rows of small, sharp teeth capable of delivering a nasty bite. They possess no wings, rarely venturing from the sea, and their claws are webbed with pale green flaps that aid in graceful and agile maneuvering in the water.

Aquatic dragons' sinewy tails are highly dexterous and strong, capable of grasping onto coral reefs or sunken masts for leverage against strong currents. As an aquatic dragon ages and increases in size, its tail becomes a potent weapon, able to grasp and constrict its enemies into submission. The colorful leafy fringes that run the length of its tail are not only splendid to behold, but on male aquatics form flaps that serve as pouches. In an emergency, the male can haul its wyrmlings inside these sacs for a wild ride, one the wyrmlings undoubtedly love. The male can also use these pouches to haul treasure from sunken ships back to his lair.

ECOLOGY

Aquatic dragons feed on plankton, krill, shrimp, and masses of other miniscule marine creatures, many of which blur the lines between plant and animal. Swimming with its jaws parted, it takes in these creatures by the thousands which flow straight to its stomach. If pressed for food, these gentle-minded dragons will feed on kelp, barnacles, and other plantlife before resorting to larger fish.

Some aquatic dragons still reside in the distant region of Saturnalia, a place of glittering darkness. There, the arctic waters are lit by thousands of bizarre, luminescent deep-sea fish that twinkle like stars in the dark depths. Great ice caves, carved from the underbelly of glaciers, still serve as the lairs for the most ancient of the aquatic dragons. Those that have migrated from Saturnalia prefer to lair in the hulls of sunken ships or in dark caverns at the sea bottom that remind them of their former homeland. Despite the frigid waters of the north pole, aquatic dragons don't mind warmer seas, some even choosing to lair at the bases of underwater volcanoes.

Aquatic dragons love to decorate their lairs, scavenging the sea floor for sunken ships to add to their collection. They use their mighty tails to salvage shipwrecks and tow them back. In addition to countless treasures from the surface world, an aquatic dragon's lair is often artfully decorated with briny anchors and helms, masts with water-logged sails swaying in the currents, and broken hulls displaying glistening treasures. Aquatic dragons often fancy their lairs to be museums of sorts, and they will spend countless hours studying the art, ships, and magical artifacts of surface-dwelling races in order to learn more about them.

PSYCHOLOGY

Aquatic dragons are usually solitary and playful, quite capable of entertaining themselves, and they delight in whimsical joy. Indeed, they have a healthy curiosity that sometimes leads them on eccentric journeys along the ever-fascinating seabed, oblivious to how far they have wandered. Their curiosity and



love of bounty leads them to make friends with the endless variety of fish and plantlife they encounter. However, this is an example of an aquatic dragon's light-hearted side. Aquatic dragons are as formidable as any dragon in battle, and they will go to great lengths to nurture and protect sea life, even sacrificing their lives for the good of a cause. An aquatic dragon might swim alongside and protect a whale-mother giving birth, or guard a giant coral reef from destruction at the hands of kuo-toa.

An aquatic dragon defending its lair, or a creature it has chosen to protect, becomes a fierce opponent. It generally prefers its underwater breath weapon as an opening attack. Aquatic dragons unleash hoarfrost into the air, but beneath the waves their breath weapon manifests as a black cloud of chilling, strength-draining ink that confuses and weakens opponents. If its goal is to create an escape route for others or itself, an aquatic dragon will continue to confound opponents by using its spell-like abilities to create walls of torrential water, turn invisible, or alternate its form to that of a sea snake, starfish, or other inconspicuous fish; all while its foe's sight is obscured by ink. An aquatic dragon generally disdains direct physical combat and will usually seek to avoid a fight unless there is little other choice. When pressed, it will rely on its magic and breath weapon for as long as possible, before viciously attacking with its painful bite, sharp claws, and twisting tail.

SOCIAL STRUCTURE

Some aquatic dragons migrate back near the north pole to find a mate, while others search the seas far and wide. Solitary and independent, finding a mate in Krynn's vast oceans can be difficult. Fortunately, female aquatics produce many eggs, up to as many as a dozen, which remain well-guarded during their maturation. The male and female mates remain together for a time, until the eggs are laid by the female and bestowed upon the male. The male then cares for the eggs, guarding them closely until they hatch. The male aquatics use the sac-like flaps along their tails to carry large numbers of eggs off to safety if necessary.

Wyrmlike aquatic dragons form chains by hanging on to each other with their dexterous tails, and they play mischievous games amidst coral reefs. Racing is a particular favorite; at a time in life when most dragons are learning to hunt, aquatic dragons develop skills that rank them among the fastest swimmers in the sea. The wyrmings' curious natures lead them to one day swim off in exploration of the vast oceans.

RELIGION

Aquatic dragons revere Habbakuk above all the other gods of Light. He is known to them as Abbuku the Fisher, and the aquatic dragons are grateful for his return and his role in preserving Saturnalia, even if that place is no longer perfect. Aquatic dragons love all of Abbuku's creatures of the sea. To them, each one of the vast array of creatures in the sea was created in his likeness. Aquatic dragons will go



to extraordinary lengths to protect the sea's bounty from unnatural forces. In the spirit of Abbuku the Fisher, aquatic dragons understand the natural harmony of predator and prey, but they are swift to thwart those who despoil the sea and to protect underwater cultures from the destructive whims of Zeboim.

Zura the Maelstrom, as the sea goddess is known to the aquatic dragons, is a temperamental threat to be kept in check. Though aquatic dragons can respect her role as a force for change, they are ever-wary of her selfishness and deceit, and they often find themselves defending their lairs against those who worship her.

Aquatic dragons also revere Estarin (Branchala) in song and poetry and greatly respect Kisla the Mother of Sea Creatures (Chislev) who is allied with Abbuku the Fisher against those who seek to defile or enslave the sea and its inhabitants.

RACIAL RELATIONS

Though aquatic dragons are generally reclusive, bonds are beginning to form with other sea races in the Age of Mortals. Most notably, the Dimernesti and Dargonesti elves, who show proper awe and respect for aquatic dragons, are earning their favor. Other benevolent races of the sea, such as merfolk, ocean striders, children of the sea, and sea giants, may receive an equally warm reception, though the dragon may prefer to keep its true nature concealed. Aquatic dragons often appear to others in the form of a colorful sea snake or talking sea horse. They are likely to use a similar disguise, such as that of a chattering dolphin, in an encounter with humans, minotaurs, or other sea-faring surface race; aquatic dragons have become increasingly curious about them and sometimes seek interaction.

An aquatic dragon will generally avoid kuo-toa, sahuagin, and yrasda, and will use trickery to drive them off if they venture too close to its lair. The dragon will not usually confront them or make its presence known, preferring to lure them off to distant waters through subtlety and magic.

Though an aquatic dragon has little to fear from the ocean's predators, dragon turtles, aboleths, and especially sea dragons can be cause for alarm. An aquatic dragon's superior wit generally enables it to trick a dragon turtle or aboleth, using its magic to lure the menace away from its territory. A sea dragon, however, can be a serious threat to an aquatic dragon. The aquatic dragon will typically avoid a confrontation by fleeing, for it is by far the superior swimmer. But, in a situation where its territory is threatened, the aquatic dragon must make a difficult choice. If it inhabits a remote and secluded region, an aquatic dragon might desert its lair for a new one, remembering well the location where the sea dragon now resides in order to monitor its activities. If the aquatic dragon's lair lies between the sea dragon and nearby communities of sea races, however, it will not back down or flee, but defend its territory and allies to the death.

In the Age of Mortals, an aquatic dragon named Anhalstrax aided the Dargonesti elf Apoletta and her companions, the Heroes of the World Gash, against forces of marauding magori and undead. Anhalstrax martyred herself at the clutches of the fire dragon Blazewight to ensure Apoletta and her companions' escape. As a result, the Heroes of the World Gash were able to thwart Blazewight in his

attempt to open the remaining portals to Chaos. The selfless actions of Anhalstrax helped save Krynn's oceans from the poisonous effects suffered by the waters surrounding the World Gash.

Sailor lore from the New Sea tells of another aquatic dragon known as Anemone (CG female young adult aquatic dragon), a playful and vain serpent inhabiting the Schallsea Straits. Anemone has found a friend in the mystic Marencetta, a child of the sea, and the two work closely to defend shipping lanes from a recent infestation of dragon turtles, while Marencetta continues her search for her long lost father.

LALKHARIAL (ARIAL) CR II

Female adult aquatic dragon

CG Large dragon (aquatic, water)

Legends of the Twins (Quick-Thinking feat)

Init +7; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; **Listen** +28, **Spot** +30

Aura frightful presence (DC 22, 180 ft., 17 HD or fewer)

Languages Aquan, Common, Dargonesti, Draconic

AC 28, **touch** 10, **flat-footed** 17 (–1 size, +1 Dex, +18 natural)

hp 171 (18 HD); **DR** 5/magic

Immune cold, paralysis, *sleep*

SR 18

Fort +14, **Ref** +12, **Will** +18

Speed 40 ft., swim 80 ft.

Melee* bite +18 (2d6+9) and 2 claws +16 each (2d6+6) and tail slap +16 (1d8+11 plus improved grab)

*includes adjustments for a 4-point Power Attack

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +18; **Grp** +27

Atk Options Cleave, improved grab (tail slap), Power Attack

Special Actions breath weapon (40 ft. cone-shaped spread underwater, *slow* 1d6+6 rounds, Fortitude DC 22 negates or 40 ft. cone above water, 6d6 cold, Reflex DC 22 half), constrict 1d8+7

Sorcerer Spells Known (CL 7th; +22 melee touch, +18 ranged touch):

3rd (5/day)—*lightning bolt* (DC 16), *touch of weakness** (DC 16)

2nd (7/day)—*fog cloud*, *resist energy*, *touch of idiocy* (DC 15)

1st (7/day)—*color spray* (DC 14), *comprehend languages*, *chill touch* (DC 14), *magic missile*, *ray of enfeeblement*

0 (6/day)—*daze* (DC 13), *detect magic*, *disrupt undead*, *ghost sound* (DC 13), *prestidigitation*, *resistance*, *touch of fatigue* (DC 13)

**spell from War of the Lance*

Spell-Like Abilities (CL 7th, +22 melee touch, +18 ranged touch):

At will—*continual light* (multihued from its fringe only)

3/day—*fog cloud*, *invisibility*

Abilities Str 21, Dex 12, Con 17, Int 17, Wis 24, Cha 16

SQ alternate form

Feats Cleave, Improved Initiative, Improved Natural Attack (claws), Multiattack, Power Attack, Quick-Thinking, Stealthy

Skills Concentration +14, Diplomacy +15, Disguise +13, Escape Artist +12, Hide +20, Knowledge (arcana) +13, Listen +28, Move Silently +24, Search +24, Sense Motive +18, Spot +30, Swim +26*

Alternate Form (Su) 3/day—any animal or humanoid form of Medium size or smaller. She can remain in the animal or humanoid form until she chooses to either assume a new form or return to her natural form.

Improved Grab (Ex) To use this ability, Lalkharial must hit an opponent with her tail slap. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can constrict.

Skills* Lalkharial has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. Lalkharial can use the run action while swimming, provided she swims in a straight line.

FIRE DRAGONS

Fire dragons are among the most destructive of the children of Chaos. Fearsome predators, even among dragonkind, they are fiery destruction made incarnate. Fire dragons live in volcanic caverns, such as those found in the Lords of Doom. Fire dragons frequently take baths in lava streams underground or in the fiery pits of volcanoes when they are at rest; scholars theorize that this brings them a sense of stability, keeping them whole before they return to invoking devastation. Like other dragons, fire dragons collect treasure. However, the treasure in their lairs is usually heat resistant—few metal or flammable items survive intact.

During the Chaos War, most people initially believed that fire dragons were fiery constructs of magma given a semblance of life by Chaos. They pointed to the creatures' relatively low intelligence as proof that they could not be related to true dragons. Over time, scholars have come to realize that, if they are replicas of dragons, then they are near-perfect forgeries, for fire dragons demonstrate typical draconic behaviors right down to mating and producing clutches of volcanic eggs. Considering Chaos' propensity to disorder, the theory that he would create perfect replicas is not widely accepted.

With the discovery of frost dragons, a few scholars theorized that fire dragons were once a group of red dragons who made a deal with Chaos, becoming fire dragons in exchange for survival. Most dismiss this theory because few red dragons would give up so much of their cunning and spellcasting ability. However, it is given some credence in the legend of a single red dragon, Blazewight, who made the pact with Chaos and became a fire dragon. Blazewight attempted to become a Dragon Overlord in his own right, but ran afoul of Malystryx, who infected him with an affliction causing his magma blood to soar in temperature and consume him. He plunged to the depths of the sea, cooling his temperature, but turning his body into an obsidian-like charcoal. What has happened to this unique dragon remains a mystery.

The current leading theory is that Chaos succeeded beyond his expectations and, in time, his fiery creations have gained a sort of true dragonhood. While draconic scholars are perplexed by this, Chaos scholars believe that the high improbability of such an event occurring is what made it come to be.

OTHER DRAGONS OF CHAOS

THOUGH most of the Chaos dragons are fire and frost dragons, reports of some unique Chaos dragons have also emerged. During the Chaos War, a Chaos dragon that seemed to be made of starlight nearly wiped out an entire contingent of Knights of Solamnia. Knowing that it had left survivors, it laid in wait until the leader of the contingent, Lord Stoddard, and his bronze dragon, Razer, reached the city of Aramus. The Starlight Dragon, so named as it blended in with the night sky, ambushed Stoddard. Lord Stoddard claims that a young lad, Liam of Eldor, was the true son of Huma and that he transformed into a silver dragon-like creature, destroying the Starlight Dragon with a dragonlance, though at the cost of his own life. Stoddard's contemporaries feel that this was merely a hallucination brought about by a head injury, though Stoddard swore to the truth of the events to his dying day.

PHYSICAL APPEARANCE

Fire dragons appear to be made of animated magma with pitch-black scales of cooled volcanic rock. The scales of fire dragon wyrmlings are smooth, highlighted by the faint orange glow of their magma. As fire dragons age, their scales broaden and begin to chip, giving the edges a broken and jagged profile. The fine cracks enlarge and more pulsating magma becomes visible. Heat waves emanate from the dragon, creating a shimmering effect.

Fire dragons have sharp curved claws and long spiked tails. Their eyes and maw glow with a white-hot light, their pupils resembling fiery embers. After a fire dragon uses its breath weapon, this glow fades, leaving dark eyes that reflect the universe drained of life and a black maw filled with emptiness. The fiery appearance of the dragon fades slightly, though this effect lasts only a few seconds. The breath weapon is a cone of chaotic fire, radiating with white-hot heat and carrying with it the smell of sulfur. Perhaps through a combination of the raging chaotic power within them or the ability to create and ride thermals, fire dragons are capable of winged flight despite their obsidian-like wings.

PSYCHOLOGY

Fire dragons are the physical embodiment of the destructive force of Chaos. They exist outside of Creation and seek only to bring an end to it. Their chaotic mindsets give them no structure to their attacks. They act impulsively, seemingly at random. Fire dragons do not think ahead to the consequences of their actions. Indeed, what consequences should such powerful dragons fear? Their recklessness can be an advantage to their foes, though any foe would still be hard pressed to oppose a fire dragon.

Fire dragons believe themselves to be true dragons, though they know that other dragons do not. This dichotomy fills them with rage, which they unleash on anyone who





gets in their path. Fire dragons are not the most intelligent of dragonkind. This is a point of contention with the fire dragons, a sore spot to their pride. Combined with lesser spellcasting ability, they are jealous and envious of other dragons, so much so that they will destroy them on sight. Fire dragons are utterly convinced that they are the most dangerous of all species on Krynn, and they may very well be right. While fire dragons lack the intelligence of other dragons, they are extremely shrewd. Through their cunning and primal fury, they make fearsome foes. They often toy with their prey, unless their prey is another dragon. When facing a dragon, they typically move in swiftly for the kill. This is not done for any tactical reason, but rather out of instinct. Other dragons are one of the only things that can hurt them. A quick kill will ensure victory and prove the dominance of a fire dragon. All dragons are potential prey, though red dragons are particular favorites; they tend to avoid white and silver dragons. Fire dragons acknowledge their frost dragon cousins, though they see rivals in them as well.

SOCIAL STRUCTURE

Fire dragons are solitary predators by nature. Highly territorial, they will fight any who intrude on their lairs. Fire dragons do not co-exist well with other dragons, including fellow fire dragons. While they recognize that their species must co-exist to some extent in order to survive, this goes counter to their chaotic natures.

One of the rare times that a fire dragon will associate with another of its kind is when it is time to mate. A male fire dragon responds like a moth to the flame when a female fire dragon is nearby. The mating ritual that follows is violent and pyrokinetic. After mating, a female will drive a male off as she seeks a lair for her eggs, typically in a volcano. Fire

dragons produce approximately six eggs at once, all the color of obsidian. Once the eggs are hatched, the mother will raise the wyrmlings until they come of age, at which point she will drive them off to live on their own, or die trying. Fire dragons that are born weak are killed and eaten by their clutch-mates.

From the time of weaning, fire dragons must fight for survival. It is during this time that they hone their survival instincts, learning how to hunt for food and kill prey. As they grow older, they will seek a volcanic lair—though they must be wary of other fire dragons in nearby lairs. A fire dragon will rule over his domain with an iron fist, driving away or destroying any intruders.

RELIGION

Fire dragons pay homage to their creator, Father Chaos. During the Chaos War, the fire dragons were the power behind the forces of Chaos, driving fear into even the metallic and chromatic dragons of Krynn. For those fire dragons who survived the war, many still honor Chaos by seeking to unmake creation through destruction and fire. At the same time, some fire dragons curse their creator for leaving them in a world of the High God's creation.

Through the early Age of Mortals, fire dragons had no interference from the gods. With the return of the gods, they are aware of the growing presence and power of the divine patrons of mortals, but they are arrogant enough not to care. Even in the light of growing efforts by followers of Kiri-Jolith to oppose them, fire dragons consider such threats only minor inconveniences.

Though fire dragons eschew the gods, this does not mean that the gods have ignored them. Sargonnas, whose purview includes that of fiery vengeance and volcanic activity, has taken a particular interest in fire dragons. He does not see them as potential followers—their inherent chaotic and independent nature makes them impossible to control—but he is undeniably paying attention. Priests of Sargonnas have made efforts to study and, if possible, capture fire dragons for further insight.

RACIAL RELATIONS

As one of the most dangerous breeds of dragon on Krynn, most races give fire dragons a wide berth. Most races fail to register to fire dragons, who see them as worthless opponents. Elves are too frail to serve as meat for fire dragons, while kender and gnomes are simply an annoyance. Even other dragons fear the raw power of fire dragons. Although fire dragons are viewed by most dragons as abominations, red dragons especially feel that they have infringed upon their territory and the two breeds are bitter rivals. The majority of metallic dragons see them as an evil remnant of Chaos which needs to be extinguished before they succeed in destroying Creation.

During the Chaos War, fire dragons temporarily allied with other creatures born of Chaos when they served as mounts for daemon warriors. Although it is exceedingly rare, a daemon warrior and fire dragon may still team up out of mutual gain.

Fire dragons often find lairs on volcanic islands within the Minotaur Empire, which angers the minotaurs to no end. Hunting expeditions have ended with the deaths of some younger fire dragons. While the minotaurs have not yet confronted older dragons, conflict will eventually come.

During the Chaos War, the daemon warrior Zarak Thuul and his fire dragon steed Primus attacked the dwarven nation of Thorbardin, killing many thousands of dwarves. The dwarf Baker Whitegranite banished Primus back to the Abyss, where he dwells to this day. Since then, dwarves have held a special hatred for fire dragons above all other dragons. The dwarves organized a group of dragon-hunters, known as the Kraggard Duum, who specialize in fire dragons.

EMBRAZUS CR 12

Male young adult fire dragon

CE Huge dragon (chaotic, extraplanar, fire)

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; Listen +19, Spot +19

Aura frightful presence (DC 18, 150 ft., 15 HD or fewer)

Languages Abyssal, Draconic

AC 23, touch 8, flat-footed 23 (–2 size, +15 natural)

hp 216 (16 HD); **DR** 5/lawful or magic

Immune fire, paralysis, *sleep*

SR 19

Fort +17, **Ref** +10, **Will** +10

Weakness vulnerability to cold

Speed 40 ft., burrow 20 ft., fly 150 ft. (poor); Flyby Attack, Flyby Breath

Melee* bite +18 (2d8+14 plus 1d6 fire) and 2 claws +16 each (2d6+9 plus 1d6 fire) and 2 wings +16 each (1d8+9 plus 1d6 fire) and tail slap +16 (2d6+18 plus 1d6 fire)

*includes adjustments for a 5-point Power Attack

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +16; **Grp** +33

Atk Options Cleave, Power Attack, Strafing Breath

Special Actions breath weapon (50 ft. cone, 10d6 fire [half chaotic], Reflex DC 25 half; catch on fire for 1d6 damage per round [Reflex DC 25 negates]), crush (2d8+13, Reflex DC 25 negates)

Spell-Like Abilities (CL 5th):

5/day—*fireball* (DC 13)

Abilities Str 29, Dex 10, Con 25, Int 10, Wis 11, Cha 10

SQ heat

Feats Cleave, Flyby Attack, Flyby Breath, Multiattack, Power Attack, Strafing Breath

Skills Diplomacy +2, Escape Artist +19, Intimidate +9, Knowledge (the planes) +10, Listen +19, Sense Motive +19, Spot +19, Survival +19

Heat (Ex) Creatures attacking Embrazus unarmed or with natural weapons take 1d6 points of fire damage each time one of their attacks hits.

FROST DRAGONS

Thousands of years before the Chaos War, a group of white dragons were transformed by the passage of the Graygem. They heard the seductive whispers of the trapped essence of the Mad God and it filled their minds and souls, increasing their intelligence but releasing them from sanity. They and their children after them hid in the remote southern reaches of the world, waiting for the whispers to grow louder. When

the Irda released Chaos from the Graygem, their long exile was over. Heading north again, the gray dragons made contact with their patron and were willingly transformed once again. Bound with the power of his frost wights, these new dragons of Chaos were few in number but terrifying in their capacity to bring oblivion to Ansalon.

Few frost dragons remain active after the Chaos War. Those that do are bent on the preservation of their race. Like many of Chaos' former servants, frost dragons have tried to establish themselves in the world, though the odds are stacked against them. Frost dragons and white dragons compete for territory, while the twin dragonlords, Ice and Freeze, dominate much of Icereach. Despite these odds, their instinct for survival drives them on. Frost dragons are quickly building a power base, giving the Ice Folk great cause for concern and exercising their greater intelligence and mastery of magic over those young white dragons foolish enough to challenge them.

Burrowing into the great glaciers of Icereach, frost dragons make massive caverns which serve as their lairs. The openings resemble giant draconic maws with fang-like stalactites and stalagmites and frosty mist emanating from within. Frost dragons swim under the frigid waters of Icereach, waiting for unwary vessels that travel into this region. When immersed, they are nearly invisible.

PHYSICAL APPEARANCE

As their name suggests, frost dragons look like monstrous ice sculptures in the form of wyrms. A series of fine blue lines criss-crosses the otherwise perfect white sheen of a wyrmling frost dragon, and as the wyrm ages these lines become the craggy edges of scale formations. The oldest frost dragons have lost many of the finer details of the draconic form, having achieved a kind of glacial magnificence that exaggerates the basic traits.

A crown of icy spurs dominated by long, swept-back horns gives the frost dragons an entirely separate profile from whites. Jagged spines and barbs jut out, especially along the back and down the tail, but also at points of articulation. Other dragons that have come into direct physical contact with frost dragons are immediately aware of the rock-hard quality of these protrusions. These features also allow the mature frost dragons a better chance at hiding in colder climates.

A frost dragon's breath weapon is a cone of cold charged with negative energy. When put to use, victims are frozen solid or flayed alive by the countless tiny shards of ice, and the suffusion of indigo light that accompanies it strips away memory, feeling, and ultimately existence. Like the chill touch of the frost wights, any victim of a frost dragon is erased from the memories of all who knew him, as if the negative energy of the frost dragon had frozen chunks of the River of Time in the process and let the world meander on without them.

PSYCHOLOGY

Frost dragons are the physical incarnation of the cold oblivion of Chaos. They are guided neither by passion nor hatred. Instead, they are driven by primal urges, acting without feeling. They have an inherent emptiness that they try to





fill by devouring living creatures, yet the emptiness is never satisfied. Still, instinct drives them forward to seek a means of sating their all-consuming hunger.

Cold of heart, void of emotion, frost dragons make fearsome foes. Emotional outbursts are virtually unheard of, and they cannot be intimidated by other dragons. Other races and dragons cannot take advantage of their inner passions, as they have none. When a frost dragon hunts its prey, it does so out of an instinctual need to consume. When a frost dragon attacks a foe, it does so out of some innate desire to destroy, yet its empty eyes are devoid of hatred. Frost dragons don't feel; they simply are.

Frost dragons are highly concerned about the future of their race. Few in number and hated by most other dragons, the odds are stacked against frost dragons. The propagation of their race is one of the few things that frost dragons are passionate about. Female frost dragons are especially protective of their clutches and attack any perceived threats to their eggs. Male frost dragons eliminate potential threats within range of the lairs of their mates.

What is perhaps the most peculiar trait of frost dragons is their ice shaping. This trait is described by sages as "chaos upon chaos." Where there should be disorder, one hint of order manifests. Frost dragons shape the ice of their lairs, creating formless sculptures. While the form of the sculptures is unrecognizable, it stands out that frost dragons do have the ability to create. Sages suspect this is due to frost dragons originating as white dragons.

SOCIAL STRUCTURE

Frost dragons tend to be nomadic in the early stages of life. During this time, they hone their hunting skills, learning to survive in the frozen lands of Icereach. As they get older, they

feel the natural urge to seek a mate. Frost dragons do not mate for life, but they will take on a mate for an entire mating season. Each year, a different mate is chosen.

After mating, the pair will seek a glacial lair where they can hide their eggs. Once the mother has produced the clutch of eggs, she leaves for a time, entrusting the care of the eggs to the father. During this time, the mother hunts and gathers a small hoard. When the mother returns, generally after a month, the father leaves—never to return. The mother then tends to the eggs until they hatch. Usually, the mother produces a clutch of five to seven eggs. After frost dragons are born, the mother teaches them basic survival techniques until they can survive on their own. At that time, the mother drives off her young; they go out into the world and the cycle begins anew.

Frost dragons do not have the territorial issues that fire dragons do. They simply don't care one way or another whether they are with others of their kind. Each one has his own territory, but there are rarely fights over it. Icewall Glacier is a massive area, and there is enough room for all.

RELIGION

Frost dragons revere Father Chaos first and foremost. It is the power of Chaos that transformed them into the beings they are today. With the end of the Chaos War, many frost dragons continue to revere Chaos, believing that only his aspect was destroyed, not the infinite power of Chaos himself.

Before their transformation, gray dragons feared Takhisis, knowing their self-imposed exile would be met with swift retribution. Tainted by the touch of Chaos, however, none of the gods dared touch them. So, while they did not interfere directly with Takhisis' plans during the War of the Lance or the Chaos War, they faced little recrimination for past disloyalty. Once they had become frost dragons, their apprehension vanished completely.

With the return of the gods after the War of Souls, frost dragons were looked upon by the pantheons as being dangerous leftovers of the wrath of the Father of All and Nothing. Some gods, such as Chemosh, considered the usefulness of frost dragons, but as the victims of Chaos dragons are almost inevitably gone from the Progression of Souls, wiped out utterly by the oblivion, no offer of interaction has been presented.

RACIAL RELATIONS

Frost dragons barely register other races as anything more than food. The Ice Folk are beneath notice, though some frost dragons consider using them for slaves. Frost dragons tend to ally themselves more with other races of the frozen reaches, though to do so is rare and generally serves a vile purpose. Thanoi see frost dragons as powerful allies who may help them rid Icereach of the human infestation and lead them to power. Some see frost dragons as a viable alternative to serving the Cold Sisters. Frost dragons also enjoy using the ogre-like saqualaminoi of Icereach as their servants. What these races don't realize is that when their usefulness to the frost dragons is over, the frost dragons will then eliminate them as well. Though frost dragons will temporarily ally with one of the races of Icereach, their only true allies are frost wights, fellow creatures of Chaos. Frost wights share the same inner emptiness as frost dragons.

Frost dragons are leery of chromatic dragons, all of whom see the frost dragons as abominations. White dragons are especially hateful towards frost dragons, seeing them as nothing more than traitors to Queen Takhisis. Metallic dragons see the frost dragons as a new and dangerous threat, one to be eliminated. Of all the metallic breeds, silver dragons are the largest threat. The silvers are not only acclimated to the cold, they have the stench of heroism about them.

Frost dragons come into conflict with the ursoi. As the ursoi establish themselves in Icereach, they are finding that frost dragons are entering their hunting grounds and eating their food. The ursoi are seeking a way around this without fighting against the frost dragon, which would be pure suicide. Ursoi shamans seek guidance in this matter from the Great White Mother (Chislev) and the Brothers of the Hunt (Kiri-Jolith and Sargonnas). With the ursoi conflicting with the thanoi, the ursoi will undoubtedly come into conflict with frost dragons soon enough.

ARCTORIAN CR 16

Male adult frost dragon scourge of Chaos 2

CE Huge dragon (chaotic, cold)

Bestiary of Krynn Revised (scourge of Chaos prestige class)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; Listen +27, Spot +27

Aura frightful presence (DC 23, 180 ft., 19 HD or fewer)

Languages Abyssal, Common, Draconic

AC 26, touch 8, flat-footed 26 (–2 size, +18 natural)

hp 251 (22 HD); **DR** 10/lawful or magic

Immune cold, mind-affecting, paralysis, *sleep*

SR 21

Fort +20, **Ref** +13, **Will** +18

Weakness vulnerability to fire

Speed 40 ft., burrow 20 ft., fly 150 ft. (poor); Flyby Attack, Hover

Melee* bite +20 (2d8+16 plus 1d6 cold) and 2 claws +18 each (2d6+12 plus 1d6 cold) and 2 wings +18 each (1d8+12 plus 1d6 cold) and tail slap +18 (2d6+20 plus 1d6 cold)

*includes adjustments for a 8-point Power Attack

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +22; **Grp** +38

Atk Options Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Special Actions breath weapon (50 ft. cone, 12d6 cold, Reflex DC 25 half and 6 Charisma damage, Fortitude DC 25 negates), crush (2d8+12, Reflex DC 25 negates), smite law 2/day (+20 damage on melee attack)

Sorcerer Spells Known (CL 5th; +28 melee touch, +20 ranged touch):

2nd (5/day)—*resist energy*, *scorching ray*

1st (7/day)—*feather fall*, *protection from law*, *shocking grasp*, *true strike*

0 (6/day)—*detect magic*, *flare* (DC 13), *ghost sound* (DC 13), *mage hand*, *ray of frost*, *resistance*

Spell-Like Abilities (CL 6th):

3/day—*clairaudience/clairvoyance*

Abilities Str 27, Dex 10, Con 21, Int 15, Wis 17, Cha 16

SQ body of Chaos, cold, icewalking, mind of Chaos, oblivion

Feats Cleave, Flyby Attack, Hover, Improved Bull Rush, Improved Initiative, Improved Sunder, Multiattack, Power Attack

Skills Bluff +8, Concentration +28, Diplomacy +7, Escape Artist +12, Hide +15*, Intimidate +16, Knowledge (religion) +13, Listen +27, Search +25, Sense Motive +27, Spot +27, Survival +15

Body of Chaos (Su) Arctorian no longer needs to eat or sleep, and his damage reduction is increased as noted above.

Cold (Ex) Creatures attacking Arctorian unarmed or with natural weapons take 1d6 points of cold damage each time one of their attacks hits.

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces Arctorian climbs must be icy. It is always in effect.

Mind of Chaos (Su) Arctorian is immune to all mind-affecting spells and effects. In addition, once per day he may experience a moment of mad clarity, adding a +10 insight bonus to any one skill check, attack roll, or saving throw.

Oblivion (Su) An opponent who is killed or has his Charisma reduced to 0 by Arctorian's breath weapon vanishes, leaving only his clothing and possessions. All memory of the victim suddenly vanishes from the minds of those who knew of or met him as if he had never existed. He may not be raised, resurrected, or otherwise restored, even by means of a *wish*.

Skills* Arctorian gains a +10 racial bonus on Hide checks when in arctic or snow-covered terrain due to his coloration and appearance.

SEA DRAGONS

In the murky green depths of the ocean dwells the bad-tempered sea dragon. Reclusive and mean-spirited, sea dragons hibernate centuries away in their sea-bottom lairs. Rare maritime encounters with sea dragons swiftly become deadly, as they are highly aggressive and merciless predators. Sailor lore is drenched with ruinous tales of sea dragons pulverizing the hulls of ships with their giant turtle-like shells and towing the wreckage into the deep. Rare survivors of such attacks, who are most often missing a limb or two, often live out their days in the dry warmth of dockside taverns, refusing to ever again set sail upon open waters.

In the year 410 AC, Year of the Tempest, a sea dragon of staggering size emerged and conquered the aquatic kingdom of the Dimernesti elves. This sea dragon, Brynseldimer, terrorized the deep as the sixth Dragon Overlord for six long years. During his savage reign, Brine learned the methods of creating dragonspawn from Malystryx and crafted his own twisted rendering known as sea dragonspawn. Brine's reign came to an end thanks to the Heroes of the Heart. In the aftermath, however, another was stirring.

The oldest creature of Krynn, the sea dragon Midori, is as testy, disagreeable, and enigmatic as dragons come. So long has she slept that not even Brynseldimer or Malystryx imagined her existence. Having napped through most of the major events in Krynn's history, Midori has awakened in the Age of Mortals to learn of the events of the Chaos War, the Dragon Overlords, and the War of Souls from the dark god of magic, Nuitari. For the first time in her life, Midori felt the teensiest twinge of fear—if Takhisis could be slain then, just maybe, so could she. Rebuking Nuitari and abandoning her post as the dark god's guardian of the Hall of Sacrilege at the



Tower of the Blood Sea, a cranky Midori has disappeared into the deep, for now, leaving gods and mortals alike with a single cryptic riddle of untold importance.

The origin of sea dragons is a mystery. Some scholars cite Zeboim, speculating that the Darkling Sea created sea dragons out of envy, jealous of the chromatic dragons her mother Takhisis created. Rival theories exist, suggesting that sea dragons were once black dragons that long ago vanished into the deep to avoid Takhisis' call to serve in war. This theory was wrought by the unsettling capacity for a sea dragon to produce offspring with a black dragon, a rare dalliance that hatches the amphi dragon. Sea dragon and green dragon matings produce amphi dragons as well, skewing the theory. The facts remain a mystery. Only Midori knows the truth.

PHYSICAL DESCRIPTION

The scales of a sea dragon are a striated, multihued pattern of tarnished gold, murky green, and black. Its most notorious feature is its enormous, armored, and spiked shell that covers the bulk of its body, serving as a defense mechanism, a ship capsizer, and a cozy cave to hide in. The shell builds up centuries of barnacles, seaweed, and algae, complete with tiny crabs and critters crawling around, and is ideal for disguise. Wingless, sea dragons can withdraw their necks, tail, and flipper-like claws into their shell and become nearly indistinguishable from their seabed surroundings. From the depths of its shell, a camouflaged sea dragon likes to peer out with gleaming yellow eyes, watching for the shadows of ships to cross its path.

A finned crest propped by sharp barbs runs down the back of its draconic head, snaking neck, and tapering tail. This crest is deceptively tinged with pink, orange, or other color mimicking a coral reef if spotted from the surface. The jaws of a sea dragon contain a thick forest of crooked, dagger-like teeth, similar in design to a shark's. When it speaks, fish pour from its mouth. Its neck is long and sinewy, capable of lashing out swiftly from its shell and withdrawing just as fast.

A sea dragon's large, paddle-like flippers and powerful tail enable it to swim swiftly despite its cumbersome shell. Its wide flippers end in barbed talons made for vicious shredding as well as digging in the sand. A mere swish of its immense tail can cause potent whirlpools, disorienting and drowning hapless swimmers.

ECOLOGY

Sea dragons have the capacity to hibernate for decades, even centuries. When they awaken, they are hungry. A typical sea dragon emerges from hibernation once or twice per century, embarking on a rampage of destruction. Swimming skyward in search of ship and sail, the sea dragon indulges in a feeding frenzy that can last for weeks, even months. The serpent terrorizes and capsizes any sea vessel that crosses its path, afterwards using the remnants of the ship's hull to cart treasures from the surface world back to its lair.

Sea dragons lurk in any of Krynn's oceans, though most prefer the warmer waters of the Turbidus Ocean and Blood Sea, as well as the Northern Sirrion and Courrain Oceans. During the Chaos War, sea dragons were pushed further out to sea by the forces of Chaos. Many were forced to abandon their lairs and relocate to even more remote depths. Older sea dragons' lairs are chosen from the deepest places in the

world—far-reaching sea trenches that plummet beyond the depths of the ocean floor, abysmal craters and sinkholes, or the bases of underwater volcanoes where the sea dragon can nestle in the heat. Smaller, younger sea dragons who hunt more frequently might choose the hulls of sunken ships in shallower waters and reefs.

Sea dragons surround their lairs with schools of sharks, electric eels, manta rays, poisonous sea snakes, giant squid, giant crayfish and crabs, men-of-war, and other marine menaces. These creatures are at the sea dragon's command, guarding its treasure hoard in its absence and serving as a deterrent for those who might disturb its precious slumber. They also serve as an easy snack. Faced with an army of opponents, a sea dragon can summon hordes of these creatures to its side. Legions of lacedons, the bloated ghouls of drowned sailors, swim hungrily among the ranks.

PSYCHOLOGY

Sea dragons have a particularly nasty disposition, even for dragons, caring for nothing and no one but themselves. Self-preservation trumps any loyalties or promises, even to the gods. Indignant, selfish, and evil through and through, they take pleasure in torture and terror when presented with the opportunity, but they are generally too lazy to embark on large-scale conquest. With the rare exception such as Brine, sea dragons prefer napping away an age or two to ruling a fleeting civilization sea elves, who are no more than scaleless fish to them. Younger sea dragons have more zest for marauding and love nothing more than terrorizing shipping lanes. Once a sea dragon reaches adult age and is



thoroughly irritated with everyone and everything it has ever encountered, it tends to grow more and more reclusive, migrating to deeper waters and wishing only to be left alone.

Every century or so, however, a sea dragon may grow curious and take a prisoner, preferably an elf elder or sea mage, for the purpose of learning about events of the world that it missed during hibernation. Sea dragons are capable of inhaling great breaths of air at the surface, exhaling it later in sea caves to create air pockets that serve as interrogation chambers for such captives.

Sea dragons revel in brute force and use of their breath weapon in a confrontation, as the dragon knows nothing in the sea can withstand its raw power and super-heated steam breath. They tend to use their magic sparingly, usually to charm sea captains or hinder swift-swimming sea elves fleeing for their lives. If a sea dragon finds itself on the losing end of a battle, its strong survival instinct takes over—it will flee in favor of fighting to the death, vanishing into the deep.

SOCIAL STRUCTURE

Sea dragon matings are few and far between, due to the dragons' long hibernation periods and reclusive natures. A sea dragon may notice signs of other sea dragons when it hunts and, on the rare occasion it finds one, a brief and tempestuous mating may occur. Because locating another sea dragon is difficult, it sometimes settles for a green or black dragon mate, which produces the abominable amphi dragon.

A sea dragon wyrmling must learn quickly how to survive, for the mother cares little for its fate once hatched. A wyrmling's particularly ornery nature leads it to clash with the guardians inhabiting its mother's territory, such as sharks and giant squid. As a result, the strongest wyrmlings survive and grow quickly, the region full of challenges and bounty. The exhausted sea dragon mother is only too relieved when the young finally swim off in search of shallow waters and ships, never to be seen again. Amphi dragons born to a sea dragon are driven from her lair almost immediately, left to fend for themselves.

RELIGION

Sea dragons hold a mixture of indifference and irreverence for the gods. For the most part, they equally ignore both the gods of Darkness and the gods of Light. Only the dark gods Zeboim and Takhisis have held much sway with sea dragons throughout Krynn's history.

Sea dragons served Takhisis in the Battle of Istar, the culmination of her undersea campaign that echoed the surface events of the War of the Lance. The sea dragons dispersed when the tide turned against them and when their stomachs were full, for they served Takhisis out of fear more than loyalty. Zeboim's tempestuousness can be very grating to a sea dragon trying to hibernate, so most will begrudgingly placate the sea goddess if called upon for a task, though in many cases her hurled threats only fuel their silent indignity toward her.

In rare cases, if a sea dragon is treated with proper respect, it may strike a deal with most any god, usually serving in the role of underwater guardian in exchange for something the dragon wants. The black moon Nuitari was able to convince

Midori, at least for a time, to guard the holy artifacts in the Hall of Sacrilege—thought by all, including the other gods, to have been destroyed in the Cataclysm.

In addition, a sea dragon known to mariners as Murkuda (NE male old sea dragon) is currently placating Sargonnas by guarding a remote deep-sea volcano rich with a unique and mysterious ore in exchange for the use of the volcano as his new lair. With the aid of yrasda shamans and chuul, Murkuda has enslaved benevolent sea giants to mine the ore, and Sargonnas searches for a way bring the volcanic ore to the surface en masse. Soon, it may reach the hands of his conquering minotaurs.

RACIAL RELATIONS

Sea dragons rarely interact with anyone. Most detested are sea elves, children of the sea, and other benevolent sea-dwellers, who the sea dragon enjoys tormenting before eating. Colonies of larger marine races, such as sea giants and ocean striders, are considered a threat to the sea dragon's territory and are promptly exterminated.

Both Dimernesti and Dargonesti elves live in perpetual awareness of sea dragons' predations and maintain a vigilant watch for signs of their coming. Heavy increases in shark activity or the appearance of lacedons are common clues. Because a sea dragon's nap can extend even beyond the lifespan of elves, it is up to the wisest elders of a sea elf community not to forget and to pass on knowledge of a reputed sea dragon lair in the region. If such knowledge is lost, sea elves may lose record of a hibernating sea dragon's existence, only later to find they've built a city or empire atop it.

Dragon turtles, aboleths, and other intelligent marine monsters steer clear of a sea dragon's territory, knowing the sea dragon is lord of the deep. With the recent appearance of aquatic dragons, encounters between the two are becoming more common, though an aquatic dragon will usually evade a sea dragon, avoiding a direct confrontation. On the rare occasion a bronze dragon and sea dragon cross paths, however, a titanic undersea battle is likely to ensue.

RHISTIRIA (RIPTIDE) CR 14

Female adult sea dragon

NE Huge dragon (aquatic, water)

Init +4; **Senses** darkvision 120 ft., keen senses, low-light vision, seasense 180 ft.; **Listen** +29, **Spot** +29

Aura frightful presence (DC 23 underwater or DC 19 above water, 180 ft., 20 HD or fewer)

Languages Aquan, Common, Draconic, Sahuagin

AC 28, **touch** 8, **flat-footed** 28 (–2 size, +20 natural)

hp 241 (21 HD); **DR** 5/magic

Immune fire, paralysis, *sleep*

SR 22

Fort +17, **Ref** +12, **Will** +15

Speed 20 ft., swim 60 ft.

Melee* bite +22 (2d8+13) and 2 claws +20 each (3d6+9/19-20) and tail slap +20 (2d6+17)

*includes adjustments for a 5-point Power Attack

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +21; **Grp** +37

Atk Options Cleave, Combat Expertise, Power Attack



Special Actions breath weapon (50 ft. cone, 6d8 fire, Reflex DC 25 half), capsize

Sorcerer Spells Known (CL 5th; +27 melee touch, +19 ranged touch):

2nd (5/day)—*ghoul touch* (DC 15), *hypnotic pattern* (DC 15)

1st (7/day)—*animate rope* (DC 14), *comprehend languages*, *grease* (DC 14), *ray of enfeeblement*

0 (6/day)—*dancing lights*, *detect magic*, *prestidigitation*, *read magic*, *resistance*, *touch of fatigue* (DC 13)

Spell-Like Abilities (CL 6th, +27 melee touch):

3/day—*entangle* (DC 14), *scaly command* (DC 14)

Abilities Str 27, Dex 10, Con 21, Int 16, Wis 16, Cha 16

SQ limited dragon abilities, water breathing

Feats Alertness, Cleave, Combat Expertise, Improved Critical (claws), Improved Initiative, Improved Natural Attack (claws), Multiattack, Power Attack

Skills Concentration +17, Diplomacy +17, Escape Artist +24, Hide +16, Knowledge (arcana) +15, Knowledge (nature) +15, Listen +29, Search +27, Sense Motive +15, Spot +29, Survival +17, Swim +32

Capsize (Ex) Rhistiria has a 95% chance to capsize boats under 20 feet long that she surfaces under, a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Limited Dragon Abilities Rhistiria cannot make crush or wing buffet attacks due to her physiognomy, and lacks the blindsense of other dragons.

Scaly Command (Sp) 3/day—as *mass charm monster*, but works only on scaled animals (reptiles and fish). The dragon can communicate with any charmed animals as though casting a *speak with animals* spell. This ability is the equivalent of a 1st-level spell.

Seasense (Ex) 180-ft. radius, detects any object of Medium size or larger in the water around her.

Water Breathing (Ex) Rhistiria can breathe underwater indefinitely and can freely use her breath weapons, spells, and other abilities while submerged.

SHADOW DRAGONS

Mysterious even to other true dragons, shadow dragons are self-serving creatures whose origins remain as shrouded as the gloom that surrounds them. Their propensity for devious behavior often equals that of their forest-dwelling green cousins, and their darkly translucent bodies often lead to a mistaken belief that they are some type of black dragon crossbreed. Their partiality for lairing in ancient ruins and similar underground locales only enhances their sinister reputations, as these environments perfectly suit their shadowy forms.

Necridian, the first shadow dragon known to mortals, appeared shortly after her chromatic cousins were absorbed by *dragon stones* given by the Three Cousins to the elven people. This mighty wyrm was thought to have made a deal with Nuitari to change her chromatic nature in exchange for her servitude to the Devouring Dark, but no known records can support this assertion. It is known that Necridian joined her chromatic brethren during the Third Dragon War at Nuitari's request, but her final fate is unknown.

Shadow dragons share few traits aside from the physical, though many of them feel a need to engage in various acts of intrigue and deception. Some prefer to form alliances

with other evil dragons, while others may coerce bakali, draconians, or various dragonkin into serving them. The shadow dragon Adumbrant is currently the only one of his kind to assume humanoid form, that of elderly astrologer Viktor Chiaroscuro, but where there is one such being there are almost certainly others.

Shadow dragon origins seem to be as varied as the wyrms themselves. Necridian's identity is no longer remembered by non-dragons, but she is believed to have been the only dragon to serve Nuitari in such a fashion. In 39 AC, Fistantilus summoned Whisper from his apparent home on the Plane of Shadow to defend Zhaman during the Dwarfgate Wars. The mysterious "Chaos shadow dragon" was created by the aspect of Chaos made manifest on Krynn and took draconic form in mockery of the other gods' noble creations. The shadow dragon Adumbrant's origin was an apparent mystery even to him, as he claimed to remember nothing of his life before the gods' return at the end of the War of Souls (see *Price of Courage* for more information on Adumbrant.)

PHYSICAL APPEARANCE

Despite their diverse backgrounds, most shadow dragons share similar physical characteristics. Wyrmling and very young shadow dragons have grayish bodies and translucent scales that darken with each molt, so that they eventually gain a dusky blue-black tint. These ridged, triangular scales scatter light instead of reflecting it, contributing to their exceptional skill at hiding in darkness and shadow. Ancient shadow dragons are often confused with black dragons because of their similar coloration, though the profiles of the two breeds are very different.

Shadow dragons are roughly equivalent to white dragons in size and are thus comparatively smaller than other true dragons, though they can run with greater speed. Slender, serpentine necks allow them to search through rubble and foliage with little difficulty. Their bat-like wings appear to be more fragile than those of other dragons, but this is merely due to their gossamer appearance—sufficiently large shadow dragons can batter foes with their wings just as other dragons do. Their frilled tails have a similarly innocuous appearance but are long and capable of inflicting great harm.

Repeated usage of a shadow dragon's life-draining breath weapon stains its fangs and claws to a dark gray coloration. In contrast, its eyes are twin pools of shining gray opalescence.

Although most shadow dragons conform to the general appearance given above, there are exceptions. The Chaos shadow dragon, created from spirits slain by its master, had neither claws nor scales and truly resembled a large shadow cast by a dragon. The dragon-form forced upon Dhamon Grimwulf possessed characteristics of various dragons—blue-black scales that shone faintly silver, the frills and horns of a red dragon, the webbed claws possessed by white dragons. Other shadow dragon variations have been recorded over the last few centuries, leading some to speculate that the wyrms are somehow created from other types of dragons. If this is truly the case, surely the true dragons of Krynn would know.

ECOLOGY

As a general rule, shadow dragons despise bright light; however, they are quickly bored by lightless environments. Some shadow dragons such as Dhamon prefer to lair in

murky swamps, thick forests, and other natural shadow-filled areas. Adumbrant and other “urban” shadow dragons may live in a city’s sewers, nearby caverns, or abandoned buildings. When possible, shadow dragons living in underground environments make their lairs near predatory creatures, including such draconic cousins as hatori or wyverns. They share no love for their neighbors, but the additional presence often deters curious kender or adventuring folk from doing any exploring.

Shadow dragon diets vary with the individual dragon and often relate to the dragon’s origin. Necridian was rumored to have “eaten” spells and enchanted items, while the sinister Soulchill sated her appetite with carrion and frost-killed plants. According to the sivak Ragh, Dhamon’s diet would have been considered normal for most true dragons, though he often hunted the bakali and Dark Knights that Sable would send against him.

Their diets often consist of physical prey but, again, there are exceptions. The Chaos shadow dragon gained its sustenance from the emotional energies produced by its victims. Although it could live off the emotions produced by panicked animals and frightened mortals, it preferred to savor the despair and fear produced by other dragons. At least one other shadow dragon is said to possess this type of physiology—Nerakans speak of a shadow dragon that releases its victims if they can produce an emotional tale involving the victim’s family or loved ones.

Shadow dragons rarely make use of their life-draining breath when hunting, as it dulls the taste of their food—this is true even of those shadow dragons that feed off of emotional energy. They make judicious use of their *dimension door* and *mirror image* spell-like abilities when hunting. The largest shadow dragons *shadow walk* to the Gray or another part of Krynn when their local food supplies begin to run low, but they are not otherwise concerned about their effects on the surrounding environment.

PSYCHOLOGY

Regardless of their respective origins, shadow dragons tend toward sly and selfish behaviors. They often possess qualities indicative of specific dragon types—the military mindset of blues, the belligerence of reds, or the nobility of gold dragons. Their intellect and cunning exceeds that of most true dragons, but it makes them overconfident in regard to their own plans.

Some shadow dragons feel a connection to Krynn’s other races and explore these mysterious ties. Adumbrant, in his guise as Viktor Chiaroscuro, was thought to be such a dragon. Although his motives were unclear, he served the ruling council of Merwick for years without any deception aside from keeping his true nature a secret.

Dhamon’s brief existence as a shadow dragon may serve as a useful indicator of how their nature may change over the years. His human demeanor and desires remained strong after his transformation, but as weeks passed his draconic nature began to assert itself. Dhamon made

his lair in Sable’s domain and slowly began expanding his territory. He began to crave treasure for its own sake, despite his own internal protestations, and he sought to confront Sable directly. He retained enough of himself to seek his lost love and to search for a way to return to human form, but Dhamon was well on his way to becoming truly draconic after scarcely a year of life as a shadow dragon. If more shadow dragons originated from other beings, they too may possess buried memories of their previous lives.

SOCIAL STRUCTURE

From the moment of their creation, shadow dragons must fend for themselves in order to survive. They have no family due to the circumstances of their “birth” and are simply too few in numbers to have any generalized relations with their own kind; their origins do not teach them a family or pack mentality. A handful of them have begun life as wyrmlings, and even these few have never had shadow dragon families.

Shadow dragons are not known to have any specific mating rituals, but it is assumed that females possess at least some ability to lay eggs like other dragons. However, even if a female can find a suitable shadow dragon mate (an unlikely prospect at best), neither one is likely to possess the drive for procreation held by other creatures. Mated pairs of shadow dragons are likely to act in concert with one another’s plots and schemes, though they may also pick opposing sides of an argument or situation—and seek support



from other dragons, dragonkin, or even mortals. No one wants to be caught in the middle of an argument between two shadow dragons.

RELIGION

Shadow dragons are often pragmatic creatures, concerned with their own interests and agendas above all others. Some adhere to a “live and let live” philosophy, hoping that the gods will let them be so long as they do not act against any particular deity. Others may feign interest in particular faiths in order to gain information, but any such devotion usually passes as soon as it becomes inconvenient.

That is not to say that shadow dragons are not religious creatures. Necridian paid homage to Nuitari as her “savior” and the power behind darker forms of magic. Whisper venerated Takhisis as the creator of evil dragonkind, even though he never truly considered himself to be one of her children. The Chaos shadow dragon worshiped its creator above all else, but as soon as Chaos’ fiery aspect was defeated by Krynn’s “lesser” gods, it fled the Abyss and immediately began making its own plans. Over the years, individual shadow dragons have dedicated themselves to Hiddukel, Gilean, Shinare, and even Majere.

A rare few shadow dragons believe the gods have abandoned them in some way. Dhamon may have believed this to some extent during his short time as a shadow dragon—eight months after his transformation, he discovered that Krynn’s dragons received a divine summons during the Great Storm of 421 AC that heralded the War of Souls. Unaware that his Chaos-descended form would not hear such calls, this news only reinforced his belief that he was neither completely human nor a full dragon.

RACIAL RELATIONS

Shadow dragons rarely get along with other races or even other dragons. They often avoid both chromatic and metallic dragons unless there is a pressing need to do otherwise. They know little or nothing of the sea-dwelling dragons, but they are likely to initially react with heavy suspicion. Aside from the Chaos shadow dragon, they recognize fire and frost dragons as powerful Chaos-spawned creatures and will only attack if they cannot outrun these foes or they have first plotted an escape route.

Draconians and dragonspawn are sometimes treated as kindred spirits by shadow dragons—both races have unusual origins and are looking to make a place in the larger world. Most lizardfolk react poorly to most shadow dragons and are avoided in turn, though one shadow dragon convinced a tribe of nearby bakali that it was a draconic aspect of death and was worshiped for a time. Shadow dragons feel no special connection to any of the draconic cousins, though some will occasionally share stories and information with the cross-bred tylors.

In the end, shadow dragons are more individualistic than other dragons—as such, their feelings toward any particular race are colored by the individual shadow dragon’s origin and history in dealing with such creatures. They do not have familial ties with other dragons and are forced to make their own decisions about such things.

SOULCHILL CR 15

Female mature adult shadow dragon

CE Large dragon

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; **Listen** +30, **Spot** +30

Aura frightful presence (DC 26, 210 ft., 21 HD or fewer)

Languages Common, Draconic, Infernal, Nerakan, Solamnic

AC 34, touch 9, flat-footed 34 (–1 size, +25 natural)

hp 231 (22 HD); **DR** 10/magic

Immune energy drain, paralysis, sleep

SR 25

Fort +17, **Ref** +13, **Will** +18

Speed 80 ft., fly 150 ft. (poor)

Melee* bite +20 (2d6+13) and 2 claws +18 each (1d8+10) and 2 wings +18 each (1d6+10) and tail slap +18 (1d8+16)

*includes adjustments for a 7-point Power Attack

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +22; **Grp** +32

Atk Options Combat Expertise, Flyby Attack, Improved Sunder, Improved Trip, Power Attack

Special Actions breath weapon (40 ft. cone, 4 negative levels, Reflex DC 25 half)

Sorcerer Spells Known (CL 7th; +27 melee touch, +21 ranged touch):

3rd (5/day)—*call undead III**, *stinking cloud* (DC 18)

2nd (7/day)—*bull’s strength*, *elemental dart* (DC 17), *ghoul touch* (DC 17)

1st (8/day)—*charm person* (DC 16), *endure elements*, *mage armor*, *protection from good*, *true strike*

0 (6/day)—*detect magic*, *detect poison*, *disrupt undead*, *light*, *mage hand*, *mending*, *resistance*

*spell from *Age of Mortals Companion*

Spell-Like Abilities (CL 7th):

3/day—*mirror image*

2/day—*dimension door*

Abilities Str 23, Dex 10, Con 19, Int 20, Wis 20, Cha 21

SQ create shadows, shadow blend

Feats Combat Expertise, Flyby Attack, Improved Initiative, Improved Sunder, Improved Trip, Multiattack, Power Attack, Stealthy

Skills Bluff +10, Concentration +29, Diplomacy +19, Escape Artist +25, Hide +23, Intimidate +12, Knowledge (dungeoneering) +20, Knowledge (local) +20, Listen +30, Move Silently +27, Search +20, Sense Motive +30, Spot +30, Survival +10

Create Shadows (Su) Three times per day, Soulchill can conjure a mass of leaping shadows that lasts 1 hour and negates all normal and magical light sources within a 300-foot radius. All characters and creatures gain a +4 bonus on Hide checks within the shadows and can hide even if directly observed. Shadow dragons and other creatures with ties to the Plane of Shadow gain total concealment within the shadows, though they can move and attack normally. This is a creation effect.

Shadow Blend (Su) In any condition other than full daylight, Soulchill can disappear into the shadows, gaining total concealment. Daylight negates this ability.



Chapter 5 Dragon Isles

A WIZENED sailor standing apart from the mutineers cleared his throat. His name was Poul and he was the oldest member of the Kingfisher's crew. His ancient bones could be seen clearly through his leathery skin. The rain had matted his thin white hair onto his head, and his face looked like a skull. His eyes, though, shown bright and green—like the eyes of a youth first put out to sea.

"I seen the Dragon Isles once," he said in a low voice, "when I was a young man. Beautiful, they was, like gems on the blue horizon. It was almost like you could stick out your hand and grab 'em—but they was always just out of reach. Back then, my captain said they was cursed."

"Aha!" Pamak said. "See? Cursed!"

Mik glared at the scar-faced sailor. "Let Poul speak, Pamak," he said.

Pamak scowled at the captain, but Mik neither blinked nor turned away. Slowly the scar-faced man nodded. "All right," he said. "I got respect for my elders. I'll hear the old man out."

Mik nodded to the leathery Poul.

"When you seen metallic dragons on the wing—even from ten leagues away—there ain't nothin' to compare to it," Poul continued. "It's somethin' you'll never forget—not in two lifetimes. I'd give anything to see those Isles again. Anyone would be a fool to pass up the chance."

"The Dragon Isles are real, I'll vouch for that. I knows men that's seen them in the years since the gods and good dragons left Krynn. They're as solid as you or me. A clever man—a clever ship—might find 'em—if one knew where to look."

The Dragon Isles

By Stephen Sullivan

Every sailor worth his salt knows the tale of the Dragon Isles. Far to the north of Ansalon lies a collection of mysterious and magical islands that legends say is home to the dragons of Light. A place of unsurpassed splendor and peace, the islands are said to be even more beautiful and stunning than the ancient kingdoms of the elves. While most folk believe the islands are nothing more than myth, there are a few that have traveled beyond the magical Veil to the Isles themselves. What they discovered did not disappoint them. Bountiful lands filled with green life, animals, magic, and, most certainly, dragons.

Once, the Dragon Isles were a halcyon place of serenity where all metallic dragons and their kin could live together in peace, away from the constant wars of two-legged creatures. Eventually, through their charity, they allowed the lesser races to live there as well and life was good for all of the Islanders.

Now, the islands are home to only a fraction of their original metallic dragon residents. The magical Veil that protected them for so long was damaged, allowing the influence of Chaos and the taint of the outside world to invade the peacefulness of the Dragon Isles. As gold and silver dragons begin to return to the island chain, they are finding that things have changed and they are working to restore order to their homeland before it is lost to them forever.

HISTORY OF THE DRAGON ISLES

At the dawn of time, the islands of the metallic dragons were like any other part of Krynn—newly formed and teeming with life. Then the dragons of silver, copper, brass, bronze, and gold came to the islands and claimed them for themselves. Dragon sorcerers of incredible power shaped the islands to their liking. Mountains were raised and rivers diverted or crafted wholesale; forests and jungles were moved to new locations.

Once this was done, they scoured Krynn for animal species to populate the Isles. Any undesirable elements or creatures were removed or destroyed and animals of all kind were brought in so that hunting would always be plentiful and the ecology of the islands would thrive. The islands became a paradise on Krynn, a place for the dragons to visit, rest, and relax away from the world.

In the aftermath of the Third Dragon War and the defeat of the dragons of Takhisis, the good dragons withdrew from the world and congregated on the Dragon Isles to maintain the Balance. Here each clan made a place for itself and settled down to lives of peaceful coexistence.

To protect their realm, the metallic dragons raised a powerful enchantment known as the Veil that surrounded their islands and prevented any non-metallic dragon from approaching them. For hundreds of years the dragons and their chosen two-legged cohorts lived in peace and seclusion.

A Golden Age arose in which the dragons prospered; they created great works of art and spent their time in pursuits of knowledge and philosophy. Over time, settlements were raised and the dragons occasionally brought the good people of Krynn through the Veil to settle on their shores. Grand edifices were constructed alongside mighty temples to the gods. The inhabitants of the Isles became wealthy and wise. The dragons crafted gemstones that allowed certain ships and individuals to pass through the Veil and they gifted these stones to trusted individuals to allow them passage.



As the years passed, the good dragons slept more and more, until by the time of the Cataclysm few metallic dragons were even awake to notice. Protected by their Veil, the dragons felt the absence of the gods, but beyond that little changed. Eventually only a handful of dragons remained vigilant. It was this complacency and the creation of the Veil Stones that allowed evil to invade their home. The Dark Queen discovered the nature of the gems and took one as her own. She entrusted the stone to the red dragon Harkiel, who infiltrated the Dragon Isles with her bakali agents and stole the eggs of the sleeping dragons. It took almost a year for the Good Dragons to realize the theft, but by then it was too late. The Dark Queen threatened to destroy the eggs if the dragons left the Isles, so many took an Oath to remain out of the Dark Queen's affairs and remained imprisoned on their island homes.

Once they realized that the Dark Queen was creating draconian abominations from their eggs, the good dragons retaliated and helped to win the war against the forces of the Darkness on Ansalon. From that point onward, knowledge of the Dragon Isles, which had largely been relegated to a myth, became widespread once again. Sailors and treasure seekers took to the seas looking for the fabled lands, but to no avail; many died trying. The islands thrived once again in the aftermath of the "Human War," but this time the dragons were determined never again to fall into a false sense of security; they patrolled their borders and tightened the restriction on the gift of Veil Stones.

The arrival of Chaos was the next threat to the existence of the Dragon Isles. During the Second Cataclysm a chain of islands south of the Isles burst forth from the sea. Imbued with chaotic energies, the islands have destabilized the energies of the Veil and occasionally wreak havoc with the weather of the Dragon Isles. Every now and again chaotic storms force their way through the weakened defenses, and strange animals and creatures have found their way to the islands.

In the aftermath of the Second Cataclysm, the gods vanished from the world again. The three moons of Krynn had also disappeared to be replaced by a single pale orb. Even more devastating to the Dragon Isles was the fact that all the gold and silver dragons began to disappear as well. Despite their best attempts, the smaller metallic dragons were unable to find their brethren. Many copper, bronze, and brass dragons left the islands to search for the gold and silver dragons, leaving the Dragon Isles in the hands of a few loyal younger dragons and those renegade and exiled dragons that refused to participate in the search.

In 419 AC the magical Veil surrounding the Dragon Isles was momentarily destabilized from within by a group of treasure hunters seeking the wealth of the Dragon Isles. The damage done will take years to repair; with the Veil damaged, a fierce and magical storm swept over the islands. Hurricane force winds destroyed many of the settlements and the death toll was catastrophic. During the next year, evil dragons took advantage of the weakened inhabitants and invaded the Dragon Isles. Turbidus leeches were unleashed into the population and lawlessness took root in many places.

Shortly after the invasion, the kender Tasslehoff Burrfoot discovered that the gold, silver, and even some of the other metallic dragons who had gone looking for them had been

imprisoned on the new moon of Krynn. He released the dragons, waking them from their sleep, and they returned to the world to join in the War of Souls.

After the War some gold and silver dragons returned to the Dragon Isles to find invaders, widespread storm damage, and the lingering taint of Chaos. Now the dragons fight to reclaim their home and restore peace to their lands.

LIFE AND SOCIETY

Despite the influx of chromatic dragons and chaotic beasts, the Dragon Isles are still largely a place of peace. The sparse population of mortals continues to find refuge under the security of the dragon protectors. Since the passing of the Great Storm in 421 AC, people have worked to rebuild their homes. With the help of metallic dragons they have done this quickly and efficiently in many places. Those areas under the watchful eye of a good dragon are still relatively safe. Hunting is good and the rich soils of the islands are still fertile; while many smaller towns have been abandoned, the larger towns are thriving once again.

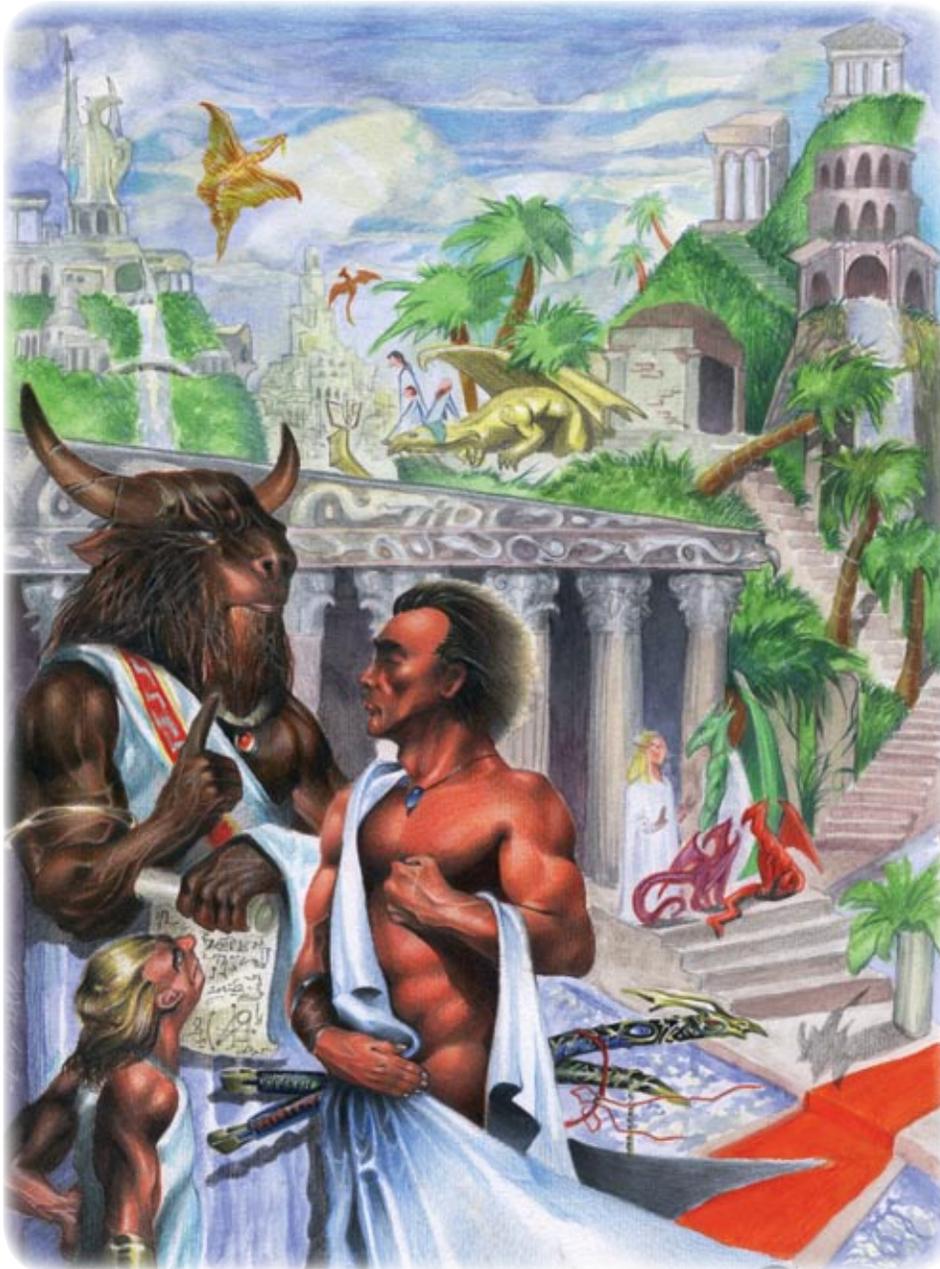
Explorers, sailors, and those traveling beyond the watchful eyes of the good dragons were once able to travel in peace and security; those days have passed. Traveling beyond the borders of protected lands can be dangerous and unpredictable. Evil dragons and dangerous beasts prowl the islands and waterways looking for a chance to strike at the good folk of the islands. Merchants traveling from one isle to the next must be sure to bring along extra protection for their wares, and even pirates have begun to ply their trade, emboldened by the loss of power the good dragons have over the Dragon Isles. The metallic dragons are working to restore order and complete the restoration of the Veil, but it could be years or decades before the Dragon Isles can be returned to their former glory.

FOLKLORE

There have been many tales concerning the lands of the dragons. Many assume correctly that it is a magical place. However, tales often differ on the details. Some believe that the islands are filled with treasure hoards, but anyone trying to find the lands would be forced to serve the dragons for eternity or simply be eaten. Others believe that the dragons whisper to foolish young sailors in order to lure them to their island home, inviting a watery death. Occasionally a band of adventurers will claim to have come from the Dragon Isles, but they allege that the way home was a one way trip and that the magical portal by which they gained entry is long gone. Most tales do agree on one thing, however: if you find your way into the lands of the dragons you are surely cursed and your life will soon be over.

GOVERNMENT AND POLITICS

The Dragon Isles are nominally ruled by an oligarchy of dragons. These are usually comprised of the leaders from each dragon clan. They gather to settle disputes between the clans and deal with affairs that will affect all of the Dragon Isles. Within each separate clan the dragons largely follow a hierarchical structure. The older the dragon, the more respect and influence they are given, at least partially due to the simple fact that they are bigger and stronger. This influence does not always translate into obedience, as many dragons



will do as they please. On the whole, however, older dragons are taken more seriously than younger dragons among their kind.

With the exception of the brass dragons of Berann, the dragons of the Isles do not typically involve themselves with the day to day affairs of the two-legged folk within their realm. Dragons from the various islands will usually keep to themselves unless the two-legged folk prove they are unable to maintain order. Then a dragon will step in to settle the issue when necessary. They are not rulers, however; their role is more that of a peacekeeper within their territories.

The brass dragons of Berann take an active role in the governing of the people upon that isle. The ancient brass dragon Thraktil the Fierce maintains that the entire island is “his” and that he must be apprised of all the activity on the island. He delegates his authority to his children who in turn oversee an organization of two-legs known as the Order of Brass. The organization maintains order on and around the island and makes regular reports to their dragon protectors.

Most folk of the Dragon Isles have little contact with dragons and they govern themselves. So wild elves live in tribes and kender live blithely as kender tend to do. However, a wise group of individuals will always do well to heed the counsel of any metallic dragon that may cross their path.

In a few places in the Dragon Isles, such as the great city of Aurialastican, there is a wide range of racial diversity among the mortals living there. In these particular cases dragons are almost always instrumental in keeping the peace and making sure that all conflicts are handled in a fair and just manner. These settlements are often split into districts, giving each race their own home within the city. Some dragons are fascinated by the different races and cultures of the world and encourage the sharing of cultural traditions from one race to the next.

IMPORTANT FACTIONS

In the aftermath of the Second Cataclysm, when the good dragons of the Dragon Isles started to disappear and many of the remaining metallics left to travel the world, a number of different factions came into being.

CIRRACULUM

Suspended above the Isle of Winged Majesty is the floating fortress of Cirraculum. This small fortress is home to a cabal of wizards, their families, and their followers. The citadel first appeared in the years prior to the Second Cataclysm when a group of wizards moved their families to the Dragon Isles for security and to consult with the dragons on the nature of magic. After the Second Cataclysm when High Sorcery disappeared, the wizards feared for their way of life. They began collecting magic items and destroying them to feed the diminishing energies of their floating home. Some people began to believe that the former wizards wished nothing less than the destruction of all magic.

The wizards managed to make it through the War of Souls without their citadel falling from the sky, but they made a number of enemies during those years. Now that High

Sorcery has returned, the wizards' home is safe; however, they must deal with the repercussions of their actions during the early Age of Mortals.

HARMONY OF THE HEART

Following the Chaos War, a religious sect known as the Harmony of the Heart sprang into being on the Isle of Heart. A messianic figure known only as the Guide began leading people of different races to the Isle of Heart. The Guide preached a message of equality for all intelligent creatures. He brought members of nearly every intelligent race on Ansalon to the island and proselytized that true peace could only be found through treating all living beings with respect and equality. The Guide would leave his followers in the town of Hordan on the Isle of Heart and returned to the world to find more. In the town an old human woman called "Grandmother" would tend to the new arrivals and find them places to stay. All over the island small communities of multi-racial families can be found living in peace and equality unrivaled in even the largest city.

When the gold and silver dragons of the Dragon Isles were taken and trapped within the moon of Krynn, the Guide also disappeared. Soon after his disappearance the sect's matriarch, Grandmother, passed away. The loss of these two figureheads destabilized the communities. However, a red haired elven woman by the name of Lariat Harkan arrived on the island claiming she had spoken to the Guide and that she was to lead his people into a new future. She was to prepare them for the harsh realities of the world beyond the Dragon Isles. The religious sect became more militant and xenophobic in nature. When the Veil began to fail, it only proved that Lariat was telling the truth—the outside world was coming to the Dragon Isles. Now the Guide's message of unity has been perverted into one of isolationism as the Harmony of the Heart protect their island from intruders. Rumor has it that the Harmony of the Heart have been sending agents out into the other islands to discover their true intentions and to determine if they are any threat to the Isle of the Heart.

LEGION OF STEEL

The Isle of Mind is home to a number of warriors involved with the Legion of Steel. A number of the Legion's trainees are fortunate enough to make the secretive journey to the Dragon Isles in order to train among the most skilled and knowledgeable instructors of all time. New adepts are taken to the Isles and trained for 4 to 5 years, moving from one village to the next and taking up tutelage from retired instructors who have proven to be the top in their field.

After the Chaos War, the number of trainees dropped off as the Teeth of Chaos arose and blocked passage to the Dragon Isles. The city of Watch on the Isle of Mind is the headquarters for the Legion on that island and is always willing to lend a hand to those in need on any of the islands.

ORDER OF BRASS

On the Isle of Berann, the brass dragons of that island felt a need to restore order to the chaos that had invaded their home in the aftermath of the passing of the Father of All and Nothing. They established the Order of Brass. This organization is made up primarily of humans who are loyal to the brass dragons of Berann. In return for their service,

the dragons gave the members of this organization the best armor, weapons, housing, and ships they can supply. The Headquarters of the Order of Brass is located in Thrakton, the largest town on the Isle of Berann. The organization is dedicated to protecting the people and dragons of Berann against any outside threat.

Any newcomers to the Dragon Isles that encounter the Order of Brass must relinquish their weapons and be taken to the Isle of Berann so that the brass dragons there can determine if the new visitors are worthy to remain in the Dragon Isles.

Currently the Order of Brass has expanded its organization to battle a number of Chaos creatures that have found their way onto the island. Together with the brass dragons of the island, they are managing to clear their home of the evil that has recently invaded.

FLORA AND FAUNA

The seas surrounding the Dragon Isles are teeming with sea life. Turbidus dolphins, grey striped porpoises, giant manta rays, and sleek sea tigers can easily be seen through the crystal clear waters of the inter-island straits. In fact, the waters are usually so calm and clear that sailors can see hundreds of feet down, affording a view of the undersea world normally reserved only for sea elves. Schools of colorful fish, chameleon squid, vibrant eels, darting shrimp, and coral reefs in a multitude of colors are often visible to those traveling across the water above.

The islands themselves are covered with life. Green rain forests and thick jungles thrive in the tropical climate. On some islands great swamps stretch over lowlands as streams and rivers carry clear clean water from impossibly high mountains—mountains shaped by great magic. These forest and swamps with heavily laden fruit trees ensure that food is always within easy reach. Wildlife in these places is always plentiful and never over-hunted. Deer, buffalo, and other herd creatures are often found grazing in nearby fields. The lands of the Dragon Isles are always vibrant and alive.

Since the Chaos War, a number of odd creatures and plants have found their way onto the islands—strange beasts with multiple heads, creatures formed of the elements, even aberrations that fit no known species. In addition to this, a number of deadly plants have been discovered that move or drain creatures of their blood. The metallic dragons destroy these creatures and plants as they discover them, yet since the Veil has weakened, more and more seem to appear over time.

WEATHER

The Dragon Isles are tropical and as such are prone to tropical rains. Prior to the weakening of the Veil these rain storms were usually mild with the occasional typhoon every couple of years. Strong coastal winds coupled with deep waters and gentle currents make navigating the waters of the Isles easy. Temperatures are hot, but strong wind currents generally keep the heat at bay and the humidity down.

In higher climates, such as the tops of mountains, cooler conditions exist and snow is commonplace. Because of the colder temperature and lofty position many silver dragons take up residence at the tops of mountains. Some even use magic to perpetuate the frigid climates, as is the case with the Cloudpeaks of Jaentarh.

The effects of Chaos on the Dragon Isles include earthquakes, areas of sudden erosion, water spouts, whirlpools, and even volcanic eruptions. So far these anomalies have not affected the dragons to a great extent, but the two-legged folk of the island have grown wary of these conditions.

MAJOR GEOGRAPHICAL FEATURES

BRASS PYRAMIDS

On the northern shores of the Isle of Berann is a collection of five brass pyramids. Four of these ancient structures stand along one ridge, while a fifth larger pyramid lies on a ridge to the north over the coast line. The pyramids have four sides and the top is a platform 20 feet wide on all sides. The sides of the buildings are smooth shining brass that never tarnishes. It is almost as if each one was built from a single piece of metal. The pyramids were on the island when the dragons arrived. As far as is known, the dragons have been unable to penetrate the walls of the pyramids.

The pyramids have been studied by dragons and powerful wizards for generations, but not much is known about them. The only thing that has been uncovered is that the pyramids have some relation to the mysterious huldrefolk. There have been enough sightings of the small dark creatures performing rituals on and around the pyramids that it appears these folk have some use for the pyramids. One thing the dragons have noticed is that the rituals of the huldrefolk have become more frequent. If this is a bad omen or a good one has yet to be determined.

CLOUDPEAKS

The tallest mountains in the Dragon Isles are located at the center of the Isle of Jaentarth. Their name comes from the fact that their upper peaks are perpetually shrouded in clouds. The tops of these mountains are encased in ice and large glaciers. Snow falls year round and blizzard conditions are commonplace. Although few silver dragons keep lairs there, it was once common for silver dragons to come just to ride the fierce winds of the snowy blizzards.

Since their return, few silver dragons have had time to relax among the Cloudpeaks. Locals claim that occasionally the clouds have turned black and foreboding and that the rain from the clouds creates a black poisonous ice. There is evidence of a white dragon hiding among the Cloudpeaks, but whenever any silver dragon attempts to investigate they are unable to find it or the blizzards surrounding the peaks become so fierce that they are forced to flee the area.

GOLDEN REEF

South and west of the Isle of Alarl is the most magnificent reef structure in all the Isles. Legends claim that the Habbukauk himself visited this portion of the Dragon Isles and touched the waters, blessing them with beauty and serenity. The coral reefs of this location can clearly be seen from the surface of the water. Many tales say that a great treasure is hidden just below the reefs and that only the most worthy individual will be granted access to the secret chambers beneath the mazes of coral. More than one sailor has jumped from the safety of his ship to explore the beauty of the coral reefs and to find the hidden treasure there. Sea elves have been known to keep an

eye on visitors and assist them in times of need. Kender are commonly found darting around beneath the waves chewing on special seaweed that provides them oxygen for a limited amount of time. Some people claim that, when flying above the Golden Reefs, the entire reef structure bears a striking resemblance to a massive curled up dragon.

ISLE OF FIRE

North of the Dragon Isles proper is an island known as the Isle of Fire. This island is not populated by dragons or two-legged folk and is the heart of the magical Veil that protected the Dragon Isles from the outside world. The Isle of Fire is a volcanic peak jutting straight out of the ocean waters. A massive fissure down the center of the black peak forms a “V” formation. The red glow of lava can be seen emanating from within the fissure.

At the time of the construction of the Veil, two temples were built. The first was the Temple of the Earth which was the only way to access the second temple, the Temple of the Sky. Once the key was brought and assembled in the Temple of the Earth, two silvery doors would appear from an alternate dimension. Beyond the silver doors were silver steps leading to the peak of the volcano where the Temple of the Sky was magically suspended above the boiling lava of the volcano. The Temple of the Sky holds a massive diamond that draws the energy of the elements from all around and directs that energy into the sky. This energy powers the Veil and directs it to four massive stone dragons submerged in the waters around the Dragon Isles.

The diamond powering the Veil was disturbed, parts of the Key were lost, and the Temple of the Earth was destroyed in 419 AC by a group of treasure seekers. Although they left the diamond, the damage was done and the Veil was weakened.

Now dragon sorcerers of gold and silver can be found on the island working to restore the Temple of the Earth and gain access to the Temple of the Sky. So far they have not met with much success.

SILVER LAKE

At the heart of the island of Jaentarth is a massive body of water known as the Silver Lake. Run off from four separate mountain ranges feed the lake. The lake itself is surrounded by nearly one hundred waterfalls, making the location one of the most beautiful to behold in the entire Dragon Isles. The waters of the lake are always cold as glacial runoff from the nearby Cloudpeaks constantly keeps the river filled with fresh water. White silt at the bottom of the lake, brought down from the mountains, gives the lake a mirrored and silvery appearance.

Once, the lake was home to a host of fey creatures, nymphs, naiads, and sylphs. However, since the introduction of Chaos the lake has been quiet. The fey spirits are rarely seen and those folk living in small villages around the lake have begun to feel as if something has disturbed the peace and tranquility of the lake. Investigations of the lake by young silver dragons have not revealed anything out of the ordinary, but the atmosphere of a safe haven has been lost.





SILVER SUMMIT

There are a number of celestial stairs throughout the continent of Ansalon and the Silver Summit is similar to those in that it is a set of magical silver stairs that climbs into the heavens. However, this one is a massive set of stairs crafted for dragons. The stairs are said to be a favored burial ground for the clan of the silver dragons. Rumor has it that the stairs lead to a celestial summit where the bodies of silver dragons are laid to rest. Many sages believe the stairs allow access to the pocket dimension of the Dragons' Graveyard where all good dragons eventually come to die.

Located on the north shore of the Misty Isle, the Silver Summit is a sacred location for the silver dragons. Other dragons and two-legged folk are not permitted to climb it. During the silver dragons' absence from the world, rumors suggest that many treasure seekers attempted to ascend the Silver Summit. Those individuals that made it back alive claim that they barely escaped with their lives as they were accosted by ferocious demonic guardians waiting at the top of the stairs.

TEETH OF CHAOS

Just south of the Dragon Isles is a tumultuous chain of ever-changing islands. The number of islands varies as some are created and then lost within a matter of days. Most of these are shallow spits of land that jut up out of the water long enough to confuse any ship's navigator and then disappear, making traveling the waters around these islands impossible without some sort of magical aid. Less than a dozen of these islands appear to be permanent. They range in size and shape. Even their climates vary from one to the next. But most of them are characterized by steep mountains that tower for miles above sea level.

The waters surrounding the islands are filled with mutated creatures, touched by the taint of Chaos. On the islands deadly plants and strange creatures roam the land feeding upon one another. The Chaotic mutations of the islands make for a mish-mash of animals. Flying leopards, bat winged sharks, and tusked deer are just a few.

Sometimes storms fueled with Chaotic energies drift north from the Teeth of Chaos into the Dragon Isles causing no end of grief for the folk living there.

THE VEIL

In an effort to protect their home from the influence of the outside world, the metallic dragons erected a magical barrier that only they may pass through. This enchantment is known as the Veil and prevents anyone outside of the Veil from finding the Isles or passing through without direct intervention of a metallic dragon or a magical gem created by the metallic dragons. The first effect of the Veil is one of misdirection. Sailors call this effect the Maze. It completely fools the senses of anyone coming within a couple days' journey of the islands. This effect can even confuse the position of the sun and stars, throwing any ship off course. In some cases it projects an image of the islands just on the horizon that will inevitably steer anyone heading toward them miles away from the Veil and the Dragon Isles.

Anyone that manages to find a way past the Maze will encounter a magical barrier. Up close the barrier looks like a wall of glittering, whirling, pale phantasmal colors. Anyone

attempting to pass through the Veil feels a force pushing against them equal to their own. If they persist, they begin to forget where they are and why they are attempting to pass through the Veil. Ships are slowed to a crawl and stuck in place until the crew can gather their wits about them and steer the ship away from the barrier. Those ships with Veil Stones resist the effects of the Veil and are able to pass through. The Veil resists conjuration magic (including summoning or teleportation) unless a good dragon performs the magic.

The center of the enchantment is established just north of the archipelago on an island known as the Isle of Fire. A special treasure-filled temple was constructed at the peak of a volcano where the fire and ash connected the mystical energies of the world below with the sky above. A second, smaller temple was built into the base. When a group of treasure seekers came to the island, one of the group was afflicted by a Turbidus leech and under the control of the sea dragon Tempest. Under Tempest's orders, the treasure seeker weakened the enchantment of the Veil, thus allowing the sea dragon and her minions to pass through. In the struggle for control, both temples were destroyed and the enchantment of the Veil was disrupted. Since that time the metallic dragons have been working to restore the Veil. The damage inflicted to the Veil creates areas where its protective qualities are diminished or in some cases completely ineffective; even these limited areas are enough to permit the summoning and teleporting of creatures into and out of the Isles.

IMPORTANT SITES

The following entries describe sites of significance in the Dragon Isles.

DARTHALLA

Located approximately thirty miles south of the southern tip of the Misty Isle at the bottom of an inter-island strait lies the Dargonesti city of Darthalla. The city is a place of astonishing beauty. Some buildings appear crafted from living coral while others curve like graceful shells. They tower above fields of finely tended rows of kelp and sea anemones that provide privacy between dwellings and enhance the natural atmosphere of the city. Gardens are grown on the sides and tops of buildings, decorating every inch of the dwellings with color. From above, Darthalla is nearly undetectable as natural canopies cover most of the waterways.

Blue- and green-skinned elves drift along natural currents with dolphins and rays. Most elves are clothed in small swathes of silk-like cloth stitched together with pieces of jewelry that cover little and allow them the freedom necessary to swim from one place to the next. Dargonesti warriors in armor made of turtle carapaces and golden shells carry tridents and keep a watchful eye over the residents.

The sea elves of Darthalla largely keep to themselves. They have defended their borders against many recent threats. Of particular note is a dragon turtle of exceptional intelligence and cunning that has been hunting on the outskirts of the city. The sea elves have lost a number of warriors to the creature and are doing all they can to prevent the loss of more life to the menace.

ISLE OF ALARL

Seventy-five miles southeast of the Misty Isle is the island of Alarl. The island is easily one of the most beautiful locations in the Dragon Isles. It contains few actual mountains, but there are many rugged hills, lush valleys, and crystal clear lakes. Fertile jungles cover most of the island with a few marshes along the east and west coast. Wildflowers, fruit trees, and exotic tropical plants of all kinds can be found here. The jungles are full of all types of animals, including wild boars and great cats. Most dragons regard the island as a park where they can rest and meditate.

The majority of the population on the island is split between wild elves and kender, with a scattering of human villages along the coast. Most dragons never see the Kagonesti and are careful to avoid the kender. The wild elves generally keep to themselves and hunt the jungles of the island for what they need. A few elves occasionally trade with the human or kender communities. Sometimes they journey to Auralastican, but they are often secretive about their reasons for going there.

The kender of Perch comprise the largest collection of kender in the Dragon Isles. Any kender that finds his way to the Dragon Isles finds himself disembarking in Perch. This does not prevent them from exploring the Isles; it's just the standing order from any ship's captain traveling the region. Perch is a kender town on the move. Since its creation, the kender of Perch have continued to build new homes and leave old ones empty. After hundreds of years the entire town has moved thirteen miles from the shore and into the jungle. There are a number of people settled at the harbor to deal with incoming ships, but if you want to reach the kender community you must make the hike inland past the "ruins" of Perch to reach the town's current location.

The Kagonesti of the Goldscale Tribe on Alarl have recently discovered a massive sinkhole near the center of the island. From what they can tell the pit is growing day by day. Those Kagonesti warriors brave enough to investigate the hole say that they hear strange sounds and smell death coming from it. For now they have kept this information to themselves, but it will only be a matter of time until the kender of Perch find the hole and explore it too.

ISLE OF BERANN

The island of Berann is located fifty miles due east of the Isle of Tayol. It is largely comprised of rocky mountains covered in low vegetation with a number of thick forests and verdant valleys. This island is the home of the brass dragon clan. The brass dragons there tend to build their lairs midway up the slopes of the stony ridges. They can often be seen resting on ledges outside their lairs, warming themselves in the sun.

The brass dragons of Berann share their island with a number of humans. Each dragon watches over a number of villages and brings their friends fresh game or helps them with construction. In return, the villagers make things for the dragons and hold special celebrations in their honor. The brass dragons of Berann are loved by the people of their island and the dragons are kind protectors.

Since the failure of the Veil, a number of Chaos creatures have been discovered on Berann. In addition, the storms from the Teeth of Chaos hit Berann particularly hard. The Order of Brass and their dragon leaders have instituted a number

of laws to keep the people of Berann safe. Some folk find the Order overbearing, yet others praise them for their good works.

Thrakton, the largest town on Berann, is the home of the Order of Brass. Its dragon protectorate, Thrakdar son of Thraktil the Fierce, keeps close watch of all activities and can often be seen flying to and from the stone fortress at the center of town.

ISLE OF HEART

Twenty-five miles southwest of the Misty Isle is the Isle of Heart. The island itself is much like Alarl in that it does not sport many high mountains and contains a number of densely populated jungles. The island contains a number of sharp drop-offs and cliffs in regions of rugged hills, making cross country travel difficult to those unfamiliar with the terrain. The vegetation here contains a number of fresh fruits and vegetables that are ripe year round. The shores of the Isle of Heart are comprised mostly of sheer cliffs around the whole island, making approach by ship difficult.

The Isle of Heart is largely avoided by most of the dragon clans. It is widely considered a place where dragons that have been exiled from their clans can congregate. The dragons here tend to keep to themselves and do not usually involve themselves in the affairs of the two-legs on the island. As long as they are left alone they are content to let the two-legs go about their business. Dragon exiles, hermits, and renegades of every clan can usually be found here.

As far as the other inhabitants go, the Isle of Heart contains the widest variety of races living together in small multi-racial communities. The largest town on the island is Hordan, which contains few large buildings and is comprised mostly of small residences along flower-lined paths. All of the folk on the Isle belong to the reclusive cult known as the Harmony of the Heart. Once this religious group was open to people from all over Krynn, but their policy of acceptance and tolerance was perverted when a new prophet came to the island claiming she had new teachings. Now the island's inhabitants accept one another, but they trust no one from the outside world.

ISLE OF JAENTARTH

The Isle of Jaentarth is located seventy-five miles south west of the Misty Isle. Dangerous reefs and turbulent water leave precious few landing sites around the island. The easiest way to get to the island is by flying. This island boasts the tallest mountains in the Dragon Isles, the Cloudpeaks. The lowlands of the island are covered in rainforest. Cold air from the mountains clashes with the warm air from the valleys to create a clinging mist covering much of the island in the early morning hours.

Jaentarth is home to many descendents of those unfortunate sailors who found themselves shipwrecked here. A few pirate coves and shanty towns line the coast. Inland there are a number of small villages that surround the Silver Lake at the base of the Cloudpeaks. Some nomadic folk wander the forests between the villages as well. While the population is primarily human, there is a small minotaur settlement on the east coast and a dwarven settlement in the mountains. The largest human settlement is Tenway on the southern shore. The folk here are rough and rustic in contrast



DRAGON ISLES



to the people of nearby Berann. The Cloudpeaks are a favored spot of the silver dragons of the Dragon Isles, but few other dragons visit this island.

The effects of Chaos are plain to see on Jaentarth. Newborns are frequently born deformed and young children display violent tendencies. Lately, some of the nomadic tribes have taken to raiding villages instead of trading peacefully with them. A pair of young silver dragons, Glimmer and Sheen, have taken the island under their wings, but they have spent most of their time investigating and eradicating mutated creatures that have found their way onto the island and up until now have stayed out of the two-legged affairs.

ISLE OF MIND

One hundred miles northeast of the Misty Isle is the Isle of Mind. This island is the clanhome of the copper dragons of the Dragon Isles. Geographically the island is much like the others on the Isles. It has mountain ranges, rolling hills, marsh lands, and jungles. It also has what is reported to be the deepest lake in the Isles—Craterdeep Lake is rumored to be bottomless. Sages believe that like the Silver Summit on the Misty Isles, the Craterdeep Lake is a portal to the mythical Dragons' Graveyard. It is well documented that it is the preferred burial place for most copper dragons.

The copper dragons of the Isle of Mind are highly militaristic in nature. For centuries young copper dragons have made the journey to the island from all over the world to train under the tutelage of the cantankerous Thanikall. The old copper dragon is a no-nonsense warrior who demands respect. In addition to combat training, Thanikall also teaches the long, glorious (and highly prejudicial) history of the copper dragons.

Given the nature of the dragons on the island, it's not surprising to find that the other inhabitants of the island are also militant in nature. The Isle of Mind is the home of several Legion of Steel cells. From the fortified city of Watch in the foothills of the Bluestone Mountains, the Legion works with the dragons to maintain order over the island.

The Isle of Mind is one of the safest locations in the Dragon Isles today. The copper dragons work together with the Legion of Steel to combat any threat to the island, and since the island is the farthest away from the Teeth of Chaos and its magical storms, it has fared much better than the other islands.

MISTY ISLE

The Misty Isle is the largest island in the archipelago and is clanhome to the gold dragons of the Isles. When someone mentions the Dragon Isles they are usually referring to the Misty Isle. The island is approximately two hundred miles east to west and one hundred and fifty miles from north to south. It is home to all manner of metallic dragons and lesser dragonkin, such as tylors and pseudodragons. The island is located about fifty miles north east of the Isle of Heart and shares much of the same terrain as the other islands, but the climate here is nearly always mild and comfortable. Two great mountain ranges at the center of the island run east to west, meeting on each end to form a massive valley known as the Highvale. This valley is lined with forests, plains, and the foraging grounds of migrating herd animals. Along the interior of the mountain ranges the gold dragons build their lairs. The exterior of these mountains are so steep that it is

extremely difficult to find any way into the Highvale without some sort of flight, although a number of massive fjords cut inland along the shore and give easy access to the sea.

The Misty Isle is home to a great many races. It boasts the only true city in the Dragon Isles—Aurialastican, the City of Gold, comparable to Palanthis in respect to its population and diversity. The city is broken into different districts, and each district is reserved for a particular race. Despite this, all races seem to get along within the city. The fact that it is always under the watchful eye of a good dragon encourages this good behavior.

The City of Gold is also home to the Dragonheights. This portion of the city is reserved for the metallic dragons and their guests. The Dragonheights sit above the city on a massive plateau. Immense buildings sized for dragons and colossal metal sculptures line the edges of the Dragonheights. The entire area is surrounded by a protective field of magic that slows time; anyone unauthorized to pass though is suspended in time and only released when a metallic dragon frees them (equivalent to a *time stop* spell with an unspecified duration and CL 20). This may be months or even years from the time they were originally captured. A copper dragon by the name of Kopernus patrols the barrier, and he takes his job very seriously; anyone who offends him is likely to be denied passage through the barrier. Within the Dragonheights are grand museums and great libraries filled with the collected knowledge of the ages. It is also here that the Oligarchs of the island meet to discuss matters of the clans and threats to the Dragon Isles.

Currently the city of Aurialastican is full of activity. Dragons from all the clans can be seen flying to and from the Dragonheights and refugees from other islands and new visitors to the Isles are arriving in Aurialastican daily. The City of Gold is quickly becoming a disorganized and dangerous place.

Outside of Aurialastican, the two other major settlements on the Misty Isle are the pirate town of Vermis and the shipbuilding town of Drake. As most dragons are concentrating their efforts elsewhere on the islands, these towns are quickly becoming controlled by lawless brigands and bandits.

TAYOL

The island home of Tayol is the westernmost island in the chain. It is located roughly fifty miles west of Berann and is clanhome to the bronze dragons of the Dragon Isles. Much of Tayol is covered in low-lying swamp land which is perfect for the water loving bronze dragons. Marsh-lined salt flats surround fjords along the shoreline that flood when the tide is high. A small inland mountain range with a number of volcanoes continually warms the mountain snows and

provides a constant supply of water to the rest of the island. Dense jungles comprised of tangled, thorny vines and thick overgrowth cover large portions of Tayol.

Old wise Brazentail fancies himself the ruler of this island. All the bronze dragons are friendly enough and have a strong relationship with the Kagonesti of the island. The only civilized community on the island is the town of Lief on the southern shore. Mostly comprised of humans, elves, and dwarves, the inhabitants of the town have long coveted their privacy. In the past they bordered on xenophobic, so the bronze dragons and Kagonesti have left them alone for the most part.

Without raising the awareness of the bronze dragons of the island, an ancient black dragon sorcerer known as Terror has infected the people of Lief with Turbidus leeches and the takeover is nearly complete. Once he has infected the entire town he plans to move on to the wild elves on the island. With all the two-legged folk on the island under his control, he intends to begin eliminating the bronze dragons.

WINGED MAJESTY

The second largest island in the Dragon Isles is clanhome to the silver dragons of the Dragon Isles. Winged Majesty is located roughly fifty miles southwest of the Isle of Heart. The island of the silver dragons is second in beauty only to the Isle of Alarl: lush forests, broad plains, smooth beaches of white sands, and soaring mountain ranges make for some of the most magnificent vistas in the Isles.

Silver dragons of the Isles typically make their homes among the peaks looking out over their island. Aside from dragons, the island is primarily inhabited by elves. Three small elven settlements can be found here. The elves here are mostly exiles or sailors from both Qualinesti and Silvanesti. The largest settlement is the port town of Gal U'kerin on the southern shore on the Bay of Sesylnia. The elves here have learned to accept one another despite their ancestral heritage and they live together in peace.

A number of years ago a tribe of goblins, dissatisfied with the conditions on the Isle of Heart, made their way to Winged Majesty and moved into the base of the Argaant Mountains. For generations the tribe has grown in size. They have been careful to avoid the elves and dragons of the island, only emerging at night to hunt. The elves and dragons have been aware of the goblins but have left them alone. They have no idea just how many now reside under the mountains. Within the last generation there was a young goblin born that has grown to immense size. Touched by the hand of Chaos, this cave lord known as Grotsnout has taken control of the goblins and now has ambitions reaching far beyond the simple life of ruling over a goblin tribe. He is hungry for more power and treasure and has decided to use his tribe to help him attain his goals.



Book Children of the Dragon

THE man's grip was incredibly strong. Tanis felt himself losing consciousness. He tensed his muscles for one final, desperate struggle, then he heard a hoarse cry and a bone-crushing thump. The hands relaxed their grip and the heavy weight was dragged off him.

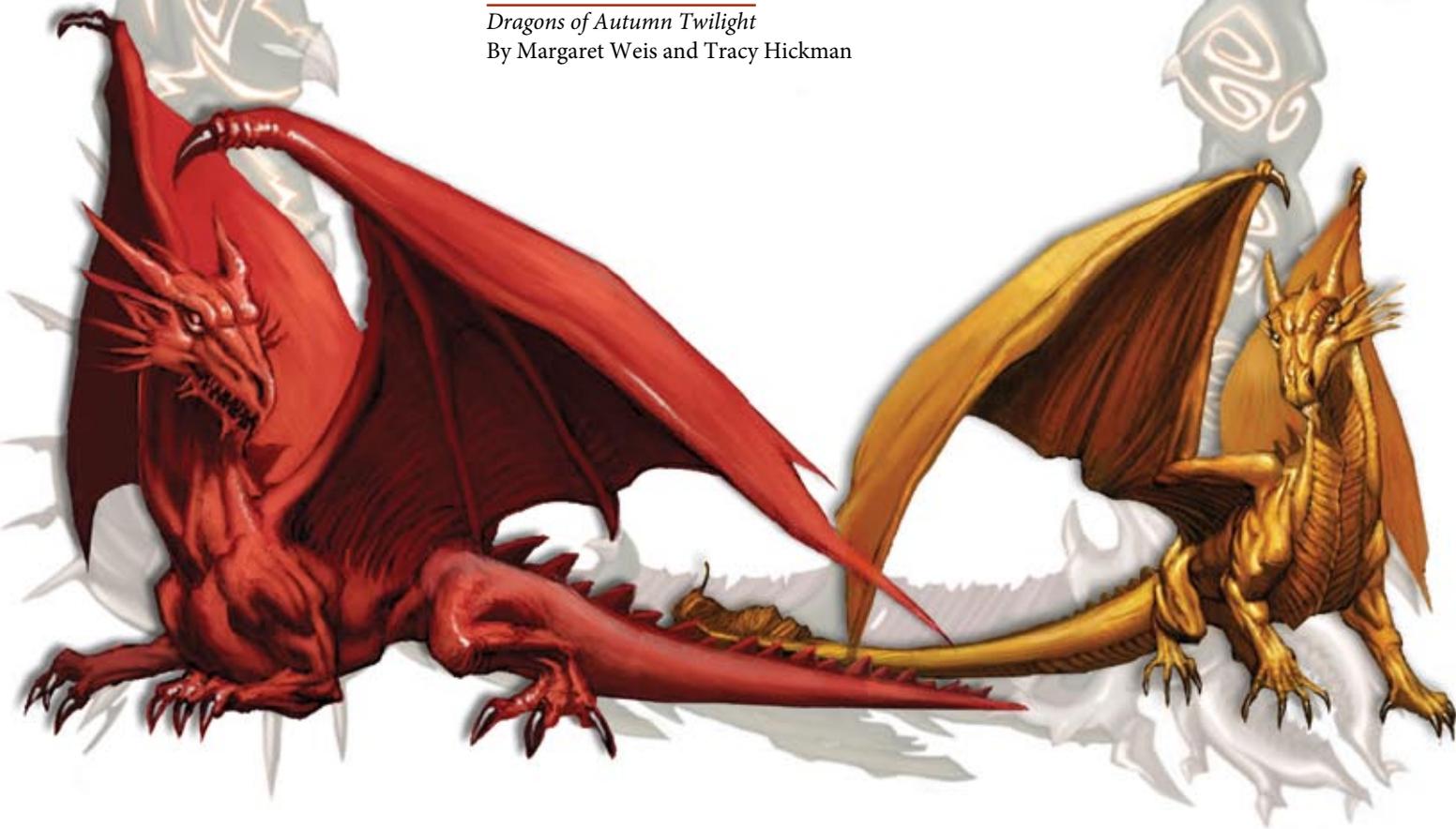
Tanis staggered to his knees, his breath coming in painful gasps. Wiping mud from his face, he looked up to see Flint with a log in his hand. But the dwarf's eyes were not on him. They were on the body at his feet.

Tanis followed the astonished dwarf's gaze, and the half-elf recoiled in horror. It wasn't a man! Leathery wings sprang from its back. It had the scaly flesh of a reptile; its large hands and feet were clawed, but it walked upright in the manner of men. The creature wore sophisticated armor that allowed it the use of its wings. It was the creature's face, however, that made him shudder, it was not the face of any living being he had ever seen before, either on Krynn or in his darkest nightmares. The creature had the face of a man, but it was as if some malevolent being had twisted it into that of a reptile!

"By all the gods," Raistlin breathed, creeping up to Tanis. "What is that?"

Dragons of Autumn Twilight

By Margaret Weis and Tracy Hickman





Chapter 1 Base Draconians

Kang dashed after Huzzad's captors. Hearing his clawed feet behind them, the four dropped their burden to draw their weapons. Huzzad lay slumped on the wooden planks. Kang had no time to check to see if she was breathing. He slid his sword through one soldier's body, yanked it free, and—taking care to hop over Huzzad—attacked the next. He caught a glimpse of metal flashing behind him, but he was intent on his opponent and could not turn around. The two baaz had their commander's tail covered, however. Kang heard a shriek and a splash. The man he was facing dropped his sword and fell to his knees.

"Mercy!" he cried, staring at Kang with terror-filled eyes.

Kang recognized the cowardly cur who had thrown the rock at Huzzad.

"We're monsters, remember? Lizard-men, uncivilized."

Kang grunted and lopped off the man's head. He kicked the still-quivering body into the river.

Draconian Measures

By Don Perrin and Margaret Weis

The metallic draconians are the classic villain for the people of Kryn. They eliminate whole villages, attack women and children, and are the unnatural result of foul magic. As the wayward children of the good dragons, one can feel pity or hatred for them. The conflict between their heritage of goodness and the dark magics of their birth provides a constant struggle and the key to their potential greatness.

A BRIEF HISTORY

The following timeline is somewhat draconian-centric. While largely factual, it nevertheless represents a weighted perspective. For more of the story of the base draconians, especially the history of Kang and his regiment after the War of the Lance, read the short stories "Kang's Command," "The First Dragonarmy Bridging Company,"



"The First Dragonarmy Engineer's Secret Weapon," and "To Convince the Righteous of the Right," and the novels *The Doom Brigade* and *Draconian Measures*.

THE AGE OF STARBIRTH

The All-Saints War: Draconian legend has it that Takhisis corrupted the first dragons, the children of the gods. Made from base metals, the ancient dragons corroded, becoming the chromatic dragons. This first transformation sparked the great rift that divided the gods, but it was also the first time that the essence and body of the dragon were changed into something corrupt. All dragons possess this potent essence. It survives in pieces among the individual draconians, both base and noble. It survives as a cancerous disease in the bodies of those perverted into dragonspawn. The potential for transformation has existed since this first corruption, but very few dared search for such abominations.

THE AGE OF MIGHT

1015 PC: In the time after the death of Huma Dragonbane, the Black Robes of the Third Dragon War gained unlimited freedom to perform vile experiments. It was a time when

Galen Dracos created horrible undead dread wolves. It was also a time when a little known

magic-user named Brenn of the Black

Robes captured a silver dragon and her clutch of eggs. Brenn began studying the essence of dragons and proceeded with his cruel experiments on the eggs, hoping to create creatures that were not dragon, but were not human either. His plans came to an abrupt end when a minotaur of legend, Kaz, comrade of the great Huma, put a stop to his procedures.

100 PC: In the Tower of Zhama, the dark mage Fistandantilus and the Black Robes of his age began experimenting with the nature of life. While Fistandantilus pursued it as a means to understanding and prolonging his lifespan, other wizards began the study of building an army of magically spawned creatures for a future fight against the rising power of the good Kingpriest of Istar.

THE AGE OF DESPAIR

287 AC: Evil dragons and bakali raided the Dragon Isles where the good dragons laired, and stole the good dragons' eggs. Fleeing with the eggs to the Lords of Doom, the evil dragons hid their cache in the bowels of the volcanoes of Sanction.

296 AC: The metallic dragons woke from their slumber to discover that their precious nurseries had been raided and their eggs were missing. The red dragon Harkiel approached the dragons as a messenger from Takhisis and demanded a steep price for the safety of the dragon eggs: the metallic dragons must remain neutral in the upcoming war. All the metallic dragons swore this oath.

333 AC: The Dragonarmies discovered that the plague mold of the Zhakar has a destructive effect on dragon eggs. The mold was used to create the first of the brutal base draconians. Called the traags, these creatures soon proved useless as an effective battleforce. The silver eggs were then used, creating the sesks, who proved cowardly and unfit as soldiers. The proto-draconians were shipped to the distant land of Taladas to perish.

342 AC: Dracart the Black Robe, Wyrllish the cleric of Takhisis, and the red dragon Harkiel created the first true draconians from the eggs of the good dragons. First were the baaz and kapaks, then the bozaks, sivaks, and auraks. Each was assigned to the different wings of the Dragonarmies of Ariakas. Highlords selected particularly exceptional

draconians to act as bodyguards and spies to find the missing Greenstone Man, Berem, the key to Takhisis' victory over Krynn. Maranta the aurak was born. Kang, Slith, and Granak were also born.

343-347 AC: The Dragonarmies began ruthlessly training their new draconian troops. Signs of mercy were met with death; the weak were culled from the strong. Leaders began to emerge from among the draconians; the elder draconians were revered as survivors and exceptional among their kind.

346 AC: Kang the bozak found himself the butt of a joke among the officers of Ariakas and attempted to learn engineering to embarrass the military engineers in Ariakas' army. Kang excelled in his training and beat the humans at their own game. Bolstered by his success, he decided to try to command a brigade of draconian engineers. To realize this dream, he teamed up with a group of draconian miscreants lead by Slith the sivak. They soon became comrades, popular among the soldiers for providing strong dwarf spirits to the troops. Dracart was unnerved by the intelligence and spirit demonstrated by the draconians. He slaughtered all female draconians and sent unhatched females to be exterminated. The eggs were captured by dwarves and taken into the bowels of Thorbardin; it was assumed that the eggs were destroyed.

352 AC: The elflord Gilthanas, the silver dragon Silvara, and the copper dragon Cymbol discovered the true nature of draconians and the dragon eggs. A battle erupted over Sanction, where the remaining dragon eggs were rescued

BATTLE OF MARANTA'S FORT

AS TOLD BY KRANAR DROGIN, RED ROBE AESTHETIC

THE battle of Maranta's Fort, fought three-hundred eighty-five years after the Cataclysm, is largely unknown to most of the people of Ansalon. However, through much research, I have come to believe this battle was in fact the single most important event in the history of the draconian race, and a fascinating tale of ingenuity and military improvisation.

Two years following the Chaos War, Lord of the Night Mirielle Abrena learned that Kang and his regiment of engineers had found female draconian eggs and that he was searching for a suitable homeland in the region of Teyr in a desperate attempt to establish the draconians as a proper race. Acting under Lady Abrena's orders, a Dark Knight commander by the name of Zeck (Group Commander of the Wolf Talon Division, for you armchair military historians) hastily assembled an army of goblins and hobgoblins to stop them from reaching Teyr. Zeck succeeded in harrying Kang's meager force and slew many before the draconians achieved the sanctuary of Maranta's Fort, where they added their numbers to those already defending the fortress.

Inside the fort, however, political conflict was brewing, which seems to confirm that no draconian tale is complete without at least two instances of guile and trickery, which is what makes draconians such a fascinating research topic...But I digress. General Maranta, nominal leader of the defenders, feared that Kang posed a challenge to his leadership. He attempted to use some foul spellcraft on Kang using an artifact called Dracart's Heart (fascinating history with that artifact...But that's a story for another time), but his

treachery was suddenly thwarted when a female aurak by the name of Thesik slew him, reportedly in a rather spectacular and fiery manner.

Meanwhile, the battle was brewing between the draconians and the goblin army. Now combined, the draconian defenders of the fortress numbered five thousand. However, this number was dwarfed by the combined goblin and hobgoblin host of forty thousand. Kang and his engineers, faced with certain defeat, devised a most clever and ingenious solution; they constructed a weapon they dubbed the "Drunken Dragon." Physically, it was a wooden frame made to resemble a dragon, but when enhanced by a bit magic it not only appeared to be, but actually flew through the sky like a ferocious gold dragon! Oh, I would love to have seen it in person, such a well-executed illusion...But again I digress.

When the Drunken Dragon soared out of the fortress, the goblins fled in abject terror, the poor wretches, leaving the hobgoblins to continue the fight. To deal with them, Kang had one final trick in this pretend dragon of his; finding a new use for Dracart's Heart, he caused the Drunken Dragon to detonate; alas, the artifact was destroyed in the explosion and thus lost forever to those who may have wished to learn more about its uses. When the hobgoblins valiantly attacked the great wurm, it exploded with such fury that most of the hobgoblins never knew what it was that slew them. The survivors were quickly routed by a counterattack of draconian infantry from the fort, and the battle was won.

Thus did Kang, and the draconian people, win two great victories that day.

by the good dragons. The loss of the eggs was a setback for the Dragonarmies who had relied on the draconians as an expendable fighting force.

353 AC: Facing the loss of territory at the hands of Laurana, the Golden General, Ariakan commissioned Dracart to begin creating draconians from evil dragon eggs. Dracart soon learned that the chromatic draconians refused to serve their evil cause. Some noble draconians fled, but many were killed. The evil mage created the Heart of Dracart, a device that could create a thousand draconians from the essence of a single base draconian. The death of Ariakas caused the collapse of the Dragonarmies; scattered and leaderless, draconian turned upon draconian. General Maranta foresaw the futility of fighting and secretly stole the Heart of Dracart and several draconian infantry units.

353-383 AC: Draconians were hunted down by metallic dragons and their Solamnic allies. Among the survivors were Grand Master Iulus the aurak and his sivak general Zen who formed a mercenary company for warlords and surviving dragonarmies. Kang's regiment of draconian engineers settled near the dwarven community of Celebundin in the valley between Mount Celebund and Mount Dashinak near Thorbardin where they survived through non-lethal raids on the dwarves.

383 AC: Kang and the First Engineering Regiment rediscovered the lost female dragon eggs and twenty female draconians were hatched. At long last, the draconians were no longer a race doomed to extinction. Kang and his men began a long journey to an abandoned city called Teyr.

THE AGE OF MORTALS

384 AC (1 SC): The blue dragon Skie returned to Krynn only to discover he was trapped. He captured a draconian and began magical experiments to create the perfect receptacle for the spirit of Kitiara. He created the first dragonspawn.

385 AC (2 SC): Chased by a Dark Knight-trained goblin army, Kang and his group of male and female draconians reached the relative safety of Maranta's Fort where the goblin army was routed. General Maranta revealed his experimentation with using Dracart's Heart to create draconian clones; these mindless creatures, often called "dunderheads" by other draconians, had none of the magic inherent to their draconian progenitors. Maranta was killed in the battle. Maranta's followers, for lack of another leader, joined Kang's unit; this union was not without tension.

389 AC (6 SC): Kang and his draconians reached Teyr; Kang established himself as Lord-Governor. The draconians rebuffed any attempts made by the Dark Knights to ally, especially after the Knights' treachery at the battle of Maranta's Fort. Hoping to keep the fledgling city isolated and weak, the Dark Knights publicly announced a false alliance.

392 AC (9 SC): In a plot to kill Grand Master Gunthar uth Wistan of the Knights of Solamnia, the aurak Iulus was killed by Zen for succumbing to a pampered lifestyle. Zen took command of the mercenary group. The great Dragon Overlords began claiming realms. The Dark Knights were soon allied with the Overlords; the draconians followed suit. Teyr began to secretly infiltrate the Dragon Realms hoping to find allies or, at the very least, information that Teyr could use as bargaining chips with the free realms.

393 AC (10 SC): The Draconian Uprising: A large number of draconians took over a region of Solamnia. Riva Silverblade, a Knight of Solamnia, stole a scroll created by the Dark Queen. At a far off tower, Palin Majere confirmed that Riva had a scroll what would defeat the draconians. Palin unleashed the

magic, which drew nearly the entire occupying army to the tower, where they were weak and defenseless. The surviving draconians fled to Teyr swearing vengeance on Silverblade, Majere, and their kin.

401 AC (18 SC): Khellendros ("Skie") made the dark discovery of fusing the body of a human with the essence of a draconian and one of his own tears. The creatures were utterly loyal to the Overlord and could act as his eyes over his territory. Khellendros began building a secret army of blue dragonspawn.

413 AC (30 SC): While visiting Khellendros, the Red Dragon Overlord Malystrix discovered the dragonspawn. The other Overlords soon learned the method for creating dragonspawn through their own unique methods; each began to build dragonspawn armies.

420-421 AC (37-38 SC): Mina and the One God defeated Beryl, Skie, and Malys in the War of Souls. Many of the dragonspawn created by these wyrms perished with the deaths of their masters. Kang, General Slith, and an army of draconians struck at the Knights of Neraka in Sanction. The attack came as a complete surprise to the Nerakan forces and freed the city of Sanction. Meanwhile, Zen's mercenaries were betrayed by dwarves in Thorbardin during Jungor Stonesinger's revolt against Tarn Bellowgranite. Zen was killed in the final battle. The nation of Teyr faced its first threat of civil war as long silent factions both internal and foreign began scrambling for power.

COMMON QUALITIES

Like their forebears, metallic draconians appear in five varieties: aurak, baaz, bozak, kapak, and sivak, descending from gold, brass, bronze, copper, and silver dragons respectively. While each of these varieties is unique and unmistakable from the others, they share many qualities. Those similarities are discussed here; differences and qualities unique to the individual noble draconian types are discussed later in the chapter.

PHYSICAL QUALITIES

Despite its draconic heritage, the draconian's body is more humanoid than draconic. The basic draconian form is that of a bipedal creature superficially resembling a lizard-man. The draconians are usually man-sized, with long legs and arms ending with razor-sharp claws. Fine scales cover the draconian from tip to tail. The nose is distinctly shorter than that of a dragon, and true dragons often see it as repugnantly short and human-shaped.

The draconian's skin resembles thick, tough leathery crocodile hide covered with smooth scales, not unlike fish scales, that are attached to the skin. These scales are keratinous, like human fingernails, but cover the entire body. Scale color is dependent on the subrace of the draconian, but all scales lose their bright metallic sheen by adulthood. The scales "rust" along the edge and over time the corrosion crawls further up the scale. From a distance, venerable draconians look quite dull in color.

There are several gender differences among metallic draconians. Males tend to be bigger and stronger, with slightly deeper voices. Their scales are often larger as well. Females are usually smaller and quicker. Their muscles are geared toward speed and flexibility rather than brute strength. Their eyes tend to have a lighter color. The draconian tail varies depending on the sex of the draconian in question. Male draconians have large muscular tails, while females' tails are more serpentine and flexible. Sivaks have tails large enough to



strike or trip opponents. Draconian tails are not prehensile, but with intense practice and training the tail can wrap around objects. Most draconians simply use their tails for balance.

It is interesting to note that many elder draconians do not have tails. The humans who trained these draconians taught them human combat styles. The tail's weight affects the fighting stance, throwing off attacks and dodging. Originally considered a worthless feature, draconians often had their tails removed. As more draconians were being produced in the War of the Lance, training became minimal and docking the tails was less of a priority.

The most obvious draconian feature is the leathery wings. All draconians but the auraks have wings similar to their dragon parents. These two arm-like limbs have phalanges, resembling extended fingers. Each "finger" is webbed with a thin membrane of skin. Among the baaz, bozaks, and kapaks, these wings can only be used for gliding, as the base of the wing is attached simply to the back. Sivak draconians, the only draconians who can fly, have large-spanned wings attached to a superior muscular system and oversized sternum, allowing the fine manipulation of the wings for flight.

FAMILY LIFE

The relationship between male and female draconians is awkward. The existence of females was revealed only in the past few decades, so most male draconians did not grow up with a feminine influence. Typically it is the female who chooses the mate, which usually involves a quite a bit of clubbing and hitting—along with no small amount of discussion among other females about the male's qualities and potential. There are no formal ceremonies beyond a physical contest of some kind. On a social and practical level, the contest determines the roles in the raising of hatchlings. The winner usually takes the challenge of finding food and resources, while the other partner prepares the nest and tends to the eggs themselves. While draconians do not necessarily mate for life, females usually continue to choose the same mate.

After a gestation period of 6 months, a female lays a clutch of 2 to 8 eggs which usually hatch in 3-6 months. The eggs must be kept in a moist environment at a temperature roughly equal to the mother's body heat. Draconians have a very short childhood. The hatchling can immediately start eating solid foods and liquids, usually preferring meat and blood to vegetables and breads. Hatchlings are very curious and get into all sorts of trouble unless carefully watched.

During adolescence, auraks and bozaks develop spellcasting abilities and need to be trained to use the power responsibly. Kapak saliva becomes potent, while sivaks begin using their shape shifting and blending skills. Young draconians usually reach adult stature in 15 years. The exception is the sivak draconians who continue growing, eventually reaching their large size at adulthood.

No draconian has yet died of old age, and there are rumors that a draconian can live for a thousand years. This has yet to be proven, and death usually comes through combat. During the War of the Lance, crippled draconians



were typically left for dead or pushed into killing themselves to damage as many enemies as possible. There were instances of crippled draconians buried alive in mass graves.

Given the conditions of battle, as well as the draconians' violent death throes, draconian bodies are not recoverable. Rather than actually burying a body, there may be a grave marker commemorating the draconian's life. Typically all that can be found is charred earth or material that marked the draconian's passing. The soot from the sivak, the burned remains from the acidic pool of the kapak, or the dust of a baaz statue are sometimes collected and placed in a small clay jar. If no remains are recovered, one of the draconian's most valued possessions is sometimes buried under a tombstone with the draconian's name, regiment, and list of battles. For large engagements with many deaths, jars and possessions are placed in a mass grave and marked with a large marble block where the names are carved together.

CREATION

The creation of the draconians is well known, for the tale of their origin has been told for decades. Gilthanas and Silvara exposed the truth of their creation, the legendary Astinus recorded their eyewitness statements, and his chronicles were spread throughout the free lands on Ansalon alongside the legend of the Heroes of the Lance:

Joining hands, the dark-robed clerics and wizards began chanting, causing the egg to darken. It turned to a hideous green before darkening into a dull black and growing to a grotesque size. Through arcane and divine spells, they forced the eggs to grow and their occupants to multiply. The shell became leathery and slimy. As the larva-like egg split open, miniature draconians crawled into the open.

The ritual was born from Dracart the Black Robe, Wyrllish the dark priest of Takhisis, and the red dragon Harkiel. The spells governing the creation of the draconians require this triumvirate. Greater numbers of magic users and dragons can create even more powerful draconians.

Because of this requirement, the creation of new draconians from dragon eggs has been nearly impossible after the War of the Lance. There have been occasional attempts; for instance, a group of baaz stole a clutch of brass dragon eggs in a plot to free Sanction, Neraka, and Jelek from the grip of the Solamnics after the War of the Lance. Since then, there have been no attempts at the creation of new draconians. The

discovery after the Chaos War of the female draconians meant that natural reproduction could replace magical rituals as the means of continuing the species.

DRACONIC HERITAGE

Every draconian is born with a vision of the dragon he or she could have been. Few can tell whether it is a curse to remind them of an unattainable ideal or a path to guide them toward what they could be. The dream is also a constant reminder that draconians are considered perversions of dragons. This fact can never be erased; even new generations of draconians dream of dragons.

Draconians possess a *draconis fundamentum*: the dragon's gland that powers the breath weapon among the mighty dragons. This unique gland is connected to various parts of the draconian's body including bones, skin, heart, and nervous system. This gland is the source of the draconian's innate magical ability and death throes. When a draconian dies, the magic contained within the *fundamentum* unleashes its magic. Baaz skin and muscle turn to solid stone; a kapak's body melts into bubbling acid; a bozak's bones shatter explosively; Sivaks shapechange or explode; and auraks burst into flame. The underdeveloped organ in draconians is unstable, robbing most draconian races of the innate magical spells available to true dragons.

Metallic draconians and evil dragons tend to ally primarily because the dragon provides protection while the two groups work toward overlapping goals. Draconians revere chromatic dragons as examples of raw power and destruction. Chromatic dragons act as masters to metallic draconians, although they do not particularly trust the draconians. In the era of the Dragon Overlords, many draconians flocked to the banners of these powerful monsters.

Metallic dragons and base draconians generally loathe each other. The dragons see these creatures as twisted versions of themselves and often destroy draconians as an act of mercy—a perspective that most draconians do not share. Fundamentally, the draconians resent being abandoned by their parents during the War of the Lance. The Oath of Neutrality is viewed as a betrayal rather than a loving act intended to keep the hostage eggs alive. The metallic dragons' willingness to eradicate draconians shows the hypocrisy of this loving act.

Metallic draconians have a complex relationship with noble draconians. The mere self-righteousness of fellow draconians calling themselves “noble” is offensive to any metallic draconian. The term “base draconian” is a slight that “good” creatures hypocritically spew. In the early years of the war, draconian masters ordered the destruction of noble draconians. Following orders, the metallic draconians earned a life-long enmity with their draconian cousins.

Metallic draconians believe dragonspawn are powerful creatures and are sympathetic to them, as dragonspawn are also products of magical experimentation. However, that sympathy does not overshadow the fact that dragonspawn are rivals for power.

MAGICAL PRACTICES

Among scholars as well as draconians, there has been a great debate over the magic that draconians can use. What is its source? Is it different from High Sorcery? Why could draconians use magic in the Fifth Age whereas wizards could not?

All these questions have been hotly debated for many years. Even Lord-Governor Kang of Teyr devoted resources and personnel to understanding all forms of magic, hoping that Teyr could benefit from this knowledge. There are several theories explaining the various natures of magic and these in turn attempt to model how draconians can cast spells.

It is widely believed that draconians, being corruptions of dragons, are using the same innate magical ability that dragons use. The great Overlords, such as Malystrixx or Khellendros, were able to use their power as dragons to carve their domains to their liking, exhibiting strong magical aptitude. Metallic dragons are also powerful in magic. Many believe that the draconian's innate talent for magic comes from the dragon's blood that runs through their veins.

Scholars have noted that, in the early years of the Age of Mortals, draconian magic was lost. Within a year after the loss, the draconians regained their spellcasting ability, but their spells were extremely limited. Sivaks, who could shapeshift and maintain that form permanently in the Age of Despair, discovered they could only take this form for an hour before the magic faded. While scholars attributed this to the limitations of sorcery, the draconians assumed that their magic was deeply tied to Takhisis. Many draconians, including Kang, had openly prayed to Takhisis to gain their spells. With Takhisis' abandonment in the Chaos War, Kang and many other draconians lost their faith and in turn lost their powers.

Since the War of Souls demonstrated that Takhisis didn't really abandon Krynn, theorists assume that draconians lost their powers because of the machinations of Takhisis and the undead. The War of Souls demonstrated that the One God could use the undead to steal magic away from magic users to give Takhisis strength. The draconians' innate magic was lost because the undead attached themselves to draconians as leeches, siphoning magic as the draconians attempted to use their magical skills. Since the War of Souls, the draconians again have full control of their magic.

NAMES

Draconian naming conventions were established by their creators who drew primarily from Nerakese. There is no differentiation between male and female names. Because of their intense military training and long service, rank and assigned regiment are typically used in place of surnames.

Those without a specific regimental classification—such as personal assassins or bodyguards—are simply known by their first names. Among draconians, bodyguards are treated with respect corresponding to the power of those they protect. A simple unranked name is spoken with respect, honor, and possibly reverence. For assassins, the exact opposite is true. Draconian assassins don't carry rank and their names are usually whispered. However, only the foolhardy draconian openly derides the assassin for his one name.

The name, rank, and regiment became a part of the naming convention of the draconians of Teyr, who bestow a given name to their children at birth. Upon joining the military, the draconian gains a “last name” that reflects his rank and regimental affiliation. Because the civilians of Teyr do not hold military rank, they use the Nerakese name of their occupation and the name of their business. Those that work within the government of Teyr itself use their government title instead of rank and regiment.

Among close comrades, draconians tend to create nicknames with each other, usually working with the first syllable of the draconian's first name. These nicknames first

flourished among the female draconians of Teyr, who formed close bonds with their fellow draconians during the long trek to the abandoned city. Examples include “Thes” for Thesik and “Fon” for Fonrar.

Draconian names include: Artisanthax, Bulmammon, Gildentongue, Thesik, Maranta, Iulus, Angrel, Cresel, Drugo, Folketh, Holkforth, Krelkith, Pulk, Riel, Urul, and Vlerness.

LANGUAGE

The draconians do not have a language of their own. Most were taught Common during the War of the Lance to minimize language barriers among the Dragonarmy troops. Many draconians flavored this language with words and phrases from various forms of camp talk and mercenary cant they picked up during the war.

In Teyr, many draconians now speak a dialect of Nerakese heavily influenced by Ogre and Goblin, often slurred by the elongated snout and tongue of the draconian head. The language often comes out with a subtle amount of hissing. Unless the listener is fluent in Nerakese, it is easy to mistake this hissing mixture of languages as nonsensical or possibly its own unique language.

Draconian spies and traders, especially the kapaks and sivaks, learn many languages to better disguise themselves during deep recon within enemy territory. Engineers usually understand a good bit of gnomish vocabulary, including technical terms in the fields of engineering, architecture, and the sciences.

BASE DRACONIAN RACIAL TRAITS

All base draconians possess the following racial traits:

- **Dragon:** Draconians are creatures of the dragon type. They are immune to paralysis and magic *sleep* effects, and have both darkvision (60-foot range) and low-light vision.
- **Disease Immunity (Ex):** Draconians are immune to all diseases.
- **Gallop:** Winged draconians are exceptionally swift, and gain Run as a bonus feat.
- **Glide (Ex):** Winged draconians can use their wings to glide, negating any damage from a fall of any height. They can also travel horizontally up to four times the vertical distance they descend.
- **Inspired by Dragons (Ex):** Draconians are drawn to dragons and revere them. When under the command of a true dragon whose alignment is within one step of their own, or when entering a battle under the command of such a dragon, draconians receive a +1 morale bonus on all attacks and saving throws.
- **Low Metabolism:** Draconians can survive on one-tenth the food and water it takes to sustain a human.

AURAK

Derived from the eggs of gold dragons, auraks are the most innately powerful of all draconians. They are also the rarest. They wear few clothes, aside from the occasional garish belt or cape. Soft-spoken and cold-blooded, no act of violence is too extreme for an aurak. They often work as special agents and enforcers.

PHYSICAL APPEARANCE

Aurak males are about 7 feet tall, while females are slightly shorter. They typically weight 140 to 190 pounds. Auraks are sinewy with short tails and golden scales. Small spines grow from the backs of their heads. They have long, sharp teeth and

bulging eyes that are blood red, green, or black. Their bodies emit a noxious sulfuric odor, detectable from several yards away by creatures with a keen sense of smell. Auraks are the only wingless draconians.

AURAK RACIAL TRAITS

Auraks possess the following racial traits in addition to the draconian racial traits from page XX:

- +2 Dexterity, +4 Intelligence, +4 Charisma.
- Aurak base land speed is 30 feet.
- **Racial Hit Dice:** An aurak begins with eight levels of dragon, which provide 8d12 Hit Dice, a base attack bonus of +8, and base saving throw bonuses of Fort +6, Ref +6, and Will +6. An aurak character receives maximum hit points for its first dragon Hit Die and rolls all other Hit Dice normally. Auraks with class levels add their class attack and save bonuses to their racial attack and save bonuses.
- **Racial Skills:** An aurak’s dragon levels give it skill points equal to 11 x (6 + Int modifier, minimum 1). Its class skills are Concentration, Diplomacy, Intimidate, Knowledge (arcana), Listen, Spellcraft, Search, and Spot. An aurak character does not receive the x4 multiplier for skill points acquired from its first class level.
- **Racial Feats:** An aurak’s dragon levels give it three feats. Auraks gain Simple Weapon Proficiency as a bonus feat.
- **Natural Weapons:** 2 claws (1d4) and bite (1d4).
- +6 natural armor bonus.
- **Alternate Form (Su):** A male aurak can assume any animal form of Small or Medium size three times per day. This ability functions as a *polymorph* spell cast on itself by an 8th-level sorcerer, except that the aurak does not regain hit points for changing form and can only assume the form of an animal. The aurak can remain in its animal form until it chooses to assume a new one or return to its natural form.
- **Breath Weapon (Su):** An aurak can breathe a noxious cloud in a 5-foot cone three times per day. Affected creatures must make a Fortitude save (DC 16) or suffer 1d4 points of Strength damage and be blinded for 1d4 rounds.
- **Death Throe (Su):** When an aurak dies, it explodes in a blast of magical energy. This blast deals 3d6 points of damage to all creatures within 5 feet of the aurak. Affected creatures can attempt a Reflex save (DC 16 + the aurak’s Con modifier) for half damage. Auraks can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- **Dimensional Step (Sp):** Up to three times per day, auraks can perform limited short-range teleportation. This ability functions exactly like the *dimension door* spell except that it has a range of 60 feet and the aurak can only transport itself and items carried. An aurak’s dimensional step is the equivalent of a 3rd-level spell and has a caster level equal to the aurak’s Hit Dice.
- **Disguise Self (Sp):** Up to three times per day, an aurak can make itself perfectly resemble an individual humanoid and perfectly imitate its voice. This ability functions exactly like the *disguise self* spell except that it has a duration of 2d6+6 minutes, and the aurak can only assume the form of a humanoid that it has seen. When an aurak fires energy rays (see below) while under the effects of its *disguise self* ability, it appears to be using a weapon appropriate to its form.

- **Energy Ray (Sp):** An aurak can generate rays of energy from its hands at will. These rays have a range of 60 feet and deal up to 4d6 points of force damage, divided any way the aurak sees fit as long as each ray deals at least 1d6 points of force damage. The aurak must make a ranged touch attack to hit with each ray. An aurak's energy ray is the equivalent of a 1st-level spell and has a caster level equal to the aurak's Hit Dice.
- **No Wings:** As wingless draconians, auraks do not gain the Gallop or Glide abilities possessed by other draconians.
- **Sorcerer Abilities:** An aurak has the spellcasting ability of an 8th-level sorcerer. An aurak that takes additional levels in sorcerer adds its innate sorcerer level to its class level to determine its caster level, spells known, and spells per day. Auraks do not gain familiars unless they take levels in a class which grants them the ability to summon a familiar.
- **Spell-Like Abilities:** At will—*greater invisibility*, *suggestion* (DC 15); 1/day—*dominate person* (DC 17). Caster level 8th; save DC 12 + spell level.
- Spell resistance equal to 20 + class levels.
- **Automatic Language:** Common. **Bonus Languages:** Draconic, Goblin, Nerakese, Nordmaarian, Ogre.
- **Favored Class:** Sorcerer.
- **Level Adjustment:** +4. An aurak has an effective character level (ECL) of 12 + its class levels.

PSYCHOLOGY

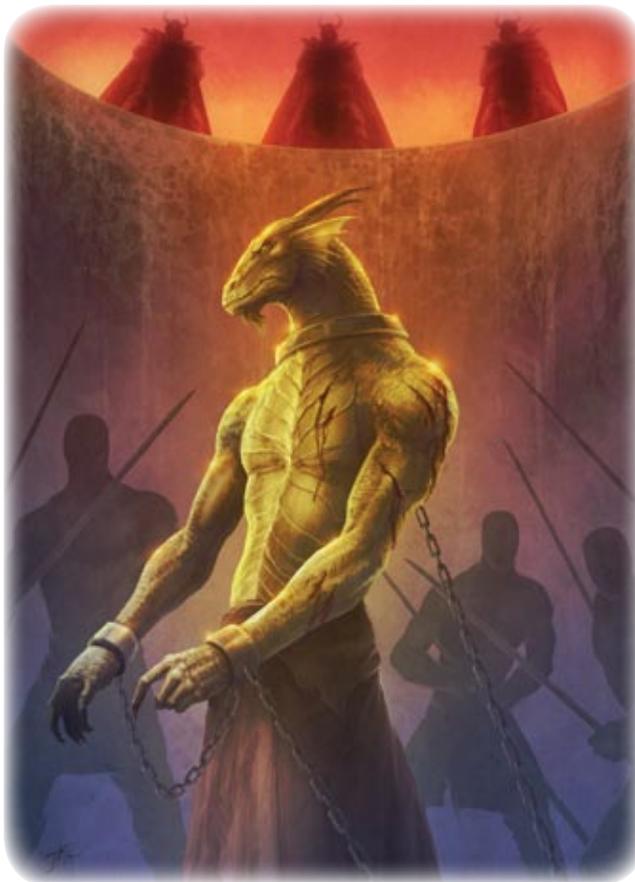
Because of their superior intelligence and exceptional abilities, auraks are easily adaptable to all environments, though they prefer secluded areas. Auraks tend to live alone or in pairs; larger groups of auraks are never encountered. Auraks collect treasures as souvenirs of their kills; the monetary value of the treasure has little meaning for most auraks. There are no limits to what an aurak will eat, and rumors persist that—since they originate from the eggs of gold dragons—they prefer pearls and small gems, even though meat tastes better. Auraks will consume alcohol, but they are less interested in strong drink than other draconians. They are arrogant, self-absorbed, and view themselves as superior to all creatures except dragons and the Dark Queen herself. Aurak draconians are usually evil, tending toward neutrality in respect to law and chaos. Female auraks are usually good, an indication more of their upbringing away from the evil lords of Neraka than anything else.

SOCIAL STRUCTURE

Most intelligent races, including other draconians, have learned to avoid auraks. Many auraks create an image of majesty among their kindred. While solitary in nature, they do desire the power of ruling over others. With the establishment of Teyr, an increasing number of auraks have relocated within that realm. Some strike out on their own to rule their own squadron of draconians without interference. Others are content pursuing aspects of knowledge and researching their draconic ancestry. Still more set out to accomplish a mission given to them by superiors.

RELIGION

During the Age of Mortals, the auraks suspected that their faith in Takhisis was perhaps forced upon them by their creators and that the goddess had only ever been using them to pursue her own goals. After the War of Souls, the auraks



are glad to be rid of the Dark Queen, even as they now seek another god to replace her in their prayers. The pervasive and subtle power of Hiddukel is foremost among the remaining evil gods when it comes to aurak religious conversion.

RACIAL RELATIONS

Due to the sheer amount of magic auraks have inherited from their draconic heritage, they believe themselves to be superior to all other draconians. They are pompous and condescending toward their draconian cousins. Despite this, there is still a deep feeling of respect and fear for auraks. While other draconians may be great fighters, auraks are revered as generals and even royalty.

BAAZ

Baaz are the smallest and the most plentiful draconians. Derived from the eggs of brass dragons, they were the first draconians to appear on Krynn. Baaz are often encountered in disguise, and they are the grunt soldiers of their kind.

PHYSICAL APPEARANCE

Male baaz stand between 5 and 6 feet tall, with the majority of them being on the short side. Female baaz tend to be lighter in build than males. Baaz eat virtually anything, including carrion and human flesh.

Baaz draconians have mottled scales in various shades of brass and dark green. Their eyes are blood red, and they have slightly stooped shoulders. Their fangs are somewhat shorter than those of other draconian races.

Baaz favor the uniforms of the Dragonarmies and many continue to wear them today. Leather collars and breastplates studded with iron are common, as are layered metal leggings. Since this apparel has been poorly maintained, it is primarily

for decoration, offering little in the way of protection. Their size and build are such that they can pass themselves off as human by wearing large hoods and masks and concealing their wings under robes. Such outfits enable them to pass through civilized lands relatively unnoticed.

While baaz draconians have wings, they can't truly fly. They move either by walking upright, gliding down from heights, or running on all fours while flapping their wings. This latter form of movement is their fastest, and it kicks up an intimidating dust cloud on the battlefield.

BAAZ RACIAL TRAITS

Baaz possess the following racial traits in addition to the draconian racial traits from page XX:

- +2 Constitution, -2 Intelligence, -2 Wisdom.
- Baaz base land speed is 30 feet.
- **Racial Hit Dice:** A baaz begins with two levels of dragon, which provide 2d12 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3. A baaz character receives maximum hit points for its first dragon Hit Die and rolls all other Hit Dice normally. Baaz with class levels add their class attack and save bonuses to their racial attack and save bonuses.
- **Racial Skills:** A baaz's dragon levels give it skill points equal to 5 x (6 + Int modifier, minimum 1). Its class skills are Bluff (for males) or Diplomacy (for females), as well as Disguise, Intimidate, Listen, and Spot. A baaz character does not receive the x4 multiplier for skill points acquired from its first class level.
- **Racial Feats:** A baaz's dragon levels give it one feat. Baaz gain Armor Proficiency (light), Martial Weapon Proficiency (longsword), Shield Proficiency, and Simple Weapon Proficiency as bonus feats.
- **Natural Weapons:** 2 claws (1d4) and bite (1d4). A baaz's primary natural weapons are its claws.
- +2 natural armor bonus.
- **Death Throe (Su):** A baaz's body petrifies to stone the moment it dies. If the creature that struck the deathblow used a slashing or piercing weapon, it must make a Reflex save (DC 11 + the baaz's Con modifier) or have its weapon fused inside the baaz's stone body. The baaz "statue" crumbles to dust after 1d4 minutes. Items carried by the baaz, or any trapped within its stone body, are unaffected by the process. Baaz can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- Spell resistance equal to 8 + class levels.
- **Automatic Language:** Common. **Bonus Languages:** Draconic, Goblin, Nerakese, Nordmaarian, Ogre.
- **Favored Class:** Fighter.
- **Level Adjustment:** +1. A baaz has an effective character level (ECL) of 3 + its class levels.

PSYCHOLOGY

Baaz live lawless, disorderly lives, utterly lacking in self-discipline. They regularly engage in drunken raids and random acts of vandalism. They love alcohol, and even the smallest amounts turn them into raging, boastful brutes.

Baaz draconians are drawn to and revere evil dragons. They serve dragons willingly and eagerly, while only reluctantly serving leaders of other species. Baaz draconians are usually evil and tend to be neutral in respect to law and chaos. Freed from the influences of the Dark Queen and the Dragon Overlords, some baaz have adopted a more neutral outlook; rarely, a throwback will reflect the inherent good alignment of his brass dragon ancestors.

SOCIAL STRUCTURE

Baaz draconians occupy the bottom rung on the ladder of draconian social order. Baaz tend to be self-serving when they think they can get away with it. During the War of the Lance, they served as common foot soldiers and were routinely assigned the most dangerous and least appealing duties. Their superior officers, along with members of other draconian races, made no effort to conceal their contempt for the baaz, humiliating them at every opportunity. The baaz deeply resented this treatment, a feeling that still lingers. They are often abused and treated as slaves by other draconians. Female baaz, with their heightened leadership abilities, have helped elevate the baaz somewhat. Baaz males serve as scouts and spies, while female baaz are rapidly becoming highly prized managers and low-ranking military commanders.

Some baaz leave the structured life of the military for a wandering lifestyle. Some fixate on a particular great accomplishment, willing to travel endless miles and wait years to fulfill their quest. Adventuring baaz are often disguised to obscure their draconian features.

RELIGION

Although worship of Takhisis was mandated by their creators, the baaz never questioned this faith throughout the Age of Despair, and indeed even during the Age of Mortals most baaz registered the disappearance of the gods as something that would be taken care of eventually. Some started to question their belief, however, and after the War of Souls and the death of Takhisis the majority of baaz were convinced that they had been fooled. Most of the current generation of faithless baaz have yet to devote themselves to any god, and certainly not as a group. Individual baaz typically return to worship only after some miracle or near-death experience, which has given rise to small cults of Chemosh, Morgion, and even Zivilyn and Reorx among the baaz of Teyr.



RACIAL RELATIONS

Because the baaz were responsible for more human deaths during the War of the Lance than any other draconian race, humans hunt them mercilessly. Because of their talents in disguising themselves, baaz sometimes live unnoticed in abandoned buildings in the center of human settlements; they have a particular affinity for deserted inns and taverns.

Since the end of the war, the baaz have won grudging acceptance from other draconians, but relations are still strained; the baaz and the kapak males who served in separate infantry regiments, for instance, remain bitter enemies.

BOZAK

Bozaks are magic-using draconians derived from the eggs of bronze dragons. Their original purpose was to act as junior officers, unit commanders, and military intelligence; over time, they also become the custodians of draconian religious practice.

PHYSICAL APPEARANCE

Bozaks are just over six feet tall and covered with bronze colored scales. They have dull yellow eyes and gray teeth. Although bozaks eschew armor since it limits their maneuverability, they often wear helmets and leather arm and leg bands for decoration. Their diet consists mainly of meat (fresh or not) and fibrous vegetables. Bozaks display no gender differentiation in height and build. They stand between 6 feet and 6 1/2 feet tall.

BOZAK RACIAL TRAITS

Bozaks possess the following racial traits in addition to the draconian racial traits from page XX:

- +2 Strength, +2 Intelligence, +2 Charisma.
- Bozak base land speed is 30 feet.
- **Racial Hit Dice:** A bozak begins with four levels of dragon, which provide 4d12 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +4, Ref +4, and Will +4. A bozak character receives maximum hit points for its first dragon Hit Die and rolls all other Hit Dice normally. Bozaks with class levels add their class attack and save bonuses to their racial attack and save bonuses.
- **Racial Skills:** A bozak's dragon levels give it skill points equal to 7 x (6 + Int modifier, minimum 1). Its class skills are Bluff, Concentration, Diplomacy, Intimidate, Knowledge (arcana), Listen, Search, Spellcraft, and Spot. A bozak character does not receive the x4 multiplier for skill points acquired from its first class level.
- **Racial Feats:** A bozak's dragon levels give it two feats. Bozaks gain Martial Weapon Proficiency (longbow, short sword) and Simple Weapon Proficiency as bonus feats.
- **Natural Weapons:** 2 claws (1d4) and bite (1d4). A bozak's primary natural weapons are its claws.
- +8 natural armor bonus.
- **Death Throe (Su):** When a bozak dies, its scaly flesh shrivels and crumbles from its bones in a cloud of dust. The bones immediately explode, dealing 1d6 points of damage to all affected creatures within a 10-foot radius. Affected creatures can attempt a Reflex save (DC 14 + the bozak's Con modifier) for half damage. Bozaks can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.

- **Sorcerer Abilities:** A bozak has the spellcasting ability of a 4th-level sorcerer. A bozak that takes additional levels in sorcerer adds its innate sorcerer level to its class level to determine its caster level, spells known, and spells per day. Bozaks do not gain familiars unless they take levels in a class which grants them the ability to summon a familiar.
- Spell resistance equal to 14 + class levels.
- **Automatic Language:** Common. Bonus Languages: Draconic, Goblin, Nerakese, Nordmaarian, Ogre.
- **Favored Class:** Sorcerer.
- **Level Adjustment:** +3. A bozak has an effective character level (ECL) of 7 + its class levels.

PSYCHOLOGY

Bozaks are cautious and devious fighters. Bozaks of both sexes are cruel and cunning warriors who only rarely spare the lives of opponents. When possible, they strike from a distance with spells or missile weapons, and then charge for melee attacks. Bozaks conditioned for battle never show mercy once they attack, although they do not destroy an opponent if they believe sparing the life can advance their cause. Bozaks given other, more functional roles are less likely to be vicious.

Bozak draconians are typically evil and tend to be neutral in respect to law and chaos. In the Age of Mortals, some bozaks have adopted a more neutral outlook, some even showing a tendency toward goodness.

Of all the draconian races, the bozaks are the ones who most crave adventuring. Some dislike the structured life of the military and prefer a wandering lifestyle. Some become obsessive about accomplishing a quest, regardless of the time, energy, and resources required.

SOCIAL STRUCTURE

Bozak bands can include as many as a dozen or more individuals, although usually they limit their numbers to five or six, for expediency if nothing else. The strongest bozak serves as the band's leader. In addition to making all the decisions for the band, the leader conducts their religious ceremonies.

Bozaks prefer to live in secluded forests where they can conduct their religious ceremonies undisturbed. Unlike other draconians, bozaks construct their own lairs, usually small huts of wood and stone with flat roofs, wooden doors, and small windows. They use large rocks and tree stumps for furniture and line the floors with soft layers of weeds and twigs.

RELIGION

Bozaks are intensely spiritual. They were once devoted to the worship of Takhisis, the Queen of Darkness, and conducted elaborate ceremonies in her honor. They still sometimes organize ritual meetings and conduct services without overt religious content.

Even since the death of the Dark Queen, some bozak lairs have a simple shrine to Takhisis where the band conducts regular services. A typical shrine is a crude idol in the shape of a dragon made of stones and small trees lashed together with vines. The idol, seldom more than a few feet tall, is centered in an open field where all the vegetation has been scorched black. A circle of charred bones surrounds the shrine.

The bozaks were particularly hard hit by the loss of Takhisis and her apparent abandonment of them. After the War of Souls, with the defeat of the Dark Queen, many



spiritual bozaks actively seek other gods to replace her in their worship, such as Sirrion or Sargonnas. Irrevocably disillusioned, others have turned their spiritual beliefs toward finding the divine within themselves. Some bozaks, such as Lord-Governor Kang, associated their innate magical talent with Takhisis and have eschewed its use upon turning from her service.

RACIAL RELATIONS

Bozaks frequently raid human settlements for prisoners. Both sexes have keen organizational abilities. Males have served as leaders in draconian military units since the War of the Lance. Though utterly convinced of their superiority, bozaks feign friendship with other draconian races if it serves their purposes—the gullible baaz are often exploited by the bozaks in this way.

Bozaks tend toward gregarious and social behavior when not occupied with war. Individual bozak draconians often forge strong spiritual bonds with other draconians, and they are more apt than other draconians to form relationships outside their race. A good example is Kang, who is known for his friendships with several different humans.

KAPAK

Kapaks are a race of venomous draconians known for their stealth. They are derived from copper dragon eggs. Kapaks are the backbone of the fighting forces and are used as assassins and scouts.

PHYSICAL APPEARANCE

Male kapaks stand between 6 and 7 feet tall. Kapak females are a little shorter, standing about 5 1/2 feet in height. Both are powerfully muscled with sleek torsos and long limbs. Kapaks avoid any style of clothing that might draw attention to themselves. Their scales are dull copper tinged with green; their eyes are orange or dark brown. They have short manes of dark brown or blonde hair hanging from either side of their mouths. Soft pads line the bottoms of their feet, enabling them to move silently. They speak in a soft, high-pitched whine.

The most unusual physical feature of the kapaks is the poison gland located under the tongue that continuously secretes toxic spittle. The glands are capable of producing a virtually limitless amount of the thick, yellowish venom. In females, they instead produce a restorative mucus. Kapaks are strictly carnivorous. They eat fish, wild game, and, occasionally, defeated opponents.

KAPAK RACIAL TRAITS

Kapaks possess the following racial traits in addition to the draconian racial traits from page XX:

- +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom.
- Kapak base land speed is 30 feet.
- **Racial Hit Dice:** A kapak begins with two levels of dragon, which provide 2d12 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3. A kapak character receives maximum hit points for its first dragon Hit Die and rolls all other Hit Dice normally. Kapaks with class levels add their class attack and save bonuses to their racial attack and save bonuses.



- **Racial Skills:** A kapak's dragon levels give it skill points equal to 5 x (6 + Int modifier, minimum 1). Its class skills are Hide, Listen, Move Silently, Search, and Spot. A kapak character does not receive the x4 multiplier for skill points acquired from its first class level.
- **Racial Feats:** A kapak's dragon levels give it one feat. Kapaks gain Armor Proficiency (light), Martial Weapon Proficiency (short sword, shortbow), and Simple Weapon Proficiency as bonus feats.
- +8 racial bonus to Move Silently.
- **Natural Weapons:** Bite (1d4).
- +2 natural armor bonus.
- **Death Throe (Su):** A kapak's body dissolves into a pool of acid 5 feet in radius the moment it dies. Everyone within the affected area (as well as each unattended object) suffers 1d6 points of acid damage per round of exposure. The acid evaporates in 1d6 rounds. Kapaks can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- **Saliva (Ex or Su):** The supernatural saliva of a female kapak cures wounds. If she licks an injured living creature (a standard action), the saliva heals 2d6 points of damage. A creature can only be healed with female kapak saliva once every four hours. The saliva of a female kapak does not heal when delivered by her bite. The extraordinary saliva of a male kapak carries a paralyzing poison (bite or licked weapon, Fort DC 11 + kapak's Con modifier, initial damage 1d6 Dex, secondary damage 1d6 Dex), which can be delivered either through a bite or by licking any piercing weapon. Envenoming a weapon is a full-round action that provokes an attack of opportunity; the poison remains on the weapon for 3 rounds or until the kapak hits with the weapon, whichever comes first.

- **Sneak Attack (Ex):** A kapak deals an extra 1d6 points of damage whenever its target would be denied her Dexterity bonus, or when the kapak is flanking an opponent. This extra damage applies to ranged attacks if the target is within 30 feet. This is otherwise identical to the rogue class feature described in the *Player's Handbook*. If a kapak gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.
- Spell resistance equal to 11 + class levels.
- **Automatic Language:** Common. **Bonus Languages:** Draconic, Goblin, Nerakese, Nordmaarian, Ogre.
- **Favored Class:** Rogue.
- **Level Adjustment:** +2. A kapak has an effective character level (ECL) of 4 + its class levels.

PSYCHOLOGY

Kapakas are fierce warriors who possess an inherent love of battle. However, they also excel at performing quiet missions of sabotage and assassination. Kapak draconians are usually evil, especially the first generation that was raised to fight in the War of the Lance. New generations tend to be more neutral. Kapaks have lawful tendencies and prefer structure to spontaneity.

Kapak adventurers are quite rare, since most do not feel a desire for independence or exploration. Those who choose a life of adventure often work for organizations that seek to capitalize on their talents, including thieves' and assassins' guilds.

SOCIAL STRUCTURE

Kapak bands occupy abandoned buildings throughout Krynn, primarily in mountain ranges near civilized regions. Towers and castles are favorite kapak strongholds, which quickly become highly organized and efficient bases of operations. A kapak appreciates his place in his social group and rarely attempts to climb over others in rank; those with ambition are usually compelled to do so because of weak or inefficient leadership.

RELIGION

During the Age of Mortals, kapaks rejected Takhisis as their goddess and, while their lawful natures demand that they acknowledge the other gods, very few look to any divine source for aid or guidance. Kapaks believe that draconians should determine their own destiny. Consequently, there has been a rise of mystical practice among kapaks, and kapak mystics are common among the females; the female draconian Enkiz (N female kapak draconian rogue 2/mystic 6 of Restoration/Legion mystic 3) works with the Legion of Steel in Estwilde and is just one example of kapaks seeking a path without the gods.

RACIAL RELATIONS

Originally, kapaks did not show an aptitude toward original thinking, nor were they very perceptive. This made them better followers than leaders, and while this trend is changing with a new generation, it persists among kapaks who associate with older draconians. Usually another kind of draconian or a leader of a different species leads kapak forces. When disagreements cannot be resolved, a kapak is just as likely to leave the group as he is to fight for the acceptance of his opinion. Kapaks have great respect for auraks and often allow them to serve as their leaders. A kapak band has a common treasure cache; individuals seldom keep more than a few coins



for themselves. When a kapak leaves the band, he takes his share of the group's treasure with him, using it to buy his way into a new band.

Kapakas are larger than baaz and early on they often bullied and abused their smaller cousins. Consequently, the baaz hated the kapaks as much as they did any non-draconian race. Violent confrontations were common between baaz and kapaks. Years of battling together against a hostile world have eased tensions with the baaz, however, and by the Age of Mortals the rivalry is almost forgotten.

Aside from the baaz, the kapaks maintained good relations with other evil races, often hiring themselves out as mercenaries and assassins. In the Age of Mortals, some kapaks found service with the Dragon Overlords, particularly Beryllinthranox. Since her death, most have returned to Teyr. A handful of kapaks have joined the Legion of Steel, serving as scouts (in the case of males) or mystics (females).

SIVAK

Sivaks are violent, shape-changing draconians that are derived from eggs of silver dragons. They are among the most powerful draconians, second only to auraks, and serve in the armed forces as commanders, guerilla fighters, and airborne assault.

PHYSICAL APPEARANCE

Sivaks have gleaming silver scales and black eyes. With males topping nine feet in height, they are the largest draconian race. They emit a mild odor that smells like hot metal and smoke. Creatures with keen senses, such as dragons, can smell them from a distance.



Sivaks prefer heavy armor specially crafted for them and they keep it well polished and clean. Sivaks can run and glide like most other draconian races, but they are unique in their ability to fly. They are extremely agile in the air, as maneuverable as dragons and nearly as fast.

SIVAK RACIAL TRAITS

Sivaks possess the following racial traits in addition to the draconian racial traits from page XX:

- +6 Strength, +4 Constitution.
- **Large:** As Large creatures, sivaks receive a -1 penalty to their attack rolls and Armor Class due to their size, a -4 penalty on Hide checks, and a +4 bonus on grapple checks. Sivaks' lifting and carrying limits are twice those of Medium creatures of an equivalent strength. Sivaks must wear armor suited to their bulky frames, which costs and weighs twice as much as a comparable suit of Medium armor.
- Sivak base land speed is 30 feet.
- **Flight (Ex):** Sivaks can fly at a speed of 60 feet (poor maneuverability).
- **Racial Hit Dice:** A sivak begins with six levels of dragon, which provide 6d12 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +5, Ref +5, and Will +5. A sivak character receives maximum hit points for its first dragon Hit Die and rolls all other Hit Dice normally. Sivaks with class levels add their class attack and save bonuses to their racial attack and save bonuses.
- **Racial Skills:** A sivak's dragon levels give it skill points equal to $9 \times (6 + \text{Int modifier, minimum } 1)$. Its class skills are Bluff, Climb, Diplomacy, Disguise, Gather Information, Intimidate, Jump, and Listen. A sivak character does not receive the $\times 4$ multiplier for skill points acquired from its first class level.
- **Racial Feats:** A sivak's dragon levels give it three feats. Sivaks gain Armor Proficiency (light, medium, heavy), Martial Weapon Proficiency (greatsword) and Simple Weapon Proficiency as bonus feats.
- **Natural Weapons:** 2 claws (1d6), bite (1d8), and tail (2d4). A sivak's primary natural weapons are its claws.
- +4 natural armor bonus.
- **Death Throe (Su):** When a male sivak dies, it changes shape, assuming the form of the humanoid being that killed it. This death shape lasts for three days, then the entire body decomposes into black soot. If the sivak's slayer is larger than the sivak or not humanoid, or if the sivak is female, it instead bursts into flame, dealing 2d4 points of fire damage to all creatures within a 10-foot radius. Affected creatures can attempt a Reflex save (DC $15 + \text{the sivak's Con modifier}$) to avoid damage. Sivaks can only be restored to life through the use of a *resurrection*, *true resurrection* or *wish* spell.
- **Blend (Ex):** Sivak females have a chameleon-like ability to blend in with their surroundings. This gives the sivak female a +10 circumstance bonus on her Hide checks and allows her to *disguise self* at will.
- **Shapeshift (Su):** A male sivak can assume the form of a Large or smaller humanoid that it has just killed. The shapeshift is a standard action that must be performed within one round of killing the victim. The sivak's appearance and voice are an exact match of its victim's but the sivak does not gain the memories, skills, or spell use of its victim. The sivak can remain in its alternate form until it chooses to assume the form of a new victim or it returns to its natural form.

- **Trip (Ex):** A sivak that hits with its tail attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the sivak.
- Spell resistance equal to $16 + \text{class levels}$.
- **Automatic Language:** Common. **Bonus Languages:** Draconic, Goblin, Nerakese, Nordmaarian, Ogre.
- **Favored Class:** Fighter.
- **Level Adjustment:** +4. A sivak has an effective character level (ECL) of $10 + \text{its class levels}$.

PSYCHOLOGY

Sivaks are not particularly ambitious. They make decisions by consensus and spend most of their time waylaying travelers. They participate in all types of gambling and will wager money, food, alcohol, or prisoners on endless card and dice games. They welcome any opportunity to steal magical items and are fond of gems and jewelry. Sivaks like strong drink but, like the baaz, alcohol has no significant effect on their ability to fight.

Sivaks eat virtually anything and have a particular vice for elven flesh. Most draconians relish the suffering of others, but sivaks are particularly sadistic; no victim is too small or too weak to be victimized by a sivak. Sivaks work especially well in teams, defending one another against unexpected attacks and surrounding opponents to assault them from all sides. Sivaks do not fight carelessly. Unless commanded by a strong leader, they do not go into battle when the odds are stacked against them, nor do they venture into an area where an ambush is possible. Sivaks are intensely loyal to their comrades, but normally they will refuse to fight to the death, flying to safety if a battle turns against them.

Female sivaks tend to be adventurous and inquisitive. Male sivaks, on the other hand, don't often crave adventure, and many are fairly comfortable with their structured lives in the military or in society. However, there are the rare curious few. The sivak adventurer is usually one on a mission for a superior. Other sivaks go out into the wild simply because someone very close to them seeks the adventure. Adventuring sivaks usually shapeshift or blend to avoid trouble in hostile or unwelcoming regions.

SOCIAL STRUCTURE

Both male and female sivaks serve as elite warriors and infiltrators who are highly sought after by evil leaders and other draconians. The male's ability to perform covert operations is aided by their shape shifting ability. Sivak draconians are usually evil and tend to be lawful.

RELIGION

Sivaks have always followed the religious lead of their leaders, from the time of their creation to the present day. They do not have a marked preference for independent religious thought. They were all loyal Takhisis followers up until the Age of Mortals and with the demise of the Queen of Darkness they have either turned away from the gods altogether or taken up the faith of non-sivak comrades, whatever that might be. As a result, no standard or consistent approach is presently being taken by sivaks regarding their spirituality. The single common factor in all religious sivaks is an appreciation for the martial aspects of their gods; new converts of gods other than Takhisis have usually been won over by promises of divine strength, excellence in battle, or tales of martial exploits.



RACIAL RELATIONS

Male sivaks are distrustful of other draconian races and generally avoid them. Once the sivak learns to trust another, the sivak becomes fiercely loyal. They sometimes ally with a powerful aurak leader or join a kapak for some recreational bullying of baaz. Sivak bands can usually be found in secluded mountain caves.

BASE DRACONIAN CHARACTERS

Base draconians are not just NPC villains and opponents. Many players have taken up the challenge to play one, especially since the development of the draconians in the stories about Kang's Regiment.

PLAYING A BASE DRACONIAN

Playing a base draconian can offer a unique perspective on role-playing in the world of Krynn. Consider how draconians interact with a world that views them as villains. How does your character react to the dream of dragons? What does he think about the teachings of Takhisis he received during his training? Does he still believe in Takhisis? Was he one of the first of his kind and is he a venerable elder among them? How does he feel about his parents? All these questions can flesh out your character and make him unique.

Keep in mind these factors that help make a draconian what he or she is:

Militant: Draconians are aggressive and do not like backing out of a fight. They tend to be argumentative at the very least and don't settle on agreeing to disagree. They are often tenacious and dangerous if pushed. A taunt will lead to escalating retaliation, which often leads to fighting, death, and destruction.

Tactical: A draconian's mind is always watchful for dangers. The world is not a safe place, and the smart draconian views the world as a tactical game of moves and countermoves. At the extreme, this tactical thinking borders on paranoia. Friends may have goals that will be dangerous to the draconian, so contingencies and counter contingencies must be prepared for the sake of being practical.

Death: As perverse as it may sound, many draconians are aware of what their deaths can do. The first draconians were taught to have a profound respect for one's own death. One's death can lead to injury of companions as well as enemies. In the time since the Chaos War, draconians have become more cautious in being in the proximity of comrades during battle for fear of injuries caused by death throes.

Unsympathetic: Best exemplified by the auraks, draconians often ignore emotion in favor of pure logic and facts. Sentiment should take second stage to completing the objective. Mercy is for the weak.

BASE DRACONIAN IN YOUR CAMPAIGN

A draconian can fit into any campaign set anywhere at almost any time. Because the metallic draconians form one of the unique monsters within the Dragonlance setting, you can add them as a standard random encounter or as the recurring arch-nemesis for the campaign. Unlike the rare noble draconian whose specific class abilities might limit them to certain areas and terrain, the base draconian's set of fighter, thief, and sorcerer skills allow them to be placed in nearly any land or city. Good-aligned cities might object to the presence of draconians, but draconians can be included as traders, diplomats, and spies for the new nation of Teyr. Draconians make excellent contact points for nefarious deals behind closed doors. They can always provide inside information about the true enemy the party may face.

Baaz are fairly common creatures. They can certainly be added as tough fighters for a random encounter. Baaz are often used as grunt infantry; they can also serve as thieves. In low level parties, these creatures can be considered dangerous creatures and, at higher levels, baaz might be weak servants for more dangerous foes. If there's a place where people can get into a fight, a baaz can be there.

Kapak can prove to be a dangerous tool in campaigns that require thwarting assassination attempts. With their paralyzing poisonous saliva, a kapak can be a dangerous component to any task that involves time or dexterity. Female kapaks and their healing saliva can appear nearly everywhere. One could use these kapaks for healing your party or, more likely, healing your opponents.

Bozaks tend to have a wide range of potential encounters. Because they can act as fighters, thieves, and magic users, they can be individual arch-villains for lower levels or major challenges when in groups at higher levels.

Sivaks with their shapeshifting ability could be an effective opponent in a spy-hunting campaign. The sivak's large size and fighting ability make them a major opponent.

Auraks with their powers of disguise, mind control, and magic tend to become the nemesis for your campaign. They can be very useful tools for misdirection and subterfuge. They have the potential of both bozaks and sivaks all rolled up into one creature. An army of auraks would be out of place, given their solitary nature; they would be more likely to appear in leadership roles. A recent example is Gildentongue, a high official and lackey in Flotsam during the War of the Lance. Barathrutus was the majordomo for the dragon lord Mohrlax in *Spectre of Sorrows*.



BASE DRACONIAN RACIAL CLASSES

Draconians are powerful creatures, with racial Hit Dice and level adjustments that make playing one from the beginning of a campaign all but impossible. This section provides five racial classes that break down the base draconians into class progressions, allowing players to start playing one from 1st level along with characters of standard races.

AURAK RACIAL CLASS

DRAGON

Auraks have eight racial Hit Dice and a level adjustment of +4, making a regular aurak the equivalent of a 12th-level character. If you want to start playing an aurak at 1st level, you can use the aurak racial class described below.

RACIAL TRAITS

Characters using the aurak racial class start with the following racial traits. Note that these are not identical to the regular aurak's full suite of racial traits because the aurak's ability scores and racial Hit Dice increase with level as shown below.

- +2 Intelligence.
- Aurak base land speed is 30 feet.
- **Darkvision:** Auraks can see in the dark up to 60 feet.
- **Low-light Vision:** Auraks can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immune to paralysis and magic *sleep* effects.
- **Death Throe (Su):** When an aurak dies, it explodes in a blast of magical energy. This blast deals 1d6 points of damage to all creatures within 5 feet of the aurak. Affected creatures can attempt a Reflex save (DC 12 + 1/2 aurak's racial Hit Dice + aurak's Con modifier) for half damage. The save DC for the aurak's death throe includes a +2 racial bonus. Auraks can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell. The damage dealt by an aurak's death throe increases to 2d6 at 3rd level, and to 3d6 at 5th level.
- **Automatic Languages:** Common. **Bonus languages:** Draconic, Goblin, Nerakese, Nordmaarian, Ogre.
- **Favored Class:** Aurak. An aurak may not take levels in any other class except aurak until it has gained all twelve aurak racial class levels. Auraks then gain sorcerer as a favored class.

CLASS FEATURES

All the following are class features of the aurak racial class.

Weapon and Armor Proficiency: Auraks are proficient with all simple weapons. They are not proficient with armor or with shields.

Feats: An aurak gains a feat at 1st level, 4th level, and 9th level. Typical choices include Combat Casting, Empower Spell-Like Ability (*energy ray*), Eschew Materials, Improved Initiative, or Spell Focus. After 12th level, it gains feats normally according to its Hit Dice.

Natural Armor: Auraks begin with +1 natural armor at 1st level, increasing to +2 at 3rd level, to +3 at 5th level, to +4 at 7th level, to +5 at 9th level, and to +6 at 11th level.

Energy Ray (Sp): Twice per day, an aurak can generate a ray of energy from its hands. This ray has a range of 60 feet and deals 1d6 points of force damage per two racial Hit Dice.

An aurak's energy ray is considered the equivalent of a 1st-level spell and has a caster level equal to the aurak's total Hit Dice.

At 5th level, an aurak can generate rays of energy up to four times per day. At 9th level, an aurak can generate rays of energy at will.

An aurak of 6th level or higher can divide its energy ray damage to affect multiple targets, as long as each ray deals at least 1d6 points of force damage. The aurak must make a ranged touch attack to hit with each ray.

Natural Weapons: At 2nd level, an aurak has two claw attacks that deal the indicated damage plus the aurak's Strength bonus. It also has a bite attack that deals the indicated damage plus one-half its Strength bonus.

An aurak can make 2 claw attacks at its normal attack bonus and one bite attack as a secondary attack (-5 penalty on the attack roll). It can also attack with a weapon at its normal attack bonus and make one natural weapon attack (with a claw or bite) as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Disguise Self (Sp): Once per day, a 2nd-level aurak can make itself perfectly resemble an individual humanoid and perfectly imitate its voice. This ability otherwise functions like the *disguise self* spell (caster level equals racial Hit Dice), except that it has a duration of 2d6+6 minutes and the aurak can only assume the form of a humanoid that it has seen. An aurak can use this ability twice per day at 5th level, and three times per day at 7th level.

When an aurak fires its energy rays (see below) while under the effects of its *disguise self* ability, it appears to be using a weapon appropriate to its form.

Inspired by Dragons (Ex): Auraks are drawn to dragons and revere them. Beginning at 2nd level, when an aurak is under the command of a true dragon whose alignment is within one step of its own, the aurak receives a +1 morale bonus on all attacks and saving throws.

Sorcerer Abilities: At 2nd level, an aurak with a Charisma score of at least 10 casts spells as a sorcerer of a level equal to its racial Hit Dice. After 12th level, an aurak that takes additional levels in sorcerer adds its innate sorcerer level to its class level to determine its caster level, spells known, and spells per day.

Breath Weapon (Su): At 4th level, an aurak can breathe a noxious cloud in a 5-foot cone once per day. Affected creatures must make a Fortitude save (DC 14 + 1/2 aurak's racial Hit Dice + aurak's Con modifier) or suffer 1d2 points of Strength damage and be blinded for 1d2 rounds. The save DC for the aurak's breath weapon includes a +4 racial bonus.

At 8th level, an aurak's breath weapon inflicts 1d4 points of Strength damage and blinds its victims for 1d4 rounds. At 11th level, an aurak can breathe three times per day.

Low Metabolism: An aurak of 4th level or higher can survive on one-tenth the food and water it takes to sustain a human.

Alternate Form (Su): An aurak of 5th level or higher can assume any animal form of Small or Medium size once per day. This ability otherwise functions like the *polymorph* spell (caster level equals racial Hit Dice), except that the aurak does not regain hit points for changing form and can only assume the form of an animal. An aurak can assume alternate form twice per day at 7th level, and three times per day at 10th level. The aurak can remain in its animal form until it chooses to assume a new one or return to its natural form. Returning to its natural form does not count as a use of the aurak's alternate form ability.

THE AURAK

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d12	+1	+2	+2	+2	(6 + Int mod) x 4	1	Feat, +1 natural armor, death thro (1d6), energy ray (2/day; 1d6)
2nd	1d12	+1	+2	+2	+2	—	1	+2 Cha, 2 claws (1d3), bite (1d3), disguise self (1/day), inspired by dragons, sorcerer abilities (1st)
3rd	2d12	+2	+3	+3	+3	6 + Int mod	2	+2 natural armor, 2 claws (1d4), bite (1d4), sorcerer abilities (2nd)
4th	3d12	+3	+3	+3	+3	6 + Int mod	2	Feat, breath weapon (1/day, 1d2 Str/1d2 rds.), low metabolism, sorcerer abilities (3rd)
5th	3d12	+3	+3	+3	+3	—	3	+2 Dex, +3 natural armor, alternate form (1/day), disease immunity, disguise self (2/day), energy ray (4/day), spell-like abilities (suggestion 1/day), stimulated mind
6th	4d12	+4	+4	+4	+4	6 + Int mod	4	+2 Int, dimensional step (1/day), energy ray (2d6), sorcerer abilities (4th)
7th	5d12	+5	+4	+4	+4	6 + Int mod	4	SR 17, +4 natural armor, alternate form (2/day), disguise self (3/day), sorcerer abilities (5th)
8th	5d12	+5	+4	+4	+4	—	5	+2 Cha, breath weapon (1d4 Str/1d4 rds.), dimensional step (2/day), spell-like abilities (greater invisibility 1/day, suggestion 3/day)
9th	6d12	+6	+5	+5	+5	6 + Int mod	6	SR 18, feat, +5 natural armor, energy ray (at will; 3d6), sorcerer abilities (6th)
10th	7d12	+7	+5	+5	+5	6 + Int mod	7	SR 19, alternate form (3/day), dimensional step (3/day), sorcerer abilities (7th)
11th	7d12	+7	+5	+5	+5	—	8	+6 natural armor, breath weapon (3/day), spell-like abilities (dominate person 1/day, greater invisibility 3/day, suggestion at will)
12th	8d12	+8	+6	+6	+6	6 + Int mod	9	SR 20, energy ray (4d6), sorcerer abilities (8th), spell-like abilities (greater invisibility at will)

Class Skills: Concentration, Diplomacy, Intimidate, Knowledge (arcana), Listen, Spellcraft, Search, Spot.

Disease Immunity (Ex): Also at 5th level, auraks are immune to all diseases.

Spell-Like Abilities: An aurak of 5th level or higher can use *suggestion* once per day (caster level equals racial Hit Dice).

At 8th level, an aurak can use *greater invisibility* once per day (caster level equals racial Hit Dice), and *suggestion* three times per day.

At 11th level, an aurak can use *dominate person* once per day (caster level equals racial Hit Dice), *greater invisibility* three times per day, and *suggestion* at will.

At 12th level, an aurak can use *greater invisibility* at will.

Stimulated Mind: At 5th level, an aurak gains 6 skill points which may be spent as desired. The aurak also gains an additional language from its list of bonus languages.

Dimensional Step (Sp): Once per day, an aurak of 6th level or higher can perform limited short-range teleportation. This ability functions like the *dimension door* spell except that it has a range of 60 feet and the aurak can only transport itself and items carried. An aurak can *dimensional step* twice per day at 8th level, and three times per day at 10th level. An aurak's *dimensional step* is the equivalent of a 3rd-level spell and has a caster level equal to the aurak's Hit Dice.

Spell Resistance (Ex): At 7th level, an aurak has spell resistance equal to 12 + Hit Dice (including those gained from this class).

BAAZ RACIAL CLASS

DRAGON

Baaz have two racial Hit Dice and a level adjustment of +1, making a regular baaz the equivalent of a 3rd-level character. If you want to start playing a baaz at 1st level, you can use the baaz racial class described below.

RACIAL TRAITS

Characters using the baaz racial class start with the following racial traits. Note that these are not identical to the regular baaz's full suite of racial traits because the baaz's ability scores and racial Hit Dice increase with level as shown below.

- +2 Constitution, -2 Intelligence, -2 Wisdom.
- Baaz base land speed is 30 feet.
- Darkvision:** Baaz can see in the dark up to 60 feet.
- Low-light Vision:** Baaz can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immune to paralysis and magic *sleep* effects.
- Death Throe (Su):** A baaz's body petrifies to stone the moment it dies. If the creature that struck the deathblow used a slashing or piercing weapon, it must make a Reflex save (DC 10 + 1/2 baaz's racial Hit Dice + baaz's Con modifier) or have its weapon fused inside the baaz's stone body. The baaz "statue" crumbles to dust after 1d4 minutes. Items carried by the baaz, or any trapped within its stone body, are unaffected by the process. Baaz can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.

- **Automatic Languages:** Common. **Bonus languages:** Draconic, Goblin, Nerakese, Nordmaarian, Ogre.
- **Favored Class:** Baaz. A baaz may not take levels in any other class except baaz until it has gained all three baaz racial class levels. Baaz then gain fighter as a favored class.

CLASS FEATURES

All the following are class features of the baaz racial class.

Weapon and Armor Proficiency: Baaz are proficient with all simple weapons and the longsword, with light armor, and with shields.

Feats: A baaz gains a feat at 1st level. Most baaz choose Improved Initiative or Toughness. After 3rd level, it gains feats normally according to its Hit Dice.

Natural Armor: Baaz begin with +1 natural armor at 1st level, increasing to +2 at 3rd level.

Natural Weapons: A baaz has two claw attacks that deal the indicated damage plus the baaz's Strength bonus. It also has a bite attack that deals the indicated damage plus one-half its Strength bonus.

A baaz can make 2 claw attacks at its normal attack bonus and one bite attack as a secondary attack (-5 penalty on the attack roll). It can also attack with a weapon at its normal attack bonus and make one natural weapon attack (with a claw or bite) as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Gallop: At 2nd level, baaz gain Run as a bonus feat.

Glide (Ex): Also at 2nd level, a baaz can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Inspired by Dragons (Ex): Baaz are drawn to dragons and revere them. Beginning at 2nd level, when a baaz is under the command of a true dragon whose alignment is within one step of its own, or when entering a battle under the command of such a dragon, the baaz receives a +1 morale bonus on all attacks and saving throws.

Disease Immunity (Ex): At 3rd level, baaz are immune to all diseases.

Low Metabolism: A baaz of 3rd level or higher can survive on one-tenth the food and water it takes to sustain a human.

Spell Resistance (Ex): Also at 3rd level, a baaz has spell resistance equal to 6 + Hit Dice (including those gained from this class).

BOZAK RACIAL CLASS

DRAGON

Bozaks have four racial Hit Dice and a level adjustment of +3, making a regular bozak the equivalent of a 7th-level character. If you want to start playing a bozak at 1st level, you can use the bozak racial class described below.

RACIAL TRAITS

Characters using the bozak racial class start with the following racial traits. Note that these are not identical to the regular bozak's full suite of racial traits because the bozak's ability scores and racial Hit Dice increase with level as shown below.

- +2 Intelligence.
- Bozak base land speed is 30 feet.
- **Darkvision:** Bozaks can see in the dark up to 60 feet.
- **Low-light Vision:** Bozaks can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immune to paralysis and magic *sleep* effects.
- **Death Throe (Su):** When a bozak dies, its scaly flesh shrivels and crumbles from its bones in a cloud of dust. The bones immediately explode, dealing 1d6 points of damage to all affected creatures within a 10-foot radius. Affected creatures can attempt a Reflex save (DC 12 + 1/2 bozak's racial Hit Dice + bozak's Con modifier) for half damage. The save DC for the bozak's death throe includes a +2 racial bonus. Bozaks can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- **Automatic Languages:** Common. **Bonus languages:** Draconic, Goblin, Nerakese, Nordmaarian, Ogre.
- **Favored Class:** Bozak. A bozak may not take levels in any other class except bozak until it has gained all seven bozak racial class levels. Bozaks then gain sorcerer as a favored class.

CLASS FEATURES

All the following are class features of the bozak racial class.

Weapon and Armor Proficiency: Bozaks are proficient with all simple weapons, the longbow, and the short sword. They are not proficient with armor or with shields.

Feats: A bozak gains a feat at 1st level and at 5th level. Typical choices include Combat Casting, Eschew Materials, Improved Initiative, or Spell Focus. After 7th level, it gains feats normally according to its Hit Dice.

Natural Armor: Bozaks begin with +2 natural armor at 1st level, increasing to +4 at 2nd level, to +6 at 4th level, and to +8 at 6th level.

Cantrip: A bozak with a Charisma score of at least 10 knows one 0-level spell from the sorcerer/wizard spell list. This spell has a caster level of 1 and can be cast three times per day. At 2nd level, the bozak loses this ability in favor of its sorcerer abilities (see below).

Natural Weapons: At 2nd level, a bozak has two claw attacks that deal the indicated damage plus the bozak's Strength bonus. It also has a bite attack that deals the indicated damage plus one-half its Strength bonus.

A bozak can make 2 claw attacks at its normal attack bonus and one bite attack as a secondary attack (-5 penalty on the attack roll). It can also attack with a weapon at its normal

THE BAAZ									
Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special	
1st	1d12	+1	+2	+2	+2	(6 + Int mod) x 4	1	Feat, +1 natural armor, 2 claws (1d3), bite (1d3)	
2nd	2d12	+2	+3	+3	+3	6 + Int mod	1	Gallop, glide, inspired by dragons	
3rd	2d12	+2	+3	+3	+3	—	2	SR 8, +2 natural armor, 2 claws (1d4), bite (1d4), disease immunity, low metabolism	

Class Skills: Bluff (male) or Diplomacy (female), Disguise, Intimidate, Listen, Spot.



THE BOZAK									
Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special	
1st	1d12	+1	+2	+2	+2	(6 + Int mod) x 4	1	Feat, +2 natural armor, cantrip	
2nd	1d12	+1	+2	+2	+2	—	1	+2 Cha, +4 natural armor, 2 claws (1d3), bite (1d3), glide, sorcerer abilities (1st)	
3rd	2d12	+2	+3	+3	+3	6 + Int mod	2	Gallop, inspired by dragons, sorcerer abilities (2nd)	
4th	2d12	+2	+3	+3	+3	—	3	+2 Str, SR 12, +6 natural armor, 2 claws (1d4), bite (1d4)	
5th	3d12	+3	+3	+3	+3	6 + Int mod	4	Feat, SR 13, sorcerer abilities (3rd)	
6th	3d12	+3	+3	+3	+3	—	4	+8 natural armor, disease immunity, low metabolism	
7th	4d12	+4	+4	+4	+4	6 + Int mod	5	SR 14, sorcerer abilities (4th)	

Class Skills: Bluff, Concentration, Diplomacy, Intimidate, Knowledge (arcana), Listen, Search, Spellcraft, Spot.

attack bonus and make one natural weapon attack (with a claw or bite) as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Glide (Ex): At 2nd level, a bozak can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Sorcerer Abilities: At 2nd level, a bozak with a Charisma score of at least 10 casts spells as a sorcerer of a level equal to its racial Hit Dice. After 7th level, a bozak that takes additional levels in sorcerer adds its innate sorcerer level to its class level to determine its caster level, spells known, and spells per day.

Gallop: At 3rd level, bozaks gain Run as a bonus feat.

Inspired by Dragons (Ex): Bozaks are drawn to dragons and revere them. Beginning at 3rd level, when a bozak is under the command of a true dragon whose alignment is within one step of its own, or when entering a battle under the command of such a dragon, the bozak receives a +1 morale bonus on all attacks and saving throws.

Spell Resistance (Ex): At 4th level, a bozak has spell resistance equal to 10 + Hit Dice (including those gained from this class).

Disease Immunity (Ex): At 6th level, bozaks are immune to all diseases.

Low Metabolism: Also at 6th level, bozaks can survive on one-tenth the food and water it takes to sustain a human.

KAPAK RACIAL CLASS

DRAGON

Kapak has two racial Hit Dice and a level adjustment of +2, making a regular kapak the equivalent of a 4th-level character. If you want to start playing a kapak at 1st level, you can use the kapak racial class described below.

RACIAL TRAITS

Characters using the kapak racial class start with the following racial traits. Note that these are not identical to the regular kapak's full suite of racial traits because the kapak's ability scores and racial Hit Dice increase with level as shown below.

- +2 Constitution, -2 Intelligence, -2 Wisdom.
- Kapak base land speed is 30 feet.
- **Darkvision:** Kapaks can see in the dark up to 60 feet.

- **Low-light Vision:** Kapaks can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immune to paralysis and magic *sleep* effects.
- **Death Throe (Su):** A kapak's body dissolves into a pool of acid 5 feet in radius the moment it dies. Everyone within the affected area (as well as each unattended object) suffers 1d6 points of acid damage per round of exposure. The acid evaporates in 1d6 rounds. Kapaks can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- **Automatic Languages:** Common. **Bonus languages:** Draconic, Goblin, Nerakese, Nordmaarian, Ogre.
- **Favored Class:** Kapak. A kapak may not take levels in any other class except kapak until it has gained all four kapak racial class levels. Kapaks then gain rogue as a favored class.

CLASS FEATURES

All the following are class features of the kapak racial class.

Weapon and Armor Proficiency: Kapaks are proficient with all simple weapons, the short sword, and the shortbow. Kapaks are proficient with light armor but not with shields.

Racial Skill Bonus: A kapak begins with a +2 racial bonus on Move Silently checks, increasing to +4 at 2nd level, to +6 at 3rd level, and to +8 at 4th level.

Feats: A kapak gains a feat at 1st level. Many kapaks choose Ability Focus (poison) (males only), Improved Initiative, or Toughness. After 4th level, it gains feats normally according to its Hit Dice.

Natural Armor: Kapaks begin with +1 natural armor at 1st level, increasing to +2 at 3rd level.

Natural Weapons: A kapak has a bite attack that deals the indicated damage plus its Strength bonus. A kapak can attack with a weapon at its normal attack bonus and make one bite attack as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Saliva (Ex or Su): The supernatural saliva of a female kapak cures wounds. Once per day as a standard action, she can lick an injured living creature to heal 1d6 points of damage. The saliva of a female kapak does not heal when delivered by her bite. At 2nd level, a female kapak's saliva heals 2d6 points of damage and can be used twice per day. At 4th level, she can use her saliva at will. A particular creature can only be healed by female kapak saliva once every four hours.

The extraordinary saliva of a male kapak carries a paralyzing poison (bite or licked weapon, Fort DC 10 + 1/2 kapak's racial Hit Dice + kapak's Con modifier, initial damage 1d4 Dex, secondary damage 1d4 Dex), which can be delivered either through a bite or by licking any piercing weapon once per day. Envenoming a weapon is a full-round action that provokes an attack of opportunity; the poison remains on the weapon for 3 rounds or until the kapak hits with the weapon, whichever comes first. At 2nd level, a male kapak's saliva deals initial and secondary damage of 1d6 Dex and can be used twice per day. At 4th level, he can use his saliva as often as he wants.

Gallop: At 2nd level, kapaks gain Run as a bonus feat.

Glide (Ex): Also at 2nd level, a kapak can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Inspired by Dragons (Ex): Kapaks are drawn to dragons and revere them. Beginning at 2nd level, when a kapak is under the command of a true dragon whose alignment is within one step of its own, or when entering a battle under the command of such a dragon, the kapak receives a +1 morale bonus on all attacks and saving throws.

Sneak Attack (Ex): At 3rd level, a kapak deals an extra 1d6 points of damage whenever its target would be denied her Dexterity bonus, or when the kapak is flanking an opponent. This extra damage applies to ranged attacks if the target is within 30 feet. This is otherwise identical to the rogue class feature described in the *Player's Handbook*.

If a kapak gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Disease Immunity (Ex): At 4th level, kapaks are immune to all diseases.

Low Metabolism: A kapak of 4th level or higher can survive on one-tenth the food and water it takes to sustain a human.

Spell Resistance (Ex): Also at 4th level, a kapak has spell resistance equal to 9 + Hit Dice (including those gained from this class).

SIVAK RACIAL CLASS

DRAGON

Sivaks have six racial Hit Dice and a level adjustment of +4, making a regular sivak the equivalent of a 10th-level character. If you want to start playing a sivak at 1st level, you can use the sivak racial class described below.

RACIAL TRAITS

Characters using the sivak racial class start with the following racial traits. Note that these are not identical to the regular sivak's full suite of racial traits because the sivak's ability scores and racial Hit Dice increase with level as shown below.

- No ability score adjustments.
- Medium size.
- Sivak base land speed is 30 feet.
- **Darkvision:** Sivaks can see in the dark up to 60 feet.
- **Low-light Vision:** Sivaks can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immune to paralysis and magic *sleep* effects.
- **Death Throe (Su):** When a male sivak dies, it changes shape, assuming the form of the humanoid being that killed it. This death shape lasts for three days, and then the entire body decomposes into black soot. If the sivak's slayer is larger than the sivak or not humanoid, or if the sivak is female, it instead bursts into flame, dealing 2d4 points of fire damage to all creatures within a 10-foot radius. Affected creatures can attempt a Reflex save (DC 12 + 1/2 sivak's racial Hit Dice + sivak's Con modifier) to avoid damage. The save DC for the sivak's death throes includes a +2 racial bonus. Sivaks can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- **Automatic Languages:** Common. **Bonus languages:** Draconic, Goblin, Nerakese, Nordmaarian, Ogre.
- **Favored Class:** Sivak. A sivak may not take levels in any other class except sivak until it has gained all ten sivak racial class levels. Sivaks then gain fighter as a favored class.

CLASS FEATURES

All the following are class features of the sivak racial class.

Weapon and Armor Proficiency: Sivaks are proficient with all simple weapons and the greatsword. Sivaks are proficient with all forms of armor but not with shields.

Feats: A sivak gains a feat at 1st level, 4th level, and 10th level. Typical choices include Draconian Breath Weapon, Improved Initiative, Multiattack, Power Attack, or Weapon Focus (greatsword). After 10th level, it gains feats normally according to its Hit Dice.

Natural Armor: Sivaks begin with +1 natural armor at 1st level, increasing to +2 at 3rd level, to +3 at 5th level, and to +4 at 8th level.

THE KAPAK

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d12	+1	+2	+2	+2	(6 + Int mod) x 4	1	+2 Hide, feat, +1 natural armor, bite (1d3), saliva (1/day; 1d6 or 1d4 Dex)
2nd	1d12	+1	+2	+2	+2	—	2	+4 Hide, gallop, glide, inspired by dragons, saliva (2/day; 2d6 or 1d6 Dex)
3rd	2d12	+2	+3	+3	+3	6 + Int mod	3	+2 Dex, +6 Hide, +2 natural armor, bite (1d4), sneak attack +1d6
4th	2d12	+2	+3	+3	+3	—	4	+8 Hide, SR 11, disease immunity, low metabolism, saliva (at will)

Class Skills: Hide, Listen, Move Silently, Search, Spot.

THE SIVAK

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d12	+1	+2	+2	+2	(6 + Int mod) x 4	1	Feat, +1 natural armor, 2 claws (1d3), bite (1d3), tail (1d3)
2nd	2d12	+2	+3	+3	+3	6 + Int mod	1	2 claws (1d4), gallop, glide, blend (+2 Hide, disguise self 1/day) or shapeshift (1/day, 1 hour/HD)
3rd	2d12	+2	+3	+3	+3	—	2	+2 Str, +2 Con, +2 natural armor, bite (1d4), tail (1d4), Hulking Brute
4th	3d12	+3	+3	+3	+3	6 + Int mod	2	Feat, inspired by dragons, blend (+4 Hide) or shapeshift (2/day)
5th	3d12	+3	+3	+3	+3	—	3	+2 Str, +2 Con, +3 natural armor, bite (1d6), tail (1d6), fly 20 ft. (clumsy)
6th	4d12	+4	+4	+4	+4	6 + Int mod	4	SR 14, low metabolism, blend (+6 Hide, disguise self 3/day) or shapeshift (3/day, indefinite duration)
7th	4d12	+4	+4	+4	+4	—	4	Large size, reach 10 ft., 2 claws (1d6), bite (1d8), fly 40 ft. (clumsy)
8th	5d12	+5	+4	+4	+4	6 + Int mod	5	SR 15, +4 natural armor, blend (+8 Hide), disease immunity
9th	5d12	+5	+4	+4	+4	—	5	+2 Str, fly 60 ft. (poor), trip, blend (+10 Hide, disguise self at will) or shapeshift (at will)
10th	6d12	+6	+5	+5	+5	6 + Int mod	6	SR 16, feat, tail (2d4)

Class Skills: Bluff, Climb, Diplomacy, Disguise, Gather Information, Intimidate, Jump, Listen.

Natural Weapons: A sivak has two claw attacks that deal the indicated damage plus the sivak's Strength bonus. It also has a bite attack that deals the indicated damage plus one-half its Strength bonus, and a tail attack that deals the indicated damage plus 1-1/2 times its Strength bonus.

A sivak can make 2 claw attacks at its normal attack bonus, and one bite or tail attack as a secondary attack (-5 penalty on the attack roll). It can also attack with a weapon at its normal attack bonus and make one natural weapon attack (with a claw, bite, or tail) as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Gallop: At 2nd level, sivaks gain Run as a bonus feat.

Glide (Ex): Also at 2nd level, a sivak can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Blend (Ex): Also at 2nd level, sivak females gain a chameleon-like ability to blend in with their surroundings. This gives the sivak female a +2 circumstance bonus on her Hide checks at 2nd level, increasing to +4 at 4th level, to +6 at 6th level, to +8 at 8th level, and to +10 at 9th level.

In addition, a sivak female can use her blend ability to *disguise self* once per day at 2nd level, and three times per day at 6th level (caster level equal to Hit Dice). At 9th level, she can *disguise self* at will.

Shapeshift (Su): A male sivak of 2nd level or higher can assume the form of a humanoid of its own size or smaller that it has just killed. The shapeshift is a standard action that must be performed within one round of killing the victim. The sivak's appearance and voice are an exact match of its victim's but the sivak does not gain the memories, skills, or spell use of its victim. The sivak can remain in its alternate form for up to 1 hour per Hit Die or until it chooses to return to its natural form. Returning to its natural form does not count as a use of the sivak's shapeshift ability.

At 4th level, a male sivak can shapeshift twice per day, though it must still kill a victim in order to shapeshift. At 6th level, a male sivak can shapeshift three times per day and can remain in its alternate form indefinitely. At 9th level, a male sivak can shapeshift at will.

Hulking Brute: Also at 3rd level, whenever the sivak receives a size-based modifier on an opposed roll (such as during bull rush and grapple attempts), it is treated as a creature of Large size if that is more advantageous to the sivak. The sivak is also considered to be Large when determining whether a monster's special attacks (such as improved grab or swallow whole) affect it.

Inspired by Dragons (Ex): Sivaks are drawn to dragons and revere them. Beginning at 4th level, when a sivak is under the command of a true dragon whose alignment is within one step of its own, or when entering a battle under the command of such a dragon, the sivak receives a +1 morale bonus on all attacks and saving throws.

Spell Resistance (Ex): At 6th level, a sivak has spell resistance equal to 10 + Hit Dice (including those gained from this class).

Low Metabolism: Also at 6th level, sivaks can survive on one-tenth the food and water it takes to sustain a human.

Large: At 7th level, the sivak draconian's size increases to Large. It receives a -1 penalty to its attack rolls and Armor Class due to its size, a -4 penalty on Hide checks, and a +4 bonus on grapple checks. A sivak draconian's lifting and carrying limits are twice those of Medium creatures of an equivalent strength. Sivak draconians must wear armor suited to their bulky frames, which costs and weighs twice as much as a comparable suit of Medium armor.

Disease Immunity (Ex): At 8th level, sivaks are immune to all diseases.

Trip (Ex): At 9th level, a sivak that hits with its tail attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the sivak.



THE scout tested the strength of the magic holding him. He couldn't raise himself. He batted the air. "Mists. Can't see you."

"You have my scent."

"You smell of dragon."

The figure pushed itself from the mists, stood over scout and wolf. The height of a tall man. Wings folded against its back. The yellow eyes stared from a face with a large forehead. Short horns curled back over its head.

"Dragon," the scout repeated.

The figure shook its head, gesturing with a long-fingered hand. "Born of dragons, like our cousins called draconians. I, we, were born from the eggs of chromatics."

"Legends, I've heard," the scout said. "You are called nobles."

"Bloodrage"

By Kevin T. Stein in *Dragons of Time*

Of the tens of thousands of draconians created during the War of the Lance, not all instinctively served the Queen of Darkness. Born of the cosmic Balance between the Light and the Darkness, noble draconians were created by treacherous dark spellcasters from the eggs of their own chromatic dragon allies—but rather than take up Takhisis' banner, these draconians rebelled against their masters.

Ever since, they have been a quiet and dispersed force for the Light across Ansalon, and even in Taladas. Most Ansalonians under their protection have no idea they even exist, and that's just how most noble draconians would prefer to keep it.

A BRIEF HISTORY

The very existence of noble draconians is shrouded in mystery, rumor, and deception. The true history of noble draconians is not known with certainty, but Gileanite historians have pieced together a general narrative from the tales of dozens of Whitestone soldiers and knights, the account of Prince Gilthanas, and what little information elder draconians of Teyr who lived through the War of the Lance are willing to share.

During the War of the Lance, the Dragonarmies depended on a vast number of draconian warriors created from stolen metallic dragon eggs. In one of the great turning points of the war, their supply of eggs was nearly exhausted when the elflord Gilthanas and his companion Silvara stole into the city of Sanction and the Temple of Luerkhis, the site where

draconians were created. Gilthanas and Silvara rescued as many of the eggs as they could, suddenly depleting the Dragonarmies' nearly limitless supply of replacement warriors.

In desperation, Lord Ariakas' draconian creators, a secret cabal of spellcasters who mastered the foul rites of corrupting a metallic dragon's egg, proposed an experiment to create draconians from the eggs of their chromatic dragon allies. Lord Ariakas immediately agreed.

Lord Ariakas knew no chromatic dragon would willingly give up her clutch of eggs. He tricked some, most notably the great blue Cacophanax; the lie he told her to convince her to turn over her eggs is unknown. To these eggs he added the clutches of those chromatic dragons who, over the course of the war, had disobeyed orders, retreated from the enemy, or committed other offenses against the Dark Queen's will. He offered them their lives in exchange for their eggs; most chose to live.

The first tentative experiments seemed successful. The eggs of Cacophanax produced the first lightning draconians. "Strong and noble, these draconians," Lord Ariakas is said to have called them, thus coining the name of the new race. Pleased with the preliminary success, he ordered that the rituals go forward with all speed. They began creating draconians from chromatic eggs as quickly as possible, placing the new hatchlings into holding cells until they could be trained as warriors. Many were created, although the exact number is lost to history.

Eventually they realized that something was terribly, terribly wrong. The souls of Krynnish dragons have less free will than mortals to choose their side in the cosmic struggle of Light vs. Darkness; most dragons are bound tightly to one side or the other. The ritual to create draconians from metallic dragon eggs severed this connection from the Light and aligned it toward the Darkness. Near the end of the war, the priests and black robe wizards creating the draconians from chromatic dragon eggs finally discovered that the ritual was working in reverse, creating draconians that would instinctively fight against the Dark Queen and her armies.

Many of these noble draconians were summarily executed. Executing a draconian is no easy task, of course; the destruction that results when noble draconians leave behind their mortal coils took many of their executioners along with them. Hundreds, perhaps thousands, were slaughtered like cattle. The Temple of Luerkhis was said to ring with the screams of the dying for days. Others, especially the more easily controllable frost draconians, were kept as slave labor

and sent to mines and labor camps throughout the Khalkist Mountains and Neraka. Most of these unfortunates died in transit or at the whips of their taskmasters, but some survived and escaped. Finally, some noble draconians escaped from the Temple of Luerkhis, aided by the metallic dragons who raided the city near the end of the war.

The post-war years were not kind to noble draconians. For years following the end of the war, the remaining Dragonarmies conducted a merciless pogrom to eliminate them. Most went into hiding, living solitarily and incognito, trying to stay one step ahead of the Darkness that hunted them while opposing it however they could. By the Summer of Chaos most were dead, and by the time the War of Souls was fought to completion only a handful of each variety remained alive.

NOBLE DRACONIANS TODAY

The noble draconians that survive to the present day—several years after the return of the gods—are constantly looking over their shoulders. They are still hated and misunderstood, hunted by the original draconians, and rejected by most civilized mortal communities. Most spend their lives in solitude, anonymity, and disguise, moving on to a new community whenever the wrong person identifies them for what they are. A few manage to form close relationships with like-minded comrades, bonds of loyalty that endure for life.

If any noble draconians did find true refuge, it would be those that, according to rumor, sailed for Taladas during the period between the War of the Lance and the Blue Lady's War. There are several different accounts, from Ansalonian sailors and longshoremen, of ships crewed by strange dragonmen heading to the northeast.

Noble draconians know that their race is doomed. There are no female noble draconians and, even though they are extremely long-lived, violence and accidents will continue to thin their numbers.

THE DARK QUEEN'S CURSE

Paladine and Gilean intervened during the creation of noble draconians, insisting that, because corrupted metallic draconians belonged to the Darkness, the Balance demanded that these draconians belonged to the Light. Takhisis could not defy the will of both her brother and Gilean, and she accepted their edict. However, before she let them go, she laid a terrible curse upon them and every noble draconian that would ever after be created.

The lightning draconian known as Tarrin wrote a description of the curse in his personal journal:

Soaring through sapphire blue skies. Exhilaration. Immortality. Power without limit. I am eldest, favored of the gods. I am unquestioned lord and master of all I survey. I am a force of nature, a manifestation of the soul of the universe. I am Dragon, and I fear nothing. These are the memories of my ancestors. These are my dreams every night.

In my dream, I reach out to take what should be mine, what is mine. My birthright. But no matter how far I reach, how hard I stretch, it is just beyond my grasp...

Then I see scorching countless innocents. I see torturing a mortal child—for sport. I hear the screams of the dying, the weeping of the loved ones left behind, the lamentations of those

taken as slaves. I smell the hot ash, the acrid odor of burnt hair, and sickeningly sweet aroma of scorched mortal flesh. These are also the memories of my ancestors.

I nearly retch.

These are my other dreams, which also come unbidden every night. My other birthright. I reach my hand out, this time to push them away, but I cannot. These memories are part of me.

I don't know which dreams are worse.

Takhisis did this to us. It was the Dark Queen's final curse upon us that we'd remember—not only the evil things our ancestors had done, but the glorious things that were stolen away from us. Our birthright has been denied to us and replaced with memories of unmitigated horror and seductive images of what should have been.

I desire it and I am repulsed by it and I can never have it even if I wanted to.

I fear it will drive me mad.

This curse dominates the psyche of every noble draconian on Krynn. Each type of noble draconian seems to react differently to the curse, and reactions among individuals vary widely even within the same variety; these reactions will be discussed in detail later in this chapter.

COMMON QUALITIES

Like their chromatic dragon forebears, noble draconians appear in five varieties: frost, venom, vapor, lightning, and flame, descending from white, black, green, blue, and red dragons respectively. While each of these varieties is unique and unmistakable from one another, they share many qualities. Those similarities are discussed here; differences and qualities unique to the individual noble draconian types are discussed later in the chapter.

PHYSICAL QUALITIES

While as varied as the metallic draconians they were created to replace, noble draconians have a number of physical qualities in common.

All noble draconians have inherited the wings of their ancestors. They range in size from the diminutive, such as those of venom draconians, to the massive wings of flame draconians. The lesser breeds cannot truly fly, but they are able to glide short distances. Lightning and flame draconians, like their sivak cousins among the base draconians, are capable of flight.

As with most other draconic creatures, noble draconians have clawed hands and feet, providing them with formidable natural weapons. They tend to use these claws in combat only as a last resort, seeing them as vestiges of their terrible heritage.

Noble draconians have been hunted creatures since their beginnings in the War of the Lance. They have been pursued by servants of the Dragonarmies, by base draconians, by sellswords looking to impress any of a myriad of warlords and tyrants, and of course the very agents of the Darkness whom they choose to directly oppose. On top of that, the vast majority of the common folk of Ansalon have no idea noble draconians even exist. Many otherwise well-meaning town guards, knights, and militia men-at-arms don't bother





to make the distinction among types of draconians, attacking them on sight. As such, noble draconians tend to disguise their appearance as much as possible; most wear long cloaks to cover their wings, with deep hoods to cover their heads and obscure their faces in shadow. They often squeeze their clawed feet into boots and wear gloves, giving up their natural weapons in order to disguise them. Few noble draconians will be encountered openly.

PSYCHOLOGY AND SOCIETY

As discussed above, noble draconians are a hunted and reclusive race. Even many good-hearted people, not realizing what noble draconians are, believe that the only good draconian is a dead draconian. Most people simply don't trust them. This weighs on many noble draconians, especially the more gregarious individuals; many have a bit of a melancholy air about them, as they go through life largely alone. Noble draconians sometimes work together, but many spend years without meeting another of their race.

The Dark Queen's curse is something no noble draconian can ignore. Dreams and visions are inflicted upon them most nights; no magic has been able to take this curse away. The dreams taunt them with their forebears' memories of the destiny that was unjustly taken away from them: they should have been magnificent, almost divine creatures, forces of nature, practically untouchable by any but the gods themselves. Understandably, noble draconians struggle to keep bitterness and anger at bay.

Other darker and more sinister dreams derived from the curse also taunt noble draconians. These dreams replay for them other memories of their ancestors, these of their crimes, their most horrific acts in the service of the Darkness. As creatures naturally aligned toward the Light, the relentless visions of death and destruction are terribly disturbing to noble draconians. Never allowed to forget the dark side of their draconic natures, many combat feelings of guilt and self-hatred throughout their lives.

Most noble draconians revere the gods of Light and instinctively tend to work to further their causes: opposing tyranny and corruption, encouraging compassion and peace. Given their difficulty being accepted by many Ansalonians, noble draconians typically find that they're better suited to the former than to the latter. Noble draconians can be found opposing the schemes of the Dark Knights in Tarsis, opposing ogre titans in Blöde and Daltigoth, hunting corsairs and minotaurs on the high seas, defending high mountain passes for lonely travelers, and restoring the twisted wilderness of Sable's swamp. They usually work behind the scenes, staying out of sight or at least incognito, but some manage not only to work openly and survive, but thrive and be very successful. Some join with comrades who share their ideals and strike out to right some wrong, or retrieve some artifact from dark forces, or save Krynn from one of the innumerable threats that loom over it.

DRACONIC HERITAGE

Through the Dark Queen's curse, noble draconians are keenly aware of their draconic heritage; this is both a curse and a blessing. In any case, it gives them a unique relationship with and insight into dragons and other creatures of draconic heritage.

Noble draconians and metallic dragons frequently ally, but their relationship is deeper than simple convenience and overlapping goals. Noble draconians revere metallic dragons as exemplars of the potential that they hope they still possess. Metallic dragons sometimes serve as mentors to noble draconians, helping them cope with the Dark Queen's curse and the loneliness that their enforced reclusion so often causes. Most metallic dragons are more than happy to lend their aid and friendship to noble draconians; perhaps some metallic dragons, who have not forgotten the loss of their own offspring in the War of the Lance, see noble draconians as their surrogate children.

Chromatic dragons and noble draconians generally loathe each other. Through the curse, noble draconians know the sort of atrocities that the chromatic dragons have committed, and oppose them at every turn. Chromatic dragons, in turn, realize that members of their race were tricked or coerced into giving up their eggs; in a twisted desire to do away with this dark chapter of draconic history, most wish to slaughter every last noble draconian, often with a special emphasis on the variety of noble draconian descending from their own stock.

It is with base draconians, the sort derived from metallic dragon eggs, that noble draconians have the most complex relationship. Noble draconians refer to these creatures as "base draconians," a reference to reverse alchemy—starting with precious metal and reverting it to worthless base metals (base draconians consider this a slur).

In the final days of the War of the Lance, and the following dozen or so years, base draconians attempted to carry out their masters' orders to destroy noble draconians. This pogrom burned itself out after the Blue Lady's War, but the enmity between the races did not. The founding of the nation of Teyr has done little to change this. A small and very, very secret cabal of noble draconians has infiltrated Teyr and stands ready to attempt to destabilize it should it turn decidedly back to the Darkness. Whether they would be successful in such an attempt is by no means a foregone conclusion.

Noble draconians believe dragonspawn are insignificant pretenders to draconic heritage and tend to feel more pity toward them than anything else.

NAMES

Noble draconians typically have two different naming conventions. Those who escaped from the Temple immediately, without being enslaved, typically named themselves—frequently these names are draconic and reflect aspects of the heritage they lost: names such as Autuus, Vavhuus, Valtan, and Komeus are examples of noble draconian names, draconic words for "glory," "strength," "dominion," and "magnificence" respectively.

The second naming convention is more tragic. Those taken into slavery were given Nerakese names, names that translate as demeaning and insulting words; examples are Nagash, Anit, Keliru, and Sengsaro, which translate to "worthless," "submission," "mistake," and "misery" respectively.

NOBLE DRACONIAN RACIAL TRAITS

Noble draconians possess the following racial traits:

- **Dragon:** Noble draconians are creatures of the dragon type. They are immune to paralysis and magic *sleep* effects, and have both darkvision (60-foot range) and low-light vision.
- **Disease Immunity (Ex):** Draconians are immune to all diseases.
- **Gallop:** Winged draconians are exceptionally swift, and gain Run as a bonus feat.
- **Glide (Ex):** Winged draconians can use their wings to glide, negating any damage from a fall of any height. They can also travel horizontally up to four times the vertical distance they descend.
- **Inspired by Dragons (Ex):** Noble draconians are drawn to dragons and revere them. When under the command of a true dragon whose alignment is within one step of their own, or when entering a battle under the command of such a dragon, draconians receive a +1 morale bonus on all attacks and saving throws.
- **Low Metabolism:** Noble draconians can survive on one-tenth the food and water it takes to sustain a human.

FLAME DRACONIANS

PHYSICAL APPEARANCE

Flame draconians have an intimidating, treacherous appearance. They tend to stand slightly stooped, making them a bit shorter than lightning draconians (flame draconians typically stand just over seven feet tall), but they are every bit as heavy and strong. Their stooped posture gives them the appearance of a coiled snake, or a great cat ready to pounce. Their enormous wings are easily able to carry their weight in flight.

Flame draconians' scales shimmer in a flame-colored orange-red, which darkens to scarlet at the roots. They have enormous horns, often almost a foot long, reminiscent of their red dragon ancestry. Unlike many other draconians, they have no spinal crest. Their eyes are a flickering red, which seem to change shade as if a raging fire blazes within.

Although they are usually warriors, they do not typically wear heavy armor; most wear chainmail or perhaps a breastplate at most. They are usually armed with a two-handed sword, but some prefer axes or even great spears. They frequently forge these weapons and armor themselves. They rarely, if ever, carry shields, preferring to keep a hand available to take advantage of their *fireball* ability.

PSYCHOLOGY

As volatile and tempestuous as their red dragon ancestors, flame draconians are driven by the Dark Queen's curse to reclaim their lost heritage. They see the raw power wielded by red dragons, and they refuse to accept that all of it is forever denied to them.

Rather than use their gifts to bring wanton destruction and suffering, they wish to put that power to use in the service of the Light. Flame draconians have the tendency to fly into a terrible rage when confronted with violence. They have no tolerance for cruelty and wickedness, and they are unforgiving in its pursuit.

They hate Takhisis and her servants for what they have done, and they hunt down and slay minions of the Darkness with all the power of their righteous fury they can summon. This power is considerable; they are capable of channeling their anger into literal, physical fire and, alone among noble draconians, they have a draconic breath weapon.

They have a tendency to become obsessed; they sometimes forget that destroying the Darkness is not an end in itself, and that protecting the weak is a primary goal of the gods of Light.



SOCIAL STRUCTURE

Flame draconians fill a role similar to that of frost and lightning draconians; they are rootless warriors, dedicated to defeating servants of the Darkness across Krynn. They stay in one place long enough to root out the Darkness there and destroy it, before moving on to a new locale and a new challenge. A unique aspect of flame draconians is that they tend to do this for the sake of defeating their foes, rather than to defend the weak.

Flame draconians are the rarest variety of noble draconians; only a small handful remains alive after the War of Souls. They are almost always encountered singly. Most are extremely wary of strangers and are very careful about who earns their trust. They tend to feel more at home in towns, villages, and the wilderness than in cities, but some flame draconians have thrived there as well. Most prefer warmer climes; they almost never venture south of the New Sea without good reason.

RELIGION

While they share all noble draconians' reverence of the gods of Light, flame draconians have always had difficulty finding one particular god that truly speaks to them. Most have found Mishakal and Majere too passive, Paladine and Kiri-Jolith too orderly, and Branchala too cheerful. Many flame draconians don't bother worshipping any particular god.

Habbakuk, in his aspect of The Hunter, has always been the most popular divine patron among those flame draconians who do worship. Additionally, his teachings of persistence and transformation give them hope that they can reclaim some part of the draconic birthright that was denied to them and that this quest can be used to make the world a better place.

Sirrion has claimed a small number of flame draconian followers, and this number is growing in the post-War of Souls era. His teachings encourage flame draconians to embrace their strong emotions, to use their anger and rage to their advantage. Most Sirrionite flame draconians still follow the path of Light. However, a few have begun ignoring that part of their instinct and have become more obsessed with reclaiming their draconic heritage than with fighting the Darkness.

RACIAL RELATIONS

Flame draconians prefer not to bother dealing with other races. Their goals tend to be somewhat self-centered, and they will ally and cooperate with almost anyone, so long as they get an opportunity to fight against allies of the dark gods.

Human Dark Knights are among their most hated foes. Flame draconians suffered terribly at the hands of the Dragonarmies, and they see the Dark Knights as the direct inheritors of that legacy. Thus, they view almost all humans with suspicion and will often attack on sight any human wearing Dark Knight armor.

They deal with other mortal races on a very individual basis. As dabblers in smithing, some flame draconians have studied under dwarven master smiths. They often have little patience for the elven tendency to take the long view of problems. They find kender irritating, a reaction that's hardly unusual. They are the only noble draconians who seem to understand gnomes; they can identify with the gnomes' obsessive personalities.

Base draconians have been among their most hated enemies throughout the short course of their history. While, with the founding of Teyr, they no longer attack on sight, it's a rare flame draconian that can hold his temper when dealing with his evil cousins. However, a few flame draconians are said to be among the noble draconian cabal who have infiltrated Teyr society.

FLAME DRACONIAN RACIAL TRAITS

Flame draconians possess the following racial traits in addition to the draconian racial traits from page XX:

- +4 Strength, +2 Dexterity, +2 Constitution.
- **Fire subtype:** Flame draconians are immune to fire and vulnerable to cold.
- Large: As Large creatures, flame draconians receive a -1 penalty to their attack rolls and Armor Class due to their size, a -4 penalty on Hide checks, and a +4 bonus on grapple checks. Flame draconians' lifting and

carrying limits are twice those of Medium creatures of an equivalent strength. Flame draconians must wear armor suited to their bulky frames, which costs and weighs twice as much as a comparable suit of Medium armor.

- Flame draconian base land speed is 40 feet.
- **Flight (Ex):** Flame draconians can fly at a speed of 60 feet (poor maneuverability).
- **Racial Hit Dice:** A flame draconian begins with eight levels of dragon, which provide 8d12 Hit Dice, a base attack bonus of +8, and base saving throw bonuses of Fort +6, Ref +6, and Will +6. A flame draconian character receives maximum hit points for its first dragon Hit Die and rolls all other Hit Dice normally. Flame draconians with class levels add their class attack and save bonuses to their racial attack and save bonuses.
- **Racial Skills:** A flame draconian's dragon levels give it skill points equal to 11 x (6 + Int modifier, minimum 1). Its class skills are Climb, Craft, Intimidate, Jump, Listen, and Survival. A flame draconian character does not receive the x4 multiplier for skill points acquired from its first class level.
- **Racial Feats:** A flame draconian's dragon levels give it three feats. Flame draconians gain Armor Proficiency (light, medium, heavy), Martial Weapon Proficiency (greatsword), and Draconian Breath Weapon as bonus feats, in addition to proficiency in all simple weapons.
- **Natural Weapons:** 2 claws (1d4), and bite (1d8) A flame draconian's primary natural weapons are its claws.
- +6 natural armor bonus.
- **Death Throe (Su):** On the round that a flame draconian dies, it explodes in a 40-foot radius blast of fire. The blast deals 6d6 points of fire damage. Affected creatures can make a Reflex save (DC 10 + 1/2 flame draconian's Hit Dice plus Charisma modifier) for half damage. Flame draconians can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- **Barbarian Abilities (Ex):** A flame draconian has the improved uncanny dodge and rage abilities of an 8th-level barbarian. A flame barbarian that takes additional levels in barbarian adds its innate barbarian level to its class level to determine number of rages per day, greater rage, tireless rage, mighty rage, and to determine the minimum level a rogue must be to flank the flame draconian.
- **Spell-Like Abilities:** A flame draconian may cast *fireball* three times a day as a spell-like ability. The flame draconian's effective caster level is equal to its Hit Dice.
- **Breath Weapon (Su):** A flame draconian has a breath weapon with a 30 ft. cone, that deals 3d8 fire damage, Reflex DC half (DC 10 + 1/2 flame draconian's Hit Dice plus Constitution modifier).
- Spell resistance equal to 20 + class levels.
- **Automatic Language:** Nerakese. **Bonus Languages:** Common, Draconic, Goblin, Nordmaarian, Ogre.
- **Favored Class:** Barbarian.
- **Level Adjustment:** +3. A flame draconian has an effective character level (ECL) of 11 + its class levels.

FROST DRACONIANS

The most numerous noble draconian created by the Dragonarmies, frost draconians originated as white dragon eggs. Hundreds, perhaps thousands, of frost draconians were

created before Lord Ariakas' dark spellcasters realized their mistake. Many were slain immediately, but others were put to work in the Dragonarmies' mines and forges, slaving to equip the loyal soldiers of the Dark Queen; the slow-witted but physically strong frost draconians were well suited to such labor. Many escaped from this servitude and spread across Ansalon and beyond.



PHYSICAL APPEARANCE

Smaller in stature than their other noble cousins, frost draconians rarely stand over six feet tall, with most closer to five. Their bodies are slight and lean, but tough and deceptively strong. They generally carry their wings folded safely behind their backs and take great care to protect them when in combat. Their bodies are covered with soft scales, white at the root and gradually fading to light gray at the edges.

Their faces are long and angular, small horns sweeping back along their brows. Their external ears are very small, often going unnoticed. Razor-sharp teeth protrude from their lips. Perhaps the most striking facial feature is their eyes; a strangely intense slate-gray, they are the color of a sky about to unleash a terrible blizzard.

Frost draconians prefer to go barehanded and unshod when possible; in spite of the almost constant need to disguise their appearance, they keep their claws ready for combat at a second's notice. Most frost draconians wear the heaviest armor that's practical and prefer to carry heavy swords and hammers.

PSYCHOLOGY

Frost draconians are some of the most affable and sociable noble draconians. They are straightforward and guileless; they do not mince words and appreciate similar honesty in return. These traits leave them ill-equipped to conduct delicate diplomacy and subtle planning. They often fail to see the point of subtlety and may find themselves in over their heads in combat if they give in to their instincts.

If any word can be used to describe a frost draconian's psyche, it would be resistance—their first instinct in almost any situation is to resist. They take offense easily and tend to lash out in anger quicker than most. Cold steel, rather than negotiation or discussion, is their preferred solution to most conflicts.

Most frost draconians are not intellectually gifted, a flaw inherited from their white dragon ancestors. This trait often exaggerates their tendency to resort to the most direct method of conflict resolution—violence—rather than explore more cerebral alternatives. This should not be mistaken for unusual bravery; they simply fail to think through the consequences of rash action until they've already committed to it.

SOCIAL STRUCTURE

Frost draconians are almost always encountered alone or in the company of a small handful of other frost draconians. Some make permanent homes in frigid, remote corners of Ansalon. Others wander the continent, settling outside remote villages and staying only until they are discovered.

Some manage to find a group of comrades whose goals overlap theirs and who accept them for who they are. These frost draconians become adventurers, and once a frost draconian forms a bond with a like-minded party, they display almost fanatical loyalty toward them.

Even loyal adventuring frost draconians tend to chafe at taking orders, however. They often believe that reining in their rash instincts is tantamount to giving up a major advantage. They're not afraid to give blunt voice to their opinions, especially regarding what they see as bad plans or overthinking a situation. Most adventuring frost draconians do eventually learn tact after inadvertently angering their comrades a few times.

RELIGION

Frost draconians do not have innately strong spiritual tendencies. While almost all of them venerate the pantheon of Light, most follow no particular god.

Among those that do, Paladine was once the most frequent patron. In spite of his lawful nature, most noble draconians remember hearing his call early in their lives when his voice, resonating in their minds, comforted them as they endured the horrors of captivity in the Dragonarmies' enslavement. Some of those who survived continued in his service once they gained their freedom.

Before the Chaos War, Habbakuk also had his share of worshippers among frost draconians. His teachings of persistence and perseverance in the face of severe adversity rang true with some. Additionally, Branchala's blessing of travel fit some wandering frost draconians well.



However, the faithful were few in number and, even once the gods returned after the War of Souls, frost draconians were slow to return to their service. Along with other creatures oriented toward the Light, most grieved the loss of Paladine; some returned to the service of Branchala or Habbakuk. A small handful have turned to the worship of Sirrion, his fiery passion mirroring the frost draconian's impulsiveness.

RACIAL RELATIONS

Other noble draconians accept frost draconians, but frost draconians usually detect an air of superiority from their noble cousins. As offspring of white dragons, the least respected of the true dragons, other draconians tend to treat them with a similar degree of condescension—at least, that's how frost draconians often perceive it.

Frost draconians have made peaceful contact with some civilized creatures. In the years after the War of Souls, hill dwarves in the Kharolis Mountains established ties with a scattered handful of frost draconians living in the high mountains north and west of Thorbardin. There are rumors of frost draconians working closely with human Steel Legionnaires among the icefolk of far southern Ansalon. Frost draconians welcome the fearlessness and unconditional acceptance they receive from most kender.

They have not fared quite so well with other races. The long-lived elves learned to hate draconians in the War of the Lance; they have kept their deep mistrust of draconians alive. Even if they had the inclination to do so, frost draconians are typically not sufficiently skilled diplomats to overcome this prejudice. They usually find gnomes incomprehensible. They see ogres, minotaurs, and other races serving the Darkness as nothing but the enemy.

FROST DRACONIAN RACIAL TRAITS

Frost draconians possess the following racial traits in addition to the draconian racial traits from page XX:

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom.
- Medium size.
- Frost draconian base land speed is 30 feet.
- **Racial Hit Dice:** A frost draconian begins with two levels of dragon, which provide 2d12 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3. A frost draconian character receives maximum hit points for its first dragon Hit Die and rolls all other Hit Dice normally. Frost draconians with class levels add their class attack and save bonuses to their racial attack and save bonuses.
- **Racial Skills:** A frost draconian's dragon levels give it skill points equal to 5 x (6 + Int modifier, minimum 1). Its class skills are Climb, Disguise, Intimidate, Listen, and Spot. A frost draconian character does not receive the x4 multiplier for skill points acquired from its first class level.
- **Racial Feats:** A frost draconian's dragon levels give it one feat. Frost draconians gain Armor Proficiency (light and medium) and Martial Weapon Proficiency (longsword) as bonus feats, in addition to proficiency in all simple weapons.
- **Natural Weapons:** 2 claws (1d4) and bite (1d3). A frost draconian's primary natural weapons are its claws.
- +3 natural armor bonus.



- **Death Throe (Su):** A frost draconian freezes rapidly the moment it dies. It then immediately explodes into small icy shards, dealing 1d6 points of damage to all creatures within a 10-foot radius. Affected creatures may attempt a Reflex save at DC 14 for half damage. Frost draconians can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- Spell resistance equal to 8 + class levels.
- **Automatic Language:** Nerakese. **Bonus Languages:** Common, Draconic, Goblin, Nordmaarian, Ogre.
- **Favored Class:** Fighter.
- **Level Adjustment:** +1. A frost draconian has an effective character level (ECL) of 3 + its class levels.

LIGHTNING DRACONIANS

It was the lightning draconians who inspired Lord Ariakas to coin the term “noble draconians,” and they live up to the title. All lightning draconians are descendants of the great blue wyrm Cacophanax, and they have inherited her dignity and nobility. They use these gifts in the service of the Light, attempting to atone for Cacophanax's and the other blue dragons' sins and crimes. Because their “mother” is still alive in the years following the War of Souls, this driving goal is even more potent.

PHYSICAL APPEARANCE

Standing well over seven feet tall and often bedecked in shining plate mail, lightning draconians are striking to behold. They are larger and possess a more fundamentally imposing build than any other noble draconian. Their wings are huge, able to carry not only the individual's considerable weight in the air, but also any armor he wears and weapons he wields.

Lightning draconians' scales are varying shades of blue, darker at the edges and lighter toward the roots. The scales on some individuals are deep navy; others have hints of purple, the color of the sky a few moments after sunset. Some individuals' scales are the duller, almost faded blue of the sky on a sunny afternoon.

They all have two horns, extending five to eight inches from their brows, with a spinal crest between them. Their ears are easily visible just below the horns. Again, the eyes are the most striking feature of the face; lightning draconian eyes are a deep but radiant blue that flashes brilliant white when they manifest their lightning-related abilities.

Many wear full plate armor, while others prefer chainmail or scale mail. Few carry shields, as they prefer two-handed weapons; greatswords are a favorite, but some carry massive mauls or halberds.

PSYCHOLOGY

Lightning draconians are consumed by a need to atone for the terrible crimes of their progenitor Cacophanax, who ravaged large regions of Ansalon during the War of the Lance and who remains the largest living female blue dragon on Krynn. Most are driven, morally certain, and some would say more than a bit fanatical; they are unbending in their crusade to thwart servants of the Darkness wherever they are found.

While they confront evil uncompromisingly, they acknowledge and respect honor and nobility, even among their enemies. Lightning draconians firmly believe that, in order to champion the Light, one should not use the tactics of the Darkness; thus, many salute (in the Solamnic tradition) worthy foes, offer mercy whenever they are able, and are reluctant to resort to ambush and guileful tactics.

Most Ansalonians are understandably terrified of any seven foot tall draconian; lightning draconians often take this rejection to heart, and it weighs on them. They try to bear the burden of thanklessly protecting those who hate and reject them with dignity and grace, but those who do befriend a lightning draconian will certainly notice an unmistakable sadness about them.

SOCIAL STRUCTURE

Lightning draconians are individual holy warriors at heart, fighting to defend Krynn's people and oppose servants of the Darkness. Some live and work in the mountains, some in the wilds, some in cities; most lightning draconians experience a wide variety of locales over the course of their lives.

As with most noble draconians, they live largely solitary and itinerant lives. Lacking the ability and inclination for the guile and subterfuge required to remain anonymous, they can usually stay in a locale only long enough to accomplish an immediate goal before being discovered and needing to move on to a new village or new city.

A handful of times, lightning draconians have joined with a small number of kindred spirits to accomplish some great task. These adventuring lightning draconians are known to the people who have worked with them as extremely loyal and steadfast comrades.

RELIGION

In the years before the Chaos War, lightning draconians were holy warriors, granted special authority by Paladine to strike against servants of the Darkness in his name. They dedicated themselves to him in gratitude for their salvation from slavery at the hands of the Dragonarmies and for the opportunity to atone for the sins of Cacophanax.

When Paladine and the other gods vanished after the Chaos War, lightning draconians found themselves alone for the first time. The early Age of Mortals was a very difficult time for lightning draconians. Each struggled to find a way to persevere, but most continued to revere Paladine in their hearts. Some, but not all, learned to manifest some of their paladin abilities through mysticism, almost certainly only possible due to their draconic heritage.

The events at the end of the War of Souls were bittersweet. While lightning draconians mourned Paladine's lost divinity, they took heart in his example of selflessness in the face of malignant evil. To carry on the fight, some were blessed by Mishakal or Majere, but most began to follow Kiri-Jolith.

Lightning draconians tend to be much more overtly pious than other noble draconians. Their spirituality is usually not as intellectual as that of vapor draconians, but it is no less sincere or intense; they devote everything they do to their god and work tirelessly to defend their god's people on Krynn.

RACIAL RELATIONS

Lightning draconians are suspicious by nature. They usually assume that anyone they meet, of any race, has less than pure motives until proven otherwise. Lightning draconians view common people of any race as worthy of their protection from tyranny and aggression; they will not hesitate to help anyone in need, no matter what their race. Oddly, lightning draconians often befriend the fearless and accepting kender.

Some races have proven themselves much more often than others. Lightning draconians have occasionally worked well with (mostly) human Knights of Solamnia; their shared faith in Kiri-Jolith brings them together, but lightning draconians have also observed that the Knights of Solamnia rarely live up to their own ideals, and human knights still must generally earn their trust.

They frequently come into conflict with (again, mostly) human Dark Knights, ogres, minotaurs, and base draconians. They have taken special interest in the rise of ogre titans in Blöde and are keeping very close watch on the base draconians of Teyr.

LIGHTNING DRACONIAN RACIAL TRAITS

Lightning draconians possess the following racial traits in addition to the draconian racial traits from page XX:

- +4 Strength, +4 Constitution, +2 Wisdom, +2 Charisma.
- **Large:** As Large creatures, lightning draconians receive a -1 penalty to their attack rolls and Armor Class due to their size, a -4 penalty on Hide checks, and a +4 bonus on grapple checks. Lightning draconians' lifting and carrying limits are twice those of Medium creatures of an equivalent strength. Lightning draconians must wear armor suited to their bulky frames, which costs and weighs twice as much as a comparable suit of Medium armor.
- Lightning draconian base land speed is 40 feet.



- **Flight (Ex):** Lightning draconians can fly at a speed of 60 feet (poor maneuverability).
- **Racial Hit Dice:** A lightning draconian begins with six levels of dragon, which provide 6d12 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +5, Ref +5, and Will +5. A lightning draconian character receives maximum hit points for its first dragon Hit Die and rolls all other Hit Dice normally. Lightning draconians with class levels add their class attack and save bonuses to their racial attack and save bonuses.
- **Racial Skills:** A lightning draconian's dragon levels give it skill points equal to $9 \times (6 + \text{Int modifier, minimum } 1)$. Its class skills are Bluff, Climb, Concentration, Diplomacy, Disguise, Gather Information, Jump, Intimidate, and Listen. A lightning draconian character does not receive the x4 multiplier for skill points acquired from its first class level.
- **Racial Feats:** A lightning draconian's dragon levels give it three feats. Lightning draconians gain Armor Proficiency (light, medium, heavy) and Martial Weapon Proficiency (greatsword) as bonus feats, as well as proficiency in all simple weapons.
- **Natural Weapons:** 2 claws (1d4), bite (1d8), and tail (1d8). A lightning draconian's primary natural weapons are its claws.
- +4 natural armor bonus.
- **Death Throe (Su):** When a lightning draconian dies, its body explodes in a massive charge of electricity that first strikes the nearest creature, then arcs to each nearest creature. The effect is otherwise identical to a *chain lightning* spell cast by a 6th-level sorcerer (save DC 14). The lightning draconian's armor, weapons, and equipment all suffer maximum damage from its death throe. Lightning draconians can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- **Paladin Abilities:** A lightning draconian has the aura of courage, aura of good, divine grace, divine health, lay on hands, smite evil, spells, and turn undead abilities of a 6th-level paladin. A lightning draconian that takes additional levels in paladin adds its innate paladin level to its class level to determine when he gains paladin abilities for level-dependent effects.
- **Spell-Like Ability (Sp):** A lightning draconian may use *shocking grasp* (as sorcerer; caster level equal to Hit Dice) a number of times per day equal to $3 + \text{its Charisma modifier}$. The lightning draconian may use this in conjunction with an attack with its natural weapons (claw, tail, bite) or an attack with any metallic weapon.
- **Trip (Ex):** A lightning draconian that hits with its tail attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the lightning draconian.
- Spell resistance equal to $16 + \text{class levels}$.
- **Automatic Language:** Nerakese. **Bonus Languages:** Common, Draconic, Goblin, Nordmaarian, Ogre.
- **Favored Class:** Paladin.
- **Level Adjustment:** +5. A lightning draconian has an effective character level (ECL) of $11 + \text{its class levels}$.

VAPOR DRACONIANS

Wise and cerebral, vapor draconians exhibit a reserved manner unlike other noble draconians. They live quiet lives in the wilds of Ansalon and Taladas, but while they spurn cities and crowds, they are far from solitary or uncivilized. Vapor draconians patiently and unwearingly care for and protect the wild places and rural lands of the world, keeping unseen watch over forest and field; they fight when they must, but they usually prefer to heal than to harm.

PHYSICAL APPEARANCE

Vapor draconians usually stand a few inches over six feet tall and are heavier and more solidly built than the slighter frost and venom draconians. Their wings are sizeable, the better to support their larger frames when they glide. The scales are green, with shades varying among individuals; some are a uniform forest green, others lighter shades, especially on their chests and stomachs.

Alone among noble draconians, vapor draconians have no horns (although frost draconians' bony brow-ridges are arguably not horns either). They have a large crest that runs from their forehead, across the top of their head, and down the back. They have no external ears. Their eyes are a cloudy, noxious yellow-green.

Vapor draconians move lightly, especially in a natural environment. They seem much more comfortable picking their way through undergrowth and vegetation than on paving stones. They favor utilitarian clothing, but as the most spiritually-oriented of noble draconians, some vapor draconians will occasionally don ceremonial robes. They favor light or medium armor and simple weapons; some rely solely on their natural weapons and their magic.



PSYCHOLOGY

Sharing their green dragon ancestors' affinity for forest and wilderness, vapor draconians prefer to live outside the confines of heavily populated areas. Their response to the dreams and visions of the Dark Queen's curse is a strong instinct to care for those forests in a way their ancestors never did; they take stewardship of the forests and fields, where their forebears bent them to their will.

Vapor draconians display a sense of serenity that green dragons rarely do, a quality which manifests itself in a variety of ways. Vapor draconians are gifted mystics, using patient concentration to merge their will with the world around them. Many have devoted themselves to learning, delving ancient sites around Ansalon for ancient knowledge.

Vapor draconians are the noble draconians with the most flexible morality. While most continue to serve the Light, more than a few have embraced Balance and moral neutrality.

SOCIAL STRUCTURE

Despite their dislike for highly populous areas, vapor draconians enjoy the company of other creatures and form lasting and strong friendships. They usually take on some sort of mission in life; most take it upon themselves to protect or nurture a certain geographic location, such as a forest or section of a forest, a town, or group of people. Some dedicate themselves to furthering an ideal, often through adventuring.

Some vapor draconians have taken on the role of teacher. In the isolated rural regions that vapor draconians often call home, they are seen as wise and worldly—ideal as mentors and teachers for local people wishing to expand their own wisdom. Vapor draconians gifted as mystics or called to druidry often take on a student or apprentice.

Vapor draconians are equally at home in cold alpine forests or hot, steaming jungles. As with venom draconians, some have found a good life at sea as ship's crew, but when in large ports they usually feel uncomfortable and a bit lost.

RELIGION

Vapor draconians have the most purely spiritual personalities of all noble draconians. They express this spirituality through both theistic worship of the gods and exploration of mysticism.

The morality of vapor draconians is more flexible than most noble draconians and they are more likely to follow a god of Balance. However, the majority still walk the path of Light, even the ones who follow Gilean or Zivilyn.

Due to the fundamental patience of vapor draconians' souls, worship among the pious is largely the same after the gods' return as it was before their disappearance. Vapor draconians widely treasure Paladine's memory and honor what he stood for, but few ever truly worshipped him. Majere, Mishakal, and Habbakuk all have followers. Some vapor draconians worship Gilean, honoring his role in their salvation from the Dark Queen. A few of Zivilyn's most trusted priests and druids in the Age of Mortals are vapor draconians.

Even before Chaos carved his terrible mark on Krynn during the Chaos War, vapor draconians were able to wield the magic of mysticism. Vapor draconians themselves

ascribe this uncanny attunement with ambient magic to their draconic heritage, one of the few valued gifts bestowed upon them by their terrible ancestors.

RACIAL RELATIONS

Vapor draconians very often have excellent relations with the creatures of the wilds, especially of the locale that they have adopted as their own. They have sometimes found themselves unlikely allies with humans of the Bñndesphar; a notable example of this is the Zivilynite vapor draconian named Quid and his temporary ally, an unnamed Bñndesphar scout and his wñlfbunde Fury. Similarly, they tend to have positive interaction with elves, sharing their sorrow over the loss of their ancestral forests.

In very general terms, dwarves, gnomes, and industrious humans sometimes raise the ire of vapor draconians, and they don't quite know how to react to kender. They tend to see races such as minotaurs and ogres as being destroyers of all that is wild and natural. Of course, these are generalities, and vapor draconians are usually wise enough not to let racial prejudice dictate their first impressions. However, they steadfastly oppose creatures of Chaos and have hunted them mercilessly since the Chaos War.

VAPOR DRACONIAN RACIAL TRAITS

Vapor draconians possess the following racial traits in addition to the draconian racial traits from page XX:

- +2 Strength, +2 Intelligence, +2 Wisdom.
- Vapor draconian base land speed is 30 feet.
- **Racial Hit Dice:** A vapor draconian begins with four levels of dragon, which provide 4d12 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +4, Ref +4, and Will +4. A vapor draconian character receives maximum hit points for its first dragon Hit Die and rolls all other Hit Dice normally. Vapor draconians with class levels add their class attack and save bonuses to their racial attack and save bonuses.
- **Racial Skills:** A vapor draconian's dragon levels give it skill points equal to $7 \times (6 + \text{Int modifier, minimum } 1)$. Its class skills are Bluff, Concentration, Intimidate, Knowledge (nature), Search, Spellcraft, Spot, and Survival. A vapor draconian character does not receive the $\times 4$ multiplier for skill points acquired from its first class level.
- **Racial Feats:** A vapor draconian's dragon levels give it two feats. Vapor draconians are proficient in all simple weapons.
- **Natural Weapons:** 2 claws (1d4) and bite (1d4). A vapor draconian's primary natural weapons are its claws.
- +8 natural armor bonus.
- **Death Throe (Su):** When a vapor draconian dies, its flesh dissolves and releases a cloud of vapor, dealing 1d6 points of acid damage to all within a 10-foot radius. Affected creatures can attempt a Reflex save (DC 12 + 1/2 vapor draconian's Hit Dice + vapor draconian's Constitution modifier) for half damage. Vapor draconians can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.



- **Mystic Abilities:** A vapor draconian has the spellcasting ability of a 4th-level mystic. A vapor draconian that takes additional levels in mystic adds its innate mystic level to its class level to determine its caster level, spells known, and spells per day.
- **Mystic Domain:** A vapor draconian gains access to a single clerical domain, chosen from those available to mystics. Commonly chosen domains include Air, Animal, Earth, or Plant. The vapor draconian acquires the domain's granted power, and if it is able to cast mystic spells it adds the domain's spells to its mystic spells known. Vapor draconians do not gain an additional domain if they take levels in mystic.
- Spell resistance equal to 14 + class levels.
- **Automatic Language:** Nerakese. **Bonus Languages:** Common, Draconic, Goblin, Nordmaarian, Ogre.
- **Favored Class:** Mystic.
- **Level Adjustment:** +3. A vapor draconian has an effective character level (ECL) of 7 + its class levels.

VENOM DRACONIANS

As cunning as their black dragon forebears, venom draconians possess all the potential for guile, stealth, and subtlety that frost draconians lack.

At the end of the War of the Lance, many venom draconians disappeared among the hordes of refugees fleeing the war, disguising themselves and taking refuge in various cities throughout Ansalon. A few stole away to sea, finding acceptance in the tight-knit crews of sailing ships.

While more have been living openly in recent years, most venom draconians live disguised in Ansalon's cities. They use the same tactics to fight the Darkness that their ancestors used in its service: lies, deceit, and deviousness.

PHYSICAL APPEARANCE

Most venom draconians are around six feet tall. Their bodies are thin, almost lanky. Their wings are small; as often as not, venom draconians wear clothing over them. Their scales are charcoal grey, darker at the roots.

Venom draconians' faces are dominated by two horns that curve gracefully forward from the sides of their heads. A bony, ridged crest rises up from the forehead, across the top of the head, and down the back. Their ears are almost hidden behind the horns. Most humanoids find their eyes unsettling, an inky black that roils like an oil slick on a dark pool.

Venom draconians glide along with a gait that almost seems as close to slithering as to walking. They wear comfortable clothing and light armor, the better to engage in their preferred methods of combat: stealth and ambush. As with most noble draconians, they often wear long cloaks with deep hoods to hide their racial identity. They are typically armed with light weapons; short swords, daggers and kukris, light maces, and light crossbows are their favorites.

PSYCHOLOGY

Descendents of manifestations of decadent corruption, venom draconians are well aware of the horrible malignance from which they have been created. As creatures oriented toward the Light, the strongest emotion felt by venom draconians is guilt: guilt for the horrible sins of their black dragon



ancestors, visited upon them regularly in dreams, and guilt over their hopeless but instinctive longing for the glory and power of those same creatures.

This guilt manifests in a variety of ways. Many venom draconians possess a bitterness and resentment of their heritage. Others have a melancholy air about them, resigned to their perceived wretchedness rather than cursing it.

Venom draconians are notoriously reclusive, almost always living and working alone or mostly alone, even if they make their homes in the middle of a city; however, most will temporarily ally themselves with others who have similar goals.

Most venom draconians cannot abide tyranny or cruelty. They fight against the Darkness whenever possible, most often striking from hidden shadows and dark corners (both real and metaphorical) to attack evil with some of its own tactics.

SOCIAL STRUCTURE

To call venom draconians solitary would be to call water wet; they are the very definition of the word. It is ironic, then, that many make their homes in the very centers of major cities of Ansalon.

Even with their disagreeable natures, many venom draconians are extremely wily negotiators and cunning liars. With more skill at manipulation, guile, and subterfuge than other noble draconians, they are able to hide their identities from most. Urban venom draconians often live in a rented basement or upper room above an abandoned shop. They will sometimes have a single trusted associate who knows their secret and will aid them in keeping it.

A handful of venom draconians live in smaller towns or in the wilderness. More than a few venom draconians hear the call of life at sea and pursue it, if a ship's crew can win

the draconian's trust. A venom draconian privateer known as **Skullface** (CG venom draconian mariner 8) captains the *Rogue Traitor*, a ship that travels Ansalon's west coast.

RELIGION

While venom draconians typically revere the gods of Light, few bother with regular worship; most settle for a hastily whispered prayer to an appropriate deity when the situation warrants.

Even among less-than-pious individuals, Paladine once held a place of high esteem; they continue to treasure his memory. Among the few that do devote themselves to a god, Habbakuk is the most frequent patron, as his teachings of rebirth show that they can rise above the legacy of their wretched ancestors to leave the world better than they found it.

Most find Branchala's mirth grating and frivolous; they believe they are incapable of representing the beauty which he encourages his followers to create. Perhaps as the exception to prove the rule, there have been one or two instances of the Song of Life inspiring poetically melancholy venom draconians to tragic heroism and selflessness.

Since the return of the gods after the War of Souls, some venom draconians have found inspiration in Sirrion. While Habbakuk encourages personal transformation, Sirrion demands his followers use their inner rebirth to change the world around them.

RACIAL RELATIONS

Venom draconians have difficulty trusting anyone. Most view racial distinctions beyond "non-draconian" and "non-dragon" with indifference; one is the same as another, in their eyes. They believe that all are capable of evil that must be stopped, and it would be foolish to trust any one race more than any other.

Even so, many venom draconians find kindred spirits with certain members of other mistrusted races. For instance, venom draconians have been known to befriend and ally with members of Kiri-Jolith's cult among the minotaur. Similarly, some venom draconians have taken an interest in the Sikk'et Hul goblins, hoping to help guide their nation toward the Light.

Venom draconians sometimes exchange information with Steel Legionnaires; some covert Legion cells have even recruited venom draconians as Legionnaires. Other venom draconians do not fully trust the Legion of Steel's motives and watch them warily.

VENOM DRACONIAN RACIAL TRAITS

Venom draconians possess the following racial traits in addition to the draconian racial traits from page XX:

- +2 Dexterity, -2 Wisdom, +2 Charisma.
- Venom draconian base land speed is 30 feet.
- **Racial Hit Dice:** A venom draconian begins with two levels of dragon, which provide 2d12 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3. A venom draconian character receives maximum hit points for its first dragon Hit Die and rolls all other Hit Dice normally. Venom draconians with class levels add their class attack and save bonuses to their racial attack and save bonuses.
- **Racial Skills:** A venom draconian's dragon levels give it skill points equal to 5 x (6 + Int modifier, minimum 1). Its class skills are Bluff, Hide, Listen, Move Silently, Search, and Spot. A venom draconian character does not receive the x4 multiplier for skill points acquired from its first class level.

THE FLAME DRACONIAN								
Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d12	+1	+2	+2	+2	(6 + Int mod) x 4	1	Feat, +1 natural armor, 2 claws (1d3),
2nd	2d12	+2	+3	+3	+3	6 + Int mod	2	2 claws (1d4), gallop, glide
3rd	3d12	+3	+3	+3	+3	6 + Int mod	2	SR 15, +2 Str, feat, +2 natural armor, bite (1d3), resistance to fire 5
4th	3d12	+3	+3	+3	+3	—	3	Feat, Hulking Brute, inspired by dragons
5th	4d12	+4	+4	+4	+4	6 + Int mod	3	SR 16, +2 Con, +3 natural armor, 2 claws (1d4), fly 20 ft. (clumsy), Draconian Breath Weapon
6th	4d12	+4	+4	+4	+4	—	4	Large size, speed 40 ft., reach 10 ft., low metabolism
7th	5d12	+5	+4	+4	+4	6 + Int mod	4	SR 17, +2 Str, +4 natural armor, bite (1d4), fly 40 ft. (clumsy)
8th	6d12	+6	+5	+5	+5	6 + Int mod	5	SR 18, feat, resistance to fire 10, disease immunity
9th	6d12	+6	+5	+5	+5	—	6	+2 Dex, +5 natural armor, bite (1d6)
10th	7d12	+7	+5	+5	+5	6 + Int mod	7	SR 19, fire subtype, fly 60 ft. (poor)
11th	8d12	+8	+6	+6	+6	6 + Int mod	8	SR 20, +6 natural armor, bite (1d8)

Class Skills: Climb, Craft, Intimidate, Jump, Listen, Survival.



- **Racial Feats:** A venom draconian's dragon levels give it one feat. Venom draconians gain Armor Proficiency (light) and Martial Weapon Proficiency (short sword, shortbow) as bonus feats, in addition to proficiency in all simple weapons.
- **Natural Weapons:** Bite (1d4).
- +2 natural armor bonus.
- **Death Throe (Su):** A venom draconian's body dissolves into a pool of acid 5 feet in radius the moment it dies. Everyone within the affected area (as well as each unattended object) suffers 1d6 points of acid damage per round of exposure. The acid evaporates in 1d6 rounds. Venom draconians can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- **Poison (Ex):** Injury; Fort DC (10 + 1/2 venom draconian's Hit Dice plus venom draconian's Constitution modifier); 1d6 Con/1d6 Con. Only the venom draconian's bite is poisonous. A venom draconian is immune to its own poison and that of other venom draconians.
- **Sneak Attack (Ex):** A venom draconian deals an extra 1d6 points of damage whenever its target would be denied her Dexterity bonus, or when the venom draconian is flanking an opponent. This extra damage applies to ranged attacks if the target is within 30 feet. This is otherwise identical to the rogue class feature described in the *Player's Handbook*. If a venom draconian gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.
- Spell resistance equal to 11 + class levels.
- **Automatic Language:** Nerakese. **Bonus Languages:** Common, Draconic, Goblin, Nordmaarian, Ogre.
- **Favored Class:** Rogue.
- **Level Adjustment:** +2. A venom draconian has an effective character level (ECL) of 4 + its class levels.

NOBLE DRACONIAN CHARACTERS

The noble draconians are new to many fans of the Dragonlance saga even though they have been around for a long time, at least in terms of the setting itself. Noble draconian characters are diverse and distinct from their base draconian cousins, and they afford players and Dungeon Masters alike a new perspective on an established concept.

PLAYING A NOBLE DRACONIAN

Noble draconians present a unique roleplaying challenge for any player. You should consider a few important questions about in your noble draconian's personality. How does he react to the Dark Queen's curse? What is his background—did he escape from the Temple of Luerkhis, or was he enslaved and forced to labor for years first? Was he tempted to join the Dark Queen's army willingly? What has he been doing until the point at which the campaign begins?

Any of the noble draconian subtypes work well as adventurers, but frost draconians are perhaps the best suited for a traditional adventuring party. Most are straightforward combatants, and they would take up any quest involving opposing the forces of the Darkness. Any of the fighting classes suits them well.

Venom draconians will typically fit best with an urban or seafaring campaign, with skill-focused classes such as rogue, mariner, and master being excellent choices for development

of the character. Venom draconians are also particularly well suited to campaigns focusing on intrigue and political conflict, as opposed to large amounts of physical combat.

Vapor draconians are clearly best suited to wilderness campaigns and make fine adventurers in parties whose goal is to oppose the Darkness in the wilds. Any divine spellcasting class fits them very well; mystic, cleric, druid, and ranger are all fine choices. Barbarian and mariner are additional options.

Lightning draconians are designed to be paladins. However, due to the gods' absence during the early Age of Mortals, some lightning draconians have levels of fighter, while others have learned to use mysticism to wield their paladin abilities. Campaigns featuring a clear good-vs.-evil theme would suit this race well. Alternately, a campaign in which moral shades of gray dominate would provide a great playground for exploring how such a morally certain character would react to morally uncertain circumstances.

Flame draconians hold great potential for inner conflict and personal character development. An obvious avenue is to play up their inner obsession with their own draconic heritage. Other directions of exploration could include learning to control one's temper or learning to trust others. Barbarian is the flame draconian's favored class, but any fighting class is a good choice. An unconventional option might be to boost your flame draconian's Charisma and take levels of sorcerer, focusing on fire spells.

NOBLE DRACONIAN IN YOUR CAMPAIGN

Noble draconians make excellent NPCs in almost any campaign. For good-aligned parties, or neutral-aligned parties with a quest opposing the forces of the Darkness, noble draconians make fine allies, contacts, or information sources; of course, they also make ideal antagonists for evil-aligned parties.

They could also be used to create unexpected and unconventional opposition for a good-aligned party. Not all good motives and goals are compatible with one another: Will the dragonslayers cause more harm to the forest with their fighting than will the green dragon they're attempting to slay? Will removing the Dark Knight occupiers of a town unleash barely contained racial rivalries between local humans and elven refugees? In cases like these, even good-aligned heroes may find themselves opposed by a noble draconian.

Noble draconian NPCs can be found in a variety of locales around Ansalon and Taladas. Venom draconians are usually found in cities, and some have taken to sea. PCs visiting Southern Ergoth or Cristyne might encounter the venom draconian sea captain known as Skullface, for instance. Covert Steel Legionnaires in Palanthas have known about and exchanged information with a mysterious venom draconian working incognito in the city for a dozen years.

Frost draconians are often encountered in the colder regions of southern Ansalon. For instance, travelers on the road between Thorbardin and Tarsis sometimes see cloaked archers and swordsmen watching from a distance as they ride. These are a small band of frost draconians that helps hold the high passes through the Kharolis mountains open and free of banditry.

THE FROST DRACONIAN

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d12	+1	+2	+2	+2	(6 + Int mod) x 4	1	Feat, +1 natural armor, cold resistance 5, 2 claws (1d3)
2nd	2d12	+2	+3	+3	+3	6 + Int mod	1	+2 Str, gallop, +2 natural armor, cold resistance 10, glide, inspired by dragons, bite (1d3)
3rd	2d12	+2	+3	+3	+3	—	2	SR 8, +3 natural armor, 2 claws (1d4), bite (1d4), cold subtype, disease immunity, low metabolism

Class Skills: Climb, Disguise, Intimidate, Listen, Spot.

Vapor draconians are most often found in the rural and wilderness lowlands of Ansalon and Taladas. Anytime the PCs venture into such areas, they may meet one; a handful are at work in Sable's marsh, trying to help undo the terrible changes the great black wrought on the land.

PCs might encounter lightning and flame draconian NPCs almost anywhere evil lurks. For instance, a lightning draconian named Nagash lived in the Desolation during the terror of Malys, helping to protect the remaining innocents left in Kendermore. As another example, a flame draconian named Kestona has traveled the roads between Khur, Neraka, and Kern for years, protecting travelers from the minions of the Dark Knights and marauding ogres.

NOBLE DRACONIAN RACIAL CLASSES

Draconians are powerful creatures, with racial Hit Dice and level adjustments that make playing one from the beginning of a campaign all but impossible. This section provides five racial classes that break down the noble draconians into class progressions, allowing players to start playing one from 1st level along with characters of standard races.

FLAME DRACONIAN RACIAL CLASS

DRAGON

Flame draconians have eight racial Hit Dice and a level adjustment of +3, making a regular flame draconian the equivalent of an 11th-level character. If you want to start playing a flame draconian at 1st level, you can use the flame draconian racial class described below.

RACIAL TRAITS

Characters using the flame draconian racial class start with the following racial traits. Note that these are not identical to the regular flame draconian's full set of racial traits because the flame draconian's ability scores and racial Hit Dice increase with level as shown below.

- +2 Strength, -2 Intelligence, -2 Wisdom.
- A flame draconian's base land speed is 30 feet.
- **Darkvision:** Flame draconians can see in the dark up to 60 feet.
- **Low-light Vision:** Flame draconians can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immune to paralysis and magic *sleep* effects.

- **Death Throe (Su):** On the round that a flame draconian dies, it explodes in a 10-foot radius blast of fire. The blast deals 2d6 points of fire damage. Affected creatures can make a Reflex save (DC 10 + 1/2 flame draconian's Hit Dice plus flame draconian's Charisma modifier) for half damage. Flame draconians can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell. At 6th level, a flame draconian's death throes deals 4d6 points of fire damage in a 20-foot radius. At 9th level, this increases to 6d6 points of damage in a 40-foot radius.
- **Automatic Languages:** Nerakese **Bonus languages:** Common, Draconic, Goblin, Nordmaarian, Ogre.
- **Favored Class:** Flame draconian. A flame draconian may not take levels in any other class except flame draconian until it has gained all eleven flame draconian racial class levels. Flame draconians then gain barbarian as a favored class.

CLASS FEATURES

All the following are class features of the flame draconian racial class.

Weapon and Armor Proficiency: Flame draconians are proficient with all simple weapons and the greatsword. Flame draconians are proficient with all forms of armor but not with shields.

Feats: A flame draconian gains feats at 1st level, 3rd level, and 8th level. Power Attack and related feats are popular choices. After 11th level, the flame draconian gains feats normally according to its Hit Dice.

Natural Armor: Flame draconians begin with +1 natural armor at 1st level, increasing by +1 at every odd level afterwards to a maximum of +6 at 11th level.

Natural Weapons: A flame draconian has two claw attacks that deal the indicated damage plus the flame draconian's Strength bonus. It also gains a bite attack at 3rd level that deals the indicated damage plus one-half its Strength bonus.

A flame draconian can make 2 claw attacks at its normal attack bonus and one bite attack as a secondary attack (-5 penalty on the attack roll). It can also attack with a weapon at its normal attack bonus and make one natural weapon attack (with a claw or bite) as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Gallop: At 2nd level, flame draconians gain Run as a bonus feat.



Glide (Ex): Also at 2nd level, a flame draconian can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Spell Resistance (Ex): At 3rd level, a flame draconian has spell resistance equal to 12 + Hit Dice (including those gained from this class).

Resistance to Fire (Ex): At 3rd level, a flame draconian gains resistance to fire 5. This increases to 10 at 8th level.

Hulking Brute: At 4th level, whenever the flame draconian receives a size-based modifier on an opposed roll (such as during bull rush and grapple attempts), it is treated as a creature of Large size if that is more advantageous to the flame draconian. The flame draconian is also considered to be Large when determining whether a monster's special attacks (such as improved grab or swallow whole) affect it.

Inspired by Dragons (Ex): Flame draconians are drawn to dragons and revere them. Beginning at 4th level, when a flame draconian is under the command of a true dragon whose alignment is within one step of its own, or when entering a battle under the command of such a dragon, the flame draconian receives a +1 morale bonus on all attacks and saving throws.

Draconian Breath Weapon: At 5th level, the flame draconian gains this feat as a bonus feat.

Large: At 6th level, the flame draconian's size increases to Large. It receives a -1 penalty to its attack rolls and Armor Class due to its size, a -4 penalty on Hide checks, and a +4 bonus on grapple checks. A flame draconian's lifting and carrying limits are twice those of Medium creatures of an equivalent strength. Flame draconians must wear armor suited to their bulky frames, which costs and weighs twice as much as a comparable suit of Medium armor.

Low Metabolism (Ex): A flame draconian of 6th level or higher can survive on one-tenth the food and water it takes to sustain a human.

Disease Immunity (Ex): At 8th level, flame draconians are immune to all diseases.

Fire Subtype: At 10th level, a flame draconian gains the fire subtype. This gives it immunity to fire and makes it vulnerable to cold.

FROST DRACONIAN RACIAL CLASS

DRAGON

Frost draconians have two racial Hit Dice and a level adjustment of +1, making a regular frost draconian the equivalent of a 3rd-level character. If you want to start playing a frost draconian at 1st level, you can use the frost draconian racial class described below.

RACIAL TRAITS

Characters using the frost draconian racial class start with the following racial traits. Note that these are not identical to the regular frost draconian's full set of racial traits because the frost draconian's ability scores and racial Hit Dice increase with level as shown below.

- +2 Constitution, -2 Intelligence, -2 Wisdom.
- Medium size.
- Frost draconian base land speed is 30 feet.
- **Darkvision:** Frost draconians can see in the dark up to 60 feet.
- **Low-light Vision:** Frost draconians can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immune to paralysis and magic *sleep* effects.

THE LIGHTNING DRACONIAN

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d12	+1	+2	+2	+2	(6 + Int mod) x 4	1	Feat, +1 natural armor, 2 claws (1d3), bite (1d3), tail (1d3), aura of good, detect evil
2nd	1d12	+1	+2	+2	+2	—	1	2 claws (1d4), gallop, glide, smite evil 1/day
3rd	2d12	+2	+3	+3	+3	6 + Int mod	1	bite (1d4), divine grace
4th	2d12	+2	+3	+3	+3	—	2	+2 Str, +2 Wis, +2 natural armor, tail (1d4), Hulking Brute, lay on hands
5th	3d12	+3	+3	+3	+3	6 + Int mod	2	Feat, inspired by dragons, aura of courage
6th	3d12	+3	+3	+3	+3	—	3	+2 Cha, +2 Con, +3 natural armor, bite (1d6), tail (1d6), fly 20 ft. (clumsy), divine health
7th	4d12	+4	+4	+4	+4	6 + Int mod	4	SR 10, low metabolism, turn undead
8th	4d12	+4	+4	+4	+4	—	4	+2 Con, Large size, speed 40 ft., reach 10 ft., bite (1d8), fly 40 ft. (clumsy), disease immunity, spells
9th	5d12	+5	+4	+4	+4	6 + Int mod	5	SR 15, +4 natural armor, smite evil 2/day
10th	5d12	+5	+4	+4	+4	—	5	+2 Str, fly 60 ft. (poor), tail (1d8), trip
11th	6d12	+6	+5	+5	+5	6 + Int mod	6	SR 16, feat, remove disease 1/week

Class Skills: Bluff, Climb, Diplomacy, Disguise, Gather Information, Intimidate, Jump, Listen.

- **Death Throe (Su):** When a frost draconian dies it freezes rapidly. It then immediately explodes into small icy shards, dealing 1d6 points of damage to all creatures within a 10-foot radius. Affected creatures may attempt a Reflex save (12 + 1/2 frost draconian's Hit Dice + Constitution modifier) for half damage. The save DC includes a +2 racial bonus. Frost draconians can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- **Automatic Language:** Nerakese. **Bonus Languages:** Common, Draconic, Goblin, Nordmaarian, Ogre.
- **Favored Class:** Frost draconian. A frost draconian may not take levels in any other class except frost draconian until it has gained all three frost draconian racial class levels. Frost draconians then gain fighter as a favored class.

CLASS FEATURES

All the following are class features of the frost draconian racial class.

Weapon and Armor Proficiency: Frost draconians are proficient with all simple weapons and the longsword. Frost draconians are proficient with light and medium armor but not with shields.

Feats: A frost draconian gains a feat at 1st level. Weapon Focus is a standard choice. After 3rd level, it gains feats normally according to its Hit Dice.

Natural Armor: Frost draconians begin with +1 natural armor at 1st level, increasing to +2 at 2nd level and +3 at 3rd level.

Natural Weapons: A frost draconian has two claw attacks that deal the indicated damage plus the frost draconian's Strength bonus. At 2nd level it gains a bite attack that deals the indicated damage plus one-half its Strength bonus.

A frost draconian can make 2 claw attacks at its normal attack bonus and one bite attack as a secondary attack (-5 penalty on the attack roll). It can also attack with a weapon at its normal attack bonus and make one natural weapon attack (with a claw or bite) as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Resistance to Cold (Ex): A frost draconian gains resistance to cold 5 at 1st level. This increases to resistance to cold 10 at 2nd level.

Gallop: At 2nd level, frost draconians gain Run as a bonus feat.

Glide (Ex): Also at 2nd level, a frost draconian can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Inspired by Dragons (Ex): Frost draconians are drawn to dragons and revere them. Beginning at 2nd level, when a frost draconian is under the command of a true dragon whose alignment is within one step of its own, or when entering a battle under the command of such a dragon, the frost draconian receives a +1 morale bonus on all attacks and saving throws.

Cold Subtype: At 3rd level, a frost draconian gains the cold subtype. This gives it immunity to cold and vulnerability to fire.

Disease Immunity (Ex): At 3rd level, frost draconians are immune to all diseases.

Low Metabolism: A frost draconian of 3rd level or higher can survive on one-tenth the food and water it takes to sustain a human.

Spell Resistance (Ex): Also at 3rd level, a frost draconian has spell resistance equal to 6 + Hit Dice (including those gained from this class).

LIGHTNING DRACONIAN RACIAL CLASS

DRAGON

Lightning draconians have six racial Hit Dice and a level adjustment of +4, making a regular lightning draconian the equivalent of a 10th-level character. If you want to start playing a lightning draconian at 1st level, you can use the lightning draconian racial class described below.

RACIAL TRAITS

Characters using the lightning draconian racial class start with the following racial traits. Note that these are not identical to the regular lightning draconian's full set of racial traits because the lightning draconian's ability scores and racial Hit Dice increase with level as shown below.

- No ability score adjustments.
- Medium size.
- Lightning draconian base land speed is 30 feet.
- **Darkvision:** Lightning draconians can see in the dark up to 60 feet.

THE VAPOR DRACONIAN								
Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d12	+1	+2	+2	+2	(6 + Int mod) x 4	1	Feat, +2 natural armor, orison
2nd	1d12	+1	+2	+2	+2	—	1	+2 Wis, +4 natural armor, 2 claws (1d3), bite (1d3), glide, mystic abilities (1st)
3rd	2d12	+2	+3	+3	+3	6 + Int mod	2	Gallop, inspired by dragons, mystic abilities (2nd)
4th	2d12	+2	+3	+3	+3	—	3	+2 Str, SR 12, +6 natural armor, 2 claws (1d4), bite (1d4)
5th	3d12	+3	+3	+3	+3	6 + Int mod	4	Feat, SR 13, mystic abilities (3rd)
6th	3d12	+3	+3	+3	+3	—	4	+8 natural armor, disease immunity, low metabolism
7th	4d12	+4	+4	+4	+4	6 + Int mod	5	SR 14, mystic abilities (4th)

Class Skills: Bluff, Concentration, Intimidate, Knowledge (nature), Search, Spellcraft, Spot, Survival.



THE VENOM DRACONIAN

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d12	+1	+2	+2	+2	(6 + Int mod) x 4	1	Feat, +1 natural armor, bite (1d3), poison (1/day; 1d4 Dex)
2nd	1d12	+1	+2	+2	+2	—	2	Gallop, glide, inspired by dragons, poison (2/day; 1d6 Dex)
3rd	2d12	+2	+3	+3	+3	6 + Int mod	3	+2 Dex, +2 natural armor, bite (1d4), sneak attack +1d6
4th	2d12	+2	+3	+3	+3	—	4	SR 11, disease immunity, low metabolism, poison (at will)

Class Skills: Hide, Listen, Move Silently, Search, Spot.

- **Low-light Vision:** Lightning draconians can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immune to paralysis and magic *sleep* effects.
- **Death Throe (Su):** When a lightning draconian dies, its body explodes in a massive charge of electricity that first strikes the nearest creature, then arcs to each nearest creature. The effect is otherwise identical to a *chain lightning* spell cast by a 6th-level sorcerer. The lightning draconian's armor, weapons, and equipment all suffer maximum damage from its death throes. Lightning draconians can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- **Automatic Language:** Nerakese. **Bonus Languages:** Common, Draconic, Goblin, Nordmaarian, Ogre.
- **Favored Class:** Lightning draconian. A lightning draconian may not take levels in any other class except lightning draconian until it has gained all ten lightning draconian racial class levels. Lightning draconians then gain paladin as a favored class.

CLASS FEATURES

All the following are class features of the lightning draconian racial class.

Weapon and Armor Proficiency: Lightning draconians are proficient with all simple weapons and the greatsword. Lightning draconians are proficient with all forms of armor but not with shields.

Feats: A lightning draconian gains a feat at 1st level, 5th level, and 11th level. Typical choices include Combat Casting, Draconian Breath Weapon, Improved Initiative, Multiattack, Power Attack, or Weapon Focus. After 11th level, it gains feats normally according to its Hit Dice.

Natural Armor: Lightning draconians begin with +1 natural armor at 1st level, increasing to +2 at 4th level, to +3 at 6th level, and to +4 at 9th level.

Natural Weapons: A lightning draconian has two claw attacks that deal the indicated damage plus the lightning draconian's Strength bonus. It also has a bite attack that deals the indicated damage plus one-half its Strength bonus, and a tail attack that deals the indicated damage plus 1-1/2 times its Strength bonus.

A lightning draconian can make 2 claw attacks at its normal attack bonus, and one bite or tail attack as a secondary attack (-5 penalty on the attack roll). It can also attack with a weapon at its normal attack bonus and make one natural

weapon attack (with a claw, bite, or tail) as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Paladin Abilities: A lightning draconian acquires some of the special abilities of paladins as it advances. In order to maintain these abilities, the lightning draconian must remain lawful good in alignment and devote itself to a deity. At 1st level, the lightning draconian gains a paladin's aura of good and *detect evil* at will. Other abilities are acquired at later levels, as listed. Lightning draconians do not gain the use of a special mount. For the purposes of all paladin abilities, the lightning draconian is considered to be a paladin of a level equal to its Hit Dice.

Gallop: At 2nd level, lightning draconians gain Run as a bonus feat.

Glide (Ex): Also at 2nd level, a lightning draconian can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Hulking Brute: At 4th level, whenever the lightning draconian receives a size-based modifier on an opposed roll (such as during bull rush and grapple attempts), it is treated as a creature of Large size if that is more advantageous to the lightning draconian. The lightning draconian is also considered to be Large when determining whether a monster's special attacks (such as improved grab or swallow whole) affect it.

Inspired by Dragons (Ex): Lightning draconians are drawn to dragons and revere them. Beginning at 5th level, when a lightning draconian is under the command of a true dragon whose alignment is within one step of its own, or when entering a battle under the command of such a dragon, the lightning draconian receives a +1 morale bonus on all attacks and saving throws.

Spell Resistance (Ex): At 7th level, a lightning draconian has spell resistance equal to 10 + Hit Dice (including those gained from this class).

Low Metabolism: Also at 7th level, lightning draconians can survive on one-tenth the food and water it takes to sustain a human.

Large: At 7th level, the lightning draconian's size increases to Large. It receives a -1 penalty to its attack rolls and Armor Class due to its size, a -4 penalty on Hide checks, and a +4 bonus on grapple checks. A lightning draconian's lifting and carrying limits are twice those of Medium creatures of an equivalent strength. Lightning draconians

"SECRETS" BY ED GREENWOOD

"DON'T believe everything you hear in a sermon," my aunt told me as she took off her Sunday fur, leaning close with her gold-toothed grin. "Ministers are just men; I remember when that one was a little boy in britches who threw stones and teased cats."

I regarded her thoughtfully. This was the fun aunt, the one who could—and sometimes did—do anything. Like splash barefoot in fountains downtown, or hike up her old print dress and climb trees to hammer in the first boards of a tree fort. Anything.

"What bit shouldn't I believe?"

"The bit about going to heaven if you're good. And The Other Place if you're not. He might be right, he might not, but I know he's leaving something out. Something important."

I knew better than to ask what that was. Straight, hard questions like that were apt to make my aunt frown and say, "You'd better go out to the barn and talk to the men. That's man talk—quick, impatient, 'tell me now' jabber. That's the way to rush through your life and waste it. No one in a hurry ever gets anywhere that matters."

So instead, I asked, "Why would he do that?"

"I don't know for certain, but probably because all he knows about it is what some men long ago wrote in a book."

"And writing a book means using some words, in patterns like sewing, and leaving all the others out," I told her proudly. I'd thought of that just that morning.

It was my aunt's turn to look thoughtful. "You," she told me almost accusingly, "are too clever by half. Almost clever enough to be told The Little Secret."

"Almost clever enough?" I knew the game. The women's game. The oblique question, the challenge that never challenged directly.

"Hmm. Clever enough, maybe, for a boy," she said grudgingly. "Go down to the cellar and fetch me some potatoes. Bakers, as big as both my fists together. Seven, I think."

I went eagerly, taking the flashlight and the old six-quart basket used for fetching things up from the cellar. When I was younger, the cellar had been a dark, dirty, scary place, a cavern reaching deep into the unknown, stretching for miles under the Earth and home to all sorts of monsters lurking and slithering behind the old jars of preserves, broken chairs, and cloth-shrouded mysteries.

Now it was just a neat hideaway of six rooms, with a new furnace roaring away in the middle of it and painted poured concrete over the dirt floor, with back corners I knew and lots of really neat old stuff piled up that should have been all upstairs in the big living room, instead of boring sofas with skirts around them and enough pillows and cushions to smother

forty sisters. Old license plates, and bottles shaped like naked ladies, and radios with lots and lots of huge chrome dials.

I wasn't eager because of the cellar, though. I was eager because her sending me meant my aunt was using the time I wasn't underfoot to pour us both a "cordial" and settle into her favorite chair, feet up on the footstool. Which meant she was going to tell me a story. The Little Secret, this time, whatever The Little Secret was.

I was young enough, then, that Secrets were all good things. I liked Secrets.

My aunt said nothing when I came back up into the kitchen except, "Put that towel over the bakers and come in here."

I did. "Done," I announced cheerfully. "Flashlight back where it should be."

"Of course," she said, dry-voiced. "Mister Clever."

I stood waiting, face calm, eyes eager, until she pointed me to the chair facing hers and snapped, "Drink up. As if you didn't know."

"Thank you," I said carefully. Oh, yes, I was clever.

My aunt let me get a good swallow down before she leaned forward. "I know you'll tell someone what I'm telling you now. But I don't want to hear you've gone and told that minister, or any of the men in this house. That would not be clever."

"No, ma'am."

"Ach! Never say that the way you just did—smug, like you don't mean it. Say it respectfully."

"Yes, ma'am," I replied, trying hard to sound solemn and respectful.

She grinned. "Little slick actor. Now listen. You heard today about how people, when they die—"

"Pass on, ma'am. He said they don't die, they 'pass on.'"

"Die, boy! I'll have none of that 'pass on' business, and it's not they, it's we. He was talking about all of us, not some other people. That's the problem with that minister; far too much of the 'us' and 'them,' and not enough 'we' and 'all of us.' So I say again: he said when people die, they get judged, and go up—or down. Now, remember the old minister?"

"Yes. He died."

"Yes, 'died.' Good. Recall what he used to say? 'Woe betide you on Judgment Day?'"

"Yes. He made us sing it, us children."

"Yes. Made it a game, he did. Silly man. Ever wonder when that day was going to be?"

"At...at the end. I think."

"Yes. You would think about it. Did you ever think about all the people who die, what they'll do until that end comes, whenever it does?"

"Uh...no."

"Well, if you had, and if you'd asked me or any



“SECRETS” (CONT.)

of the other old folks, they'd have told you what the minister before him used to say. That we die, and get born again as someone else, and live another life, and then die, and get born again. Where we go at Judgment Day depends on all the good and all the bad we did, in all of our lives.”

“You mean I might have been Great-Great Grandpa?”

My aunt nodded. “Some sailor on a ship halfway

around the world, more like. Someone with skin different from ours, living up high on a mountain or down by the sea, instead of here in farm country.”

“Do...do I get to choose?”

My aunt stared at me, and then laughed, great cackling guffaws. “Ah, you're a sharp one! Wouldn't that be just what we all want, eh? Come back as the King of All England, or one of those Caesars!”

I frowned. “Caesars? A baseball player?”

must wear armor suited to their bulky frames, which costs and weighs twice as much as a comparable suit of Medium armor.

Disease Immunity (Ex): At 8th level, lightning draconians are immune to all diseases. Although they already have the divine health ability from their paladin abilities, the lightning draconian retains this immunity even if they lose their paladin status as a result of changing alignment.

Trip (Ex): At 9th level, a lightning draconian that hits with its tail attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the lightning draconian.

VAPOR DRACONIAN RACIAL CLASS

DRAGON

Vapor draconians have four racial Hit Dice and a level adjustment of +3, making a regular vapor draconian the equivalent of a 7th-level character. If you want to start playing a vapor draconian at 1st level, you can use the vapor draconian racial class described below.

RACIAL TRAITS

Characters using the vapor draconian racial class start with the following racial traits. Note that these are not identical to the regular vapor draconian's full set of racial traits because the vapor draconian's ability scores and racial Hit Dice increase with level as shown below.

- +2 Intelligence.
- Vapor draconian base land speed is 30 feet.
- **Darkvision:** Vapor draconians can see in the dark up to 60 feet.
- **Low-light Vision:** Vapor draconians can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immune to paralysis and magic *sleep* effects.
- **Death Throe (Su):** When a vapor draconian dies, its flesh dissolves and releases a cloud of vapor, dealing 1d6 points of acid damage to all within a 10-foot radius. Affected creatures can attempt a Reflex save (DC 12 + 1/2 vapor draconian's Hit Dice + vapor draconian's Constitution modifier) for half damage. The save DC for the vapor draconian's death throes includes a +2 racial bonus. Vapor draconians can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.

- **Automatic Language:** Nerakese. **Bonus Languages:** Common, Draconic, Goblin, Nordmaarian, Ogre.
- **Favored Class:** Vapor draconian. A vapor draconian may not take levels in any other class except vapor draconian until it has gained all seven vapor draconian racial class levels. Vapor draconians then gain mystic as a favored class.

CLASS FEATURES

All the following are class features of the vapor draconian racial class.

Weapon and Armor Proficiency: Vapor draconians are proficient with all simple weapons. They are not proficient with armor or with shields.

Feats: A vapor draconian gains a feat at 1st level and at 5th level. Typical choices include Combat Casting, Dodge, Point Blank Shot, or Spell Focus. After 7th level, it gains feats normally according to its Hit Dice.

Natural Armor: Vapor draconians begin with +2 natural armor at 1st level, increasing to +4 at 2nd level, to +6 at 4th level, and to +8 at 6th level.

Orison: A vapor draconian with a Wisdom score of at least 10 knows one 0-level spell from the cleric spell list. This spell has a caster level of 1 and can be cast three times per day. At 2nd level, the vapor draconian loses this ability in favor of its mystic abilities (see below).

Natural Weapons: At 2nd level, a vapor draconian has two claw attacks that deal the indicated damage plus the vapor draconian's Strength bonus. It also has a bite attack that deals the indicated damage plus one-half its Strength bonus.

A vapor draconian can make 2 claw attacks at its normal attack bonus and one bite attack as a secondary attack (-5 penalty on the attack roll). It can also attack with a weapon at its normal attack bonus and make one natural weapon attack (with a claw or bite) as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Glide (Ex): At 2nd level, a vapor draconian can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Mystic Abilities: At 2nd level, a vapor draconian with a Wisdom score of at least 10 casts spells as a mystic of a level equal to its racial Hit Dice. After 7th level, a vapor draconian that takes additional levels in mystic adds its innate mystic level to its class level to determine its caster level, spells known, and spells per day.

Mystic Domain: At 2nd level, a vapor draconian may choose a single domain from the list of domains available to mystics, and gains the use of the granted power of that domain. Air, Animal, Earth, and Plant are good choices. Vapor draconians that are able to cast mystic spells add the domain's spells to their list of mystic spells known. Vapor draconians do not gain an additional domain if they take levels in mystic.

Gallop: At 3rd level, vapor draconians gain Run as a bonus feat.

Inspired by Dragons (Ex): Vapor draconians are drawn to dragons and revere them. Beginning at 3rd level, when a vapor draconian is under the command of a true dragon whose alignment is within one step of its own, or when entering a battle under the command of such a dragon, the vapor draconian receives a +1 morale bonus on all attacks and saving throws.

Spell Resistance (Ex): At 4th level, a vapor draconian has spell resistance equal to 10 + Hit Dice (including those gained from this class).

Disease Immunity (Ex): At 6th level, vapor draconians are immune to all diseases.

Low Metabolism: Also at 6th level, vapor draconians can survive on one-tenth the food and water it takes to sustain a human.

VENOM DRACONIAN RACIAL CLASS

DRAGON

Venom draconians have two racial Hit Dice and a level adjustment of +2, making a regular venom draconian the equivalent of a 4th-level character. If you want to start playing a venom draconian at 1st level, you can use the venom draconian racial class described below.

RACIAL TRAITS

Characters using the venom draconian racial class start with the following racial traits. Note that these are not identical to the regular venom draconian's full set of racial traits because the venom draconian's ability scores and racial Hit Dice increase with level as shown below.

- -2 Wisdom, +2 Charisma.
- Venom draconian base land speed is 30 feet.
- **Darkvision:** Venom draconians can see in the dark up to 60 feet.
- **Low-light Vision:** Venom draconians can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immune to paralysis and magic *sleep* effects.
- **Death Throe (Su):** A venom draconian's body dissolves into a pool of acid 5 feet in radius the moment it dies. Everyone within the affected area (as well as each unattended object) suffers 1d6 points of acid damage per round of exposure. The acid evaporates in 1d6 rounds. Venom draconians can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.
- **Automatic Language:** Nerakese. **Bonus Languages:** Common, Draconic, Goblin, Nordmaarian, Ogre.

- **Favored Class:** Venom draconian. A venom draconian may not take levels in any other class except venom draconian until it has gained all four venom draconian racial class levels. Venom draconians then gain rogue as a favored class.

CLASS FEATURES

All the following are class features of the venom draconian racial class.

Weapon and Armor Proficiency: Venom draconians are proficient with all simple weapons and with the short sword. Venom draconians are proficient with light armor but not with shields.

Feats: A venom draconian gains a feat at 1st level. Many venom draconians choose Stealthy or Ability Focus (poison). After 4th level, the venom draconian gains feats normally according to its Hit Dice.

Natural Armor: Venom draconians begin with +1 natural armor at 1st level, increasing to +2 at 3rd level.

Natural Weapons: A venom draconian has a bite attack that deals the indicated damage plus its Strength bonus. A venom draconian can attack with a weapon at its normal attack bonus and make one bite attack as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Poison (Ex): The bite of a venom draconian carries a paralyzing poison (Fort DC 10 + 1/2 venom draconian's Hit Dice + venom draconian's Con modifier, initial damage 1d4 Dex, secondary damage 1d4 Dex), which it can deliver once per day. At 2nd level, a venom draconian's poison deals initial and secondary damage of 1d6 Dex and can be used twice per day. At 4th level, it can use its poison bite as often as it wants.

Gallop: At 2nd level, venom draconians gain Run as a bonus feat.

Glide (Ex): Also at 2nd level, a venom draconian can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Inspired by Dragons (Ex): Venom draconians are drawn to dragons and revere them. Beginning at 2nd level, when a venom draconian is under the command of a true dragon whose alignment is within one step of its own, or when entering a battle under the command of such a dragon, the venom draconian receives a +1 morale bonus on all attacks and saving throws.

Sneak Attack (Ex): At 3rd level, a venom draconian deals an extra 1d6 points of damage whenever its target would be denied her Dexterity bonus, or when the venom draconian is flanking an opponent. This extra damage applies to ranged attacks if the target is within 30 feet. This is otherwise identical to the rogue class feature described in the *Player's Handbook*.

If a venom draconian gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Disease Immunity (Ex): At 4th level, venom draconians are immune to all diseases.

Low Metabolism: A venom draconian of 4th level or higher can survive on one-tenth the food and water it takes to sustain a human.

Spell Resistance (Ex): Also at 4th level, a venom draconian has spell resistance equal to 9 + Hit Dice (including those gained from this class).





KHELLENDROS concentrated on the column, which had begun to take on a different shape. Through the gleam of lights the dragon could see muscular limbs, a thick chest and a dragonlike head taking shape. As the lights faded, wings sprouted from the creature's back, and a long tail grew to the floor. The creature vaguely resembled the kapak, but was sleeker, with dark blue scales the color of the sea at sunset. Its eyes were golden, like the blue dragon's, and a spiked ridge ran from the crest of its high forehead to the tip of its tail. Miniature lightning bolts crackled about the thing's claws, and its breath sounded like soft rain.

"My tear," Khellendros said in a hushed tone. "It altered the spell, created something different."

"Master," the blue creation croaked.

The dragon's eyes grew wide and he cast his glance between the cowering kapak and the new creature. The kapak, huddled like a frightened child, glanced at the dragon, and then lowered its gaze.

"Spawn of Khellendros," the dragon pronounced. He decided to call the creature a khellspawn. He was tremendously pleased with himself. His ego soared.

Then it crashed with the realization that naming the creature after himself might give away his secret prematurely. "For now, I shall just call you...spawn."

Dawning of a New Age
By Jean Rabe

Dragonspawn are the twisted creations of the Dragon Overlords who ruled Ansalon in the years following the Chaos War. Created through a hideous method that transforms humans into draconian-like creatures by fusing together a fragment of a draconian's soul and the mind and body of the victim, these reptilian beings become loyal servants of the Dragon Overlord that created them—though on occasion, some have been known to regain their free will.

The dragonspawn who survived the death of their respective Dragon Overlord find themselves the last remnants of a dying race, independent thinkers who are strong of will. They look to the draconians of Teyr as an example, yet since they cannot reproduce as the draconians can, extinction looms on the horizon.

Dragonspawn are corruptions of their former selves, both physically and mentally. Some have regained the memories of their former lives, while others are now a blank slate with the loss of the Overlords. Bereft of masters and unable to return home, dragonspawn seek a place within a world that will not accept them.

A BRIEF HISTORY

Dragonspawn were initially created by the Dragon Overlord Khellendros, known as Skie to mortals, in his attempts to find a host for the spirit of Kitiara. He reasoned that a body made from the most powerful human combined with draconic potency could be the only fitting body for the Dragon Highlord.

While he failed at his original goal, he found himself with a new form of soldier, unwaveringly loyal and easy to create. Giving a portion of himself in the spawning process ensured that the dragonspawn would be bound to him; using the blood and a portion of the soul of a draconian enabled him to house his draconic spirit in the resulting mortal vessel. Early experiments were dismal failures, but in time he had perfected the process and was able to slowly amass an army of the creatures.

Skie could not keep this secret for long, though, as Malys soon learned the secret of spawning, and it spread to the other Dragon Overlords. The Dragon Overlords created spawn for a variety of purposes. In some cases, they simply served as shock troops. With many draconians breaking off as servants to the forces of the Darkness and forming their own society in Teyr, the Overlords needed their own soldiers.

The Dragon Overlords used dragonspawn not only as troops but also as individual agents. These spawn were picked from only the most worthy candidates and received special training. Gellidus employed former barbarians and rangers as scouts. Sable used like-minded dragonspawn, typically masters and rogues, to help in her experiments. For his agents, Khellendros preferred lawful-aligned fighters, former Knights of Solamnia, and even some monks from the monasteries of Majere. Malys favored powerful warriors who demonstrated unparalleled ferocity, typically fighters or barbarians. Beryl created several dragonspawn agents from sorcerers, taking great joy in corrupting sorcerers from the Academy of Sorcery or the Legion of Steel. She used them to help gather items of magical power for her.

With the death of all the Overlords either during the War of Souls or in the following year, their dragonspawn creations faced a universal threat of extinction. Many died along with their creators, consumed in the explosive backlash that flooded the link between the spawn and their masters. Others went mad when the link was severed; waves of loss, isolation, and anguish arose from the restored memories of the soul that once inhabited their bodies and crippled their minds. The

lucky few among the dragonspawn survived, losing some of their Overlord-granted power but independent and whole. These are the dragonspawn of today.

Enclaves of dragonspawn around Ansalon are concentrated mostly in the regions in which their corresponding Overlord once held dominion. Red dragonspawn continue to live in the Desolation, white dragonspawn in the mountains of Southern Ergoth, and so on. Their numbers are greatly reduced, and their leadership is inconstant and undependable. Although free of their master's domination, the dragonspawn are not yet free of their own doom.

CREATION

The process of transformation that creates a dragonspawn was known to only a handful of individuals, and most if not all of them are now deceased—the Dragon Overlords themselves, beginning with Khellendros, and their trusted servants or proxies. The process may yet remain in the hands of one or two crafty or cunning servants of the Overlords but the vital element, the *skull totem* of a Dragon Overlord, is presently impossible to duplicate.

The process begins with a human captive or, in rare cases, a member of another humanoid race. The Overlord, or the Overlord's proxy, conducts a ceremony that involves drawing blood from the draconian, infusing it with power of the skull totem, and injecting it into the victim. The process is incredibly painful as the draconian's magically-charged blood works its way through the victim's body. As this is done, the Overlord provides something of his own essence to quicken this seed within the future dragonspawn and create the link between the master and the slave. Incantations and obscene rites complete the ceremony, and the victim is left to writhe in agonizing captivity.

The transformation continues for as long as a week, with the invading draconic spirit assaulting the victim not only physically but also mentally and spiritually. The body becomes larger, more powerful, and acquires wings and claws and other draconic traits. The victim's mind is assimilated by

the spirit-seed, memories and emotions forcefully suppressed or eradicated. Lastly, the soul is consumed, replaced by the spirit-seed, completing the transformation into dragonspawn.

Strong-willed victims have been known to resist the transformation, even going so far as to mutate into the draconic form but retaining the mind and heart they had before. Unfortunately, unless powerful magical intervention is provided, even the most stubborn of souls is overcome. The Overlords and their proxies hastened this process by keeping them from food or water, subjecting the victim to unspeakable and demoralizing acts before the ceremony even starts. Few souls survive this kind of torture.

As each Dragon Overlord learned the secret of creating dragonspawn, their contribution to the ritual was something unique. Khellendros discovered the process as a result of providing one of his tears; the others found alternative sources. Malys gave some of her inner flame, Sable gave some of her spittle, Gellidus gave his quicksilver blood, and Beryl gave chlorine condensed from her breath weapon.

COMMON QUALITIES

Dragonspawn are referred to by their color, which they take from the Dragon Overlords that created them. For example, when a red Dragon Overlord creates dragonspawn, they are red dragonspawn. All dragonspawn have wings, claws, scales, and tails. In addition, they often bear striking similarities to their Dragon Overlord creators, such as a fin on the head of a green dragonspawn or a horn on the nose of a blue dragonspawn.

When humans or those with human parentage—such as half-elves, half-kender, and half-ogres—are the victims of this process, they still retain the same basic body shape they had in life prior to their transformation; thus, unlike draconians, their gender can be identified on sight. They sometimes retain other features such as hair.

At the same time, their bodies are corrupted into draconic form, transforming skin into scales, hands into claws, and adding wings and a tail. Most startling is that the eyes remain vaguely human, though the color of the eyes will change

DRAGONSPAWN AND THE DEATH OF AN OVERLORD

DRAGONSPAWN are created through the magical focus of a *skull totem* and their existence is intimately tied to that of the Dragon Overlord that created them. When a Dragon Overlord is killed and their *skull totem* destroyed, it sends a backlash of magical energy throughout everything they manipulated. The magical web that shaped the land to their whim begins to unravel, although scholars suspect other mystical forces can retard this restorative process, such as the Scalefall areas in the Desolation. The magic used to create the dragonspawn also begins to unbind, striking every dragonspawn the Overlord created.

Upon the death of an Overlord, all dragonspawn are forced to make two saving throws. The first is a DC 25 Fortitude save. Those who fail this first saving throw die instantly, consumed by their death throes. Dragonspawn that survive must then make a DC 20 Will save. Failure to make

the second saving throw causes 3d6 points of permanent Intelligence damage; those reduced to 0 Intelligence become mindless and unable to think, slipping into a permanent coma-like stupor. Success on the Will save means that the dragonspawn has gained free will, although it has no memory of its life before the transformation.

If a dragonspawn makes the second saving throw by 10 or more, then all memories of its prior existence immediately flood back into the creature's mind. This has allowed a few dragonspawn to attempt to return to their former lives, using their innate sorcery to try to disguise their true natures.

Abominations are allowed the same saving throws, although their Fortitude save is DC 30 and their Will save is DC 25. The magic imbuing an abomination is more tenuous, thus fewer survive the backlash.



DRAGONSPAWN FROM OTHER RACES

THE information provided here is for the most common dragonspawn, those created from humans; it is in fact simply the human racial traits with the dragonspawn template from the *DLCs* applied. Half-human subjects also produce viable dragonspawn, such as half-elves and half-kender. If you want to create one of these variant races, simply remove the bonus feat and bonus skill points and add the racial bonuses and penalties of the race you want to use instead. Thus, half-elven dragonspawn gain a +2 racial bonus to Diplomacy and Gather Information

from their normal color to match the scales of the draconian used in their creation—a blue dragonspawn created from the sacrifice of a sivak draconian would have silver eyes.

Dragonspawn typically demonstrate greater strength, endurance, and force of personality than they did in life. With enhanced physical prowess and a strong sense of self-assuredness, dragonspawn can be intimidating creatures.

Beyond being a corruption of the body, dragonspawn are also a corruption of the human mind, heart, and spirit. Dragonspawn maintain a semblance of their former lives, including wants and desires, with the draconic nature of the Dragon Overlord they were spawned from and the draconian sacrificed in the spawning process. Usually, the memories and knowledge of the human from which the dragonspawn was made are suppressed and the mindset of the draconian asserts itself, forming an amalgam of human knowledge and draconic spirit.

Some dragonspawn have managed to regain some of their humanity after the death of the Dragon Overlords. These dragonspawn react in different ways, from horror at how they have been changed to exaltation in their greater physical forms. Some manage to make a new life as a dragonspawn, while others will stop at nothing to become human again. Some have turned to the gods or the power of mysticism, while others seek answers through the power of arcane magic.

Names

Dragonspawn do not usually have detailed names. Their Dragon Overlords did not take the time and effort necessary to individualize particular spawn. Because dragonspawn were treated as mere extensions of the Overlord, there was no real need to give a dragonspawn a name. However, as Khellendros was the first to learn, some dragonspawn are too strong-willed to be completely controlled. One such spawn, the assassin Vance, struggled against the magical transformation that was turning him into a monster. Such dragonspawn are rare; despite their condition, they deliberately keep the name they had before they were corrupted into dragonspawn.

With the recent fall of the Dragon Overlords, the dragonspawn that survived their lords have taken to using names. Key examples include the red dragonspawn of the Desolation, Dragath and Sindra.

checks, a +1 bonus to Listen, Search, and Spot checks, and a +2 racial bonus to saving throws against enchantment effects. Some racial abilities are already part of the dragonspawn core traits, such as immunity to *sleep* or *darkvision*.

Races that have no human blood, like dwarves and elves, produce abominations. An abomination is a mutated, grossly exaggerated dragonspawn with additional traits. See the *Revised Bestiary of Krynn* for more information on abominations and their special abilities.

DRAGONSPAWN RACIAL TRAITS

All dragonspawn created from human stock possess the following racial traits:

- **Dragon:** Dragonspawn are creatures of the dragon type. They are immune to paralysis and magic *sleep* effects, and have both *darkvision* (60-foot range) and low-light vision.
- Medium size.
- +7 natural armor.
- **Natural Weapons:** A dragonspawn has a bite attack at its normal attack bonus (1d4 plus Str modifier) and 2 claw attacks at –5 to their attack bonus (1d4 plus 1/2 Str modifier). Dragonspawn making a full attack action may use their bite attack as a secondary attack at –5 together with a manufactured weapon.
- **Bonus Feat:** A dragonspawn gains a bonus feat.
- **Skills:** A dragonspawn gains 4 bonus skill points at 1st level and one bonus skill point at each level thereafter.
- **Spellcasting:** A dragonspawn casts spells as a 1st-level sorcerer, including caster level, spells per day, and spells known. Additional levels of sorcerer stack with this innate level for the purposes of spellcasting but not for other class features. Thus, a 1st-level dragonspawn sorcerer has the caster level, spells known, and spells per day of a 2nd-level sorcerer, but the Hit Dice, base attack bonus, saving throws, and skill points of a 1st-level sorcerer.
- **Draconic Link (Su):** All bound dragonspawn are magically linked to their creators. This link functions only while the dragonspawn and the Overlord are on the same plane; it is suppressed as long as one or the other is on a different plane, or in an *antimagic field*. An Overlord may extend its senses through the dragonspawn as a full-round action, and compel the dragonspawn (as with *dominate person*) to act as the Overlord desires. Independent dragonspawn do not have this link nor any of its effects.
- **Automatic Languages:** Common and one regional language. **Bonus Languages:** Draconic.
- **Favored Class:** Any. A dragonspawn may ignore its highest-level class for the purposes of determining whether it gains an XP penalty from multiclassing.

BLACK DRAGONSPAWN

The black dragonspawn of Onysablet are quite often abominations, once members of races other than human and corrupted by the Black's foul magic. Those black dragonspawn

of human origin were used to scout and patrol the Great Swamp, repelling intruders and bringing captives back to Sable's lair as subjects for her experiments.

PHYSICAL APPEARANCE

Black dragonspawn are covered in black scales. Their faces reflect their evil-tempered, cunning, and malevolent natures. Their wild, manic eyes are sunken and their nasal passages become broad, giving them an almost skull-like appearance. Their cheeks seem to be sunken in, furthering the illusion. Like their draconic "parent," they have segmented horns that curve down like ram horns, though they are not as pronounced as the horns of a black dragon. The horns are bone colored at the base, darkening to black tips. Black dragonspawn's wings are marked with irregular stripes; the leading edges of the wings are fringed or scalloped.

Black dragonspawn have other features reminiscent of their association with Onysabet. Their tongues are forked and slimy ooze can often be seen dripping from their mouths, giving them an almost rabid look. Their teeth are sharp, protruding from their mouths. A black dragonspawn's physical prowess is also enhanced, giving it greater musculature than it had prior to the spawning process.

Male black dragonspawn develop horn ridges along their cheeks with larger twin horns growing from their chin. This gives them the appearance of having a beard of some sort. They are unable to grow facial hair. Female black dragonspawn do not have the ridges along the cheek, though they exhibit the twin horns on the chin.

PSYCHOLOGY

Black dragonspawn have assimilated most of the personality of the human they once were, though the draconic spirit that replaced the original soul is evil-tempered and malevolent. They are armed with greater cunning, making them less than trustworthy at best. While other dragonspawn may work directly toward a goal, a black dragonspawn prefers to work behind the scenes. Typically working alone, they are infinitely patient and only act when the time suits their needs. When spurred to action, they can be ferocious. Black dragonspawn also exhibit the same territorial outlook as dragons, carving out small territories which they fiercely defend from intruders.

All black dragonspawn show signs of varying degrees of madness, depending on the base creature. Those that were weaker-willed automatically become mad, while stronger-willed specimens may only have a few exaggerated personality quirks from their former lives. Each black dragonspawn becomes obsessive

about some topic of interest. Many have been known to become possessive over material wealth and have a fascination with coins. Others seek to continue with Sable's mad experiments, though they do not have the raw power to carry most of them out.

Naturally attracted to moist, damp areas, some black dragonspawn live in caves, while others make their homes in the remains of Sable's diminishing swamp. With their tendency to live in areas where disease runs rampant, it is no surprise that some have come to worship Morgion. Combined with their love of experimentation, these black dragonspawn function as shamans. Tales of horrid sacrifices, bloodletting, and shrunken heads are among the many stories surrounding these new followers of Morgion.

BLACK DRAGONSPAWN RACIAL TRAITS

Black dragonspawn possess the following racial traits, in addition to the traits possessed by all dragonspawn of human stock:

- +2 Strength, +2 Constitution, +2 Charisma.
- Black dragonspawn have the augmented humanoid (human) and water subtypes. They are immune to acid.
- A dragonspawn's base land speed is 30 feet. They have a flight speed of 60 feet (average maneuverability).
- **Breath Weapon (Su):** A black dragonspawn has a breath weapon in the form of a line of acid (60 ft. long, 4d4 fire, Reflex save DC 10 + 1/2 black dragonspawn's Hit Dice + black dragonspawn's Constitution modifier) that it may use once every 2d4 rounds.
- **Death Throe (Su):** A black dragonspawn's body explodes the moment it dies, creating a 10-ft burst that deals 2d4 points of acid damage. A Reflex save (DC 10 + 1/2 black dragonspawn's Hit Dice plus black dragonspawn's Constitution modifier) indicates half damage. Black dragonspawn can only be restored to life through the use of a *true resurrection* or *wish* spell.
- **Level Adjustment:** +2 (bound), +4 (independent). A black dragonspawn has an effective character level (ECL) of 2 + its class levels if bound, or 4 + its class levels if independent.



BLUE DRAGONSPAWN

Blue dragonspawn were the first to be created and are the spawn of Khellendros the Navigator. Early blue dragonspawn were used as shock troops and assault forces in Khellendros' conflict with the Knights of Solamnia, though once the Blue realized they were useful as spies and agents he began to send them out to carry out his goals beyond the borders of his realm.

PHYSICAL APPEARANCE

Blue dragonspawn look like powerfully-built humans covered in blue scales. They have frilled ears that slightly resemble elven ears. Male blue dragonspawn grow a cluster of bladelike scales on their chins that suggest a goatee. The scales of male dragonspawn tend to be an iridescent blue, while females are a deeper indigo. Male blue dragonspawn also have tiny hornlets lining their brows, a trait not seen in females. A blue dragonspawn's eyes are militant and commanding, demanding respect from any within sight.

A large, thin horn grows from between the eyes, extending up to the top of the forehead. When the blue dragonspawn uses its breath weapon, this horn is charged with arcs of electricity and the scent of ozone fills the air. Electrical arcs race across its body when a blue dragonspawn is angered. Sparks shoot from its open mouth and electricity dances between its claws. Miniature arcs of lightning race up and down its spine.

While not as strong as red dragonspawn, blue dragonspawn are nevertheless physically intimidating. Their tails are muscular, allowing blue dragonspawn to use them as bludgeoning weapons or to help propel them when jumping onto an opponent. Their strong wings allow them to fly with great speed.

PSYCHOLOGY

Blue dragonspawn are unwaveringly loyal. They are very regimented and disciplined, craving hierarchy and guidelines in their lives. Their innate sense of order drives them to

remain together as a group whenever possible. With the death of Khellendros, many blue dragonspawn seek new masters to follow. Some have sought to make pacts with blue dragons, serving in small military units. Some strive to work as mercenaries, though only certain Dark Knight commanders seem willing to hire them.

Other blue dragonspawn seek faith in the gods, primarily Sargonnas, whose tenets of brutal discipline fit well with the blue dragonspawn mentality. Some have found solace as monks, though those are few and far between. Some have even come to worship Shinare as the goddess of law and contracts.

The mysterious Shen Korras (N male half-elf sorcerer 4/mystic of Animal 4/mystic theurge 4) leads a group of blue dragonspawn known as the Bluescales. Why Korras would ally himself with such creatures is unknown, though there is speculation at the Citadel of Light that he had some connection with Khellendros; it is known that the dragon killed his wife and daughter during the War of the Lance. Korras works towards gathering together blue dragonspawn who seek redemption for the atrocities they committed under Khellendros. While Korras still cannot fully remember his past, bits and pieces of his memory return. He has dreams of the Citadel of Light and feels that he must lead the Bluescales there. Korras hopes the clerics and mystics of the Citadel will be open to their presence and able to lend aid.

BLUE DRAGONSPAWN RACIAL TRAITS

Blue dragonspawn possess the following racial traits, in addition to the traits possessed by all dragonspawn of human stock:

- +6 Strength, +4 Constitution, +2 Wisdom, +4 Charisma.
- Blue dragonspawn have the augmented humanoid (human) and earth subtypes. They are immune to electricity.
- A dragonspawn's base land speed is 30 feet. They have a flight speed of 60 feet (average maneuverability).
- **Breath Weapon (Su):** A blue dragonspawn has a breath weapon in the form of a line of lightning (60 ft. long, 4d8 electricity, Reflex save DC 10 + 1/2 blue dragonspawn's Hit Dice + blue dragonspawn's Constitution modifier) that it may use once every 2d4 rounds.
- **Death Throe (Su):** A blue dragonspawn's body explodes the moment it dies, creating a 10-ft burst that deals 2d8 points of electricity damage. A Reflex save (DC 10 + 1/2 blue dragonspawn's Hit Dice plus blue dragonspawn's Constitution



modifier) indicates half damage. Blue dragonspawn can only be restored to life through the use of a *true resurrection* or *wish* spell.

- **Level Adjustment:** +3 (bound), +5 (independent). A blue dragonspawn has an effective character level (ECL) of 3 + its class levels if bound, or 5 + its class levels if independent.

GREEN DRAGONSPAWN

During the majority of Beryllintranox's time as Overlord of the woodlands of Qualinesti and Kharolis, green dragonspawn were few in number, but near the end of her life she produced a large quantity of the sly and cunning creatures with which to locate the Tower of High Sorcery.

PHYSICAL APPEARANCE

A green dragonspawn greatly resembles the green dragon from which it is spawned. Its jaw-line is heavily curved, with teeth that stick out even when the mouth is closed. A bony crest begins on the bridge of the nose and continues down the spine of the spawn to the end of the tail. Like green dragons, green dragonspawn have no visible ears, just ear holes; however, their hearing remains keen. Some green dragonspawn are conscious of this "deformity" and grow long hair to cover their lack of ears. Some green dragonspawn have small leathery plates which run down their necks and cover their shoulders. The smell of chlorine continually wafts from the pores of the green dragonspawn.

A green dragonspawn's neck and legs are slightly elongated in proportion to the rest of its body which, when coupled with the rest of its features such as the long thin tail, gives the green dragonspawn a sort of primordial reptilian look. Green dragonspawn are typically lithe and nimble, and their hands are deceptively delicate with rapier-sharp claws. A green dragonspawn is a powerful foe who misleadingly appears rather fragile.

A green dragonspawn's wings have a dappled pattern, darker near the leading edges and lighter towards the trailing edges. Green dragonspawn decorate their bodies with grisly talismans of their conquests, such as elf ears and bone necklaces.

PSYCHOLOGY

Green dragonspawn are the most social of all dragonspawn. They love intrigue, politics, and backbiting, and they are honey-tongued, smooth, and sophisticated. However, it is difficult for a green dragonspawn to blend in with society. Much like green dragons, green dragonspawn naturally gravitate to forested areas, preferring to make lairs that have several hidden entrances and exits. Some even create treetop homes that can only be accessed through flight.

Many independent green dragonspawn have elected to form their own colony called Calum, located within the former lair of their progenitor, Beryllintranox. Saralane Ellis (NE female dragonspawn noble 4/cleric of Hiddukel 3) leads her fellow green dragonspawn in trying to create a true community. However, the innate backbiting, belligerence, and lies of her fellow green dragonspawn make it difficult to maintain a cohesive society. A pecking order is being established, with the most cunning holding the top spots.

Other green dragonspawn pay lip service to the elders, while secretly plotting to eliminate and replace them. Confrontations are never direct and often covert.

Green dragonspawn have an affinity towards primal sorcery, a trait passed down from Beryl. Many green dragonspawn become bards and sorcerers, developing their natural magical talent. Dragonspawn who follow this path are obsessed with magical power and collecting magical artifacts.

GREEN DRAGONSPAWN RACIAL TRAITS

Green dragonspawn possess the following racial traits, in addition to the traits possessed by all dragonspawn of human stock:

- +2 Strength, +2 Constitution, +2 Charisma.
- Green dragonspawn have the augmented humanoid (human) and air subtypes. They are immune to acid.
- A dragonspawn's base land speed is 30 feet. They have a flight speed of 60 feet (average maneuverability).
- **Breath Weapon (Su):** A green dragonspawn has a breath weapon in the form of a cone of acid (30 ft. long, 4d6 acid, Reflex save DC 10 + 1/2 green dragonspawn's Hit Dice + green dragonspawn's Constitution modifier) that it may use once every 2d4 rounds.
- **Death Throe (Su):** A green dragonspawn's body explodes the moment it dies, creating a 10-ft burst that deals 2d6 points of acid damage. A Reflex save (DC 10 + 1/2 green dragonspawn's Hit Dice plus green dragonspawn's Constitution modifier) indicates half damage. Green dragonspawn can only be restored to life through the use of a *true resurrection* or *wish* spell.
- **Level Adjustment:** +2 (bound), +4 (independent). A green dragonspawn has an effective character level (ECL) of 2 + its class levels if bound, or 4 + its class levels if independent.

RED DRAGONSPAWN

Red dragonspawn are the strongest of all spawn and are the creations of Malystrix the Red. She chose powerful humans from nomad tribes and the ranks of the Dark Knights to serve her as dragonspawn, eliminating the weaker spawn before they had a chance to properly establish their abilities. Thus, those that survived her death are iron-willed and highly dangerous.

PHYSICAL APPEARANCE

Red dragonspawn are sometimes confused for demons, and with good reason. Covered in red scales and crowned with two black horns, they look like creatures straight from the Abyss. This image is further accentuated by the leathery red wings that grow from a red dragonspawn's back, as well as their barbed tails and forked tongues. The red dragonspawn is surrounded by the odor of sulfur. When a red dragonspawn gets angry, little flames can be seen dancing in its nostrils and eyes.

Red dragonspawn's wings are slightly larger than their bodies, giving them a larger presence than their body size would suggest. Their wings are a burnt blue metal color along the trailing edge. They are massive, with strong musculature and a tough body. Female red dragonspawn do not appear as physically strong, but in truth they are every bit as strong as the males.





Red dragonspawn dress in the finest clothes and wear the best armor they can get their claws on. Like their dragon creator, they are arrogant and consider themselves to be nobles among all dragonspawn. They adorn themselves with all kinds of jewelry, and red dragonspawn taken from primitive tribes will sometimes decorate their bodies with tattoos.

PSYCHOLOGY

Like the red dragons they are spawned from, red dragonspawn are extremely vain and greedy. Their faces usually bear an expression of haughty pride and disdain. They are similar in outlook to Silvanesti elves in that they espouse the virtues of racial purity and consider all other dragonspawn and lesser races to be abominations.

Red dragonspawn are obsessive treasure collectors for reasons beyond their comprehension. They seem to possess a red dragon's innate ability to determine the value of any item just by looking at it. Woe to those who steal from a red dragonspawn; the spawn is instinctually driven to track down the thief and exact payment.

Red dragonspawn are extremely passionate about all they do; regardless of the purpose of the endeavor, red dragonspawn will put their all into it. However, their uncontrolled emotions can lead to disastrous effects. Red dragonspawn are known for their quick tempers and rage, making them among the most dangerous breed of dragonspawn. Some red dragonspawn who follow the path of rage have come to worship Sargonnas, while other rare red dragonspawn who seek more creative outlets for their passion have come to worship Sirrion.

RED DRAGONSPAWN RACIAL TRAITS

Red dragonspawn possess the following racial traits, in addition to the traits possessed by all dragonspawn of human stock:

- +8 Strength, +2 Dexterity, +6 Constitution, +2 Intelligence, +2 Wisdom, +4 Charisma.
- Red dragonspawn have the augmented humanoid (human) and fire subtypes. They are immune to fire and vulnerable to cold.
- A dragonspawn's base land speed is 30 feet. They have a flight speed of 60 feet (average maneuverability).
- **Breath Weapon (Su):** A red dragonspawn has a breath weapon in the form of a cone of fire (30 ft. long, 4d10 fire, Reflex save DC 10 + 1/2 red dragonspawn's Hit Dice + red dragonspawn's Constitution modifier) that it may use once every 2d4 rounds.
- **Death Throe (Su):** A red dragonspawn's body explodes the moment it dies, creating a 10-ft burst that deals 2d10 points of fire damage. A Reflex save (DC 10 + 1/2 red dragonspawn's Hit Dice plus red dragonspawn's Constitution modifier) indicates half damage. Red dragonspawn can only be restored to life through the use of a *true resurrection* or *wish* spell.
- **Level Adjustment:** +4 (bound), +6 (independent). A red dragonspawn has an effective character level (ECL) of 4 + its class levels if bound, or 6 + its class levels if independent.

WHITE DRAGONSPAWN

White dragonspawn were created by the Ice Tyrant, Gellidus, to carry out his wishes in the glacial realm of Southern Ergoth and to act as his personal army. Through the use of *scales of proxy*, most of them were actually created by white dragons working under Gellidus. Humans living in the small towns near the outskirts of his realm were enslaved and their settlements used as breeding camps for more dragonspawn stock.

PHYSICAL APPEARANCE

White dragonspawn look very angular, as if they were carved from ice. They have sharp beak-like noses, pointy chins, dagger-like teeth and claws, and a sharp spine that curves back from the brow and forms a spiked crest. The scales start out the color of new fallen snow but darken, becoming spotted with blue and gray, as the spawn ages.

Like white dragons, the wings of a white dragonspawn are blunted at the tips. Against the winter sky, their wings offer a sort of camouflage, making it difficult for those on the ground to see them. The tail of a white dragonspawn is bulky, broad, and ridged. The weight of the tail gives the white dragonspawn a counterbalance on ice and snow; the ridges can be used to anchor the spawn in place.

PSYCHOLOGY

White dragonspawn are instinctive by nature. They are ferocious and mean-spirited, allowing their brutal passions and impulsive natures to rule them. Some sages feel that this is partially because most white dragonspawn were "recruited" from the native tribes of Icereach and Southern Ergoth or from terrified villagers in civilized towns. While this may be a contributing factor, the nature of white dragons has undoubtedly been passed on as well.

White dragonspawn are hunters by nature, both for survival and for sport. They enjoy nothing more than going on the hunt. Combining draconic instincts with human intellect, they make dangerous foes. White dragonspawn will hunt anything from polar bears to Ice Folk to the thanoi.

WHITE DRAGONSPAWN RACIAL TRAITS

White dragonspawn possess the following racial traits, in addition to the traits possessed by all dragonspawn of human stock:

- +2 Dexterity, +2 Constitution.
- White dragonspawn have the augmented humanoid (human) and cold subtypes. They are immune to cold and vulnerable to fire.
- A dragonspawn's base land speed is 30 feet. They have a flight speed of 60 feet (average maneuverability).
- **Breath Weapon (Su):** A white dragonspawn has a breath weapon in the form of a cone of cold (30 ft. long, 2d6 cold, Reflex save DC 10 + 1/2 white dragonspawn's Hit Dice + white dragonspawn's Constitution modifier) that it may use once every 2d4 rounds.
- **Death Throe (Su):** A white dragonspawn's body explodes the moment it dies, creating a 10-ft burst that deals 1d6 points of cold damage. A Reflex save (DC 10 + 1/2 white dragonspawn's Hit Dice plus white dragonspawn's

Constitution modifier) indicates half damage. White dragonspawn can only be restored to life through the use of a *true resurrection* or *wish* spell.

- **Level Adjustment:** +1 (bound), +3 (independent). A white dragonspawn has an effective character level (ECL) of 1 + its class levels if bound, or 3 + its class levels if independent.

SEA DRAGONSPAWN

The dragonspawn of the sea dragon Overlord, Brynseldimer, were almost never seen during the Age of Mortals and there has been some speculation that he never created any directly. Rather, lesser sea dragons acting in his stead (such as through

a *scale of proxy*) may have been responsible, learning of the dragonspawn process from their interactions with the surface world. Almost all of the sea dragonspawn were once mariners or fisherfolk, doomed to an aquatic hell by the heirs of Brine.

PHYSICAL APPEARANCE

Sea dragonspawn are covered in thick mottled green and brown scales which are slick and oily, making them hard to grapple. Instead of the wings of other dragonspawn, sea dragonspawn have an armored shell on their backs, similar to that of a tortoise. Bone barbs grow down the spine of the shell and jut out from the edges. They have long thin tails that end in orange flukes.

STATE OF AFFLICTION

An afflicted dragonspawn has not yet completed the transformation into a fully-fledged dragonspawn, which usually takes a week. His soul remains intact yet it fights against the spirit-seed of the draconian that was fused to it and the overwhelming essence of the Dragon Overlord who carried out the process. This state is potentially recoverable and is essentially a temporary template that will be replaced with the appropriate dragonspawn template once the process has run its course or is reversed.

Once a day upon waking (or at midday, whichever comes first), the afflicted dragonspawn must make a DC 20 Will save to fight off the draconic spirit. Failure indicates the mind and soul of the character has been overtaken by the draconic spirit, and the character becomes an NPC. Success indicates the character retains control of his own mind and soul for the time being. Using any of the powers of the dragonspawn is like opening the way for the draconic spirit, too—any time the character uses the granted abilities below (wings, sorcerer spells, or breath weapon) he must make a DC 20 Will save, as above.

Until a week has passed from the initial spawning ritual, even an afflicted dragonspawn who has failed his Will save has a chance of being restored through magic (see **Curing the Affliction**); once this time has passed, an afflicted dragonspawn who fails his saving throw becomes a fully-invested dragonspawn and restoration is not possible.

The following traits are added to any character that has become an afflicted dragonspawn:

- +2 Constitution.
- +3 natural armor.
- **Breath Weapon (Su):** Once a day, an afflicted dragonspawn may use a limited breath weapon based on the breath weapon of its creator. The breath weapon has a save DC equal to 10 + 1/2 afflicted dragonspawn's Hit Dice + afflicted dragonspawn's Constitution modifier. See the accompanying table for information on this breath weapon.

- **Glide (Ex):** An afflicted dragonspawn can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.
- **Natural Weapons:** 1 bite at base attack bonus (1d3 plus Str modifier) and 2 claws (1d3 plus 1/2 Str modifier). An afflicted dragonspawn's primary natural weapon is its bite. An afflicted dragonspawn can make 1 bite attack at its normal attack bonus and 2 claw attacks at -5 its attack bonus, or make a bite attack at -5 as part of a full attack action using a manufactured weapon.
- **Sorcerer Abilities:** An afflicted dragonspawn gains the ability to cast 4 spells per day from a limited number of 0-level sorcerer spells. All afflicted dragonspawn know *detect magic*, *resistance*, and one other spell based on their type: *acid splash* (black or green), *flare* (blue, red, or sea), or *ray of frost* (white). The afflicted dragonspawn's caster level is 1.

AFFLICTED DRAGONSPAWN

Type	Damage	Effect
Black	2d4 acid	30 ft. line
Blue	2d8 electricity	30 ft. line
Green	2d6 acid	15 ft. cone
Red	2d10 fire	15 ft. cone.
Sea	1d8 fire	15 ft. cone
White	1d6 cold	15 ft. cone

CURING THE AFFLICTION

Any afflicted dragonspawn that is the recipient of a *greater restoration*, *miracle*, or *wish* spell may make a DC 20 Will saving throw to permanently expel the draconic spirit within them, even one who has failed a saving throw earlier (unless a week has passed since the ritual). Success indicates that their appearance returns to normal within the space of the next 24 hours, and they lose all of the traits described above. Failure means that the magic had no effect other than to suppress the draconic spirit for 24 hours, which means that, until that time elapses, the afflicted dragonspawn may freely use any powers he possesses without fear of losing his identity.



DRAGONSPAWN ABOMINATIONS

DRAGONSPAWN abominations result when a race that does not have human parentage (such as dwarves, elves, gnomes, kender, minotaurs, and ogres) undergoes the spawning process. While abominations possess all the usual abilities of their dragonspawn brethren, something goes awry when the spawning process is performed on someone who does not possess a significant amount of human blood.

No two abominations look exactly alike. Generally, spawn abominations bear only a minimal resemblance to their dragonspawn counterparts; they are reptilian and share the same coloration. They possess many of the same abilities of spawn, though these may differ based on their mutations. They are often horribly misshapen with one too many and one too few limbs. As horrid as the spawning process is, the deformities and loss of intellect make the process of turning into an abomination even worse.

Long webbed hands and feet allow sea dragonspawn to swim quickly. Claws protrude from their hands and feet, making them dangerous above or below water. Broad shoulders allow them to carry the weight of their shells while adding extra musculature to aid in swimming. As amphibians, sea dragonspawn not only have lungs, they are also equipped with gills, located on the neck below the ears.

The heads of sea dragonspawn are perhaps the most grotesque of any dragonspawn. They are elongated, shaped much like a crocodile's head. Two horns grow backwards from the forehead, with the once-human hair of the dragonspawn flowing behind in hues of green, blue, or orange. Male sea dragonspawn do not grow facial hair. Sea dragonspawn have eyes that protrude from their heads. They have a transparent membrane to protect the eyes underwater.

PSYCHOLOGY

Sea dragonspawn are predators. When on the hunt, sea dragonspawn prefer to wait and lurk near their prey, hiding among kelp and seaweed fronds. Once the prey is in the right position, the sea dragonspawn will attack ferociously.

Sea dragonspawn are quite at home in the ocean and, though they are amphibious, most of their time is spent underwater due to their physical limitations. At times, however, they find themselves longing for life aboard a ship or on dry land, signs that a fragment of the soul that once inhabited their bodies has partially influenced their own.

Some sea dragonspawn have found faith in Zeboim. Those who follow this course are chaotic and unpredictable, a menace to all underwater civilizations. Dimernesti and Dargonesti elves are wary of sea dragonspawn. Sea dragonspawn clerics of Zeboim seek an alliance with the Sisters of the Kraken, a cult of female Dargonesti elves who also worship the goddess of storms and the sea.

Most of the Dragon Overlords generally disposed of abominations, seeing them as flawed material. Onysablet, on the other hand, took great joy in creating abominations, which is why most are black-hued. She used them for shock troops; with her death, they are now masterless.

Following the deaths of the Overlords, the abominations now find themselves as outcasts, even among their own kind. Other dragonspawn refuse to associate with them. Green dragonspawn are an occasional exception, but they do so with the idea of using the abomination as a pawn in a scheme. The true dragons of Krynn despise abominations. Chromatic dragons will kill an abomination on sight; metallics will destroy one if it show evil intent.

As the reign of the Overlords has come to a close, abominations find themselves monsters in a world that doesn't want them.

SEA DRAGONSPAWN RACIAL TRAITS

Sea dragonspawn possess the following racial traits, in addition to the traits possessed by all dragonspawn of human stock:

- +6 Strength, +4 Constitution, +2 Wisdom, +4 Charisma.
- Sea dragonspawn have the augmented humanoid (human), aquatic, and water subtypes. They are amphibious.
- A dragonspawn's base land speed is 30 feet. They have a swim speed of 50 feet and gain a +8 racial bonus to Swim checks.
- **Breath Weapon (Su):** A sea dragonspawn has a breath weapon in the form of a cone of superheated steam (2d8 fire, Reflex save DC 10 + 1/2 sea dragonspawn's Hit Dice + sea dragonspawn's Constitution modifier) that it may use once every 2d4 rounds.
- **Death Throe (Su):** A sea dragonspawn's body explodes the moment it dies, creating a 10-ft burst that deals 1d8 points of fire damage. A Reflex save (DC 10 + 1/2 sea dragonspawn's Hit Dice plus sea dragonspawn's Constitution modifier) indicates half damage. If the sea dragonspawn dies underwater, the effect becomes a 10 foot bubble of superheated steam with identical effects. Sea dragonspawn can only be restored to life through the use of a *true resurrection* or *wish* spell.
- **Level Adjustment:** +2 (bound), +4 (independent). A sea dragonspawn has an effective character level (ECL) of 2 + its class levels if bound, or 4 + its class levels if independent.

DRAGONSPAWN CHARACTERS

Like the draconians, dragonspawn are most suitable when they are developed as characters, not simply monsters. These sections describe ways to incorporate aspects of the dragonspawn into your campaign, both as NPCs and PCs.

PLAYING A DRAGONSPAWN

Dragonspawn may exist in one of three states, only two of which are suitable as player characters. In order of progression, the three states are afflicted, bound, and independent.

An afflicted dragonspawn is an individual that has undergone the dragonspawn process but has yet to fully transform. He retains his own spirit, although control is a daily struggle that he will eventually lose unless he is restored by powerful magic such as *greater restoration*, *miracle*, or *wish*. The Dragon Overlord responsible for the change may extend its senses through the afflicted dragonspawn's own, although this requires its full concentration. Afflicted dragonspawn are under no compulsion from the Dragon Overlord because they have yet to become bound fully to it, but their existence as the eyes and ears of their draconic masters and the constant threat of losing their souls to the transformation make this a tortured existence. See **State of Affliction** for more information on afflicted characters.

A bound dragonspawn is fully transformed and a thrall to the Dragon Overlord that created it. Bound dragonspawn do not remember their former lives, have no emotional attachments to friends or family, and do the bidding of their masters. Bound dragonspawn are beyond saving with magic; only the death of the Dragon Overlord stands a chance of freeing them. Bound dragonspawn are unsuitable as player characters because they have no real free will of their own other than an immediate ability to react to their surroundings and a choice in how to carry out their orders. An Overlord may extend its senses through a number of bound dragonspawn equal to half its Charisma score as a full-round action, and compel the dragonspawn (as with *dominate person*) to act as the Overlord desires.

Independent dragonspawn are those that have survived the death of their Dragon Overlord. Most still do not remember anything of their former lives, for their souls are no longer truly what they once were. A small percentage of dragonspawn, especially those with strong wills or significant ties to other people (including rulers, heads of families, priests, and mages) seem to regain some or all of their past lives, but these are in fact copies of those memories. The emotional connection is forever gone, and the dragonspawn must create new bonds with others to replace them. Independent dragonspawn make good player characters, although their level adjustment can be a burden to them.

One interesting side effect of the death of the Overlord is that the soul of the individual who was transformed into a dragonspawn is released, joining the Progression of Souls; a *true resurrection* spell could, in theory, bring them back to

life as they were prior to the dragonspawn ceremony. Sadly, few who could accomplish such a thing would know to attempt it.

DRAGONSPAWN IN YOUR CAMPAIGN

Prior to the War of Souls, dragonspawn served primarily as shock troops for the Dragon Overlords. As unwavering soldiers, they could be dangerous, especially to those caught in their death throes. Beyond the shock troops are the specialized agents, who seek to bring about the agenda of their masters. They are often crafty individuals who may serve as recurring villains.

After the War of Souls, dragonspawn begin to develop further. The death of the Overlords leaves the dragonspawn without masters. Those that survive the death of the Overlords often have exceptionally strong wills.

When a dragonspawn is encountered, its reaction is unpredictable. It may be seeking redemption for past sins, or it may be attempting to fulfill the goals and plans of its former master. Some seek new masters to serve, while others just wish to be left alone. Dragonspawn know what their strengths and weaknesses are (such as energy immunities, resistances, and vulnerabilities) and many dragonspawn will take advantage of their powers and try to minimize their weaknesses by using spells and magic items when available.

Dragonspawn make excellent villains. They have a history that precedes their transformation which can enrich the characters of dragonspawn villains. Also, dragonspawn may be drawn to dragons of their own type, thus bolstering the ranks of dragons that aren't Dragon Overlords. Some dragonspawn rise to become masters over smaller groups of dragonspawn. The agendas of these dragonspawn masters are varied. While some may focus on conquest, others may simply be working to become human again. Their intentions may be good, but dragonspawn have difficulty denying their draconic nature.

Among the more notable of dragonspawn villains was Sindra, who commanded the remainder of Malystrix's dragonspawn at Malys' Peak. Sindra had captured a group of afflicted kender to use in a ritual that would enable her to create more dragonspawn, but she was defeated by a group of adventurers. See *Key of Destiny* for details. Another notable dragonspawn villain was Oncho, the white half-ogre dragonspawn captain of the Whitescale Society's army. Oncho was assisted by his second, Parminder, a female half-elf dragonspawn. See *Price of Courage* for details.





OVER a year old, they were almost full-grown, as near as Kang could tell. They were not yet of breeding age and he had no idea how long it would be before they were. He seemed to recall hearing that female metallic dragons did not start to breed until they were over fifty years old. Kang hoped that female draconians would be somewhat quicker to develop, else there might not be any males left alive to do their part. But he knew full well that there were some things that could not be hurried. Meanwhile, the female were the salvation of his race, the future of his race. He kept them as he would have kept any valuable treasure—under close guard, confined to quarters, watched day and night.

It had all seemed so simple, in the beginning. Kang had decided that they would leave the Kharolis Mountains and travel north to found their own city. They had a map, given to them by a dwarf, that showed an abandoned dwarven stone city named Teyr just ready for the taking. Once inside Teyr, a city with walls and guard towers and gates, a city that could be defended, the draconians would be safe from attack. They would be free to breed and raise their children, free to set up shops and taverns, smithies and mills, free to live as every other race on Krynn lived—looking to the future.

Draconian Measures

By Don Perrin and Margaret Weis

Teyr. To draconians, its name shines like a beacon in the darkness. It is a city, a nation, the draconians' symbol of hope, and the dwarven word for "the future."

The nation of Teyr covers an area of land surrounded by Neraka, Estwilde, Nordmaar, and the Great Moors. Teyr is a mountainous region with heavy forests to the west and plains and grasslands to the north. The southern section is composed of dry steppes and small mountainous valleys between various hills. To the east, the lands become boggy, with shallow salt marshes.

The land is currently in the control of the base draconians, who struggle to make the land their own and to live with their neighbors who are justifiably wary of the intrusion of this new race. From the city of Teyr, Lord-Governor Kang faces a constant struggle to hold his nation together amidst the various aggressive and often conflicting draconian ideologies held by the populous. Subversives hide in the shadows waiting to make Teyr their own, waiting for Kang to make that one mistake that will bring down the bozak and his allies. And there are still draconians who feel that all other draconians must bow before them as their masters.

Beyond the borders, other nations look upon Teyr with apprehension and fear, waiting to see if it will fall in upon itself or grow too dangerous to ignore. The Dark Knights see the draconians as a threat and seek to crush the fledgling nation—those who will not join the Darkness must be destroyed. The Knights of Solamnia wait for the day when evil will feed upon itself, expecting the Dark Knights and Teyr to devour each other.

Teyr sees threats from all sides and is struggling to find allies. Only by observing and learning from the other races can the draconians hope to assimilate, rebuild, and defend themselves. How do flying citadels fly? How do the bombardiers of the Knights of Solamnia work? How can the gnomes and their botanical experiments work for Teyr? Can we learn ironworks from the dwarves? What can we learn from our friends and enemies? And how can we exploit them?

The city of Teyr is the only true city of draconians on the continent. In order to preserve the draconian race, the draconians have banded together to create a realm of their own and take their place among the civilized races of Ansalon.

HISTORY OF TEYR

The city of Teyr was built on the site of the ancient town of Thoral Des, which was part of the dwarven Thorin Empire. For reasons lost to history, the Thorin Empire fell in PC 2009; historians believe that Thoral Des was abandoned at about the same time.

The place was left barren for centuries until 1000 PC when the dwarves from Thorbardin journeyed to the Khalkist Mountains, searching for their missing cousins. They delved into the abandoned warrens and discovered their lost cities. In 209 PC, Thoral Des was also reestablished, but the city lay in what was now a territory of Istar. The Istarans attacked the city in 10 PC. The city was reduced to ruin and abandoned.

The city remained an obscure point on a map until the Chaos War in 383 AC when a small band of draconians discovered two things: a hidden cache of female draconian eggs and a small tattered map obtained from a nefarious Thorbardin dwarf. Kang and the First Dragonarmy Engineers began a long trek through the most hostile territories of Ansalon searching for a city called Teyr.

What they found was a seven-sided stone wall with two sections completely destroyed. Of the dwarves, the draconians only found a few sturdy buildings, several tunnels built in the nearby mountains, and underground chambers. The region was already known as Teyr before the draconians arrived,

a name that means “the future” in Dwarven. Kang decided that this was an appropriate name for his new settlement, and thus the former ruins share a name with the nation as a whole.

LIFE AND SOCIETY

CIVILIAN LIFE

When the draconians claimed the city of Teyr, Lord-Governor Kang immediately began his grand experiment. Kang instituted a new class for draconians whose purpose is to support and sustain the draconian population during times of peace. These civilians soon started their own businesses, becoming tradesmen and farmers, artisans and professionals.

These civilians first built things draconians would most appreciate: saloons, bars, inns, and restaurants. The next industrious group of draconians began uncovering the secrets of the dwarves and what they knew of metalworking. Other soon took up mining and farming. Now draconians of all types fill specialized niches. Rangers travel in freedom over the countryside scouting for enemies and keeping the wild-life sustained. Old soldiers tell war stories to the new generation. Some travel beyond the lands of Teyr looking for trade, returning with riches and information. Spies for all sides gather their facts.

A band of industrious traders receives caravans from as far as Palanthas and Solace, bringing in exotic goods. Krith and his Teyrian Trading Company have made many inroads into the other cities and developed a long list of partnerships. Members of the company have grown rather wealthy bringing in goods from beyond Teyr.

There is even a civilian council which is a part of the larger tribunal composed of both civilian and military populations. The council creates laws to govern the civilian population, but it does not have jurisdiction with the military. Conflicts are brought before the tribunal with increasing frequency.

The draconians who remain in the military are sometimes resentful toward those settlers who have chosen life as civilians. Recently certain draconians have taken to bullying and rowdy behavior toward civilians. While Kang has insisted that these draconians will be found and punished, little has been done, fueling sentiment that Kang, a former military commander, is showing favoritism to the military and his friend, General Slith. The civilians have secretly started hiring former army mercenary groups to protect themselves, only raising tensions.

MILITARY LIFE

Little has changed among the draconians who remained in the regiments and brigades. All of the first generation draconians were once part of the military or had some form of martial training. Teyr provides shelter and pay for those in military service. Those that prove themselves brave, dedicated, and industrious have found an easy path to careers in the administration of the government. Kang's bodyguards have become some of his top advisors.

Military training begins for all base draconians with grueling and unforgiving basic training, which teaches them how to be a common soldier. Draconians of all subraces start at the bottom and work their way up through the ranks. Military life is harsh and highly regimented, but

most draconians learn to find comfort and purpose in the repetition and routine. A common soldier continually trains in formation and combat exercises, honing his skills until he can execute his maneuvers flawlessly and without conscious thought.

The best soldiers are rewarded for their hard work and discipline by a chance to participate in the Games, an annual contest of martial skill, individual prowess, and unit cohesion. The winners earn awards, badges, and even promotions based on their skills in archery, swordsmanship, wrestling, athletics, precision unit maneuvers, and tactical games. The Games are a wildly popular spectator event in Teyr; a festival atmosphere seems to overtake the city, as common draconians forget their drudgery for a few days of wagering and celebration.

The Teyrian army is composed of three fundamental types of units: brigades, divisions, and wings. Brigades are the support units; each is composed of regiments with specialized tasks such as medical, logistics and supply, and engineering and demolitions. While not dedicated combat units, these brigades can fight—and fight well—when called upon to do so. The ground troops of the Teyrian army are organized into divisions. Each division has a particular focus; most are infantry, some are cavalry, some archers, and others specialized units of spellcasters. The least numerous combat unit are the wings, which make up Teyr's aerial forces. Within each wing, individual squadrons specialize in certain tasks, such as reconnaissance, aerial troop transport, and aerial combat.

Kang has mainly used the military to conduct civic repairs, such as reinforcing the outer walls, towers, and buildings of the city. The efforts of the army have helped rebuild the roads around the city, and well as completing a large road from the town of Robann to the city of Kalaman. The success of these construction projects has helped the nation of Teyr prosper in the savanna-like areas of the region.

A growing number of members of Teyr's military are beginning to become impatient, chafing at what they believe to be make-work and subservience to the civilian population. Fewer young draconians make the military their careers, and many avoid service altogether. Kang's government has promised to enforce compulsory service for all draconians but has not consistently followed through on this promise. Many soldiers grumble about the civilians growing fat behind the protection the soldiers provide, while the soldiers gain little for their efforts. Signs of a breakdown of discipline within the ranks—public drunkenness, brawling, abuse of civilians, and the like—have been growing in frequency and severity.

Additionally, rivalries among the three branches of the service (brigades, divisions and wings) have been growing louder. A few wing commanders barely bother to hide their desire to have their units taken out of the unified military command and made independent companies in the service of the draconian race, rather than a branch under the government's direct control. Some ground units operating on Teyr's frontiers have begun raiding non-draconian towns and settlements; General Slith and Lord-Governor Kang privately fear that one of their subordinate commanders will soon attempt to provoke open war with a nearby nation. They have attempted to mollify the army's discontent, increasing soldiers' meager salaries and establishing the Games to glorify





their place in society; but draconians were bred for war and, despite the government's efforts, a growing number of draconians believe that they have been at peace too long.

TEYRIAN HOLIDAYS

There are two official holidays among the draconians of Teyr.

Victory of the Living/Victory of the Dead: Observed at the opposite time of the year from The Games, this two-day holiday is set aside to honor and glorify draconian soldiers both past and present.

The first day is known as Victory of the Living, a day set aside to celebrate currently serving soldiers and living veterans. When the celebration begins, those veterans able to march gather just outside Teyr in their old regimental formations. Carrying their units' banners and battle standards proudly, the old veterans march into the city accompanied by musicians playing martial and patriotic music. Cheering crowds line the parade route; some throw flowers and other tokens of thanks. Sometimes rough drawings and other representations of the historic enemies of the draconian race are placed on the street for the veterans to march over. Survivors of the War of the Lance and Blue Lady's War are especially honored.

The procession winds its way through the city, finally reaching the Bastion. There, currently active soldiers whose duties permit them to participate are gathered and standing at attention. With due ceremony representing the passing of responsibility from one generation to the next, the current officers accept the colors and standards carried by the veterans. The veterans then disperse, and the current soldiers take up the parade, accompanied by mighty horns and war-drums. The soldiers march through the city, entering every district at least once, again cheered on by the crowds. Once their march is completed, an evening of celebration follows.

The following day is called Victory of the Dead, a day of remembrance for those draconians who have died in armed conflict through the years. None of the celebration of the preceding evening continues into this day, representing the knowledge that death must always follow life. Many draconians place flowers, incense, or fruits on memorial markers of fallen friends and comrades. The only formal event for the day is a large gathering in front of the Bastion where high ranking officers, often including Lord-Governor Kang and General Slith, call out the names of draconians who have died in battle within the last year—some years, this takes many hours. This event is usually attended only by friends and comrades of the dead, and then only as current duty permits. Units that are in the field or otherwise unable to attend often conduct a similar, if smaller, ceremony for their own fallen.

Day of Hope: On Midyear Day, the draconians of Teyr hold a joyful celebration commemorating Kang's discovery of the original female draconian eggs at the end of the Chaos War. Now able to allow themselves the luxury of hope in the future of their race, some of the more thoughtful draconians use the day as a celebration of their culture in all its forms. Festivals and displays of art, athletics, music, crafts, food, storytelling, and martial ability are held all over the city.

Other draconians simply take the opportunity for a day of fun and revelry. Immense quantities of delicious food are prepared in homes and by vendors on the streets; few draconians eat fewer than four or five meals on Day of

Hope. Strong drink flows freely, and most young draconians have their first experience with intoxication during this festival. The Day of Hope is also a traditional day for female draconians to announce claims upon male mates. Given the inebriated state of many of these claimants on the Day of Hope some of these are renounced the following day, but many are true and sincere.

FOLKLORE

Draconian folklore is, to put it simply, draconian. The stories that are passed down from one generation to the next tend to be fables that focus on examples where weakness leads to death. As the word "draconian" implies, these fables are cruel and severe. Most are taken from military stories, which usually aren't filled with happy endings.

Among these stories is the tale "Even Dragon Blood" about the aurak assassin Bulmammon. This draconian was a heartless killer until one day his target was a baby dragon. Bulmammon recognized the wyrmling to be kin and turned against his mission. Ultimately he underestimated the weakest of his enemies, a trainee who was in fact sent to kill him should he fail. Aurak and baby dragon were both killed. The moral: failure will kill you and your kin; never let family sympathy blind you to your enemies.

Another story, "Wayward Children," tells the fate of a sivak, B'rak, in command of a force of draconians investigating a village in the forests northeast of the Newsea. The village of elderly elves seems open and friendly to the draconians. B'rak discovers too late that the village is a trap created by metallic dragons who wish to recover their deformed and mutated children. Unable to magically restore the draconians, the dragons slaughter every last draconian before joining the War of the Lance. The moral of the story is to beware even your dragon parents, for they will destroy you if you don't become what they want.

However, not all stories are grim. With the rise of the nation, Teyr's new generation of draconians have parents who won't abandon them. More recent tales are lighter and have a touch of humor, often encouraging young draconians to take pride in the cleverness of their heroes. One of the favorite tales told among the draconians is the story of how Kang and Slith met, and their exploits during the War of the Lance. Another tells the tale of how Kang and Slith were under the command of a vicious blood-thirsty minotaur who tried to get them killed by choosing them for the most dangerous assignments. The regiment got the minotaur roaring drunk and fired him from a catapult into the heart of a dragon—and they continued doing it until they got it right. A stirring rendition of Kang's journey to Teyr is told at a tavern called the Drunken Dragon, named for the wooden beast mounted above its door. One could say that the addition of adventure stories and histories to their folklore is a sign of hope in draconian society.

GOVERNMENT AND POLITICS

At best, Teyr can be described as a military dictatorship under the reign of Kang. That dictatorship teeters on the edge of a precipice. Forces both internal and external threaten to push it over, while the sheer will of Kang holds it back. Kang's goal is very simple: keep the nation of conflicting, aggressive, often violent draconians together without letting it destroy itself.

CITY OF TEYR

Teyr (Small City): Conventional; AL LN; 15,000 stl limit; Assets 5,874,000 stl; Population 7832; Isolated (96% draconian, 2% human, 1% dwarves and 1% other races).

Authority Figures: **Governor Kang** (LN male bozak draconian sorcerer 5/fighter 4/legendary tactician 3); **General Slith** (LN male sivak draconian fighter 2/rogue 8).

Important People: **Granak Red-Silver** (N sivak draconian fighter 6/master 2); **Thesik** (LN female aurak sorcerer 5); **Parand Javandi** (NG female civilized human rogue 5/fighter 2/Legion scout 3); **Sir Benjimin Jaycubson** (LE male civilized human fighter 3/sorcerer 6/Knight of the Thorn 5)

Teyr is one of the most defensible cities on Ansalon, its layout clearly showing the hand of the combat engineer who founded it. The outskirts of the city have already outgrown the massive 7-sided outer wall, but there is room enough to bring all the outlying residents within its protection in time of crisis. Within the outer wall, the city is defended by additional concentric and radial-aligned walls, effectively dividing the city into districts that may be individually isolated from one another, allowing a defending army a variety of tactical options should the outer walls be breached. The Bastion, a formidable fortress in its own right, lies at the center of these defenses.

Gate House: The original gatehouse of Teyr was destroyed many years ago, when the Istarans invaded and conquered the city. Since then, the draconians have completely rebuilt the entrance to the city. The gate is four stories high and reinforced with solid oak doors that are two stories high. The building is designed to cut down invaders with arrow loops and murder holes above the doors. It is heavily guarded by draconians who search merchants' wares for contraband.

Slith's Perch: Seven towers once stood on the seven corners of the outer walls surrounding the city. Slith's Perch is the only tower that survived the years of abandonment by the dwarves. General Slith often uses this tower as a place to get away from the hectic troubles of his life, namely two very demanding mates.

The Bastion: Located in the center of the city and surrounded by four walls, the Bastion is built of thick stone and has five turrets. It is designed as an administrative building rather than as a palace home for the Lord-Governor. In fact, Kang specifically decreed that his Bastion would never be like the maze-like shell created by Maranta the aurak general. The complex does not house any draconians and is strictly used for government work.

Hall of Thanes: Below the Bastion is an underground hall built by the dwarves before they

abandoned the city. This grand hall is positioned deep in the bedrock beneath the center of the city. It is the last resort for defending the residents of the city against outside attack. Water may be drawn from deep wells within the hall, allowing the draconians to remain below ground for extended periods of time if necessary. Sections of the hall store vast amounts of drink and food stores. Four incomplete underground highways diverge from the walls of the city and branch off deeper into the ground, but they are sealed off. These strange tunnels bother the engineers, for it seems the tunnels were not sealed to bar invaders, but to keep something from getting out.

Kang's Kitchen: Also known as Kang's Mess, Kang's Kitchen is located west of the Bastion. It is owned by two draconians formerly from the Ninth Infantry, Zagnak and Tarnak, who excel in creating all sorts of famous Teyrian feasts. Their most celebrated dish is daringly spiced shredded venison cooked in a covered pit. The restaurant is also famous for preparing fare from all over the continent. The owners are always looking for new recipes, and the place is often frequented by locals hoping to try their latest experiments. The Teyrian Trading Company usually makes "the Kitchen" a primary stop, bringing exotic foods and the latest news from all over the region.

Drunken Dragon: Outside the city lies a tavern known to the locals as the Drunken Dragon. Above the door hangs an immense wooden dragon that celebrates the ingenuity of the First Engineering Regiment; the wooden dragon is an exact replica of the dragon created by Kang's regiment in the Battle of Maranta's Fort. The tavern has a raised center stage where draconians are encouraged to share war stories and sing rowdy songs while drinks are served by the staff. Along the wall is a mural of the Battle of Maranta's Fort painted by One-Eyed Mak, a bozak, that shows a scene of draconians fighting off hobgoblins storming the wall while a gold dragon flies overhead; Kang stands majestically atop the fortress walls. The Drunken Dragon is generally the hangout of the Teyrian Corps of Engineers. Because of its location outside the city, the tavern is also visited by other races that come to drown their troubles or to mingle quietly and discreetly with others.

Thesik's Herbs: This small and quaint shop is owned by Artis, the mate of Thesik, Kang's surrogate daughter and potential heir. The shop contains some of the rarest magical components in the region. Thesik herself is usually busy in the Bastion working with the Minister of Information advising Kang and the Tribunal. The back of shop is the central meeting place for a group of draconians hoping to bring Thesik to the throne.



CITY OF TEYR (CONT.)

8. Kvert's Outfitters: Operated by three wizened draconians, Brat'tak, Pol'lard, and Kvert, these shopkeepers maintain an inventory large enough to equip an entire regiment. They pine for the "good old days" when draconians were feared throughout Ansalon as the shock troops of the Dark Queen. The

This has not been an easy task. When General Slith became the mate to Shanra and Hanra—the only female sivaks in existence—the announcement nearly touched off a riot among all the male sivaks in the city. It didn't help that both females were more than willing to share Slith. All seemed lost until Fonrar, Kang's mate, mentioned that Slith's fate is not only to be the father of the sivak clan, but he will be forever tasked with keeping every sivak suitor away from his daughters. Though somewhat mollified, many sivaks still share some jealousy for the general.

Kang's networks of spies are working to gather information and skills from other nations, hoping to quickly catch up to the knowledge and technology other races seem to have. This espionage activity has been noticed by some of Teyr's neighbors, re-enforcing their mistrust of the draconian nation; Nordmaar's rulers, in particular, have been very cautious in their dealings with Kang's regime.

As a counterweight to the natural mistrust nearby nations show of the draconians, Teyr's dealings with the non-draconian town of Robann has demonstrated that the draconians are not necessarily to be feared. Robann lies to the south of the city of Teyr. It has agreed to pledge its fealty to Teyr as a province under Teyr's rule, in exchange for a large degree of autonomy and protection by Teyr's army; this arrangement has been peaceful and beneficial for both sides. Kang's government has had similar results with other outlying communities, both draconian and non-draconian.

Even in the decades before the War of Souls, Sanction and its Lord-Governor, Hogan Bight, were open to draconian traders and visitors. The Second Battle of Sanction, when the city would surely have fallen to Mina and the Dark Knights without the arrival of Kang's army, has opened many doors. Sanction has begun open negotiations, which is remarkable given that Lord-Governor Bight is actually the bronze dragon Crucible. Unfortunately, Teyr and Sanction are separated by the Dark Knights in Neraka and Jelek, making any alliances difficult to maintain.

Recently, Brigadier Haggizal, a grizzled veteran of many conflicts, has stationed himself in the south of Nordmaar. On Kang's orders, the sivak is committed to improving relations with the King of Nordmaar. His units have taken on the more dangerous tasks in the area on the behalf of the King. Their efforts have improved relations with at least one well-known mercenary group, the Brass Tigers in the Nordmaar region. Kang continues to send envoys to neighbors including the Great Moors, Kalamán, and even Solamnia, but with little success.

Internally, Kang must juggle the many different goals of his people. In the days of the Overlords, Teyr's greatest value was its spy network. Teyrian draconians joined the Overlords,

three are more than willing to bother newcomers with their endless stories from the War of the Lance.

9. Lookout Hill: To the south of the city lies a plateau that overlooks the city; it is from here that Kang and Slith observed the rebuilding of the city.

especially Khellendros and Beryllintranox, using their unique position as draconian servants to glean and indirectly sell information to the free realms. With the death of these great beasts, the information trade has fallen on hard times. Draconians cannot easily infiltrate the lands of the other races. This loss of trade has left many draconians questioning Kang's capabilities to lead Teyr.

Kang is performing an impressive balancing act in keeping the disparate factions within Teyr's political arena working together. He recognizes that in order to prosper economically the nation must have a strong civilian class; his government has been looking for ways to encourage that without upsetting the ever-grumbling and restless military. However, a powerful rival to Kang's authority—a civilian named Gott—has emerged. Gott is advocating a democratically elected government, a concession which Kang knows the military would never allow. If Gott were to gain power, a disastrous civil war would almost certainly follow, which Kang is trying to avoid at almost any cost.

IMPORTANT FACTIONS

There are many different groups in the city and nation of Teyr—all with their own, and often conflicting, agendas.

ASCANDIA, THE SILVER DRAGON

The most enigmatic of all, Ascandia secretly looks on the draconians as an abomination. Her quest is to do the impossible: discover a way to turn draconians back into dragons. The loss of her children has driven her insane; despite all of her failures, she persists in seeking a cure and she kidnaps draconians as subjects for her research. She is quite clever in manipulating the other factions in the nation. She is also more than happy to manipulate the prejudices of the perverse Azure. Her minions have a standing order to avoid the Steel Watch and its spies. She feels the Steel Watch's spies are the closest to discovering her presence, and she has taken a particular interest in Granak.

AZURE THE LIGHTNING DRACONIAN

Azure covertly watches over Teyr. He is aware of nearly every faction and political group, and he watches Kang's government very closely. He is disguised as a bozak within Kang's government, hiring his own set of Teyrian draconians who do not realize his true nature. Azure has no doubt that Kang will eventually show his true base draconian tendencies. The lightning draconian encourages the nation's infighting which inhibits Teyr's attempts to build up its forces. Azure believes that Teyr will bring about its own destruction, for evil feeds upon itself.

DARK KNIGHTS

Sir Benjamin Jaycubson, Knight of the Thorn, commands the Dark Knights who are poised to destroy the hated draconian enemies. The act is also a personal vendetta, for draconians killed his father Jaycub, a Knight of Solamnia, many years ago. The Knights of Solamnia's inability to deal with the threat forced the young man to choose the Dark Knights as his path to destroy these abominations. He nearly succeeded in staging a complete rebellion in Robann, but instead Kang managed to forge an alliance with the town. Benjamin has taken it upon himself to create fear and rebellion in the outer lands of Teyr and spread misinformation to the rest of Ansalon, hoping to keep the nation isolated.

DRACONIA CONSORTIUM

This movement began when one of the young female draconians lost her mate to a senseless skirmish against humans who didn't trust the refugee draconians. Since then, hatred for non-draconians, bolstered by the draconian belief in their superiority, has sparked a movement toward removing all non-draconians from the nation's lands. The ultimate plan is to make Teyr into a stronghold for draconians, and draconians only.

The Consortium believes that Kang's obvious attempts at alliances will be proven fruitless. The Draconia Consortium approves of Teyr's military build up, which it plans to use in ousting the weaker races from the lands.

LEGION OF STEEL

Cell Leader Parand Javandi poses as the housekeeper of Gott, one of Kang's main political rivals. She has cell members from a variety of races, including a few draconians, placed in almost every aspect of Teyrian society. She has even recruited two double agents from among the Dark Knight spies who have infiltrated the city. While allied with Kang against Gott, Javandi is fully aware of Kang's past and is prepared to turn against him should Teyr prove to be a threat to the region. The Legion operates very secretly in Teyr; it could be disastrous, not only for the Legionnaires but for Kang himself, if any of Javandi's spies were discovered.

THE QUEEN'S OWN

The Queen's Own are the draconians who served as the bodyguards of Maranta, the aurak general. Due to the loss of their general in the Battle of Maranta's Fort and their involvement with using the Heart of Dracart, these draconians have fallen bitterly out of favor. Most of all, they resent Maranta's murderer, Thesik the aurak. Lead by Mitrat, the Queen's Own recently learned that their goddess Takhisis had not abandoned them; Kang had mistakenly turned away from the One God. Even with Takhisis' death at the end of the War of Souls, the faction seeks to do what it can to overthrow Kang and prevent Thesik from ruling Teyr. The Queen's Own has been quietly gaining favor among the military, who remember the glory days of following Her Majesty.

THE ROYAL GUARD

Thesik the female aurak is viewed as a princess, if not queen, of the draconian races. Without any real influence from her, the self-proclaimed Royal Guard feels it is Thesik's destiny to become the Queen of Teyr. Unfortunately, Thesik has seemed

reluctant to do anything that would upset her surrogate father, Lord-Governor Kang. Thesik seems content to wait potentially five hundred years until Kang dies a natural death. There are elements of the Royal Guard who feel that Teyr can't wait that long and something should be done to change the situation. The faction leader is Thesik's mate, Artisanthax. After the very rocky beginning of their arranged marriage, Artis is quite infatuated with Thesik. However, this infatuation doesn't blind him to the fact that, as Thesik's mate, with her coronation he will become co-leader of Teyr. The Royal Guard is aware of the hatred the Queen's Own has for Thesik, making the two factions enemies. The Royal Guard's primary goal is to continue expanding the already large popularity base for their queen, hoping that perhaps Kang might step down and name Thesik his successor.

THE STEEL WATCH

The Steel Watch is made up of Kang's bodyguards, spies, and assassins. Their sole purpose is to serve and protect the government of Teyr. The ever loyal Minister of Information, Granak Red-Silver, secretly oversees this group of protectors.

The Steel Watch took its name from the Red Watch, the band of draconian bodyguards for Ariakas in the War of the Lance. While the Red Watch was nothing more than a roving band of bullies in Sanction, the Steel Watch is completely honor-bound and dedicated to the office of the Lord-Governor and to the nation, rather than any individual ruler. The Watch is hired as mercenaries to guard trading caravans as well as Teyr's government officials. Visiting statesmen are watched as much as they are guarded.

As Minister of Information, Granak is publicly seen as a simple retired military draconian devoting himself to recording history and creating centers of learning for the new generation of Teyrian citizens. In reality, he is gathering information of world events through his network of "bodyguards." The Steel Watch has members in almost every evil dragon's lair acting as "servants." The Watch believes in gathering information about potential hotspots before they become threats. Unfortunately in recent years, the Steel Watch has lost influence in the government. Once the threat of the Dragon Overlords created demand for their information services; with the defeat of the Overlords, the Watch has had to settle for smaller and less influential patrons.

THE TEYRIAN CORPS OF ENGINEERS

Teyr would never have been possible except for the efforts of a few specific individuals who work for all draconians, regardless of faction or class. As Kang became Lord-Governor, he was supported by a remarkable band of loyal draconians—his former regiment of draconian engineers who worked tirelessly to restore the city of Teyr.

Cresel became the nation's chief surveyor while his mate Riel became the nation's Minister of the Treasury. Fulkth assumed command of the First Dragonarmy Engineering Regiment after Slith assumed the title of General of the Military. Fulkth made the decision to remove the entire regiment from the military command structure to form the Teyrian Corps of Engineers. The reorganization generated some resentment among career soldiers, but it allows the Corps the freedom to work with far less military interference.





The Corps' main rival is the Steel Watch; the Corps thinks the Watch is focused on protecting Kang at the expense of fully applying technological and magical wonders for the people.

FLORA AND FAUNA

Teyr's arid savanna provides precious little in the way of native vegetation—only grasses and a few tubers—and the local game consists mostly of small and medium animals. Rabbits and weasels are plentiful, and some areas are home to small communities of badgers, porcupines, and boar. No herd animals keep permanent grazing lands in Teyr, but small groups of wild sheep, horses, and deer cross the plains during migration. To the east lies the Great Moors of Mohrlex. Although the border is the edge of that vast swamp, animals such as lizards, crocodiles, and other swamp creatures occasionally leave the swamp and enter Teyr.

WEATHER

Located in the north of Ansalon, Teyr is typically hot to temperate for most the year. The Astivar Mountains to the west serve as a barrier to wet weather. Any humidity from the oceans to the north is usually dried out among the Astivar mountain range, creating desert-like conditions in Teyr. Whatever moisture remains is deposited into the Great Moors. There are occasional storms in the Teyr basin, but they are usually sporadic and dry thunderstorms. Summer nights are cold. Teyr has the occasional winter storm, but most of the snow ends up on the other side of the Astivar Mountains.

MAJOR GEOGRAPHICAL FEATURES

MOUNT BREGO

The mountain is the central feature on the western horizon of Teyr. It is an imposing feature that the draconians have not yet explored. Rumors persist that the place is cursed for draconians. The base of the mountain is populated by wild ogres that wander the ruins of that land. It is said that these ogres guard a secret, either a dragon's lair or ancient dwarven ruins.

PEAK OF DESTINY

The southern-most peak within the Astivar Mountains has a truly unique feature—a staircase in the mountainside that winds from a meadow halfway up the peak. At the top of the mountain is a flat natural plateau carved from the living rock. On a clear night one can see the Lords of Doom, the fiery volcanoes of Sancton. It is said that it was on this peak that Gilthanas learned of sorcery from a Kyrie named Keelak.

IMPORTANT SITES

ASCANDIA'S LAIR

In the Astivar Mountains there is a complex series of caves. These caves hold the secret laboratory of the silver dragon Ascandia. Here, the dragon uses her magic in her attempts to unravel the very nature of her draconian victims.

CASTLE AERIES

Officially, the Teyrian Corps of Engineers is building a fortress in a mountainous area along the great road from Robann to Kalaman. In truth, the draconians are attempting to create a flying citadel under Kang's secret orders. In the meantime, the castle is a strategic defensive base for travelers along the road. If asked, the draconians are simply digging a very deep moat around the castle. Observant visitors might realize there is no source of water for a moat.

KROLAN

Krolan is a small, primitive village mainly composed of huts. The population of the town is comprised of disenchanting former Knights of Takhisis, soldiers of fortune, and a host of fugitives from all across Ansalon. In recent times, a large gathering of elven refugees have begun settling in the area. The town is protected by the Teyrian military and shares a friendly relationship. However, recently the elves have started demanding rights and privileges from the government.

NORESH OUTPOST

Noresh is a small outpost that guards against intruders coming from the south. Located 60 miles south of Teyr and 30 miles

southwest of Robann, Noresh is lightly manned by draconians. It overlooks the old dwarven highway running from Robann in the northeast to the Astivar Mountains in the west.

NOWHERE

This simple farming community was destined for obscurity until a local tale told of seven heroes helping a village hold off bandits who were enslaving them for a mining operation nearby. The draconians have since made contact with the town in hopes of locating the mine, offering the inhabitants food and items for trade.

PICKETVILLE

Picketville is home to a small settlement of wild gnomes, most of whom were students, assistants, and peers of the influential botanist Picket. Officially known as the Mount Nevermind Remote Horticultural Research Colony, Picketville's residents changed the name just as they changed their lifestyle toward a rustic and earthy alternative. It is mostly comprised of single floor dwellings and rows of vegetable patches, fruit-bearing plants, and a small creek. In the center of the village is a small pavilion with many wooden benches and tables scattered beneath it. While not actually within the borders of Teyr, the community has an alliance with Teyr in return for Picketville's knowledge of planting and growing food.

ROBANN

Located just north of the northeastern-most tip of the mountain chain, Robann is the only permanent settlement on the savanna plains. It is a walled city that combines both wood and stone construction. The city's defensive works were in disrepair until Lord-Governor Kang personally aided in the reconstruction of the walls. The town is slowly prospering under the administration of Lady Hana, a former priestess to Paladine. She and Kang are old acquaintances, which helped Robann and Teyr build their current relationship.

RUINS OF MOUNT BREGO

The Ruins, rumored to be from the ancient dwarven nation of Kal-Thax, haven't been mapped or explored, at least according to modern scholars. Lord-Governor Kang has declared Mount Brego to be off-limits to draconians since few have returned from expeditions to that region.



Book Kindred of the Dragon

Late too much," came a deep, rasping voice from the lair's entrance.

Panic seized the quartet. As one, they turned to face the speaker. The creature was the color of baked mud, mottled in places. Dragonlike in form, it had scales and skin covering most of its body, with patches on its belly that looked like clumps of gravel. The beast's leathery wings resembled those of a bat's, and its snout was long and pointed, filled with a double row of sharp teeth that clacked together menacingly. Large pear-shaped eyes the color of the night sky bored into the foursome.

The creature flicked its barbed tail, flexed the claws on its hind feet and took a step closer. It had no front legs, only the wings that were barbed on the tips and looked as formidable as talons. Its wingspan must have measured almost fifty feet, and its neck was long and supple like a giant constrictor. The motion of its wings sent the sand on the floor rushing away.

"A wyvern," Palin noted.

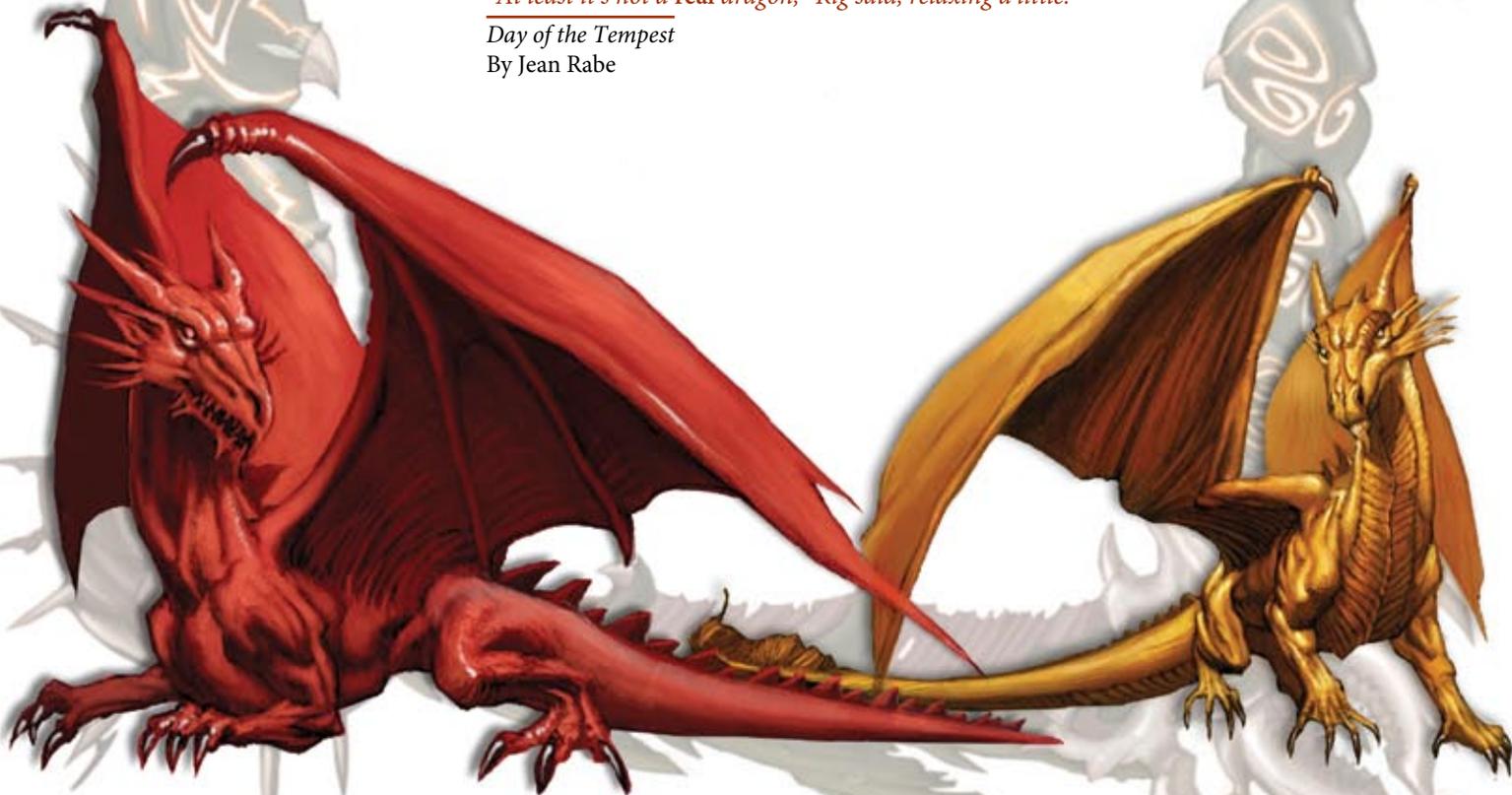
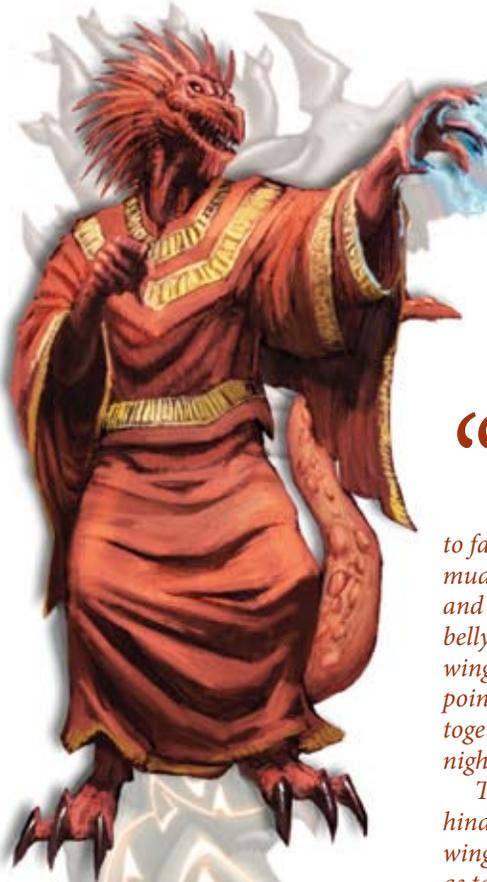
"The brown dragon the lizard mentioned," Feril said.

"I've never seen anything like it," Blister said, a hint of awe creeping into her voice.

"At least it's not a real dragon," Rig said, relaxing a little.

Day of the Tempest

By Jean Rabe



Chapter 1 Draconic Cousins



In a dark place deep beneath the surface, cold mists stirred and swirled to echoing roars of pure, intense anger. Like a sleeper beset by insects, she had hissed and grumbled, clinging to sleep, shutting out the torments. But they had continued too long—the stings of unseen aggravation that annoyed her—and now that she was awake, her roar was like the only name she had ever had. Rage.

How long had she slept? She had no way of knowing, but she knew it had been a very long time. Ages of time. Where once there had been an ice cavern, deep within a mountain, now cold mists swirled. And where once she had been trapped within the ice—imprisoned there by forces beyond imagining—now she lay half-encased by a shell of stone, limestone that had formed around her with the gradual melting of the steel-hard ice. Ages had passed. Eons had come and gone while she slept.

But now she was awake, and her name was Rage, and rage was all of her. Her bondage was over. She had been imprisoned because the creatures of her world feared her, with good reason. They were living things, and Rage was death to them.

Hammer and Axe
By Dan Parkinson

Krynn's races have held various beliefs regarding the nature of dragonkind throughout the centuries, from respect and awe to a mistaken belief in dragons as creatures of myth. When the true dragons vanished after the Third Dragon War, humans turned their attentions toward the lesser dragonkin. As centuries passed, humans considered these draconic cousins—faerie dragons and fogdrakes, hatori and wyverns—to be the only dragons left. Elves and similarly long-lived races remembered the truth of the true dragons' existence, but as the dragons remained absent, so too did elven memories begin to fade. When the true dragons returned alongside their far-removed kin during the War of the Lance, the truth was driven home in a powerful and unforgettable fashion.

Scholars and sages debate the origins of dragonkin as they have done for centuries, inventing various explanations as to why feeders are “really just magical daggers” or how wyverns are somehow descended from dragon-scorpion pairings. Regardless of their origins, dragonkin possess some of the same qualities as their true dragon ancestors. Faerie dragons and pseudodragons possess a playful spirit seen in copper dragons, fogdrakes are as violent as their chromatic dragon cousins, and so on. These draconic cousins play the roles given to them by the River of Time, and their ability to shape Krynn's future does not lag far behind their true dragon progenitors.

DRAGON TURTLES

For mariners of Krynn, a dragon turtle surfacing is the most dreadful of ill omens. In addition to the mortal danger presented by a dragon turtle's ability to capsize ships, the mere sighting of one of these sea monsters invokes a more dreadful fear in the hearts of sailors—the wrath of Zeboim. The Darkling Sea commands the dragon turtles and they have long done her bidding. Great gatherings of dragon turtles have been rumored in the Bay of Branchala in times of foul weather, fueling storms by spewing super-heated steam clouds into the air. Obscure sailors' tales and ancient cove paintings depict a dragon turtle bearing the face of a human woman with sea-foam hair, imagined to be the face of the sea goddess herself. For those who sail the seas of Krynn, the dragon turtle and the scorn of Zeboim are intricately entwined.

Dragon turtles have long lurked in Ansalon's eastern seas. Displaced by the forces of Chaos during the Chaos War, many have migrated across Zeboim's Deep and into the New Sea as well. The beast has little to fear from other denizens of the deep. A marauding sea dragon or amphi dragon is its only match and the only threat that can drive a dragon turtle from good hunting grounds into new territory. On rare occasions, clashes with bronze dragons or aquatic dragons can occur. However, if a dragon turtle feels its eggs are threatened, it will fight with any dragon seeking to move in, no matter how large.

Dragon turtles haunt calm waters, attempting to lure unwary prey. Air pockets underneath their shells grant buoyancy as they slumber. The shell of an older dragon turtle can accumulate a virtual forest of plant life atop its shell, easily mistaken for an enticing, uncharted island. The monster lies in wait for a boat to dock alongside. Once an unsuspecting crew treads “ashore” in search of resources, the dragon turtle awakens. Submerging, it picks its meal from the resulting tumult, snatching flailing prey in its cutting beak and dragging victims to a watery doom. Even reaching the apparent safety of the boat is no refuge, for the dragon turtle can usually capsize it. When a ship is too steadfast to capsize, a determined dragon turtle's pressure against a hull can veer a vessel into treacherous reefs and rocks.

A number of dragon turtles plague the string of tiny islands known as Habbakuk's Necklace, especially during mating season. The islands serve as perfect hunting grounds and mating sites for the dragon turtles, and they are permitted to use them at the indulgence of the black dragon Night, who lairs on one of the islands. In exchange, Night's coffers swell with the increase in sunken ships. Hundreds of dragon turtle eggs are buried along the shores of the islands, but



few survive long enough to hatch. Scavengers, birds, even ambitious rangers can get to them by land during low tide. Unbeknownst to the dragon turtles, Night uses her stealth and magic to steal a few for her experimentation with creating undead. Still, eggs survive; with the return of Zeboim, their numbers are growing.

Though the dragon turtle did not serve in significant numbers in Takhisis' historic dragon wars, its temperament is such that it will serve almost any rider capable of keeping it well fed. The yrasda, or aquatic ogres, have long used dragon turtles as underwater mounts, particularly yrasda shamans in service of Zeboim. The yrasda shamans employ their dark magic in the painting the shells of their dragon turtle mounts, often in yellow and black geometric designs. Over time, the enchanted paint seeps through the shell and into the creature's bloodstream. This results in a foul taint to the dragon turtle's internal fluids, granting it a bacterial, poisonous bite (Injury, Fort DC 20, 1d6 Con/1d6 Con). Druids and seawolves of Zeboim and the most daring of mariners have been known to take dragon turtle mounts, as well as the occasional rogue Dargonesti or Dimernesti elf. A priestess named Zarys (NE female human cleric 9/seawolf of Zeboim 4/dragon rider 2) captains a fleet of marauders along the Rugged Coast, in collusion with the pirate Petros Malgaunt (NE male human mariner 10). Zarys, riding a female dragon turtle named Chelonia, leads her rising cult in raids on ships sailing out of Blood Bay from Flotsam.

Not far from the World Gash is the territory of the fearsome dragon turtle Stone-Splitter (19 HD advanced dragon turtle). Stone-Splitter's territory teems with dire sharks, giant crabs, and kraken-like monsters known as abyss lurkers. The whole region is an obstacle for whale migrations, and Dargonesti elves in the region work to assist the whales during their journey through the dangerous territory.

The following stat block represents an average dragon turtle such as might be found in the Sirrion Sea, to the west of Sancrist. Much larger specimens, of course, are found in other coastal waters around Ansalon and Taladas.

DRAGON TURTLE CR 9

Usually N Huge dragon (aquatic)

Init +0; **Senses** darkvision 60 ft., low-light vision, scent;

Listen +16, Spot +16

Languages Aquan, Draconic, Common

AC 25, touch 8, flat-footed 25 (–2 size, +17 natural)

hp 138 (12 HD)

Immune fire, *sleep*, paralysis

Fort +13, **Ref** +8, **Will** +9

Speed 20 ft., swim 30 ft.

Melee Bite +18 (4d6+8) and 2 claws +13 (2d8+4)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +28

Atk Options Blind-Fight, Cleave, Improved Bull Rush, Power Attack

Abilities Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12

Feats Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch

Skills Diplomacy +3, Hide +7*, Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21

Environment Temperate aquatic

Organization Solitary

Treasure Triple standard



Advancement 13-24 HD (Huge); 25-36 HD (Gargantuan)

Breath Weapon (Su) Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 21 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex) A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Skills A dragon turtle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Dragon turtles have a +8 racial bonus on Hide checks when submerged.

DRAGONNES

Dragonnes are rare creatures possessing both draconic and feline characteristics. They resemble winged great cats such as lions or tigers, although with larger teeth and claws. A closer look reveals more distinctive draconic traits than just the wings that extend from their shoulders. Dragonnes lack whiskers, although those of leonine descent have thick, coarse manes. Their eyes are slightly more angular than those of most cats and match the color of their scaly brass hides. Most telling of all are their deafening roars, which echo with the fury and loss they feel for their true dragon cousins and their own lost kindred. The eldest dragonnes are nearly eighteen feet in length, not counting their tails. Dragonnes speak the language of dragons and rarely bother with other languages.

The dragonnes' existence is attributed to the actions of their very mundane forebears nearly two centuries ago. The indigenous great cats of the Dragon Isles had become as close as kin with the "large shiny reptiles," some of whom had magically awakened their feline friends' intelligence and thought processes. Most of these "altered" felines were lions in good standing with the brass dragons of Berran, though some cougars and tigers were similarly gifted by other metallic clans.

In 287 AC, Takhisis sent her chromatic dragon children led by Harkiel the Red to the Dragon Isles to steal the eggs of good dragons. The evil dragons that raided the isles of Berran and Jaentarth encountered an obstacle they had not predicted. The great cats' instincts and keen senses detected danger despite the evil dragons' stealth and *invisibility* spells. Most of the mighty felines recognized the presence of more powerful predators and fled for safer grounds, but others felt a renewed kinship to their brass neighbors and furiously attacked those who sought entrance to the good dragons' lairs. They surprised the chromatic thieves (who had considered the smaller predators nothing more than food), but their noble effort was doomed from the start. The evil dragons quickly recovered from their initial surprise and slaughtered almost every one of the great cats.

After the good dragons were forced into their oath of noninvolvement, they took stock of the situation on the Dragon Isles. It was during this time that the brass dragons discovered the fate of their feline companions. This additional tragedy compounded their grief, and they pleaded to the gods of Light to make the great cats' sacrifice worthwhile. Paladine heard their prayers and blessed the few survivors with qualities of the true dragons they had befriended.

Dragonnes possess a unique racial memory that enables them to draw upon the rage of their feline ancestors as well as the profound loss felt by their draconic allies. They channel these emotions into a furious roar that leaves their victims feeling unaccountably disoriented and fatigued. Creatures caught within a dragonne's roar are physically affected by this emotional outpouring regardless of their own moral or immoral natures.

Leonine dragonnes inherit the pack mentality of their progenitors, while cougar- and tiger-descended dragonnes are more likely to leave the Dragon Isles because of their solitary natures. Dragonnes breed true among others with similar feline lineage—two leonine dragonnes will always produce a leonine offspring. Despite their apparent physical differences, dragonne breeds have similar capabilities and intelligence.

Most dragonnes are fierce and territorial protectors of dragon lairs, but others take a more proactive approach to their task and roam the Dragon Isles in search of trouble. They are brusque and short with the islands' humanoid and kyrie populations. Communication is limited as the dragonnes refuse to speak any language other than Draconic, and they make little distinction between humans, minotaurs, and other bipedal races. Dragonnes obey metallic dragons as much as they are able, though their heightened defensive instincts sometimes overpower their reasoning and cause them to attack travelers that unknowingly enter a dragon's territory. For nourishment, they prefer herd animals such as camels or goats, though some older dragons limit dragonnes' effects upon local livestock by providing sustenance with *create food and water* spells.

Dragonnes know what happened to the good dragons' eggs during the War of the Lance, and they are confused by the draconian races. They have only recently come to terms with the dragons' stories of draconians as corrupted and violent offspring, and they do not understand why the metallics refuse to either bring their children home or kill the tainted younglings. Hoping to appease their curiosity or determine for themselves if these "wayward children" are worth protecting, some dragonnes roam northern Ansalon in search of draconians. Base draconians know little of dragonnes, but some newer draconians believe that the beasts are some type of kin and are curious to see what a dragonne is really like.

The following stat block represents a typical dragonne from the Dragon Isles. More game information about dragonnes may be found in the *Monster Manual*. Regardless of their feline ancestor, all dragonnes have identical base statistics.

DRAGONNE CR 7

Usually N Large magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent;

Listen +11, Spot +11

Languages Draconic

AC 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural)
hp 76 (9 HD)

Fort +9, **Ref** +8, **Will** +4

Speed 40 ft., fly 30 ft. (poor)

Melee Bite +12 (2d6+4) and 2 claws +7 (2d4+2)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +17

Atk Options Blind-Fight, Combat Reflexes

Abilities Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Track

Skills Listen +11, Spot +11

Environment Temperate deserts

Organization Solitary, pair, or pride (5-10)

Treasure Double standard

Advancement 10-12 HD (Large); 13-27 HD (Huge); **Level adjustment** +4 (cohort)

Pounce (Ex) If a dragonne charges, it can make a full attack in the same round.

Roar (Su) A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a DC 15 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.

Skills Dragonnes have a +4 racial bonus on Listen and Spot checks.

Carrying Capacity A light load for a dragonne is up to 348 pounds; a medium load, 349-699 pounds; and a heavy load, 700-1,050 pounds.

FAERIE DRAGONS

Among the smallest of their kind, faerie dragons have beautiful iridescent scales that seem to echo all the hues of creation. Their diaphanous wings, most resembling a butterfly's in shape, have a shimmering platinum sheen, thought by some to be a gift from Paladine. The high-spirited faerie dragons are seldom still; their sylphlike tails continually flick back and forth and they frequently flash playful, sharp-toothed grins.



Theories as to the origins of the faerie dragons abound. The elves believe that faerie dragons are small cousins to the metallic dragons and are beloved by Astarin (Branchala) and E'li (Paladine). Gilthas Pathfinder, Speaker of the Sun and Stars of the elven nations, has recently uncovered a lost history suggesting that faerie dragons may originate from the valley of Inath-Wakenti. Centaurs believe the faerie dragons to be children of Habbakuk who embrace his passion for life within the natural world. Kender legend says that faerie dragons were created by Branchala from a platinum scale that Paladine no longer needed. Aleck diKinear, an aesthetic from the Great Library of Palanthas, theorizes that they may share a history with the huldrefolk.

Faerie dragons live in remote and hard-to-reach sylvan places. They have been seen in the Elderwild forest in Southern Ergoth, the isle of Cristyne, Darken Wood, the Elian Wilds, and various other sylvan locales, often near the homes of fey creatures. Faerie dragons are as at home in the ponds, lakes, and rivers found throughout the forest as many fey are. Faerie dragons have lived in relative harmony with the elves in their respective homelands for eons, a peace that has been disturbed with the end of the War of Souls. The faerie dragons of Qualinesti have been a nuisance to Samuval's bandit forces, aiding in the rebellion there. In Silvanesti, now rechristened Ambeon by the minotaur invaders, faerie dragons are finding their habitat shrinking every day. Minotaurs find the small dragons to be troublesome pests and take great joy in their extermination.

Faerie dragons try to avoid direct confrontation, preferring spells and trickery to lead intruders away from their homes and their young. Their association with fey creatures has caused them to become somewhat mischievous, leading to pranks upon unsuspecting intruders. Of all the mortal races, elves have the most frequent contact with faerie dragons. Kender, with their love of nature and playful approach to life, tend to find kindred spirits among the faerie dragons. The kender druid Scanion Ribtickler (N male afflicted kender druid 4 of Chislev) at the Citadel of Light recently took on a faerie dragon companion named Spazzle; he seeks to make the Herbarium into a refuge for other faerie dragons displaced from their homes. Faerie dragons also

get along well with other sylvan races such as centaurs. They rarely interact with humans, dwarves, or gnomes. Faerie dragons loathe ogres, who have despoiled the lands of Southern Ergoth for centuries. Similarly, minotaurs have the enmity of the faerie dragons for their destruction of the lands of Silvanesti.

Chromatic dragons hold faerie dragons in contempt. Since most evil dragons live nowhere near faerie dragons, this is seldom an issue. Some green dragons, however, take sport in flushing faerie dragons out of their hiding spots and hunting them down as snacks. Faerie dragons, in turn, must rely on their wits and cunning for survival. Metallic dragons usually view the faerie dragons as distant relations at best, even more distant than pseudodragons.

Copper and brass dragons in particular get along well with faerie dragons, sharing similar dispositions and a love of pranks. Silver dragons recognize faerie dragons as part of the natural world and seek to protect their place in it. Bronze dragons dismiss faerie dragons as little use in battle, while gold dragons simply have no time for the playful creatures.

Some scholars have recently suggested that faerie dragons have become an endangered species. Between the climate changes caused by the Dragon Overlords and the deforestation of Qualinesti and Silvanesti, faerie dragons find their world rapidly shrinking. Many have moved on to other temperate environments. Some, forced into more populated areas, have met with tragedy. Though faerie dragons have much to contend with, they maintain a joy of life and nature that few dragon species can match.

The following stat block represents a typical adult faerie dragon. Unlike true dragons, faerie dragons do not advance in age categories; an older example would have greater HD and correspondingly larger size.

FAERIE DRAGON CR 6

Always CG Small dragon

Init +8; **Senses** darkvision 60 ft., low-light vision, scent;

Listen +14, Spot +14

Languages Draconic, Sylvan

AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 natural)

hp 58 (8 HD)

Immune paralysis, *sleep*

SR 18

Fort +7, **Ref** +10, **Will** +9

Speed 30 ft., fly 100 ft. (perfect), swim 30 ft.

Melee bite +13 (1d6+1) and 2 claws +8 (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +5

Atk Options Flyby Attack

Special Actions breath weapon (20-ft. cone, once every 1d4 rounds, dazed for 1d6 rounds, Will DC 15)

Spell-Like Abilities (CL 12th; +13 melee touch):

At will—*dancing lights*, *detect magic*, *ghost sound* (DC 13)

3/day—*charm monster* (DC 17), *entangle* (DC 14),
glitterdust (DC 15), *invisibility*, *major image* (DC 16),
obscuring mist
1/day—*animate objects*, *mind fog* (DC 18), *project image*
(DC 20), *summon nature's ally IV*
1/month—*commune with nature*

Abilities Str 13, Dex 18, Con 12, Int 15, Wis 17, Cha 16

SQ water breathing

Feats Flyby Attack, Improved Initiative, Weapon Finesse

Skills Bluff +14, Diplomacy +7, Disguise +3 (+5 acting), Hide +19, Intimidate +5, Knowledge (nature) +13, Listen +14, Move Silently +15, Sense Motive +14, Sleight of Hand +17, Spot +14, Survival +3 (+5 in aboveground natural environments), Swim +1

Environment Temperate forests

Organization Solitary or pair

Treasure Standard

Advancement 9 HD (Small), 10-13 HD (Medium), 14-19 HD (Large), 20-24 HD (Huge); **Level Adjustment** +2

Breath Weapon (Su) A faerie dragon has one type of breath weapon, a 20-foot cone of euphoria gas. Any creature within the area of the gas must succeed on a DC 15 Will save or become dazed for 1d6 rounds.

Skills (Ex) A faerie dragon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

FEEDERS

Feeders are nearly indistinguishable from antique and finely wrought daggers, though particularly large feeders may resemble short swords or ogre-sized daggers. A feeder's faceted eyes can fool even skilled appraisers—the gem-like eyes are often ruby-red but can also be the purple hue of amethyst or a topaz-like orange in color. The feeder's mouth and serpentine neck form the weapon's pommel; its mouth is either always open or always closed, in keeping with its disguise. Small bat-like wings wrap around the pommel when not in use. Its short arms form the crosspiece, end in hawk-like talons, and have a limited range of motion. These appendages are primarily used to crawl to where the feeder can be seen by a prospective host. Not surprisingly, feeders are also known as “knifewyrms” for their uncanny resemblance to the short blades.

A feeder eats by ingesting blood with its sharp tail, which also serves as its proboscis—a unique feature among the creatures of Krynn. Close examination of the tip reveals a miniscule tube that is used to suck blood and to smell the surrounding area, though their sense of smell is very poor for creatures of their size. Alchemists and spellcasters—particularly Thorn Knights and black-robe wizards—have been known to seek a feeder's tail, particularly when making weapons of *wounding*. However, it is very difficult to keep the tail intact if the feeder dies, so they sell for exorbitant prices.

Scholars continue to debate the feeders' origins as they have for centuries—most myths involve a simple dagger that was corrupted by the Graygem or one of the gods of Darkness. In truth, feeders are actual members of dragonkind, albeit small and unusually-shaped, which were created by Takhisis over three thousand years ago to instill fear and suspicion in Krynn's mortal races. Feeders have a history of unnerving the mortals of Krynn. Whether it's

their favored tactic of swarming targets as a cloud of flying knives or the horror of learning that your trusty dagger is a tiny bloodsucking dragon, feeders rely upon the jarring inconsistencies of their appearance to overcome their victims.

Despite their current status as a “kender tale,” feeders were known and feared for a considerable length of time. During the Second Dragon War, hundreds of feeders descended in droves upon small settlements, killing without distinction or remorse. Female feeders implanted their young into the newly dead, afterwards dying themselves, while male feeders searched for nearby prey. A horde of feeders emerged days later and flittered off in search of its first fresh meal.

The Second Dragon War brought about a severe reduction in the feeders' numbers. Thousands of feeders were slain in the magical backlash that ended the war, and hundreds more were buried in ruins, entombed with their dead hosts, or otherwise lost. Their small size and fast metabolisms quickly sent the starving feeders into a long torpor from which most have not awakened. The Dark Queen's minions have located and roused dozens of feeders over the years, but the knifewyrms simply do not possess the numbers to attack as they once did. Occasionally, a brace of two to five feeders will hunt in concert with one another, but rarely do so many feeders find one another.

Today, feeders are best known as the subject of cautionary tales told to prevent children from touching stray weapons. Feeders now use mortal hosts, particularly those with evil intent, in an almost symbiotic relationship that ensures the feeder's survival and their host's advantage in battle or skullduggery. An example of such a symbiotic relationship is that of Azazal (LE male human rogue 3/fighter 3/assassin 4) and his feeder, who resembles an ivory-handled poniard when disguised.

Feeders are undergoing a minor revival thanks to Onysablet's manipulations. The Black Overlord came across a brace of feeders in 397 AC, and after a few unsuccessful experiments she created a new strain of feeders that resemble curved daggers such as kukris (stats as feeder, but the kukri-feeder threatens a critical hit on a natural 18-20). These new feeders escaped from Sable's domain during the War of Souls and their current whereabouts can only be guessed.

Most dragons view feeders negatively. Metallic dragons seek to destroy any feeders to prevent the small wyrms from regaining their numbers. Most chromatic dragons are offended by the feeders' claim to dragonkind and destroy their “kin” with little hesitation, but some are known to keep feeders in their hoards to surprise would-be adventurers.

The following stat block represents a typical feeder. For more information, see the *Bestiary of Krynn, Revised*.

FEEDER CR 1

Always NE Diminutive dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +3

Languages Draconic

AC 19, touch 16, flat-footed 17 (+2 Dex, +3 natural, +4 size)

hp 13 (2 HD); DR 5/magic

Immune paralysis, *sleep*

Fort +3, **Ref** +5, **Will** +4

Speed 5 ft., fly 20 ft. (good)

Melee stab +7 (1d4-4/19-20 plus blood drain)

Space 1 ft.; **Reach** 0 ft.

Base Atk +2; **Grp** -10

Special Actions blood drain

Abilities Str 2, Dex 14, Con 10, Int 9, Wis 13, Cha 9

Feats Alertness, Improved Critical (stab)^B, Weapon Finesse^B

Skills Disguise +4*, Hide +19, Listen +8, Move Silently +7, Sense Motive +6, Spot +3

Environment Temperate hills

Organization Solitary or brace (2-5)

Treasure None

Advancement 3-4 HD (Diminutive), 5-6 HD (Tiny); **Level Adjustment** +1 (cohort)

Blood Drain (Ex) A feeder drains blood, dealing 1d4 points of Constitution damage with any successful hit the creature scores with its stab attack or when it is used to deal damage as a dagger by another creature. The feeder will deal another 1d4 points of Constitution damage on each successive round unless it is removed from the host or until it has dealt a total of 4 points of Constitution damage. At this point the feeder is sated and will deal no more Constitution damage for 24 hours. A feeder loses its Dexterity bonus to AC while lodged in an opponent and may be removed by the opponent with a successful grapple check.

Skills A feeder has a +10 racial bonus to Disguise checks when attempting to pass itself off as a dagger. An opposed Appraise or Spot check will reveal the truth. If the Appraise check fails yet would still beat a DC of 12, the individual appraising the feeder will believe it to be a masterwork dagger, priced accordingly.

FOGDRAKES

Fogdrakes are bipedal dragonkin that are more closely related to wyverns than to true dragons. Their smallish heads are thrust forward atop long upright necks, giving them the appearance of a huge turkey, and their bodies are covered in thick gray scales. Three sharp claws tip each of their stubby wings, which lack the necessary structure for true flight but are used to descend upon their prey. Like their wyvern cousins, fogdrakes lack forelegs, but their powerful hind legs can quickly propel them into combat. Their long whip-like tails are used to maneuver when gliding and to attack those who creep up on their flanks. They speak the secret language of dragons and understand other “dead languages” that were spoken in their time.

Their true forms are practically unknown to the world at large because of the fogbank that surrounds them. This chilly vapor constantly exudes from their pores and gives their scales a cool and clammy feel. Even the most learned sages are unable to explain how fogdrakes generate their obscuring mist. They are unable to physically see through their own mist, but their ostrich-like necks enable them to peer out of their misty camouflage and their other keen senses help them locate creatures that enter their mist. They are well aware that their ever-present fog hinders most creatures’ senses, and they use this to their advantage when hunting prey. Many victims of fogdrake attacks have fallen without seeing anything other than a fast-moving fog settling in upon them.

Fogdrakes possess an intense hatred for arcane spellcasters, and some sages believe that they were created for the express purpose of hunting down magic-using elves. Their sensitivity to arcane magic allows them to quickly identify the greatest magical threat and devote their attacks toward that threat, in preference to any other. They usually continue to attack that target until it is destroyed or has fled. An ancient

ogre passage now housed in the Great Library of Palanthas lends credence to this theory—the time-worn text vividly describes a troupe of elven sorcerers being ripped apart by patches of fog that descended from the skies. However, the fogdrakes’ inability to sense divine magic seems to disprove this rumor. Another tale that is quickly spreading around the bardic colleges claims that the “misty dragons” were created to hunt the renegade high ogres.

Younger fogdrakes put their intelligence to use in developing simple tactics for engaging intelligent foes, but their aggression grows as they get older, and the eldest fogdrakes attack nearly anything they feel they can take down. They prefer well-muscled prey such as bears or bulls but will eat other herd animals if hungry enough. Notorious for their savagery, fogdrakes relish violence and will attack creatures for the sheer pleasure of it. They rarely eat mortals and are seemingly content with attacking and crippling them before the final kill. Fogdrakes attack herd animals and lone wanderers in the most direct fashion possible, but they are smart enough not to charge well-defended caravans, small groups, or hunting parties without first surveying the situation. In these cases, they are fond of gliding over their victims from an elevated outcropping or plateau, resembling low cloudbanks or higher patches of fog, until they swoop in to attack from behind.

Fogdrakes are intensely solitary creatures for most of their lives, lairing in colder rugged hills near the Kharolis Mountains of Ansalon and the Rainward Isles of Taladas. Their mating season occurs in the late spring, and females lay but a single egg per year. During this time, male fogdrakes seek to impress the females not by preening themselves or fighting one another, but by rampaging across the countryside and destroying anything in their path. Females raise the young on their own for two years before driving them away.

Fogdrakes were the first members of dragonkind to be imprisoned during the Second Dragon War, but the sorcerous rites used to bind them are unstable and may fail if enough arcane magic is used in the vicinity. Fogdrakes released from their mystical prisons are even more violent than they were before their capture—one particularly large fogdrake known only as Rage terrorized the dwarves of Thorbardin until it was finally slain. It is believed that their intense predilection for violence made them unsuitable for Takhisis’s later plans, which may account for their absence during the Third Dragon War and the War of the Lance. No fogdrakes are currently known to be active, but the ex-sorcerer Thargos the Learned (LN male Theiwar dwarf wizard 9/lore-master 1) suspects that the magical aftermath of the Chaos War may have weakened the fogdrakes’ prisons.

The following stat block represents a typical fogdrake, such as might be released by a dwarven mining accident or freed from an *imprisonment* spell. Much larger specimens have been encountered. More information on fogdrakes appears in *Towers of High Sorcery*.

FOGDRAKE CR 10

Always NE Huge dragon (cold)

Init +0; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Listen +19, Spot +19

Aura obfuscating mist (20 ft.)

Languages Draconic; understands Dwarven and Elven

AC 24, touch 8, flat-footed 24 (-2 size, +16 natural)

hp 150 (12 HD)

GREATER HATORI

DUNTOLLIK and Solamnic nomads persist in telling tales of 200-foot-long hatori that possess scales the size of boulders and jaws so large that they can swallow entire caravans whole. Although no one has actually seen a hatori of this size, there are greater hatoris—monstrous reptiles that are larger, longer, and more aggressive than some true dragons. Fortunately, these beasts are also said to be extremely rare.

A greater hatori's metabolism is about half that of a normal hatori, which allows it to remain motionless for weeks or sometimes months at a time. Despite its colossal

size, a greater hatori is every bit as fast as its smaller cousins, and its initial attack leaves almost no chance for a victim to respond.

At least two greater hatori are known to exist in the Plains of Dust; another makes its home somewhere in the Northern Wastes. The Desolation is home to at least one greater hatori, though it is a mystery how the creature came to be in the relatively new desert.

In game terms, a greater hatori is an advanced hatori of Gargantuan or Colossal size.

Immune cold

SR 12

Fort +14, **Ref** +8, **Will** +12

Weakness vulnerability to fire

Speed 50 ft.; glide, Run

Melee* 2 claws +14 (2d6+6) and bite +9 (2d8+10) and tail +9 (2d6+13)

*includes adjustments for a 3-point Power Attack

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +12; **Grp** +27

Atk Options Improved Trip, pounce, Power Attack, Snatch

Special Actions rage 3/day (11 rounds)

Abilities Str 25, Dex 10, Con 23, Int 15, Wis 19, Cha 15

SQ magic sensitivity

Feats Endurance, Improved Trip, Power Attack, Run, Snatch

Skills Appraise +17, Hide +11, Listen +19, Move Silently +15, Search +17, Sense Motive +19, Spot +19, Survival +23

Environment Cold hills

Organization Solitary

Treasure Triple standard

Advancement 13-18 HD (Huge), 19-24 HD (Gargantuan);

Level Adjustment +2

Glide (Ex) A fogdrake can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Magic Sensitivity (Su) A fogdrake is acutely aware of the use of arcane magic in its vicinity and can sense when a spell is cast or an item that has spell-trigger activation is used within 300 feet. It can determine the location of the spell effect relative to itself, but nothing about its type, level, or other qualities. Magic from a divine spellcaster or item cannot be detected by a fogdrake's magic sensitivity, nor can the innate spell-like abilities of creatures.

Obscuring Mist (Su) A fogdrake constantly generates a mist in all squares it occupies, as well as a 20-foot radius around it. This mist functions as the *obscuring mist* spell (caster level equal to the fogdrake's Hit Dice), except that it is always in effect and moves with the fogdrake. The mist can be blown away with sufficient force of wind, use of a *fireball* spell, etc., but it will automatically reform at the beginning of the fogdrake's next turn. A dead fogdrake stops producing mist.

Rage (Ex) When a fogdrake rages, its statistics change as follows:

AC 22, touch 6, flat-footed 22

hp 174

Fort +16, Will +14

Melee* 2 claws +15 (2d6+8) and bite +10 (2d8+13) and tail +10 (2d6+17)

*includes adjustments for a 4-point Power Attack

Grp +29

Abilities Str 29, Con 27

Skills (Ex) A fogdrake has a +4 racial bonus on Hide and Survival checks.

HATORI

Hatori, also known as sandwyrms or desert dragons, are best described as large desert-dwelling crocodiles. Their knobby hides are patterned in variegated colors of ochre, rust, and sun-bleached rock. Hatori have four short spur-tipped flippers instead of legs, which are used to maneuver when burrowing or to move slowly on hard ground. Their strength, streamlined body, and whiplike tail enable them to achieve great speeds when swimming through the desert sands.

Despite their appearance, hatori are more closely related to true dragons than to actual crocodiles, but even this relation is very distant. Their flipper-like appendages seem to indicate a distant connection to sea dragons, but it is widely believed that these appendages are fairly recent developments in hatori evolution. Some arrogant individuals claim to have escaped a hatori simply by holding its jaws closed, but this is highly unlikely—not only is a hatori able to use its tail in combat, but it can open and close its jaws with equal strength. Anyone who assumes that a hatori is simply a large crocodile is in for an unfortunate surprise.

On Taladas, hatori are almost exclusively found in the harsh Panak Wastes, while most Ansalonian hatori can be found in the Northern Wastes of Solamnia and the Plains of Dust. At least one hatori—a greater hatori—has been recently spotted in the Desolation, but it is not known how the hatori migrated to what was once a land of forest and plains. This new discovery causes some concern among Ansalon's sages, who fear that the beast has evolved beyond others of its kind.

Hatori grow at a slow but consistent rate and are said to grow throughout their entire lives. They never hunt for sport, but their ever-increasing size coupled with the relative scarcity of available food means that hatori are almost always hungry. They have frightful appetites and will consume nearly anything that moves, including dragons and smaller hatori. During times of famine, a female hatori will eat its own young to survive. Stories of entire caravans falling prey to a greater hatori are regarded with skepticism more due to incredulity at the description the creature's size than for its inability to

consume such a meal, since even average-size hatori will eat such things as wagon wheels, wooden planks, and metal shields.

Most hatori are solitary hunters due to the rarity of food in their environment, though mothers hunt with their young in packs of two to five. Though not nearly as intelligent as true dragons, hatori are cunning enough to develop simple tactics. Adult hatori bury themselves near caravan routes and migratory trails, appearing to be a welcome resting place for weary travelers after a hard day's journey. Females teach patience to their young by burying them within range of one another's tremorsense ability, with the female at the center of the circle. The female surfaces upon noticing a creature; this movement tells the young to surface and pounce upon their prey.

Every ten years or so, hatori migrate to the warmest climes of their particular regions where males viciously fight their kin for the right to mate with young female hatori. The hatori mating ritual lasts for several days, and the sounds of their combat can be heard for miles. True dragons are oddly fascinated by the hatori struggle for dominance, and on rare occasions a true dragon will mate with a "worthy" hatori to produce a tylor offspring. This interbreeding has given birth to theories that hatori may be able to produce offspring with other reptilian creatures.

The following stat block represents an average specimen found in the Northern Wastes. Much larger examples have been spotted (see the Greater Hatori sidebar). More game information on hatori may be found in the *Bestiary of Krynn, Revised*.

HATORI CR 8

Usually CN Large dragon (earth)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Listen** +11, **Spot** +11

Languages Draconic

AC 22, **touch** 12, **flat-footed** 19 (+3 Dex, +10 natural, -1 size)

hp 115 (10 HD); **DR** 10/magic

Immune paralysis, *sleep*

Fort +13, **Ref** +10, **Will** +9

Speed 10 ft., burrow 60 ft.; improved burrow, Run

Melee bite +15 (2d6+6) and tail +10 (1d8+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +20

Atk Options improved grab (bite), pounce, swallow whole

Abilities Str 23, Dex 16, Con 21, Int 7, Wis 14, Cha 10

Feats Run, Skill Focus (Hide, Survival), Track

Skills Hide +15*, Listen +11, Move Silently +11, Spot +11, Survival +18

Environment Temperate deserts

Organization Solitary or pack (2-5)

Treasure None

Advancement 11-15 HD (Huge), 16-30 HD (Gargantuan), 31-45 HD (Colossal); **Level Adjustment** -

Improved Burrow (Ex) Hatori may take the run action and charge while burrowing, provided it burrows in a straight line.

Improved Grab (Ex) To use this ability, a hatori must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.



Pounce (Ex) If a hatori charges an opponent, it can make a full attack.

Swallow Whole (Ex) A hatori can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. Once inside, the opponent takes 2d8+6 points of crushing damage and 6 points of acid damage per round from the hatori's digestive juices. A swallowed creature can cut its way out by dealing 25 points of damage to the hatori's digestive tract (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Skills A hatori has a +10 racial bonus on Hide checks when in its native desert terrain.

PSEUDODRAGON

Pseudodragons are tiny reddish-brown dragons the size of a house cat. Minuscule scales cover their bodies and their horns and teeth are quite sharp; pseudodragons are capable of delivering a nasty bite. Their barbed, agile tails are nearly twice the length of their foot-long bodies and serve as their primary weapon. A stinger at the end of the tail imparts a sleep poison to the victims. Their vocalizations are animal-like, such as purrs, chirps, and growls, but they can communicate telepathically.

At best, pseudodragons are distant relations to the true dragons of Krynn. Some sages believe that they may be related to red dragons, though their demeanor and anatomy seem to disprove this theory. Recently, a group of wild gnome researchers in the Nordmaarian commune of Picketville has discovered some connections between pseudodragons and wyverns, citing the similarities in their tail stingers as evidence, though any definitive conclusions are lost in committee.

Big Stinking Wyrms

AN ESSAY ON DRAGONS BY BOLD BOLIVER

EVERYONE knows that Krynn has more than its share of dragons. At one time—in the not too, too distant past—great dragon overlords tried to claim the whole world. I figure a lot has been written about dragons by historians, scholars, sorcerers, philosophers, and their ilk—not that I've read any of it, as I've had no cause to venture into any library or school. Nonetheless, I bet I can give you a fair perspective on dragons. You see, in my younger years I was quite the dragon-hunter. And because I've seen more than one of them, I consider myself an expert of sorts.

I saw my first dragon when I was ranging in the far northern part of Neraka. I was leading a group of warriors from my clan, and we were tracking a huge boar. Bugswatter had his nose to the ground and was eyeing things real close. He figured from the size of its hoof prints the boar would feed all of us for more than a couple of days. Bugswatter guessed we were getting pretty close, because he stepped in some fresh spoor. A few minutes after that, he found another recent set of tracks—these put the ones the giant boar was making to every kind of shame a goblin could imagine. So with my approval he started tracking the bigger beast, which he claimed ought to feed all of us for more than a couple of weeks.

A blue dragon was at the end of those tracks, and it set all our knees to wobbling and our hearts to pounding like kettledrums. Well, we thought it was a blue dragon, and I later learned it sort of was. And we thought it was a monstrously huge one, but I later learned it was really quite small . . . as dragons go.

Some of its scales were as blue and shiny as a flat lake hit by a high sun. And there were scattered patches that were smooth and dark like the color of good ground that had just been turned over. It didn't have wings—well, it had these little stubby things that sprouted out of what passed for its shoulders. And like all dragons it had lots of sharp teeth and long claws, and a tail that swished back and forth and sent pebbles and dirt flying. I'd seen horses, and its head had that kind of a shape, but there were bumpy ridges between its ears, and gobbets of scaly flesh hanging from its lower jaw.

It looked awesome and disgusting at the same time, beautiful and hideous and all the things in between. And it reeked. Even from our hiding spot we could smell it. There was a sweetness to it, but it was like the sickly sweetness that clings to goblins that have been dead for a few days.

I started shivering all over, like I'd been caught in an evil winter wind. I clamped my mouth shut so my fellow warriors wouldn't hear my teeth click together and realize that I was terrified. Since I was in charge of this band, it wouldn't do to show my fear. It turned out they wouldn't have noticed—they'd all turned around and ran. Dragonfear was responsible, I later learned it was called, a magical, horrible aura those big stinking beasts exude. For some reason, I was able to stand up to it.

I knew I didn't have a chance against the thing. I doubted my spear was strong enough to nick even one of its scales. So I stretched out on my belly, hidden behind a clump of tall dry grass—good thing I was about the same shade of brown. I watched it until my legs cramped from being still for so long. I was fascinated.

Despite its size, it moved with incredible grace. It didn't make a lot of noise, but from time to time it opened its maw and yawned. That's when the stink got worse. It smelled like a garbage pit that had sat in the sun too long uncovered. I fought to keep my stomach from rising into my throat; I was

afraid if I made any sort of a gacking sound it would hear me and eat me.

Eventually it moved on, and I went back to my clan and told the tale. I had something to back up my story, as the beast had scratched its rump against a rock, and I took one of its shed scales to show my brothers. I hunted often in the area after that, hoping to catch sight of it. I was rewarded once more a few years later, on a hot summer afternoon. It was the same beast, basking in the baking sun, and it was a little bit bigger.

My clan started calling me Bold Boliver the Dragon Hunter, even though I never slew one or brought back more than a few shed scales. I suppose you can pursue a thing without having to kill it, so I don't suppose it was a lie to call me a dragon hunter. It was a handful of days before some ogres captured our clan that I saw a real blue dragon, one with great wings and bright scales, and an underbelly that looked like molten gold. Like the other beast I'd seen, it was beautiful and terrifying at the same time, and it was not so far away that I couldn't pick up a hint of its stench.

I was using one of the scales I'd retrieved from an earlier sighting—I carried it as a shield—when the ogres came. They took my scale, and the few others my clansmen carried, and they sold us to the Dark Knights to work in their mines. I'd wished that day for one more sighting of the blue dragon. I would have hollered my loudest to get its attention so it could have killed the ogres and no doubt us. Death would have been preferable to slaving for the Dark Knights in Steel Town.

There was a dragon at the mines, one the Knights had chained up and used for digging tunnels. Direfang, a hobgoblin foreman in the mines, said the beast was called a hatori, or earth dragon . . . not a true dragon like the blue I'd seen. It was large, but not so that it set my knees to wobbling. I'd watch it at every opportunity, which was mainly when I wended my way up and down the path to the mines in the mountain. Its eyes were not so intelligent-looking, but there was something familiar about it. I'd guess it took me the better part of two seasons to figure out that it resembled the first dragon I saw—that blue-brown beast in the far north part of Neraka.

It took another season of overhearing the hatori's Dark Knight minders to learn that true dragons sometimes mated with earth dragons, and that the offspring were called tylor. The name made no sense to me, you'd think they'd be called dragori or hatgons. But maybe the beasts had named themselves, and the word crept into man's language. In any event, I decided the first dragon I ever spotted was indeed a tylor. I wouldn't mind seeing one of them again.

I slaved in the Steel Town mines for more years than I cared to keep track of. In that time I'd seen two earth dragons die, perhaps because they couldn't handle captivity. I also watched a few Dark Knight minders die because they got too close and too careless and ended up in a hatori's jaws. The Dark Knights always managed to have at least one hatori at the mines.

I'd been contemplating how to maneuver myself into the hatori pen, as I'd had well more than enough digging and hauling rocks for the damnable knights. But then the earthquake struck. The hatori found its way to freedom, and most of us goblin slaves did, too.

I haven't been free for more than a few weeks, and I'm in the company of goblins and hobgoblins from all sorts of clans. Out of the few hundred of them I've talked to, only one has seen a dragon, a blue one.

Perhaps together we dragon hunters can find another one to watch.



Though pseudodragons have been known to the peoples of Taladas and Adlatum, they have only recently appeared on Ansalon. They tend to live in temperate forests in solitude until they take on a mate. Their young are called a “clutch,” which is a group of three to five pseudodragons.

Pseudodragons rarely interact with mortals. On the rare occasion when a pseudodragon does choose a mortal companion, it has already observed the mortal for days before the offer is extended. Some mages believe it should work the other way around, but the haughty pseudodragons won't have it. Some good-aligned sorcerers and White Robe wizards have taken pseudodragon familiars (see the Improved Familiar feat in the *Dungeon Master's Guide*). A cell of Legionnaires traveled to the Dragon Isles to learn the secret of dragon mages, and instead returned with pseudodragon familiars; the bond between mage and dragonlet has become a popular goal for sorcerers ever since. Pseudodragons are demanding familiars. They require pampering and will leave or torment any master who does not pay them the proper attention or who insults them. Pseudodragons hate cruelty and will never willingly serve a cruel master.

Pseudodragons are picky about which mortals they will associate with, though. They get along best with nomad humans and elves. Pseudodragons typically don't interact with dwarves, and gnomes tend to wish to study the pseudodragons for insight on how to better make mechanical dragons. Relations with kender tend to result in a good-natured game of cat-and-mouse, with the kender being the mouse. Pseudodragons despise evil-aligned races such as ogres. They especially hate minotaurs for their deforestation of Silvanesti.

Dragons have mixed reactions about pseudodragons. In general, chromatic dragons despise pseudodragons, which they consider to be pests and mockeries of true dragonkind, while metallic dragons look upon them with an almost fraternal affection. Only green dragons have any true interaction with pseudodragons, chasing them down whenever they find out that they are sharing territory with them. The other clans all vary in their interests, but for the most part given the fact that pseudodragons lair almost exclusively in woodlands there is little to no real history between them.

The following stat block represents a typical Krynnish pseudodragon such as may be found in a wild gnome colony or annoying a novice wizard in Palanthas. Further information on pseudodragons can be found in the *Monster Manual*.

PSEUDODRAGON CR I

Always NG Tiny Dragon

Init +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Listen +7, Spot +7

Languages —; telepathy 60 ft.

AC 18, touch 14, flat-footed 16 (+2 size, +2 Dex, +4 natural) hp 15 (2 HD)

Immune sleep, paralysis

SR 19

Fort +4, **Ref** +5, **Will** +4

Speed 15 ft., fly 60 ft. (good)

Melee Sting +4 (1d3-2 plus poison) and bite -1 (1 point)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

Base Atk +2; **Grp** -8

Abilities Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10

Feats Weapon Finesse

Skills Diplomacy +2, Hide +20*, Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1 (+3 following tracks)

Environment Temperate forests

Organization Solitary, pair, or clutch (3-5)

Treasure None

Advancement 3-4 HD (Tiny); **Level adjustment** +3

Blindsense (Ex) A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Poison (Ex) Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Telepathy (Su) Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Skills Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus on Hide checks. *In forests or overgrown areas, this bonus improves to +8.

SAND BEASTS

At first glance, sand beasts look like monstrous horned lizards, but they are more agile than any natural creature has a right to be. Their draconic heads are crowned with short horns and a long bony horn juts upward from their snouts. A thin row of pale green scales runs down their short necks to their undersides, in contrast to the thick, burnished greenish-gold scales that cover the rest of their armored hides. Their long yet compact bodies are heavily muscled and streamlined for fast movement, and each of their short legs ends in a four-clawed foot. The sand beasts' tails are half again as long as their bodies and spiked with bony barbs. Sand beasts can understand the language of dragons but are incapable of speaking more than a few words.

Despite their physical resemblance to common desert reptiles, sand beasts are alleged to be the descendents of hatori-behir crossbreeds. Their sense of smell is on par with their presumed ancestors and unremarkable compared to true dragons, but their large eyes with vertically-slitted pupils enable them to see better than either behirs or hatori. The “thunder” produced by running sand beasts is said by Khurish sages to be connected to the sound produced by a behir's electrical breath weapon, but this booming noise is actually a result of their feet striking their durable flanks as they leap into a full sprint. They share some of the hatori's ability to burrow in desert regions, but sand beasts hunt atop the sands and only bury themselves when resting. As nocturnal hunters, they sleep throughout the day unless provoked or magically compelled to do otherwise.

Sand beasts are extremely rare creatures found within the most desolate Khurish deserts, most notably the Burning Lands. Their rarity is due in large part to their physiology—they consume so much energy on the hunt that they spend most of their lives sleeping. Sand beasts are legendary for their tremendous agility, and their powerful muscles enable them to leap twice their own body length from a standing position. Sand beasts moving at a dead run can clear over one hundred feet with a single bound and can overtake almost any land-based creature.

Sand beasts attack almost anything that enters their territory, but skrits, monstrous scorpions, and Khurish horaxes form the bulk of their diet. These horaxes dwell

within the now-abandoned tunnels used by freedom fighters during the War of the Lance—the sand beasts' great speed enables them to surprise a horax before it can burrow out of range. They are not particularly resistant to scorpion venom, but they are quick enough to bite a scorpion's tail in mid-sting.

The solitary creatures only come together during their brief mating season, which occurs every three years in conjunction with the Night of the Eye. Their primal drive to reproduce is triggered by this mystical event, and it may be that they produced no offspring when the three moons were absent. Any creature encountered during this time will be ruthlessly attacked by all sand beasts present—this has given them the collective term of a “crash” of sand beasts. The female raises her young for about two years, after which time she will drive her offspring away.

During the War of the Lance, Dragon Highlord Salah-Khan sent dozens of his own tribesmen into the Burning Lands in an effort to capture a live sand beast for Emperor Ariakas. The vicious, agile creatures aggressively resisted all attempts at capture, and the loss of so many soldiers became another of many misdeeds committed by the Green Highlord against his people. The green dragon Chokingdeath took matters into his own claws and captured a sand beast in the closing years of the war, but the creature escaped sometime during the attack that cost Salah-Khan his life.

The recent appearance of a sand beast and its attacks against the displaced elves of Khurinost has stirred up new Khurish rumors about the deadly land-dragons. The most popular rumor claims that Chokingdeath created a magical ritual to bend a sand beast to another's will—and that this ritual was created with the help of a renegade elven wizard. Another short-lived rumor holds that sand beasts were created by Sargonnas—Torghan in their tongue—to exact vengeance on any creature foolish enough to seek the sacred valley of Inath-Wakenti. It remains to be seen if either story holds a grain of truth.

Sand beasts have no relations with other dragons and prefer to be left alone. Most dragons feel the same way—only blue and brass dragons deal with sand beasts, and neither dragon particularly enjoys the experience.

The following stat block represents a sand beast in the prime of its life, although much larger and more dangerous specimens have been reported.

SAND BEAST CR 9

Usually N Large dragon

Init +4; **Senses** darkvision 60 ft., low-light vision, scent;

Listen +13, Spot +13

Languages Draconic

AC 25, touch 13, flat-footed 21 (-1 size, +4 Dex, +12 natural)

hp 138 (12 HD); **DR** 5/magic

Immune paralysis, *sleep*

Fort +13, **Ref** +12, **Will** +9

Speed 50 ft., burrow 20 ft.; burst of speed

Melee gore +16 (2d6+12) and 2 claws +14 (1d8+5/19-20)

*includes adjustments for a 2-point Power Attack

Space 10 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +24

Atk Options Power Attack, powerful charge 4d6+24

Special Actions trample (Reflex DC 23 half, or attack of opportunity at -4)

Abilities Str 25, Dex 18, Con 21, Int 6, Wis 13, Cha 9

Feats Improved Critical (claw), Improved Natural Attack (claw), Improved Natural Attack (gore), Multiattack, Power Attack, Track^B

Skills Hide +12*, Jump +20, Listen +13, Spot +13, Survival +13*

Environment Warm deserts

Organization Solitary

Treasure Standard

Advancement 13-18 HD (Huge), 19-36 HD (Gargantuan)

Burst of Speed (Su) A sand beast is preternaturally quick and may take an extra standard action or move action during its turn. Once a sand beast bursts into speed, it cannot do so again until 1d4 rounds later.

Goring Trample (Ex) A sand beast gores its opponents with its spiked neck before trampling them. A sand beast's trample ability deals piercing damage equal to its gore damage.

Powerful Charge (Ex) A sand beast's gore attack deals double damage when it makes a charge.

Skills* A sand beast can bury most of its body in the sand, giving it a +8 cover bonus on Hide checks when so hidden. It also has a +4 racial bonus on Survival checks when tracking by scent.

TYLORS

Tylors are most easily described as the half-elves of dragonkind. Often scorned by their dragon parents, tylors are large wingless dragons produced when true dragons mate with hatori. Their angular heads and long necks distinctively resemble their particular dragon ancestors, and their low bodies are heavily scaled with knobby ridges similar to a hatori's hide. Their scales are colored like their dragon parent but are duller in color and mixed with the hatori's rusty or brownish coloring. Their blade-like tails are as long as their bodies and fully capable of lashing out at nearby opponents, though many tylors favor bite and claw attacks in melee, using their tail to attack anyone who tries to flank them. Tylors have a natural lifespan measured in centuries and can grow as large as some older wyrms.

Most tylors are reasonably comfortable in temperate foothills and deserts because of their hatori ancestry, but they prefer to dwell in the same environments as their dragon parents. Tylors prefer shallow lairs from which they can quickly ascend to ambush their prey. Chromatic tylors tend to dwell near roads used by mortals, whereas metallic tylors stay close to nature trails or goblin hunting grounds. Their preferred environment plays a large part in their choice of lair as well—green tylors often dwell near forested areas, sea tylors bury themselves along coastlines, and so on. They must consume vast quantities of food to stay active and are solitary hunters.

The vast majority of Krynn's tylors come from chromatic dragon stock—this is rumored to have been due to a sinister design on Takhisis' part to spread her children as far as possible. With the Dark Queen's passing, the chromatic dragons are free to openly scorn their taylor cousins in much the same way that elves ridicule their own “half-human” brethren, and they are easily insulted by claims that tylors are part-dragon (as opposed to part-hatori). Most good dragons look fondly on their cousins, but the metallic dragons' tendency to protect the smaller tylors usually leads to an uncomfortable parting of ways. Tylors have little regard for the hatori's low intelligence—some chromatic or sea tylors



carry a profound bitterness toward hatori not unlike the attitude conveyed by some half-elves toward their human relations.

Despite their solitary nature, tylors feel an unusually close kinship with others of their kind—even those of opposing breeds. Red and gold dragons are often compelled to fight one another, but their tylor offspring are more likely to discuss particular hunting grounds or ask about their fellows. They hold great moots once or twice per century to share experiences, look for potential mates, and discuss a variety of topics from magic to draconic politics. Since tylors must share the same dragon ancestry to breed true, many tylors help one another in finding suitable mates despite any personal reservations. Some historians and wizards believe that the three gods of magic noticed this rare camaraderie and applied it to their own Orders of High Sorcery.

This is not to say that all tylors are peaceful toward their kin. Sea tylors hold their own small gatherings east of the Courrain Ocean and have little regard for their land-bound kin. Many chromatic tylors remember fighting their metallic cousins in the various Dragon Wars and the War of the Lance and feel betrayed to this day. The metallic tylors, many of whom wanted no part in wars that didn't involve them, nevertheless joined the elves or Solamnic Knights to defend the good peoples of Krynn.

Chromatic tylors may enjoy the company of certain mortals for a period of time, and some tylors even agree to serve a particularly charismatic or powerful leader. This relationship rarely lasts—chromatic tylors are easily disillusioned with humans and are not averse to abandoning (if not eating) a wounded or unconscious rider before departing for a new hunting ground. The rare metallic tylors are more likely to form longer partnerships with mortals—lasting bonds through which they can enjoy the company of mortals with similar mindsets. By contrast, sea tylors attack sea elves and other mortals the first chance they get.

Tylors' limited spellcasting abilities are most often used to injure their enemies from afar or to bolster their physical abilities. Some tylors—particularly those of green ancestry—favor more subtle spells such as *invisibility* or *obscuring mist* to confuse and frighten their foes before closing in for the kill. When possible, tylors favor spells associated with their dragon parents—red tylors typically use fire-based spells. Most harrowing of all is the extremely rare (and possibly mythical) shadow tylor, which is said to hunt with the aid of necromantic magic.

The following stat block represents one of the several green tylors that now haunt the forests of Qualinesti, after the death of Beryllintranox and the flight of the elves. For more game information on tylors, see the *Bestiary of Krynn, Revised*.

GREEN TYLOR CR 6

Usually LE Large dragon (air)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +13, Spot +13

Aura frightful presence (60 ft., Will DC 14)

Languages Common, Draconic

AC 19, touch 8, flat-footed 18 (+10 natural, -1 size)

hp 93 (7 HD); DR 5/magic

Immune acid, paralysis, sleep

Fort +11, **Ref** +5, **Will** +6

Speed 40 ft., burrow 20 ft.

Melee bite +13 (2d8+7) and 2 claws +12 (2d6+3) and tail lash +11 (2d6+10)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +7; **Grp** +11

Sorcerer Spells Known (CL 5th, +13 melee touch, +6 ranged touch):

2nd (4/day)—*acid arrow*, *summon swarm*

1st (7/day)—*charm person* (DC 12), *obscuring mist*, *silent image*, *true strike*

0 (6/day)—*detect magic*, *detect poison*, *ghost sound*, *message*, *read magic*, *resistance*

Spell-Like Abilities (CL 5th):

At will—*pass without trace*

3/day—*blur*, *invisibility*

1/day—*longstrider*

Abilities Str 25, Dex 10, Con 23, Int 12, Wis 13, Cha 12

Feats Alertness, Multiattack, Weapon Focus (claw)

Skills Concentration +16, Intimidate +11, Knowledge (nature) +11, Listen +13, Spellcraft +11, Spot +13, Survival +11

Environment Any forest

Organization Solitary, pair, gathering (3-12) or great moot (13-30)

Treasure Double standard

Advancement 8-14 HD (Huge), 15-21 HD (Gargantuan);

Level Adjustment +2 (cohort)

Frightful Presence (Ex) A green tylor can unsettle foes with its mere presence. This ability takes effect automatically whenever the tylor attacks or charges. Creatures within a radius of 60 feet are subject to the effect if they have fewer HD than the tylor. A potentially affected creature that succeeds on a DC 14 Will save remains immune to the tylor's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Tylors ignore the frightful presence of tylors and other dragons. This ability is Charisma-based.

WYVERNS

Sometimes referred to as brown dragons, wyverns are distant cousins of true dragons. Wyverns resemble small gray, brown, or rust-colored dragons with malevolent red eyes, bat-like wings, clawed feet, and long bone-spiked tails. The beasts' clawed wings are useless in combat and are used to propel them through the air with great speed but poor maneuverability. Their elongated snouts contain double rows of sharp teeth—the eldest wyverns can reach fifty feet from nose to tail and possess three or even four rows of teeth. Despite their well-deserved reputation as aggressively stupid creatures, the potent toxin delivered by their tails is well known and highly respected—wyverns, like true dragons, have no natural enemies.

The first wyverns are said to have descended from black dragons, but this theory depends almost entirely on an ancient elven ballad that, when translated into the common tongue, describes an "acid-tailed dragon (which) arose from the murk." Many elven scholars dispute the translation of this epic and insist that the bard was simply describing a black dragon's ambush. Other stories passed down from metallic dragons tell of wyverns cooperating with bakali and other reptilian creatures, which runs contrary to the blacks' self-serving natures and further confuses the issue. More recently,

a gnomish field team has sought wyvern parts to support their long-winded claim that pseudodragons and wyverns share a common ancestry.

During the Second Dragon War, wyverns were glad to support their bakali friends and chromatic dragon cousins, but as the years passed they realized that their “allies” kept away from conflicts until the wyverns’ numbers were nearly depleted. In a moment of surprising clarity for the dim creatures, the wyverns deserted the war en masse and headed for other parts of Krynn. Scores of wyverns migrated not only to Ansalon’s various mountain ranges but to the distant shores of Taladas as well.

Wyverns were rarely seen during the Age of Might, although one period of history was marked by whole flights of the serpents under the command of the renegade elven queen, Sylvyana. Her power over the wyverns has yet to be fully explained, although it may be that, as wyverns are seen as distorted reflections of griffons, the so-called Ghoulish Queen was merely exploiting a noble talent corrupted by her evil. Heroes led by the human druid Waylorn, who earned the name Wyvernsbane as a result, defeated Sylvyana’s wyverns, although they recently resurfaced along with their queen on the Isle of Cristyne and have plagued that island’s human and elven residents.

Wyverns are somewhat fascinated by their smarter cousins, and many seek to prove their usefulness to dragons of various types. Their impulsive aggression irritates most metallic dragons, but the occasional copper dragon may befriend a wyvern in order to have an extra guard for its lair. Chromatic dragons are little more than bullies to the wyverns, easily manipulating the smaller creatures into performing various services. Green and shadow dragons are most likely to persuade wyverns to cause some mischief. Other draconic creatures such as hatori or tylors consider wyverns to be competition and will fight to defend their hunting ground.

Once considered social creatures, wyverns in the Age of Mortals hunt singly or with their mates and young. A family of wyverns is called a flight and consists of a mated pair plus one to four young. They are capable of speaking the tongue of dragons but only do so when confronted by bakali or an actual member of dragonkind. Particularly intelligent or long-lived wyverns may acquire a second language; they will speak it with pride to those who might understand, even to an opponent during an attack.

Wyverns lair in elevated areas such as mountainsides where they can see for miles, but unlike other dragons they don’t seem to favor either humid or dry conditions. They are sometimes seen soaring over the swamplands of southwestern Blöde or the jungles of Nordmaar, but most wyverns are encountered in the Dargaard Mountains and the western slopes of the Astivar Mountains. Dozens of wyverns are known to have laired in the Eastwall Mountains before the Cataclysm, and the few survivors relocated to what is now the Barren Hills of Schallsea. The Wemitowuk people believe that

the wyverns of the Barren Hills will eventually descend upon them in droves, seeking retribution for a great wrong done to a metallic dragon decades ago. The seven remaining wyverns, for their part, see the Wemitowuk as nothing more than another food source.

It is notoriously difficult to train a wyvern to bear any creature upon its back, not because of any lack of intelligence but for its spiteful demeanor. A frustrated or angry wyvern may sullenly lay upon the ground in the hope that its trainer will move within range, whereas a cunning wyvern might feign obeisance and wait until the rider mounts the wyvern—where he is an easy target for the creature’s tail strike.

Dark Knights are more accustomed than others when it comes to placating a hostile dragon’s ego and are the only known group to have achieved any success in training wyverns. Their small contingent of wyvern-riders is stationed in Jelek and used on scouting missions within Neraka. They have also cornered the market on wyvern venom, prized by poisoners and alchemists alike for its fast-acting and decidedly lethal properties.

The following stat block represents one of Krynn’s larger and more dangerous wyverns; normal wyverns are described in the *Monster Manual*.

GREATER WYVERN CR 14

N Gargantuan dragon

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +27, Spot +30

AC 25, touch 6, flat-footed 25

hp 262 (21 HD)

Immune paralysis, *sleep*

Fort +20, **Ref** +12, **Will** +13

Speed 20 ft., fly 60 ft. (poor); Flyby Attack

Melee sting +29 (3d6+12 plus poison [DC 28, 2d6 Con/2d6 Con]) and bite +27 (6d8+6) and 2 wings +27 (3d6+6) and 2 talons +27 (4d6+6)

Space 20 ft.; **Reach** 15 ft.

Base Atk +21; **Grp** +45

Atk Options improved grab (talons)

Abilities Str 35, Dex 10, Con 23, Int 6, Wis 12, Cha 9

Feats Ability Focus (poison), Alertness, Flyby Attack, Improved Natural Armor (x2), Improved Natural Attack (bite), Improved Natural Attack (sting), Improved Natural Attack (talon), Multiattack

Skills Hide +12, Listen +27, Move Silently +24, Spot +30

Improved Grab (Ex) To use this ability, a greater wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.





CONTINUING their slow, implacable advance, the bakali line pushed the Ergothians off the lower hilltop, retaking the ground Relfas had earlier won at such cost.

At last acknowledging the danger, Relfas summoned the reserves. They did not come. Instead, a Rider arrived, bearing dire news from Lord Hojan.

The enemy was behind Relfas.

Facing west, his back to Relfas's position, Hojan battled a new army of bakali that had appeared seemingly out of nowhere. Although a smaller contingent, perhaps twenty thousand lizards, it far outnumbered the six hordes under Hojan's command. The first tendrils of despair chilled Relfas's proud heart.

"Rally! Rally to me!" he cried, parched voice cracking.

The mass of confused Riders around him slowly dissolved. Some men rode hard to join Hojan. Some remained with their commander. Others—more than a few—did something thought inconceivable for Riders of the Great Horde. They fled. Wanting nothing more than to put distance between themselves and the remorseless inhuman killing machine they faced, they rode away.

His army disintegrating, the bakali before him still advancing, Relfas had only one goal left: survival.

A Hero's Justice

By Paul B. Thompson and Tonya C. Cook

Elves, ogres, and humans all claim prominence among the mortal races of Krynn because of their creation during the dawn of the world, but the lizardfolk know the truth—that they, the servants of the dragons, walked the face of Krynn before any other race had set foot upon it. The bakali, as they are known, are an ancient race of reptilian humanoids thought to have been almost completely wiped out until the coming of the Dragon Overlords. The term “bakali” applies not only to the true bakali lizardfolk, but their cousins the jarak-sinn, the troglodytes, and even the kobolds, sligs, and nagas. Thus, for much of this chapter, “bakali” will be used to describe the broader collection of reptilian races, except where it is used to specifically define the core race.

This chapter includes racial class levels for bakali, jarak-sinn, sligs, and troglodytes, for those players who wish to create bakali race characters but do not want the problem of level adjustments.

Chapter 2 Bakali Races

A BRIEF HISTORY

The history of the bakali reaches back to the dawn of life on Krynn. When the gods created the animals, so the bakali legends say, certain creatures were created along with them to act as stewards and guardians of nature and the balance. The lizardfolk were one of these races. During the young days of Krynn, the bakali flourished and multiplied and cared for the realms around them. In time though, they began to compete with each other for the favor of the gods, and this rivalry eventually led to conflict between tribes. Into the midst of this came the most powerful of the gods' children, the dragons. They descended into the world, in the midst of battles or the center of villages, declaring their mastery and ownership of the inhabitants. Initially the lizardfolk resisted, but upon seeing the might and majesty before them, it was clear: they were in the presence of gods.

The coming of the first great dragons changed the bakali immeasurably. Once they had lived as tribes in the jungles; under the guidance of the ancient wyrms, the lizardfolk began to rise towards civilization, first with simple technology, then with magic. The dragons watched their pupils with amusement and pride, even more so when the bakali forgot the true gods, who they should have been worshipping, and instead began to build temples to the dragon-gods that lived before them. They became emissaries, spies, and agents of their dragon masters.

In those ancient days, the dragons taught technology and knowledge to the lizardfolk that advanced their fledgling civilization by millennia; to their most devoted, they revealed the secrets of magic and made them priests of their godly might. In time though, the great dragons grew bored with their place and sought to expand their influence. Where once they were content to rule a bakali city, now they wanted more; they urged their followers to act. Great armies marched and laid siege to each other's cities, all for the glory and favor of their patron dragons. Only when victory was assured would the dragons emerge and join the contest to fight their brethren dragons. The death of one god-dragon gained new followers for the victor, expanding their territory and tribute.

As the dragons and the bakali forgot their place in the natural order, the masters of Creation—the true gods—grew angry. The righteous fury of the gods struck hard in punishment, and the dragons abandoned their followers to their fates. Once the dragons' magic had reshaped the lands to suit their followers' needs and held harsh weather at bay; in only days, the world was wracked by natural disasters

and storms, destroying the bakali civilization in the process. Chislef and Sirrion were merciful, though, and could not bear to punish the lizardfolk so harshly. In secret, they entered the world and taught the bakali of fire and animal fur, so that they could warm themselves and survive the time of ice. Before the intervention of the true gods, the bakali civilizations did not have fire and so it is small surprise that the bakali still worship these two gods above all others.

The fall of the bakali civilization was an event the lizardfolk would never recover from. Without the aid of the dragons, they forgot much of the technology; the dragons had kept enough secrets from them that they were unable to recreate it. Without their dragon-gods, magic became a lost art to the lizardfolk for millennia—though the mystical powers they had used were in fact their own, not a gift of the wyrms.

So the bakali scattered. Many died in the Ice Age, and those that lived hardened in their outlooks. They became fearful and distrustful of outsiders, even other lizardfolk. They saw enemies all around them and resolved to rely on no one but themselves and the two gods that had aided them. Worship of other gods became taboo, to the point of exile and torture. The lizardfolk, far from being humbled, were incensed by their smiting. No god that claimed to love them would punish them so harshly, they believed, and so true worship faded into superstition and ritual.

In the ages that followed, the bakali found themselves adapting, their dynamic genes accommodating new ecological and social niches. Partnerships with other reptilian creatures gave rise to subraces, such as the subterranean troglodytes and even, as many scholars believe, the highly magical race of nagas. When the Starborn races arrived, their interactions with the lizardfolk were almost universally violent. Ogres, humans, and elves drove the lizardfolk further into the remote reaches of the world, into the least hospitable climates and darkest swamps. The original bakali lizardfolk remained the most numerous, but even they were set apart from other mortals, denied that sense of gods-given purpose that belonged to the Starborn.

Even though it was they who had been abandoned, there were those among the lizardfolk that blamed themselves for the dragon-gods' departure. They claimed that they had not been pure of faith during the test and that these gods would return if they believed and acted accordingly. This faction became part of bakali culture and, throughout history, when the lizardfolk were called to serve dragonkind, they obeyed. Others believed that the dragons were false gods, and that Chislef and Sirrion were the only gods to have the right to ask them for aid. Consequently when Takhisis and Hiddukel, in the semblance of Chislef and Sirrion, came upon the bakali they were able to compel them into servitude. Too late, the bakali realized they had been tricked. The Second Dragon War found the bakali serving Takhisis and her minions by joining the great hordes attempting to wipe the elven lands away and smash their armies. Each time, they were ultimately betrayed and hunted by their enemies unto near extinction. The dark gods were clever, lavishing praise on their servants before the cause was lost and releasing them from service, ensuring they would be there if needed again.

After the Second Dragon War, the elves and humans hunted the lizardfolk and their kind mercilessly. Some claimed it was preemptive, to stop them from again becoming a threat, while others saw it for what it was: revenge. Scattered and unorganized, lacking a central command to direct them, the lizardfolk fled. Some put to sea on large rafts, some fled deep into the jungles where other races feared to travel, and some fled underground. The bakali became creatures of legend, and they remained that way for centuries.

A group of bakali cried out for aid during this time, and Chislef and Sirrion answered. They granted them greater fertility, which allowed more eggs to be laid more frequently, ensuring the race would survive; but while this new generation still grew in their eggs, Takhisis and Hiddukel whispered dark thoughts to them, and some souls were stained forever. The jarak-sinn were born. Thankfully, the curse had an unfortunate side effect: jarak-sinn never breed true. They are born of bakali and may find a jarak-sinn mate, but they cannot bear offspring with another of their kind. This blood connection makes it difficult for the bakali to cast them out; in time, the sheer number of jarak-sinn compared to the more intelligent but weaker bakali resulted in the jarak-sinn's subjugation of their smaller brethren. Most of the violent activity and aggressive movement of the lizardfolk on Ansalon in the time since this split has been spurred on by the jarak-sinn.

Scholars suggest that the Graygem was partly responsible for the other offshoots of the bakali: the kobolds and sligs. More than just a subrace, kobolds give every indication of being the bakali analogue to the goblins and hobgoblins, folk who may be derived from the foul experiments and breeding of ogres before the Graygem and stabilized by that stone's passing. Perhaps, the existence of kobolds and sligs is a reaction to the dominance of the Starborn on the part of some bakali who, either through their own genetic experimentation, divine benefice, or exposure to the Graygem, changed to adapt to this unwanted situation. Regardless of the truth, no bakali shaman or kobold elder can provide a clear answer, and their legends are peppered with self-importance instead of self-awareness.

It is an irony of history that the Cataclysm that smote Istar was seen as a great act of deliverance to the bakali races. With the destruction of the human empires, many human settlements lost support and were forced to make peace or halt aggression with the bakali. After the Cataclysm, the jarak-sinn and bakali ruled a huge peninsula in what had become Nordmaar and the humans were in disarray. Kobolds and sligs had established power centers of their own in the new wilderness. Troglodytes discovered that the continental shift had opened vast new tunnel complexes within which to lair. Peace had returned to their world, but in time, old debts would be called in and the lizardfolk would come forth again into the world; this time in small numbers, and in secret.

The bakali played a role in the Fourth Dragon War, also called the War of the Lance. It was the bakali that carried the voice of Takhisis to many sleeping chromatics, entombed in the earth since the time of Huma. Once ancient Harkiel had exacted the oath from the metallic dragons, it was the bakali that carried the eggs away, only to watch as they were replaced by draconians. Their willingness to serve was again played against them, but their numbers were so few that they did





not usually face combat. More overtly, kobolds of the Taman Busuk and the foothills of the Dargaards were recruited by the Blue Wing of the Dragonarmies as shock troops and scouts. Even sligs and troglodytes played minor roles, earning the wrath of nomad tribes and dwarves in the east.

The era of the War of the Lance also saw the female bakali take up an ancient role—that of egg guardian. While the chromatics went to fight, the bakali went to their lairs and watched over the next generation of dragonkind. Many chromatics have strong parental bonds to these female bakali, even into their adulthood, and they have been known to actually defer to the wisdom or will of an egg or nest guardian. Clans of bakali led by these matriarchs have remained in secret as aides to evil dragons even until the Age of Mortals, away from the oppression of the jarak-sinn.

The coming of the Overlords after the Second Cataclysm was an omen to some bakali—they saw it as a chance to regain the world of their ancestors, a chance to rule, not to hide from the other races out of fear. Those in the thrall of Overlords acquired a different outlook than their brethren—proud, organized, and angry. Onysablet, foremost of the great dragons in the bakali's eyes, had even gone so far as to experiment upon them to increase their numbers and develop new talents and subraces of her own, with some success. As a result, for the first time in thousands of years, the bakali of Ansalon have emerged out from under the power of the jarak-sinn lizard kings and thrown aside the veil of secrecy, and many kobolds and sligs have found religion and even magic. The death of the Overlords has proved to be no hindrance to this new resurgence, and the Starborn may now have to contend with the eldest race of Krynn in this Age of Mortals.

Common Qualities

As creatures with a common ancestry, the bakali races of Krynn—including the troglodytes, jarak-sinn, kobolds, nagas, and sligs—share many common characteristics. All are warm-blooded, combine reptilian and humanoid traits, hatch from eggs, and speak Draconic. Nagas represent the extreme of this broad family of races, and indeed they are considered aberrations rather than humanoids, but there is sufficient racial similarity that scholars count them among the bakali.

Krynn's lizardfolk and their close kindred are habitually bipedal, but they are equally comfortable on all fours. They are covered in small scales, to the point that their skin has a smooth, leathery feel. Bakali scales differ from those of other reptilian humanoids in that the scales cannot be lifted or manipulated. They are fully attached to the skin beneath. This natural armor is of varying hues and patterns, which also serves to identify clan and familial relations, regardless of species.

All lizardfolk are homodontic, though larger fangs or tusks are common in many individuals. The three subspecies all have long claws on their fingers, though the hand shapes differ significantly, and for troglodytes, the claws anchor deep into the bone of the toe or finger to allow extensive climbing. Bakali, jarak-sinn, and troglodytes have bony plates on their bodies, limiting the effect of weapons. Kobolds and sligs, perhaps because of their goblinoid traits, are more capable at using weapons and tools. Nagas, of course, have no limbs and therefore lack the ability to manipulate items other than with magic or skilled use of their tails.

LIZARDFOLK: BAKALI, JARAK-SINN, AND TROGLODYTES

The so-called classic lizardfolk races are the bakali themselves, the more physically powerful jarak-sinn, and the noxious and cave-dwelling troglodytes. These three share the most in common with each other, having none of the goblinoid traits of the kobolds or sligs, and none of the overt serpentine qualities of nagas.

PHYSICAL APPEARANCE

The bakali are roughly 7 feet tall when standing erect, though habitually they slouch with their head lower, reducing the height by almost a foot. The bakali neck is very flexible, allowing them to look straight ahead even if they are on all fours. Bakali have a short, compact torso long legs and short arms, which allow rapid ground or tree canopy travel. The canopy climbing abilities would be impossible without the aid of their long flexible tails. While the tip is prehensile, the remainder is fused for balance.

The main difference between the jarak-sinn and the bakali is in their head shapes. While bakali have a blunt, shorter snout, the jarak-sinn have a long crocodilian jaw. The jarak-sinn are a more heavily built species, with broad, stooped shoulders that make quadrupedal travel on the ground or in trees easy. Their hind legs are short but powerful, giving them impressive jumping capabilities, whether from a running or standing position. The jarak-sinn tail is long and stiff, aiding in balance while running or climbing.

The cave-dwelling lizardfolk have a very different appearance from the other species, as suits their environment. Their limbs are short and powerful, but their bodies are long and flexible. Both adaptations are well suited to climbing and hanging in their subterranean realm. They can rotate their heads almost completely in a circle, much like an owl, and have similarly large eyes for seeing underground. This light sensitivity means they only venture above ground at night. Their short tails are mainly used for balance and are not prehensile.

PSYCHOLOGY

The mindset of Krynn's lizardfolk fluctuates between feelings of patient self-pitying and vengeful wrath. They are slow to anger, but once a rage is stoked in them, it can have terrifying consequences. Many villages have suffered for their efforts to drive away the lizardfolk.

The bakali themselves are generally peaceful, and from the stories that have been passed down orally and on bone-scrolls, they have learned to avoid humans, elves, and their ilk. The jarak-sinn goad and steer the bakali into action when a slight, real or imagined, is perceived. Much of the bakali's time is spent ensuring their villages and families are protected. Only when that is secure do they act in an offensive fashion. Over the millennia, they have learned to see themselves as monsters, not as a species worthy of contact and culture. The efforts and propaganda of the other races has been very effective at keeping the lizardfolk contained. Fear of large scale invasion by humans and elves usually keeps their efforts small and focused. They do guard their ruins and artifacts fiercely though—theft and exploration is seen as desecration. The jarak-sinn use this tendency and ancient stories to try to



push the lizardfolk to reclaim their former glory and establish a violent empire. The tactic has worked in a few areas such as valleys or islands. There, the lizardfolk rule.

The culture of troglodytes is not well known, as they rarely encounter Starborn in positive ways. They seem peaceful but are aggressive if their territory is invaded. Their underground dwellings bring them into frequent conflict with dwarves. The troglodytes seek to live in their wet cave systems without interference, while the dwarves are interested in exploration, settlement, and mining.

SOCIAL STRUCTURE

The ancient bakali cities had a rigid social structure with no upward mobility. The current villages are much more egalitarian, though might still does make right. In the ancient cities, there were several castes of people—priests, warriors, artisans, and peasants. Each role came with limits and privileges. With the arrival of the dragon-gods, the clergy of the dragon ruled almost without opposition, but the lizardfolk felt safe.

The jarak-sinn upset the natural order of the bakali society. From early ages they proved difficult to manage or reason with, and they were more often ruled by instinct and passion than by intellect and logic. This in time led them to daring deeds to establish prestige and eventually usurp power in the tribes based on strength and battle prowess. They rule with an iron fist, but they do know the importance of the bakali as advisors and shamans, and they use them in these roles.

Among the Troglodytes, status is gained through battle prestige, feats of exploration, and magical discoveries. The cave warren “villages” are ruled by councils of female elders who determine mating, migration, and settlement decisions through majority vote. As the guardians of future generations, troglodyte females almost always outrank males they are with.

Long ago the troglodytes learned that males were the source of the wars that almost wiped them out, and so a cabal of elder women mystics used their innate powers to seize power and establish a new ruling order.

FAMILY LIFE

Like reptiles, bakali lay eggs, and they are tended communally. In the ancient cities, the hatcheries were grand structures utilizing the egg-dome motif found in much of their architecture. In the tribal villages, the egg dome is still present on the hatchery, though it is made of wood and open to the sky above. Hatchlings emerge as smaller versions of adults and are immediately recognized by clan and parentage markings.

Much of a hatchling’s first year is spent in and around the hatchery, being educated by members of the community—elders, warriors, and other skilled people. This first year bonds the lizardfolk into a community; after it ends, they join their families in clan compounds. Among the bakali ruins, the clanhomes are recognized by their walls, gates, and domed buildings, while in the tribal villages, a similar arrangement is made of reed fences and domed huts. The villages are much less grand and much smaller than the cities, but the family structures remain the same.

Until they reach adulthood, bakali spend much of the time assisting in the enculturation of young and helping around the clanhome. They also learn a trade skill and warrior skills. During this time, mystic talents are identified as well. Those with magical gifts are seen as part of the larger community and leave their clan for training and care. Upon reaching adulthood, they assume a position in the community as a person able to speak at council and, in times of war, both males and females fight.



Jarak-sinn are born into bakali broods, but they are very different creatures. Their dark nature is evident from birth, when they will actively try to eat nestmates and attack adults that come near. Still, they are kept with their brethren as a way to temper their more violent tendencies. For the most part, it works in the young. Upon reaching adulthood, the aggressive bullying nature of the jarak-sinn takes precedence, and they assert their superiority.

Troglodytes are born of eggs and raised in the family unit, which is a smaller version of the tribe itself. There is little cooperation between warrens, which makes troglodytes easy to defeat—they do not group together to defend or attack.

NAMES

Due to their different physiologies, lizardfolk have some trouble learning Starborn languages, though it can be done. Speech patterns are guttural and phonetic; certain sounds cannot be pronounced. Their names and words are equally strange to non-lizardfolk. Bakali are given names like Kerr-iss, Kaht-iss, Hahn-tah, and Lull-kah. The jarak-sinn have shorter names, such as Chul, Ka, Kek, Guul, and Ulul. Troglodyte names include Gorak, Keruk, and Kabak. There is little apparent difference in names of bakali of either gender.

EVERYDAY ACTIVITY

In the ancient days, while under the tutelage of the dragon-gods, the bakali flourished. They spent their days weaving cloth for clothing, sculpting, storytelling, and creating goods for their cities. While the upper castes built a civilization, the lower peasant class fed it and cleaned it, with the aid of lizards used as beasts of burden. Although Onysablet the Black recently attempted to seed the minds of some bakali with these memories, to inspire them towards their former glory, the civilization of the bakali is very much lost to time. One side effect of this manipulation by Sable has been the ultimate overthrow of the jarak-sinn domination throughout Ansalon, and there are reports that the bakali are making greater use of tools and industry.

Much of the tribal bakali's daily routines are focused around food procurement. Though they do not eat often, they have voracious appetites when they do feed. The bakali are strict vegetarians—they cannot digest meat beyond insects, while the jarak-sinn are the opposite and cannot digest plant matter, except as a purgative. Both eat about twice a month and, due to slower metabolisms, they then sleep for many days while food digests. This makes the community vulnerable and has given rise to an outsider caste in the ancient cities that ate at different times than the others and acted as cyclic guardians in the interim. These guardians are a separate sect that serve several villages and do not interact with any but the priests and shamans. They keep watch over the villages and begin the waking rituals at the appointed time; they then retire to their huts outside the villages until the next sleep cycle begins.

The bakali diaspora at end of the Second Dragon War separated communities from each other and fractured the people as a whole. Some of the bakali spend their time traveling, trying to establish communication with other tribes and villages. Others explore the ancient ruins of their people, trying to obtain artifacts, relearn stories and folklore, and urge their people back towards the civilization they once possessed. They practice artistic crafts and storytelling to preserve their



history and pass it on, as well as build their technology base and independence. The Dragon Overlords, especially Sable, realized that the lizardfolk saw their coming as the return of their ancient gods, and with them, their glory and might. Dragon-cults emerged, with ruined cities being rebuilt as vast temples to resident dragon-gods, filled with their servants. Sable recognized the innate mystical talents of the bakali and, as in the ancient days, taught them how to use the power, claiming it was the dragon-gods' gift to their priests. This gift to the faithful only ensured the further loyalty of the villages. In these places, Sable removed the impure jarak-sinn, not because they were offensive, but because they were too unpredictable and too difficult to control—they were capable of worship, but still had ambitions beyond servitude. Other dragons followed suit in this time, such as the black dragon Mohrlex of Nordmaar, whose bakali servants consider him their rightful leader.

Troglodytes spend much of their day in the hunt for food, as it is scarce in the underrealms of Krynn. They are omnivorous, eating everything from meat to mold to survive. Over the millennia, they have adapted well to this diet.

MAGICAL PRACTICES

The bakali have no Wizards of High Sorcery—they are deeply mistrustful of arcane magic, especially High Sorcery, the “magic of the elves.” Mystics are favored, to the point that sorcerers are cast out or killed. This is mainly because the bakali view life and magic as intertwined. Sorcerers use magic that comes from the non-living world, and bakali view it with distrust and disdain. In the ancient days, there was a mystic caste that lived apart from the cities in their own tower temples, servants of the great dragons who would enter daily for devotions. In the tribal age, they still exist, though they

live instead in large tree-based dwellings and enter the villages only to perform healings, blessing, or other duties. Priests of Sirrion and Chislev worship openly at shrines—they do not have enclosed temples. There individuals and villages can offer sacrifices of small animals or other objects which are killed or burned and offered to the gods as thanks. The jarak-sinn can only worship dark gods or practice mysticism that is based in anger. They lack the intelligence or discipline for sorcery and High Sorcery, but they can channel the energy and will that holy power requires. Troglodytes have few spellcasters, usually only tribal shamans that worship one of the old gods. They have no wizards, but some possess mystic or sorcerous talent. Those with such a talent usually leave for a time to learn from others how to master it, before returning to the tribe to serve.

RELIGION

The bakali worship Sirrion and Chislev, the two gods that saved their people during what they call the Time of Ice. While the worship did not stop during the Age of Despair or the early Age of Mortals, magical access did. The coming of the Overlords and the Second Cataclysm was a blessing to some bakali, as they relearned how to tap into the magic of creation again, after thousands of years of not doing so. Divine worship was an easier path for the lizardfolk shamans to follow; so they did so, and forgot the ancient magics they carried within them. Now, a tribe or village is likely to have priests and mystics within it—though they view each other with disdain. To the mystics, a priest is a puppet of the gods; to the priests, a mystic is an ingrate.

Much of the ritual systems of bakali culture are focused around natural cycles. They celebrate seasonal changes, life cycles, and other events, usually with elaborate song rites and drumming. To the outsider, the rituals seem primitive and frightening, but an initiate sees similarities to the rites of the Holy Orders conducted in temples across the continents. They do not typically build temples, though the ancients did—instead, they build statuary shrines and circles of standing stones inscribed with prayers and wisdom texts.

The jarak-sinn take part in these rituals, though not in the magical portions. They are figureheads of communities, but worship of anything other than power is beyond them. The gods came to the bakali before the jarak-sinn, so the tyrants will not kneel in reverence because they got nothing directly from those gods. Some jarak-sinn followed Takhisis and Hiddukel, though they did not realize that they worshipped these gods directly. They simply did as their twisted and corrupted souls decreed.

Troglodytes have a simple worship cycle. Several times daily, a community gathers to worship idols carved into the living rock. They offer small sacrifices of objects or living things—though they are mindful of the balance of life within their caves and do not offer large blood sacrifices.

LANGUAGE

The bakali and jarak-sinn do not have a spoken language of their own, for they were taught Draconic - the language of their dragon masters. Bakali speak Draconic with a strong, often indiscipherable accent due to the differences between their mouths and those of dragons, and intersperse it with

whistles, clicks, and other vocalizations. Many learn to understand but not speak Common; only the more eloquent of lizardfolk can speak in the trade languages of other races.

The written language of the bakali stretches back over thousands of years, though few can completely read what is written in earlier language forms. Their literature is ancient and consists of scratches and grooves carved into a hard surface, most commonly bone. These bone-scrolls are highly prized by scholars both as art objects and for the knowledge they contain. They are the earliest form of writing on Krynn. They are still being created, and it is not uncommon for a tribal library to have bone-scrolls that are fresh, as well those that are red or gray from age. Some, if they are original, are thousands of years old. Bakali mystics and shaman-priests also use their own molted skin to create scrolls and other writing surfaces for sacred purposes. These are often infused with powerful magic. Finally, painted tattoos are also used by the bakali to denote status, eligibility, and mood.

Troglodytes are not known to have a written tradition of Draconic. They combine speech with stone tapping with their claws for distance communication. They can read, write, and even speak other languages, but only infrequently.

RACIAL RELATIONS

Generally the lizardfolk do not associate with the more civilized races. Draconians are a curiosity to them, and in their villainous depiction the bakali see a common thread. For this reason, many isolated bakali tribes have begun to migrate to Teyr, which they imagine as a haven for the hunted. Teyr represents safety in numbers and a common culture. Minotaurs are admired for their strength, but also feared for their organization, for the bakali are familiar with the march of booted feet and what it means for them. Ogres, sligs, goblins, and kobolds are not usually associated with, except by the jarak-sinn. Elves are particularly disliked by the bakali and jarak-sinn, though for different reasons. The bakali hate and fear the elves because it is the forest folk who led the armies that sought to exterminate them. The jarak-sinn simply detest their appearance and demeanor—the grace and beauty of the elves offends the brutal power that characterizes the jarak-sinn. The elves are seen as weak, and the jarak-sinn believe that, if they had been involved in the wars, the elves would never have driven the lizardfolk to near extinction. This is one of the main tools the cunning jarak-sinn have in their manipulative arsenal. They continually tell the bakali that they could have beaten the elves and humans, and that they will if they attack again. Humans are treated with neutrality, mainly because they are not always hostile to lizardfolk. Peasants and simple folk usually fear the bakali and attack on sight, but the lizardfolk, to their credit, rely more on subdual attacks as a way to prevent reprisals. While relations are not cordial and communication difficulties limit contact, the bakali do occasionally trade with human settlements.

Troglodytes avoid other races generally, unless they are reptilian. After centuries of being attacked, they learned that it is best to keep to themselves. They do not dislike other races, but they do know they are feared and disliked. This is usually enough to keep them underground.

LIZARDFOLK CHARACTERS





Bakali are not often inclined to adventure in the larger world, mainly because of the prejudice that would face them. There is no mistaking the differences between Starborn and lizardfolk. Those that do take to adventuring are extraordinary among their kind. Many are fighters or rangers, as they have natural armor and weaponry that make them effective in combat from adolescence. Apart from the clumsy troglodytes, the lizardfolk are also skilled rogues and adventuring bakali often go that route.

There are no wizards among the three lizardfolk races. They are too mistrustful of the Orders of High Sorcery and regard it as a tool for the elves and humans. They may, however, wield the elder magics—mysticism and sorcery—the resonating residual magic of Creation. Given their assumed role in the natural order as protectors and stewards of nature, bakali produce many mystics in eras that support them, taking on the Earth, Plant, or Animal domains. Jarak-sinn favor more destructive magic, and their mystics of Destruction and Tyranny often become kings in their settlements.

The revelation of Chislev and Sirrion during their Time of Ice brought the worship of the true gods to the bakali, so clerics and druids are also prevalent among them; Jarak-sinn and troglodytes lean more towards Zeboim and Sargonnas, as their temperaments are more suited to the gods of Darkness. Troglodyte clerics far outnumber those of the jarak-sinn, however, for the latter tend to limit their expression of faith to curses and war chants.

ADVENTURING LIZARDFOLK

Those bakali that go adventuring are not typical of their race. They may believe they have a higher calling or, in the case of a magic user, they may be an outcast. Some may be questing for knowledge or artifacts, a haven for their people, or for lost tribes of ancestors. Representatives of martial classes are the most common wanderers, but mystics frequently travel also. Jarak-sinn rarely adventure—they are more concerned with war and wrath. They most commonly lead war parties. Troglodytes rarely venture to the surface, though they may be found far underground as guides to adventurers or as individuals on holy quests. They are deeply spiritual and love their underground homes. They feel it is their duty to inform any who will listen of the beauty of the depths and the importance of experiencing the underworld.

CHARACTER DEVELOPMENT

The bakali, and to a greater extent the jarak-sinn and troglodytes, suffer from the combination of fixed racial Hit Dice and a level adjustment, which makes them weaker in their class levels than other characters without racial Hit Dice or level adjustments. In effect, they are multiclassed characters, with some features that most races won't have (natural armor and natural weapons, especially) offset by the level adjustment. Typically, martial class levels will directly enhance the racial Hit Dice of a bakali, jarak-sinn, or troglodyte. Bakali barbarians, fighters, and rangers are quite potent. Spellcasters are disadvantaged, although the bakali and troglodytes at least have appropriate favored classes to lift some of the multiclassing burden.

A 1st-level bakali is on par with a 4th-level human character, and the troglodyte and jarak-sinn are even more powerful, which means that when the campaign is approaching the mid-levels of adventuring (between 5th-level and 9th-level) a lizardfolk character is just getting through the lower levels of its classes. Keep this in mind when choosing feats. On the plus side, many prestige classes will be easier to qualify for with only a few class levels, due to the built-in racial Hit Dice. Consider doing this as it will help to offset the other penalties of playing a powerful race.

BAKALI

Bakali possess the following racial traits:

- +2 Strength, +2 Constitution, -2 Intelligence.
- Medium size.
- A bakali's base land speed is 30 feet.
- **Racial Hit Dice:** A bakali begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- **Racial Skills:** A bakali's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Balance, Jump, and Swim. Bakali have a +4 racial bonus on Balance, Jump, and Swim checks.
- **Racial Feats:** A bakali's humanoid levels give it one feat. Bakali characters may take the Scent special quality as a feat (see the Glossary in the *Monster Manual*.)
- **Weapon and Armor Proficiency:** A bakali is automatically proficient with simple weapons and shields.
- +5 natural armor bonus.
- **Natural Weapons:** 2 claws (1d4) and bite (1d4).
- **Hold Breath:** A bakali can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.
- **Automatic Languages:** Draconic. **Bonus Languages:** Aquan, Common, Goblin, Ogre.
- **Favored Class:** Druid.
- **Level Adjustment:** +1. A bakali has an effective character level (ECL) of 3 + its class levels.

JARAK-SINN

Jarak-sinn possess the following racial traits:

- +6 Strength, +4 Constitution, -4 Intelligence.
- **Large:** -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- A jarak-sinn's base land speed is 40 feet. It also has a swim speed of 20 feet.
- **Racial Hit Dice:** A jarak-sinn begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.
- **Racial Skills:** A jarak-sinn's humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Balance, Jump, and Swim. Jarak-sinn have a +4 racial bonus on Balance, Jump, and Swim checks. The Swim bonus rises to +8 on any Swim check to perform some special action or avoid a hazard. It can always

choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

- **Racial Feats:** A jarak-sinn's humanoid levels give it two feats.
- A jarak-sinn is automatically proficient with simple weapons and shields.
- +9 natural armor bonus.
- **Acid Saliva:** A jarak-sinn's corrosive saliva deals 1d4 acid damage with a bite. As a full round action, the jarak-sinn may coat a single melee weapon with the acid, which adds 1d4 acid damage to attacks with the weapon. The acid remains on the weapon for 3 rounds or until the jarak-sinn hits, whichever comes first. Due to the exact nature of the acid, only non-reptilian living creatures are affected and the weapon takes no damage.
- **Hold Breath:** A jarak-sinn can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.
- **Automatic Languages:** Common, Draconic. **Bonus Languages:** Goblin, Nerakese, Nordmaarian, Ogre.
- **Favored Class:** Barbarian.
- **Level Adjustment:** +3. A jarak-sinn has an effective character level (ECL) of 6 + its class levels.

TROGLODYTES

Trogs possess the following racial traits:

- -2 Dexterity, +4 Constitution, -2 Intelligence.
- Medium size.
- Darkvision out to 90 ft.
- A troglodyte's base land speed is 30 feet.
- **Racial Hit Dice:** A troglodyte begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- **Racial Skills:** A troglodyte's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Hide and Listen. Troglodytes have a +4 racial bonus on Hide checks (+8 in rocky or underground surroundings).
- **Racial Feats:** A troglodyte's humanoid levels give it one feat. Troglodytes gain the Multiattack feat as a bonus feat.
- +6 natural armor bonus.
- **Natural Weapons:** 2 claws (1d4) and bite (1d4).
- **Stench:** As a free action a troglodyte may secrete an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a Fortitude save (DC 10 plus 1/2 troglodyte's Hit Dice plus Con modifier) or be sickened for 10 rounds. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.
- **Automatic Languages:** Draconic. Bonus Languages: Common, Dwarven, Goblin, Ogre.
- **Favored Class:** Cleric.
- **Level Adjustment:** +2. A troglodyte has an effective character level (ECL) of 4 + its class levels.

LIZARDFOLK ADVENTURES

As descendants of a lost civilization, adventure possibilities abound for the bakali, jarak-sinn, and troglodytes. Their ancient empires spanned the continent, so ruins may be encountered anywhere other than mountains.

- While traveling on the Plains of Dust, the adventurers come to the City of Morning Dew. The adventurers find out that recently jarak-sinn have been becoming more and more aggressive against the people of the city. The people from the city claim that it started when they began expanding hunting into the Great Swamp to the north. The villagers ask the adventurers to go out and put a stop to the jarak-sinn threat.
- While adventuring in the Great Moors southwest of Valkinord, the adventurers are captured by a small tribe of bakali. The bakali bring the adventurers back to their village, before the chieftain of the tribe. The chieftain informs the adventurers that he is going to hold one of them prisoner, while the others go to the ruins of Sesrocha to search for two of his warriors that he had sent to retrieve an ancient holy statue to Sirr'ushush (Sirrion). The chieftain asks you to retrieve the artifact and see what has become of his two warriors and bring back their bodies if possible. He adds that once you have done this, he will release their prisoner and allow them to leave.
- After a long adventure, the adventurers are getting a much-needed rest in the town of Robann. While sitting in the tavern, the Shield and Saber, a troglodyte enters. He quickly announces that he isn't here to cause trouble, but needs warriors to assist him and his tribe in destroying a large creature that is living in the subterranean ruins of Tre'thioc, which according to troglodyte legend is an ancient ruined city of the bakali empire. While assisting a noisome troglodyte may seem beneath the heroes, the promise of eldritch artifacts may be tempting.

KOBOLDS AND SLIGS

Sligs and kobolds are considered by many to be two of Kryn'n's worst "pest" races. Gileanite historians speculate that kobolds were created by experiments to combine or replace goblins with bakali, and sligs were created from hobgoblin and bakali progenitors. Elven scholars theorize that the racial origins of kobolds lie in gnomes and lizards, and the racial origins of sligs lie in dwarves and lizards (a theory which both dwarves and sligs angrily reject). Of course, sligs and kobolds each have their own notions of their origins.

Kobolds and sligs are both amazingly skilled trap artists. Kobolds, especially, are only rivaled by gnomes in their clever trapmaking abilities. Some kobolds carry this mindset beyond crafting physical traps; they are also quick-witted and manipulative, using clever doubletalk and rhetorical tricks to trap their foes in arguments and negotiations.

The two related races are almost perpetually impoverished and outcast, and they have no race-wide governmental structure; they are both divided into innumerable tribes, each squabbling with the others. Even so, when a large number of sligs or kobolds is unified under a leader strong enough to keep them in line, they are a terrifying foe.





PHYSICAL APPEARANCE

Kobolds and sligs bear some similarity with their bakali cousins, although they share a number of traits with goblinkind, making them quite different upon closer inspection.

Kobolds are small gecko-like humanoids, standing between two and three feet tall. They have slight builds, and tend to move with a scamper. Their faces are dominated by their extended, rat-like snouts. Irregular pointy teeth protrude slightly from their lips. They have red, beady eyes that protrude alarmingly from their sockets. Several short, pyramid-like horns protrude from the tops of their bald heads. They have no external ears. They also have long, non-prehensile tails.

Kobolds' skin is covered by tiny, soft scales, lending it a smooth texture. Most kobolds' scales are a patchy, ruddy brown and tan; others have darker shades of brown and black. The color varies by individual and by tribe; the various kobold tribes have different dominant colors.

Kobolds are usually not materially wealthy creatures; they typically wear ragged clothing. Warriors wear armor cobbled together from armor stolen from fallen foes. Their preferred weapons include spears, long curved daggers, and crossbows; many weapons they use are obviously stolen.

Sligs are as snakelike as their smaller cousins are gecko-like. Standing between six to six and a half feet tall, sligs are strong and move extremely gracefully. Their natural posture is slightly hunched over.

Their heads are vaguely triangular, similar to venomous snakes; the snouts are short. They have four large fangs and a forked tongue. Their eyes are small and yellow, with vertical pupils. They have visible external ears, and short, stubby tails.

Sligs' scales are so fine that their hide seems almost perfectly smooth, but it is amazingly tough. Most sligs' scales are some shade of yellow-orange, but different tribes have different coloring. Sligs typically decorate their scales with permanent body dyes, adding intricate stripes, swirls, lines, and other shapes. Each tribe has its own unique patterns and designs. Sligs do not usually wear clothing or armor; instead, they wear strings filled with beads, trinkets, and stones. Polearms are their favorite weapons.

PSYCHOLOGY

As the race at the bottom of the pecking order of Krynn's lizardfolk, kobolds live what most other races would consider a pitiful existence. Sligs, their larger cousins, have thoroughly cowed kobolds (this is discussed in greater detail below), which dominates most kobolds' senses of identity.

This constant humiliation has twisted their hearts and crushed their spirits, forcing a permanent inferiority complex on them. To compensate, kobolds are full of bluster and boasting, but they are cowards at heart. They know very well that they do not have the strength to confront larger races directly, so they have become conniving, sadistic little sneaks to make up the difference.

A kobold is always looking for a way to gain an advantage and will use any means at his disposal to do so. They also crave organization, and most accept an established hierarchy—especially if they can figure out how to manipulate it. Kobolds are masterfully clever trapmakers, rivaling even gnomes. Their minds seem especially suited to finding ways to ensnare opponents, not only physically; kobolds are amazingly adept at manipulative conversation, trapping people into agreements or admissions they would rather not make.

Most sligs are as sneaky as kobolds, but they are, above all, thugs. They take what they want when they want it; less charitable outside observers call them a race of criminals.

They respect strength, and once strength is proven they will continue to respect it until given a reason to reexamine their opinion. Sligs are opportunistic, not hesitating to take advantage of a victim when he's down, lay an ambush, or kill enemies with a cleverly disguised pit trap. Most see misfortune as a sign of weakness, and they believe that it is the right of the strong to take what they wish from the weak. Might, quite literally in the slig mind, makes right. They feel no remorse about killing for sport, taking slaves, or raiding kobold tribal settlements; those unable to defend their rights don't deserve them.

SOCIAL STRUCTURE

Both sligs and kobolds live in tribal societies. They both prefer dry ground and dig burrows and warrens in cliff faces and hillsides. They also sometimes occupy abandoned mines (especially dwarven mines), both as homes and as a source of resources. Slig tribes prefer to settle near kobold tribes; they use the kobolds as a source of forced labor and resources.

There are hundreds of individual kobold tribes, few with more than a few hundred members, each led by a chieftain. These tribes are frequently in conflict with one another. Skirmishes between warriors from different tribes are mostly

GHAGGLERS

GHAGGLERS are a rare aquatic subtype of slig. They have blue-gray scales rather than orange-yellow. Their fingers and toes are webbed to the first knuckle, and they are capable of breathing underwater. Otherwise, they are identical to ordinary sligs.

show; the kobold tendency to bluster and threaten and yell and scream at each other often resolves the conflict before blood is spilled.

Within the tribe, politics is not for the feint of heart; a chieftain rarely lasts for more than a few years before being poisoned, assassinated in his sleep, or otherwise outmaneuvered by a rival. Female chieftains are as common as male.

Methods of choosing a chieftain vary widely from tribe to tribe. The most common is a strange form of democracy, where any kobold old enough to carry a spear or set a tripwire can voice his vote—if he dares. These procedures are always rife with intimidation, screaming matches, threats, and occasionally “accidental” deaths of prominent participants.

There is not a great deal of division of labor in kobold society. Priests and trapmakers are the most respected members within most tribes and are some of the few who have dedicated professions. All other members of the tribe are expected to contribute toward mundane tasks such as gathering food, scavenging wealth, and defending the tribe—this will be discussed in more detail in **Everyday Activity** below.

Of course, not all kobolds live in tribes among the hills and mountains. Most large cities on Ansalon have at least a handful of kobolds living within their walls who live independently wherever they can find room.

Sligs also have tribal societies, with tribes of between one and two hundred members. Relationships between slig tribes are surprisingly diplomatic; tribal chieftains use trade, gifts, and arranged marriages to maintain relationships and cement alliances.

Some slig tribes choose their chieftains through combat. The elite of the tribe gather and fight it out, bashing each other with clubs, fists, and other blunt weapons until only the strongest is left standing. More civilized tribes rely less on overt violence. The adults of the tribe gather, and those sligs who want to be chieftain make loud and passionate speeches, often making outrageous claims of vast wisdom, magical ability, and family lineage. Bribery is not only common, it's expected; the candidate who gives the people the most generous and extravagant gifts is most often proclaimed chieftain.

Priests and trapmakers are highly respected in slig society. Unlike kobolds, dedicated warriors and raiders are also among the slig social elite.

FAMILY LIFE

Kobold mothers look after their own koboldlings (which are born live, rather than hatched from eggs). Up to a dozen are born in a single litter.

Once they reach two or three years of age, they are placed together to be educated, but they are allowed to fend for themselves to a large degree. Often, not enough food is provided for all of them, and they're encouraged to trade with or steal from the others.

Those who survive to six or seven years of age are considered adolescents; they're removed from the brood of koboldlings and begin to apprentice with a more experienced kobold. The most intelligent are chosen to become priests or trapmakers. Others learn hunting and farming. All are trained to fight, although few kobolds are dedicated warriors.

Kobolds have no concept of marriage, and the males have little or no part in raising children.

Slig family life is closer to what humans would recognize. Males and females marry, have children, and raise them together. Like kobolds, they usually have multiple births; twins and triplets are most common.

Slig children are also raised harshly, but each parent takes on roughly equal duties. Their childhood years are filled with lessons in combat and fighting skill, in stealth and guile, and in trapmaking. Once they reach adolescence, usually around age ten, they begin apprenticeships with sligs who have mastered the arts for which they are being groomed. Many sligs are dedicated warriors and hunters, and most slig children follow this path. Others are chosen to be more mundane smiths, miners, and craftsmen, and a chosen few become priests and trapmakers.

NAMES

Kobolds usually keep their names short, usually single-syllable. The names usually have no particular meaning and are simply syllables that are easy to bark out. There is no difference between male and female names. Examples of kobold names include Fetch, Yap, Jak, Kellet, and Rosh. Kobolds have fewer physiological limitations of speech than sligs and use all the sounds human languages usually use.

Kobolds do not bother with surnames; they use their tribal name as a surname when dealing with kobolds of other tribes. Tribal names are typically longer than given names and include Sanne, Urve, Haimar, Gernath, and Marthack.

Sligs usually choose grand and self-important names based on Draconic words to emphasize their belief that they are descended from dragons.

Due to limitations of physiology, sligs prefer sounds made within the mouth rather than with the lips or teeth; few slig names contain f, w, b, and th sounds, for example. Some example male slig names include Oskelos, Starrixan, Kolgryn, and Tolsyan. Females have names such as Ingryda, Tyxealas, Kelcya, and Toryanlas.

A few sligs carry names rooted in the language spoken by ogres. Sligs greatly admire the ogres' battle prowess and strength and sometimes ally with them against local humans and dwarves. Ogreish slig names include Galash, Ugen, and Hullek.

Male sligs take patronymic surnames, females matronymic: Gundast son of Gorn, Halynra daughter of Daxalya.





EVERYDAY ACTIVITY

Both races, but kobolds especially, are ingenious trapmakers. Kobold trapmakers rival gnomes in their mechanical creativity with wires, pulleys, springs, nets, crossbows, and spring-launched spears. Sligs favor pit traps, but they also craft mechanical traps. Most kobolds and sligs spend a significant amount of their time maintaining their settlement's defensive traps and building new ones.

Most kobold and slig tribes support their economies through waylaying travelers and stealing their possessions and goods. Both races prefer to set traps along a nearby well-traveled road, then attack the trapped travelers; such raiding parties are led by a “boss” (both races tend to refer to anyone in authority by that title). Kobolds almost invariably swarm their victims in overwhelming numbers, while sligs' greater size and strength gives them more tactical options. Kobolds sometimes ride into battle on dire weasels; sligs' mounts are most often dire boars.

Both races use similar tactics to hunt for the tribe's food. Sligs are almost exclusively carnivorous; kobolds supplement their diets with root plants that they cultivate on well-hidden plots; carrots, potatoes, and turnips are their favorites.

Kobolds and sligs are skilled miners, although neither is as masterful as the dwarves. They especially seek metal ores, which they have learned to smelt down and forge into weapons, tools, and parts for traps. Some have even learned to make rudimentary metal cable and wire. They also make full use of captured and stolen weapons and equipment.

Sligs also gain many of their resources by stealing them on raids of nearby kobold tribes. Few tribes are able to properly defend themselves from their larger, ruthless cousins. Some slig warriors, as experienced and crafty trapmakers themselves, have developed a keen understanding of kobold tactics and can often circumvent all but the most devious kobold defensive mechanisms. These sligs are held in high regard in their tribes.

MAGICAL PRACTICES

By far, the most common spellcasters among both kobolds and sligs are clerics of Sargonnas (see **Religion**, below). Prior to the Chaos War, the primary sponsor of clerics was Takhisis. Druidry also exists within both races; in fact, the distinction is largely ignored within the tribes.

During the period following the Chaos War, many priests and druids of Takhisis continued to worship her, even though their power was gone. After several years, some kobold and slig clerics and druids learned that they could channel the power of their own belief (although they may not have known that was what it was). Using mysticism, they could once again wield divine magic.

Sligs and kobolds have almost no tradition of arcane spellcasters. A small handful of slig and kobold primal sorcerers appeared during the early Age of Mortals, but most individuals simply do not have the strength of self to impose their individual will on the universe.

Only one member of either race has ever shown talent for wizardly magic: the kobold necromancer Master Yap Sizzlegizzard, who rose to play a minor role in the restoration of the Dragons' Graveyard just months after the War of Souls. Yap had been a sorcerer of some talent prior to the return of the gods, and he was among those visited by Nuitari with an

offer of patronage. Yap's progress after this point, together with the story of how he passed the Test of High Sorcery, remains unknown. Following the incident at the Dragons' Graveyard, Yap went on to pursue his dark arts and generally cause trouble for others, much to the chagrin of other Black Robe wizards.

RELIGION

In the centuries before the Chaos War, both kobolds and sligs were fanatically devoted to Takhisis. For millennia, kobolds and sligs followed her loyally—several kobold tribes sent warriors to join with the Dragonarmies in the War of the Lance, serving in the Blue Wing under Dragon Highlord Kitiara. Hundreds of sligs joined the Dragonarmies as mercenaries.

When the Chaos War took Takhisis away from them, many tribes of both races refused to believe she had abandoned them and continued to worship her, in spite of their clerics' loss of power. They continued to hold out hope that she would one day return. When the War of Souls ended, their hopes faded. Even now that she has fallen, most kobolds still hold her dear.

Sligs, on the other hand, consider her fall to indicate weakness and now reject her completely; most slig tribes have tried to erase tribal histories referring to her. They almost universally turned to Sargonnas, who welcomes their ferocity and belligerence into his church. Some kobold tribes also turned to Sargonnas, who encourages them to do more to stop the slig raids of their warrens. This apparent paradox is no paradox at all; as conflict intensifies between the races, their strongest come to the forefront and gain experience in combat.

One kobold tribe—in Rockhorde—has taken up worship of Reorx, who taught a pair of kobold prophets the secrets of mining and forging.

Most kobold tribes hold formal worship every fifth day. They recount the story of how Takhisis taught them the secrets of springs and wire, thus lifting them out of ignorance and onto the long road to civilization and enlightenment and power. In modern times, those who have taken up the faith of Sargonnas instead read scripture recounting tales of the Firebringer's prowess in battle and his magnanimity toward the kobolds, giving them the gifts of fire and iron (many of these “scriptures” are simply re-worked verses that once referred to Takhisis). In Rockhorde, worship of Reorx follows a similar pattern.

Slig tribes do not formally worship quite as often, typically holding divine services once per month. Traditions vary among slig tribes, but most include recitation of tales of Sargonnas's blessings upon them (once this would have been Takhisis, but they no longer acknowledge that they ever worshipped her). Sometimes a ceremonial duel is fought during the service, usually between novices to the priesthood; the combatants use nonlethal weapons, but serious injuries still occasionally result.

FOLKLORE

Kobold creation mythology tells them that they are descended from the first dragons. There are variations among tribes, but the common threads tell them that Takhisis created them when she wept bitterly over the body of her fallen champion,

a great iron dragon; her tears fell on its scales, the scales were given life, and became the first kobolds. Takhisis, in her grief, did not notice them right away. She rediscovered them after they spent untold years aimlessly wandering an endless wasteland in ignorance, weakness, and despair. Realizing that they were worthy vessels of her fallen champion's great legacy, Takhisis taught them the arts of tinkering and trapmaking. Kobolds consider this the true start of their civilization, as it allowed them to finally compete with the larger, more powerful races.

Yet another common tale in kobold folklore is the story of how Reorx and the gnomes stole the knowledge of mechanics and tinkering. In the most common form of the story, Reorx coveted this knowledge, so he gave one of his gnome followers the form of a kobold who infiltrated a tribal warren and stole the secrets.

Unlike sligs, many kobolds hold a human, Dragon Highlord Kitiara uth Matar, among their greatest folk heroes. They believe that she alone among mortals saw their potential, recruiting hundreds and thousands to serve at her side in the War of the Lance. Kobold veterans who served with her are revered members of their tribes.

Each tribe has its own folk heroes and founding mythology; the trickster archetype is especially popular. "Gan the Founder who led our tribe into these sacred hills," and "Retti the Clever who tricked and slew a great ogre and saved our tribe centuries ago" are examples of folk heroes that might be celebrated around the fire at night.

Slig folklore prior to the War of Souls was much like the kobolds'. Slight variations exist, especially in the creation myths; the champion is a great wingless and limbless wyrm, and it is Takhisis' (later Sargonnas') shouts of rage, not tears, which bring to life the scales of the champion. Those scales that were shattered by the mighty goddess's anger became kobolds, thus giving rise to slig beliefs of kobold inferiority.

However, the mad post-War of Souls rush to deny that they ever worshipped Takhisis has left their folklore in tatters. In many of the old stories, especially creation mythology, Sargonnas has replaced Takhisis as creator and main patron; most slig priests and lorekeepers now teach that Takhisis, in her weakness, attempted to usurp the Sargonnas Firebringer's proper role in their history.

LANGUAGE

Both kobolds and sligs prefer to speak Draconic, believing themselves to be descendants of dragons.

Sligs' stiff lips prevent them from forming many consonant sounds that humans commonly use. The dialect of draconic spoken by sligs, therefore, lacks most lip-produced sounds: w and f sounds are noticeably absent, and b is usually indistinguishable from p. The th sound is also absent due to sligs' dental structure. Additionally, their speech commonly contains lisps and whistles; these are intentional in their adaptation of draconic, but slip in by accident when sligs attempt to speak Common or Ogre.

Kobolds have a much more linguistically versatile anatomy. They still pepper their dialects of Draconic and Common with lisps, largely due to their irregular teeth, but they are capable of producing a wider array of sounds than

sligs. Like sligs, they speak Draconic among themselves, but most also learn Common—the better to eavesdrop on their ambush targets.

RACIAL RELATIONS

The dominant feature of slig and kobold racial relations is the antagonism between the two races. Kobold settlements are frequently raided by their larger slig cousins; sligs steal food and other resources, take kobolds to use as forced labor, and generally make their lives miserable. Very occasionally, some kobold clans do not even defend their settlements against these raids, so cowed are they by the sligs. Largely as a result of this relationship, most kobolds hate sligs with a burning passion, but they will rarely directly confront them. Sligs consider kobolds to be their natural inferiors; it is their right, even their duty, to keep the little creatures in line with the occasional raid. Everyone should know their place, sligs would say.

Kobolds are bitter, bellicose little creatures, and generally get along with nobody. They have an especially strong enmity for gnomes. Scholars aren't certain if this originated from the story of gnomes stealing kobold skill at tinkering, or if the story arose to explain the hostility. In any case, almost every kobold fully believes that gnomes stole their expertise and views them as rivals to their rightful place as Kyrnn's greatest trapmakers.

Sligs also rarely get along well with other races; however, they have managed good relations with ogres on occasion, temporarily allying with them against human Steel Legionnaires and Dark Knights in Blöde. Otherwise, sligs are almost as outcast as kobolds.

KOBOLD AND SLIG CHARACTERS

Kobolds and sligs give a player an excuse to play a character who's just plain nasty. Typical members of these races are sadistic, xenophobic, and belligerent; a player should carefully consider the potential impact on a party and discuss it with the DM, and even the other players, before deciding firmly on playing a kobold or a slig. There is the potential to create significant intra-party tension and conflict by introducing such a character, and that's something that not all players enjoy in their games.

On the other hand, if well played, such a character can bring a party to life. A kobold, full of bluster and bravado, can get a party in over its head, bring comic relief to tense situations, and provide a unique link to a part of Kyrnn not often explored. Players who enjoy playing kender who are looking for a change of pace might consider a kobold.

Similarly, a slig can be a good choice for players who enjoy playing tough combatants; sligs grant the extra dimensions of being sneaky and rejecting the idea that traps and ambushes are dishonorable. Like playing a kobold, make sure that your slig PC will not disturb party chemistry and teamwork—unless the DM and other players want someone to rock the boat a bit. Make sure you bring up the idea with your group before settling on it.

ADVENTURING KOBOLDS AND SLIGS

Keep in mind that PCs are not required to be typical members of their race. A kobold might go adventuring for any number of reasons. Perhaps he was banished from his tribe (for any of





a thousand possible reasons). Maybe he has been sent forth from his tribe to gain experience in the wider world, then return home to teach others. Some kobolds are not really part of a tribe at all and were raised by kobolds living in a basement in some forgotten corner of a large city; quick-witted and streetwise, they know how to survive as an outcast in their own hometowns. Perhaps a slig finds that he has unexpected magical talent and is driven from his fearful tribe; he seeks a teacher who can show him how to enhance and control his abilities.

While most kobolds and sligs have a sadistic and cruel streak in their personalities, not all are evil. Many are morally neutral, especially among the small but growing number of kobolds who follow Reorx. And, of course, the good member of an evil race hoping to bring enlightenment to his brethren is a classic fantasy roleplaying archetype.

CHARACTER ADVANCEMENT

Most adventuring kobolds are rogues—not only does this make full use of their small size, above average dexterity, and their Great Ally ability, but it describes the race very well in general. A few take up fighting classes, but they are rarer. Some who specialize in trapmaking take up the master class with the Craft focus.

Sligs are similar; most advance in the rogue class. However, sligs are much more likely to multiclass with fighting classes, especially ranger or fighter. Some benefit from barbarian, and they are the less lawful fringe of their race—the ones most likely to strike out as adventurers, in other words.

Both races have a fair number of clerics, druids, and mystics among them, and individuals of all three classes can be expected to leave their homes to go adventuring in the search for additional knowledge and experience to benefit their tribes. These classes are also good opportunities to play an atypical idealist among these largely evil races. Most kobold clerics and druids would be worshippers of Sargonnas; perhaps one is sent to attempt to make contact with the minotaurs, to learn more from these ancient practitioners of that faith. On the other hand, perhaps a kobold has heard the call from Reorx, or even more dangerously Kiri-Jolith, who is attempting to inspire them from their dishonorable and evil ways. He must flee from his home until he is strong enough to return and preach his new faith to comrades who would prefer not to hear it.

KOBOLD RACIAL TRAITS

Kobolds possess the following racial traits:

- -4 Strength, +2 Dexterity, -2 Constitution.
- **Small:** +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- Kobold base land speed is 30 feet.
- Darkvision out to 60 feet.
- +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
- +1 natural armor bonus.
- **Great Ally (Ex):** Kobolds work exceptionally well with their allies. When successfully aided on a skill check or attack roll by an ally, or when aiding another, a kobold applies or gains a +3 bonus on its check or attack roll (instead of the normal +2 bonus). Furthermore, a kobold gains a +4 bonus on attack rolls against an opponent flanked by an ally (instead of the normal +2 bonus).
- **Light Sensitivity:** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.
- **Automatic Languages:** Common, Draconic. **Bonus Languages:** Gnome, Goblin, Nerakese, Ogre.
- **Favored Class:** Rogue.
- **Level Adjustment:** +0.

SLIG RACIAL TRAITS

Sligs possess the following racial traits.

- +4 Strength, +4 Dexterity, +2 Constitution, -4 Charisma.
- Medium size.
- Slig base land speed is 30 feet.
- Darkvision out to 60 feet.
- **Racial Hit Dice:** A slig begins with 3 levels of humanoid (reptilian), which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1. A slig receives maximum hit points for its first humanoid Hit Die and rolls all other Hit Dice normally. Sligs with class levels add their class attack and save bonuses to their racial attack and save bonuses.
- **Racial Skills:** A slig's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Craft, Hide, Move Silently, Ride, and Survival. A slig character does not receive the x4 multiplier for skill points acquired from its first class level.

- **Racial Feats:** A slig's humanoid levels give it two feats. Sligs gain Martial Weapon Proficiency (glaive, guisarme, ranseur) as bonus feats, in addition to proficiency in all simple weapons.
- +4 natural armor bonus.
- +2 racial bonus on Craft (trapmaking) and Hide checks.
- **Natural Weapons:** bite (1d4 plus 1 acid) and 2 claws (1d3)
- **Acid Spit (Ex)** A slig's bite deals an additional 1 point of acid damage with a successful attack. Three times a day, a slig can spit a caustic fluid at an opponent as a ranged touch attack that deals 1d6 points of acid damage. This attack has a range of 10 feet and has no range increment. Anyone hit by a slig's acid spit must succeed on a Reflex save (DC = 1/2 slig's Hit Dice plus slig's Constitution modifier) or be blinded for 1d6 rounds. A blinded opponent can take a full round action to flush their eyes and face with water to restore sight, but this action draws an Attack of Opportunity.
- **Fire Resistance:** A slig has resistance to fire 10.
- **Automatic Languages:** Common, Draconic. **Bonus Languages:** Goblin, Elven, Ogre.
- **Favored Class:** Rogue.
- **Level Adjustment:** +2. A slig has an effective character level (ECL) of 5 + its class levels.

KOBOLD ADVENTURES

DMs can challenge players of kobolds and sligs with a wide variety of adventures tailored to their characters. Here are a few examples.

A kobold's mother is kidnapped by slig raiders. Rejecting the notion that it's the proper order of things, he must leave his tribe and search Ansalon to find and rescue her. His adventures take him across the continent, following the trail of slavers from one end of Ansalon to the other, encountering innumerable adventures and gathering new friends to his cause along the way.

A young slig finds an ancient scroll in a back chamber of his tribe's warrens that speaks of his tribe worshipping Takhisis. He is driven to learn more of his peoples' true history, but he is banished for heresy. Now out in the world, he seeks a way to learn the truth about his people and force them to confront it; this quest takes him to the centers of learning of Ansalon, meeting with scholars, priests, and wizards of every stripe; some join his quest for knowledge, seeking religious artifacts from across Krynn.

A kobold trapmaker signs on with an intrepid group of archaeologists and dungeon-delvers. He is not concerned with the treasure the others hope to find; his treasure is the traps built by the ancients, and he longs to learn their secrets.

NAGAS

Nagas are gigantic serpents who live in the deep shadows of the world. There are three known varieties of nagas, each unique both in appearance and in behavior: guardian nagas, spirit nagas, and water nagas.

Historians at the Library of Palanthas speculate that nagas are offshoots of the dragons, created during the Second Dragon War; whether they resulted from the chaotic magestorms that wracked the world or were intentionally created by sorcerers on both sides of the war remains a topic

of considerable debate among the historians of the Library. Elven scholars have a different theory, however; they have argued that the three varieties of naga are not varieties of a single race at all, but distinctly separate, each with a unique origin. The historians of Palanthas have accused the elves of wanting to hide their own involvement in the creation of naga (the early Silvanesti were a major belligerent in the Second Dragon War). Unfortunately, the truth is lost to history.

There are reports that a fourth sort of naga exists, which scholars call the "dark" naga. However, no independent verification of any reported encounter with a dark naga has ever been obtained, and most scholars discount the unverified reports as misidentified spirit nagas.

PHYSICAL APPEARANCE

As has been noted, nagas are huge serpents, ranging from ten to twenty feet in length; a few have been reported to exceed forty feet. All have the ability to spit venom at their foes.

Different varieties of naga have different physical features. Guardian nagas are beautiful creatures, with silvery spines along their backs, and their scales ripple with color, often green-gold; they exude a subtle floral aroma. Spirit nagas are dreadfully ugly; many have black and red bands, their scales have the appearance of rot, and they have matted, stringy hair on the tops of their heads. Spirit nagas reek of corruption and decay. Water nagas possess orange-red spines along their backs, emerald green scales, and amber eyes.

The most striking feature of nagas is their remarkably humanlike faces. Guardian and water nagas often have the faces of beautiful humans (many humans believe nagas only appear as female, but this is not true; some have the aspect of a male's face, but it is still finely featured and beautiful, almost elven-like). Spirit nagas' faces are distinctly snakelike, but still identifiably humanoid.

Most nagas live in water, although guardian and spirit nagas must come up to breathe. Even so, spirit and guardian nagas can hold their breath for unimaginably long periods of time, usually measured in hours, or even days while they're dormant, so the distinction is largely academic.

PSYCHOLOGY

Nagas tend to be reclusive and prefer to stay in their secluded lairs. However, they are exceedingly wise creatures and are keenly aware of everything that goes on in the vicinity of their lair.

Guardian nagas are very goal-oriented. Tasked with watching over Krynn's sacred sites, they take their purpose very seriously. While they are wise and gentle, they can also be amazingly stubborn and inflexible once they get their minds set on achieving a particular goal. Despite this, they resort to violence only as a last resort; they very much prefer to use subtle magic and discussion to resolve conflicts.

Even though spirit nagas are almost exclusively solitary creatures, they are naturally gifted at intrigue and manipulation; trading in favors and influence is second nature to them. Everything they do has some ulterior motive, some angle or perceived benefit to their own self-interest. They are a patient race and understand the value of working toward even a far removed benefit.





Water nagas are reclusive, but curious. They like to observe everything that goes on in the vicinity of their lairs, simply taking in all the comings and goings of locals with an almost anthropological fascination. Some befriend local residents who visit their lairs in order to fetch water; others remain hidden as much as possible. A few have become tricksters, playing pranks both harmless and mischievous on the locals.

SOCIAL STRUCTURE

Nagas are most often solitary creatures. They tend to choose their lairs and stay there, rarely leaving unless forced to. Each variety has a favorite environment to occupy.

Water nagas, as one might expect, prefer to live in fresh water. Their favorite lairs are still, deep ponds and lakes fed by natural springs or glacier runoff. They especially like deep, well-hidden grottos in old limestone beds in the temperate and warm lowlands of Ansalon and Taladas. If they can't find a secluded lake or deep spring, they have been known to reside in slow-moving sections of rivers, but they generally find the mud and silt in such locations distasteful.

Spirit nagas also favor watery lairs, but they prefer marshes and bogs rather than clean springs. Some of their lairs are downright noxious, full of disease-ridden water and fetid fumes. Several served under the Dragon Overlord Onysabet, most notably Nura Bint-Drax (Nura is discussed in more detail in **Racial Relations** below). Spirit nagas are more likely than either water or guardian nagas to leave their lairs, often in search of prey, but sometimes to perform some task as part of a bargain or agreement with another creature.

As their name suggests, guardian nagas protect sacred sites and holy places around Ansalon and Taladas. Often they take this upon themselves, but occasionally a guardian naga is appointed to his task by a god. While they prefer clean watery lairs similar to water nagas, they go where they are needed and are far more likely than other nagas to work with others of their kind. The guardian naga Esmani, together with her sisters Nazid and Pilofina, has watched over the Fountain of Renewal in the Great Moors of Nordmaar for centuries.

FAMILY LIFE

Nagas are extremely long-lived and rarely procreate. When they do, the males take primary responsibility for raising the young hatchlings. This childrearing is done almost completely in seclusion, keeping many males away from the outside world for years at a time, which perhaps fuels the perception that most nagas are female.

Most often, nagas lay eggs in clutches of three. Once the eggs are laid, the female returns to her normal life, while the male tends the eggs and new hatchlings. The incubation period lasts one to three years, depending on how favorable the nest's environment is. The nest is always extremely well hidden, sometimes even under water.

Male nagas tending to eggs and hatchlings are terribly belligerent and unforgiving to interlopers stumbling upon the nest, even those who do so accidentally. Even the normally gentle guardian nagas fiercely defend their nests, furiously attacking first before asking questions. Few creatures survive such an encounter.

Once the hatchlings are of age, usually thirty to forty years old, they strike out on their own, looking for their own lairs where they will spend their lives. Few will see their parents or siblings again, and indeed among spirit nagas (and to a lesser extent water nagas), parents and siblings are seen as rivals once they leave the nest.

NAMES

Nagas take their names from the language most associated with their own variety (languages are discussed in more detail below).

Guardian nagas take their names from Celestial, names such as Esmani, Kimatra, Parani, Nazid, Pilofina, and Dhanvi. Names ending in a vowel are feminine, those in a consonant are genderless. Feminine names are made masculine by adding the suffix *-l*.

Water nagas take their names from Aquan, names such as Sikai, Sila, Maran, Sovann, and Pazhani. The names are genderless; both male and female water nagas use the same names.

Spirit nagas use Abyssal as the source of their names. Examples include Takalin, Nura, Petrun, Sinema, and Anurak. Names that end in a vowel tend to be feminine, and those that end in a consonant tend to be masculine, but exceptions to this rule exist.

Nagas will often add a title to the end of their names, often some honorific or a name that describes their station. The spirit naga Nura was known as Nura Bint-Drax, which roughly translates from Abyssal into Common as Nura the Dragon-Chosen.

EVERYDAY ACTIVITY

Most spirit nagas have recruited a bevy of sycophantic "lesser" creatures in the area around their lairs that serve their will (while leaving them alone as much as possible). Among creatures greater than or equal to them in power, they often negotiate intricate webs of alliances, rivalries, and owed favors, in order to keep their own positions safe. They spend a great deal of their time scheming and maintaining these webs of intrigue. They often travel to do so, making spirit nagas the variety most often encountered away from their lairs. Spirit nagas are also the most likely to prey upon innocent travelers and often lay ambushes and traps, most often with the assistance of their minor allies.

Guardian nagas rarely leave their lairs, which are situated near or even at the sites they are pledged to guard. If the guardian naga is guarding a village, or some other site with permanent residents (a few remote temples of Majere have one or a handful of guardian nagas living nearby, for example), they will occasionally meet with the leaders of that community to maintain ties of friendship and discuss current problems.

Water nagas are the most sedentary and contemplative. In fact, many water nagas spend months, or even years, at a time dormant, hibernating deep in their lairs. Even when awake and active, they are content to simply observe the world continuing on around them, and they typically only interact with others when rearing hatchlings or curiously questioning those who visit their lairs looking for water. Sometimes this interaction also includes playing pranks on those visitors; water nagas are notorious tricksters.

MAGICAL PRACTICES

Nagas are extremely skilled at arcane magic, preferring to use it rather than physical attacks whenever they are forced to resort to violence. All use the power of primal sorcery, which they were able to wield even before the Chaos War, probably due to draconic ancestry (although this has not been proven). Their immense wisdom and magnetic charisma allows them to easily shape reality in the way that suits them. All nagas prefer to use magic rather than their venom or constriction, and they certainly prefer it to a tactic so crass as biting.

The most magically gifted variety are guardian nagas, whose spells equal that of some of the more powerful mortal sorcerers and wizards. Their magic is noticeably influenced by their orderly and compassionate natures.

Spirit nagas and water nagas are roughly equivalent in power, with spellcasting ability slightly less powerful than the average guardian naga. Spirit nagas are particularly sadistic with their spellcasting, and it has a distinct hint of chaos to it—thus strongly suggesting that the release of chaotic energies in the Second Dragon War had something to do with their creation. Water nagas don't have any particular influence over their spellcasting; each individual has her own tendencies and areas of specialty, but all avoid fire magic.

RELIGION

Most nagas do not directly worship any particular deity. Some, such as many guardian nagas, worship several gods equally.

Among guardian nagas, Mishakal and Paladine have been the most frequently worshipped gods. Majere is also well represented, and some of Krynn's larger Majerean temples are protected in part by a nearby guardian naga.

Zivilyn is by far the most common focus of water naga worship. His contemplative nature fits their personality perfectly, although some look to Gilean for inspiration.

Most spirit nagas are unconcerned with religion, but those who do look to a god most often seek out Hiddukel. The Prince of Lies provides a wonderful example on which some spirit nagas base their webs of intrigue.

Naga worship practices generally fall outside any recognized churches of the gods. They are solitary creatures, and those that worship do so in seclusion as well. Most pious nagas have a small, simple shrine somewhere in their lairs—often simply an object or two that represents some aspect of their chosen god(s) on a dias or stone platform, in front of which the naga prays or meditates. Worship is as frequent or infrequent as the individual is moved to conduct, with little regularity.

FOLKLORE

Not having a well-developed culture in which to create it, nagas have little folklore of their own. However, folktales and legends about nagas abound among other races.

Many people living along the Vingaard River as it winds through plains of Solamnia, for instance, tell tales of a terrible serpentine monster, possibly a spirit naga, that lives in the river. Stories vary, but this naga's name is reported to be Karuna, or Karina in some versions. According to the legends, she strikes anyone fetching water from the river when Lunitari is full, especially children, and carries them off to whatever horrible fate awaits. In reality, various points in the



Vingaard have been home to any number of water nagas over the centuries; their tendency for playing the trickster may have led to the rise of such stories. Similar stories about water monsters in other sections of Ansalon and Taladas are not very different from this one.

Another tale held as gold-plated truth by many common people across Ansalon is that nagas' humanlike faces are likenesses of their most recent victim. Alternately, some believe that ordinary snakes transform into nagas when consuming a human, elf, or other member of a mortal race, and the visage the naga takes on is that of its last meal as a true snake. Surely, these tales originate in the same primal, mortal fear that makes the sivak draconian such a bone-chilling adversary.

LANGUAGE

Water nagas and guardian nagas can easily speak any language of humans, dwarves, and elves; spirit nagas tend to have a much more noticeable accent, full of lisps and hisses due to its more snakelike anatomy. All nagas speak Common, and many speak Draconic as well. The three varieties then each speak a language most closely aligned with their race's moral tendencies: guardian nagas are taught Celestial by their fathers, spirit nagas learn Abyssal, and water nagas learn Aquan.

Some nagas have a few quirks to their language that other races conversing with them often must learn to work around. Guardian nagas and spirit nagas generally speak clearly using common conventions, but some water nagas do not use pronouns. Their particular dialect of Aquan does not make use of them (although the wider dialect of other aquatic creatures does), and that convention carries over when they converse in Common or some other language. For instance,



a water naga named Cantha might say to a human woman filling a bucket of water at her spring: “Greetings, human, please forgive Cantha for frightening human; Cantha did not mean to do so nor does Cantha mean human harm. Cantha’s name is Cantha, what is human’s?”

RACIAL RELATIONS

Nagas generally look past race when relating to others. They have no natural enemies and few natural allies, although they are prone to be irritated when mistaken for a common snake.

Dragons are an exception to this, as many nagas have served dragons over the millennia. They do not serve dragons in the sense of a lowly housekeeper or errand boy, but rather as trusted advisors and emissaries, diplomats and major-domos. Nagas who are treated as clear inferiors by dragons do not remain in their service; their pride will not tolerate such treatment. Guardian nagas have served under many gold and silver dragons, and spirit nagas serve black and green dragons especially well, using their expertise at intrigue to their masters’ (and their own) benefit.

For example, the spirit naga Nura Bint-Drax was a very close associate of the Dragon Overlord Onysablet (Sable), her most trusted advisor and her right hand in many affairs. It was rumored that the great Sable even taught her Chosen One how to create dragonspawn of her own, making use of the power of Sable’s skull totem to create her own horde of minions.

Spirit nagas, in particular, have a knack for using lesser races to do their bidding. They know how to read creatures like kobolds, goblins, hobgoblins, and even nomad humans and trolls; knowing their tendencies allows them to know how to hold power over them. Knowing that kobolds will feel bound to fulfill a debt or favor owed, a spirit naga might do something to help their tribe, knowing not only that she can call in that favor later but that, until she does, the tribe feels beholden to her. She would know that goblins are easily intimidated but aren’t likely to honor a debt, so she might use power and threats—such as a threat to have her kobold allies attack—to hold a local goblin clan in line. Meanwhile, a bakali settlement nearby needs assistance building a small flood-control dam, so she enlists her goblin vassals to do it (thus ensuring the bakali owe her a favor, as well). Actual webs of intrigue set up by spirit nagas can get much more complex.

NURA BINT-DRAX CR 15

Female spirit naga sorcerer 1/ambient tempest 5
CE Large aberration

Bestiary of Krynn, Revised (ambient tempest prestige class)

Init +2; **Senses** darkvision 60 ft.; Listen +18, Spot +18

Languages Abyssal, Common, Draconic, Giant, Nerakese

AC 16, touch 10, flat-footed 15 (–1 size, +1 Dex, +6 natural)
hp 119 (15 HD)

Fort +8, **Ref** +8, **Will** +16

Speed 40 ft.

Melee bite +10 (2d6+4 plus poison)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +15

Atk Options poison (Fort DC 18, 1d8 Con/1d8 Con)

Special Actions charming gaze (as *charm person*, 30 ft., Will DC 19 negates)

Sorcerer Spells Known (CL 12th; +10 melee touch, +9 ranged touch):

6th (3/day)—*summon monster VI*

5th (6/day)—*mind fog* (DC 20), *wall of force*

4th (7/day)—*greater invisibility*, *polymorph*, *shocking spark*

3rd (7/day)—*dispel magic*, *lightning bolt* (DC 18), *major image*, *slow* (DC 18)

2nd (7/day)—*alter self*, *mirror image*, *resist energy*, *see invisibility*, *touch of idiocy*

1st (8/day)—*color spray* (DC 16), *magic missile*, *protection from good*, *shield*, *sleep* (DC 16)

0 (6/day)—*acid splash*, *arcane mark*, *daze* (DC 15), *dancing lights*, *detect magic*, *flare* (DC 15), *mage hand*, *message*, *read magic*

Abilities Str 16, Dex 14, Con 18, Int 16, Wis 19, Cha 21

Feats Alertness, Empower Spell, Enlarge Spell, Eschew Materials^B, Extend Spell, Heighten Spell^B, Lightning Reflexes, Magical Aptitude.

Skills Bluff +11, Concentration +22, Diplomacy +5, Intimidate +5, Knowledge (arcana) +21, Listen +18, Spellcraft +21 (+23 decipher spells on scrolls), Spot +18, Use Magic Device +13 (+15 involving scrolls).

Possessions Onysablet’s *scale of proxy*.

Ambient Secrets Nura has learned the following ambient secrets:

Improved Metamagic Nura may apply metamagic feats to her spells without increasing the casting time to a full-round action.

Improved Shifting Nura’s ability to swap spells she knows with new spells is no longer subject to spell level limitations.

Shifting Knowledge (Ex) Once per week, Nura may swap out a single spell that she knows of 6th level or lower for another spell of the same level from the sorcerer/wizard spell list. She must meditate for an hour before using this ability.

Spellshaping (Ex) Nura may cast any spell she knows with the duration or range halved by using a spell slot one lower than the level of the spell. She may only apply one of these effects to a spell and doing so counts as using metamagic (the inverse of Nura’s Enlarge Spell and Extend Spell feats).

BAKALI RACIAL CLASSES

Most breeds of lizardfolk are powerful, with racial Hit Dice and level adjustments that require starting play much later than core standard races. This section provides four racial classes—the bakali, jarak-sinn, sliq, and troglodyte—that break down the bakali races into class progressions, allowing players to start playing one from 1st level. Nagas are unsuitable for player characters, and kobolds are equivalent to standard races and do not need additional racial levels in order to play one.

BAKALI RACIAL CLASS

HUMANOID (REPTILIAN)

Bakali have two racial Hit Dice and a level adjustment of +1, making a regular bakali the equivalent of a 3rd-level character. If you want to start playing a bakali at 1st level, you can use the bakali racial class described below.

THE BAKALI

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+2	+0	(2 + Int mod) x 4	1	Feat, +2 Balance, +2 Jump, +2 Swim, 2 claws (1d3)
2nd	2d8	+1	+0	+3	+0	—	1	+2 Str, +4 natural armor, bite (1d3)
3rd	2d8	+1	+0	+3	+0	2 + Int mod	1	+5 natural armor, +4 Balance, +4 Jump, +4 Swim, 2 claws (1d4), bite (1d4)

Class Skills: Balance, Jump, Swim

RACIAL TRAITS

Characters using the bakali racial class start with the following racial traits. Note that these are not identical to the regular bakali's full set of racial traits because the bakali's ability scores and racial Hit Dice increase with level as shown below.

- +2 Constitution, -2 Intelligence.
- Medium size.
- A bakali's base land speed is 30 feet.
- +3 natural armor bonus.
- Hold Breath:** A bakali can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.
- Automatic Languages:** Draconic. **Bonus Languages:** Aquan, Common, Goblin, Ogre.
- Favored Class:** Bakali. A bakali may not take levels in any other class except bakali until it has gained all three bakali racial class levels. Bakali then gain druid as a favored class.

CLASS FEATURES

All the following are class features of the bakali racial class.

Weapon and Armor Proficiency: Bakali are proficient with all simple weapons and with shields.

Feats: A bakali begins with one feat at 1st level. After 3rd level, he gains feats normally according to his Hit Dice. Bakali may acquire the Scent feat if they choose. Multiattack and Power Attack are good feat choices.

Natural Armor: A bakali's natural armor bonus to AC increases to +4 at 2nd level, and to +5 at 3rd level.

Natural Weapons: A 1st-level bakali has two claw attacks that deal the indicated damage plus the bakali's Strength bonus. At 2nd level it gains a bite attack that deals the indicated damage plus one-half its Strength bonus.

A bakali can make 2 claw attacks at its normal attack bonus and one bite attack as a secondary attack (-5 penalty on the attack roll). It can also attack with a weapon at its normal attack bonus and make one claw or one bite attack as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

JARAK-SINN RACIAL CLASS

HUMANOID (REPTILIAN)

Jarak-sinn have three racial Hit Dice and a level adjustment of +3, making a regular jarak-sinn the equivalent of a 6th-level character. If you want to start playing a jarak-sinn at 1st level, you can use the jarak-sinn racial class described below.

RACIAL TRAITS

Characters using the jarak-sinn racial class start with the following racial traits. Note that these are not identical to the regular jarak-sinn's full suite of racial traits because the jarak-sinn's ability scores and racial Hit Dice increase with level as shown below.

- +2 Strength, +2 Constitution, -4 Intelligence.
- Medium size.**
- A jarak-sinn's base land speed is 30 feet. It also has a swim speed of 20 feet.
- +3 natural armor bonus.
- Hold Breath:** A jarak-sinn can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.
- Automatic Languages:** Common, Draconic. **Bonus Languages:** Goblin, Nerakese, Nordmaarian, Ogre.
- Favored Class:** Jarak-Sinn. A jarak-sinn may not take levels in any other class except jarak-sinn until it has gained all six jarak-sinn racial class levels. Jarak-sinn then gain barbarian as a favored class.

THE JARAK-SINN

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+2	+0	(2 + Int mod) x 4	1	Feat, +2 Balance, +2 Jump, +2 Swim, 2 claws (1d3), acid (1 pt)
2nd	1d8	+0	+0	+3	+0	—	1	+2 Str, +5 natural armor, Hulking Brute, bite (1d3)
3rd	2d8	+1	+0	+3	+0	2 + Int mod	1	+4 Balance, +4 Jump, +4 Swim, acid (1d3), 2 claws (1d4)
4th	2d8	+1	+0	+3	+0	—	2	+2 Con, +7 natural armor, bite (1d4)
5th	3d8	+2	+1	+3	+1	2 + Int mod	2	Large, feat, acid (1d4), speed 40 ft., 2 claws (1d6)
6th	3d8	+2	+1	+3	+1	—	2	+2 Str, +9 natural armor, bite (1d6)

Class Skills: Balance, Jump, Swim.

CLASS FEATURES

All the following are class features of the jarak-sinn racial class.

Weapon and Armor Proficiency: Jarak-sinn are proficient with all simple weapons and with shields.

Feats: A jarak-sinn begins with one feat at 1st level and gains another at 5th level. After 6th level, it gains feats normally according to his Hit Dice.

Natural Weapons: A jarak-sinn has two claw attacks that deal the indicated damage plus the jarak-sinn's Strength bonus. At 2nd level it gains a bite attack that deals the indicated damage plus one-half its Strength bonus.

A jarak-sinn can make 2 claw attacks at its normal attack bonus and one bite attack as a secondary attack (-5 penalty on the attack roll). It can also attack with a weapon at its normal attack bonus and make one claw or one bite attack as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Skills: At 1st level, a jarak-sinn has a +2 racial bonus on Balance, Jump, and Swim checks, which increases to +4 at 3rd level. The Swim bonus is doubled on any Swim check to perform some special action or avoid a hazard. A jarak-sinn can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Acid Saliva: At 1st level, a jarak-sinn's corrosive saliva deals 1 point of acid damage with a bite. This increases to 1d3 at 3rd level and 1d4 at 5th level. Beginning at 2nd level, as a full round action, the jarak-sinn may coat a single melee weapon with the acid, which adds the listed acid damage to attacks with the weapon. The acid remains on the weapon for a number of rounds equal to the jarak-sinn's racial Hit Dice or until the jarak-sinn hits, whichever comes first. Due to the exact nature of the acid, only non-reptilian living creatures are affected and the weapon takes no damage.

Hulking Brute (Ex): At 2nd level, whenever the jarak-sinn receives a size-based modifier on an opposed roll (such as during bull rush and grapple attempts), it is treated as a creature of Large size if that is more advantageous to the jarak-sinn. The jarak-sinn is also considered to be Large when determining whether a monster's special attacks (such as improved grab or swallow whole) affect it.

Natural Armor: At 2nd level, a jarak-sinn's natural armor bonus to Armor Class increases to +5. This bonus increases to +7 at 4th level, and +9 at 6th level.

Large: At 5th level, the jarak-sinn's size increases to Large. It receives a -1 penalty to its attack rolls and Armor Class due to its size, a -4 penalty on Hide checks, and a +4 bonus on grapple checks. A jarak-sinn's lifting and carrying limits are twice those of Medium creatures of an equivalent strength.

Jarak-sinn must wear armor suited to their bulky frames, which costs and weighs twice as much as a comparable suit of Medium armor.

Speed: Also at 5th level, the jarak-sinn's base speed increases to 40 ft.

SLIG RACIAL CLASS

HUMANOID (REPTILIAN)

Sligs have three racial Hit Dice and a level adjustment of +2, making a regular slig the equivalent of a 5th-level character. If you want to start playing a slig at 1st level, you can use the slig racial class described below.

RACIAL TRAITS

Characters using the slig racial class start with the following racial traits. Note that these are not identical to the regular slig's full set of racial traits because the slig's ability scores and racial Hit Dice increase with level as shown below.

- +2 Dexterity, -4 Charisma.
- Medium size.
- Slig base land speed is 30 feet.
- Darkvision out to 60 feet.
- +2 racial bonus on Craft (trapmaking) and Hide checks.
- **Automatic Languages:** Common, Draconic. Bonus Languages: Goblin, Elven, Ogre.
- **Favored Class:** Slig. A slig may not take levels in any other class except slig until it has gained all five slig racial class levels. Sligs then gain rogue as a favored class.

CLASS FEATURES

All the following are class features of the slig racial class.

Weapon and Armor Proficiency: Sligs are proficient with all simple weapons and with the glaive, guisarme, and ranseur.

Feats: A slig begins with one feat at 1st level and gains another feat at 4th level. After 5th level, he gains feats normally according to his Hit Dice.

Natural Armor: A slig gains a +1 natural armor bonus to Armor Class at 1st level. This increases to +2 at 3rd level, +3 at 4th level, and +4 at 5th level.

Natural Weapons: A slig gains a bite attack at 1st level that deals the indicated damage plus the slig's Strength bonus. At 2nd level it gains 2 claw attacks that deal the indicated damage plus one-half its Strength bonus.

A slig can make one bite attack at its normal attack bonus and 2 claw attacks as a secondary attack (-5 penalty on the attack roll). It can also attack with a weapon at its normal

THE SLIG

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+2	+0	(2 + Int mod) x 4	1	Feat, +1 natural armor, bite (1d3), acid (1 pt)
2nd	2d8	+1	+0	+3	+0	2 + Int mod	1	+2 Str, claws (1d3), acid (1/day, 1d3)
3rd	2d8	+1	+0	+3	+0	—	1	+2 Dex, resistance to fire 5, +2 natural armor, acid (2/day, 1d4)
4th	3d8	+2	+1	+3	+1	2 + Int mod	2	Feat, +2 Con, +3 natural armor, bite (1d4), acid (2/day, 1d4)
5th	3d8	+2	+1	+3	+1	—	2	+2 Str, resistance to fire 10, +4 natural armor, acid (3/day, 1d6)

Class Skills: Craft, Hide, Move Silently, Ride, Survival.

attack bonus and make a bite attack as a secondary attack (-5 penalty on the attack roll, and one-half its Strength bonus on the damage roll).

Acid Spit (Ex): At 1st level, a slig's bite deals an additional point of acid damage with a successful attack. At 2nd level, once a day a slig can spit a caustic fluid at an opponent as a ranged touch attack that deals the listed amount of acid damage. This attack has a range of 10 feet and has no range increment. Anyone hit by a slig's acid spit must succeed on a Reflex save (DC = 10 + 1/2 slig's Hit Dice plus slig's Constitution modifier) or be blinded for 1d6 rounds. A blinded opponent can take a full round action to flush their eyes and face with water to restore sight, but this action draws an Attack of Opportunity. The number of times a slig may use this attack increases to 2/day at 3rd level and 3/day at 5th level. Sligs are not immune to the acid attacks of other sligs.

Fire Resistance: At 3rd level a slig gains resistance to fire 5, which increases to resistance to fire 10 at 5th level.

TROGLODYTE RACIAL CLASS

HUMANOID (REPTILIAN)

Troglodytes have two racial Hit Dice and a level adjustment of +2, making a regular troglodyte the equivalent of a 4th-level character. If you want to start playing a troglodyte at 1st level, you can use the troglodyte racial class described below.

RACIAL TRAITS

Characters using the troglodyte racial class start with the following racial traits. Note that these are not identical to the regular troglodyte's full suite of racial traits because the troglodyte's ability scores and racial Hit Dice increase with level as shown below.

- -2 Dexterity, +2 Constitution, -2 Intelligence.
- Medium size.
- Darkvision out to 60 ft.
- A troglodyte's base land speed is 30 feet.
- +2 natural armor bonus.
- **Automatic Languages:** Draconic. **Bonus Languages:** Common, Dwarven, Goblin, Ogre.
- **Favored Class:** Troglodyte. A troglodyte may not take levels in any other class except troglodyte until it has gained all four troglodyte racial class levels. Troglodytes then gain cleric as a favored class.

CLASS FEATURES

All the following are class features of the troglodyte racial class.

Weapon and Armor Proficiency: Troglodytes are proficient with all simple weapons.

Feats: A troglodyte begins with one feat at 1st level and gains Multiattack as a bonus feat at 3rd level. After 4th level, he gains feats normally according to his Hit Dice.

Natural Armor: A troglodyte's natural armor bonus increases to +4 at 2nd level, and to +6 at 4th level.

Natural Weapons: A troglodyte has two claw attacks that deal the indicated damage plus the troglodyte's Strength bonus. At 2nd level it gains a bite attack that deals the indicated damage plus one-half its Strength bonus.

A troglodyte can make 2 claw attacks at its normal attack bonus and one bite attack as a secondary attack (-5 penalty on the attack roll, or -2 once the troglodyte acquires the Multiattack feat). It can also attack with a weapon at its normal attack bonus and make one claw and one bite attack as secondary attacks (-5 penalty on the attack roll or -2 with Multiattack, and one-half its Strength bonus on the damage roll).

Skills: At 1st level a troglodyte gains a +1 bonus to Hide checks, which increases by +1 for each additional level to a maximum of +4. This bonus is doubled when the troglodyte is in rocky or underground settings.

Stench (Ex): At 1st-level, a troglodyte may secrete an oily, musk-like chemical as a standard action that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 10 feet of a troglodyte must succeed on a Fortitude save (DC 10 plus 1/2 troglodyte's Hit Dice plus Con modifier) or be sickened for 5 rounds. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The musk lasts for a number of rounds equal to 3 plus the troglodyte's Con modifier, at which point it must be secreted again.

A troglodyte's stench affects everything within 20 feet at 2nd level and 30 feet at 4th level. The number of rounds that the stench sickens a creature increases to 10 rounds at 2nd level. At 3rd level, the musk may be secreted as a move action rather than a standard action, and at 4th level it may be secreted as a free action and lasts for as long as the troglodyte desires to maintain it.

Darkvision (Ex): At 3rd level, a troglodyte's darkvision extends to 90 feet.

THE TROGLODYTE

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) x 4	1	Feat, bite (1d3), +1 Hide, stench 10 ft.
2nd	1d8	+0	+2	+0	+0	—	1	+2 Con, +4 natural armor, 2 claws (1d3), +2 Hide, stench 20 ft.
3rd	2d8	+1	+3	+0	+0	2 + Int mod	1	Multiattack, bite (1d4), +3 Hide, darkvision 90 ft
4th	2d8	+1	+3	+0	+0	—	1	+6 natural armor, 2 claws (1d4), +4 Hide, stench 30 ft.

Class Skills: Hide, Listen.





THE following sections introduce new rules options for your draconic campaigns, from new feats to new magic items. Some are specific to true dragons, draconians, or bakali, while others are applicable to many different kinds of dragon or dragon-related characters.

FEATS

The following new feats include a mix of all-new material created specifically for this book, and material that has appeared in previous products and has been updated or revised. In general, if a feat appears in an older product, the version presented here supersedes it. Note that feats with “dragon” as a prerequisite apply to any creature with the dragon type, unless otherwise specified. Alternate Form, for instance, has an age category prerequisite that prevents wyverns and draconians from taking it.

ALTERNATE FORM [GENERAL]

You have learned how to assume the form of an animal or humanoid, much as a bronze, gold, or silver dragon can.

Prerequisite: Dragon, Adult age or older, caster level 5th.

Benefit: You are able to assume a single specific alternate humanoid or animal form of Medium size or smaller once per day. This ability is otherwise identical to the alternate form ability of bronze, gold, or silver dragons. You can remain in your alternate form until you choose to return to your natural form.

Special: This feat may be taken more than once and each time it adds to the number of times you may change form each day. Silver, gold, and bronze dragons that take this feat may change form an additional time each day.

CHARGED BLOOD [GENERAL]

You have suffused your blood with the energy of your draconic progenitor, so that when your enemies strike you with edged weapons they risk additional injury.

Prerequisites: Dragon, death throes extraordinary ability, Con 15.

Benefit: When you take damage from a slashing or stabbing weapon from an opponent in an adjacent square, the opponent must make a Reflex save (DC 10 + 1/2 racial HD + Con modifier) or take 1 point of damage. Refer to the following table for the type of damage based on the draconian type; dragonspawn with this feat deal damage based on their breath weapon energy type.

Type	Damage
Aurak	fire
Baaz	fire
Bozak	electricity
Flame	fire
Frost	cold
Kapak	acid
Lightning	electricity
Sivak	cold
Vapor	acid
Venom	acid

DISCIPLINED DEATH THROES [GENERAL]

You have learned to control your death throes so as not to harm those close to you.

Prerequisite: Death throes special ability.

Benefit: As a standard action, you may lower or raise

your ability to produce death throes. If you die while your ability to produce death throes is lowered, your corpse does not produce any death throes.

Normal: You automatically go into death throes upon your death.

DRACONIC METABOLISM [GENERAL]

Your metabolism is slowed to the point where you no longer need to consume food or water to survive.

Prerequisites: Con 17, low metabolism extraordinary ability.

Benefit: You do not suffer from the effects of starvation or dehydration unless they are inflicted magically.

Normal: Creatures with the low metabolism extraordinary ability can survive on one-tenth the food and water it takes to sustain a human.

DRACONIAN FLIGHT [GENERAL]

You have strengthened your wings and learned the basics of flight.

Prerequisites: Draconian, Str 15, Dex 13, Improved Glide, glide extraordinary ability.

Benefit: You gain a fly speed of 1 1/2 times your base land speed (clumsy maneuverability).

DRACONIC VAMPIRISM [GENERAL]

You are able to absorb the fleeing life energy from a dying dragon using the energy to temporarily increase your own strength.

Prerequisites: Juvenile or older true dragon, caster level 1st.

Benefits: If you strike the killing blow against a true dragon (a creature of the dragon type that possesses an age category), you can attempt to absorb the dragon's soul as it departs its body. The spirit of the deceased dragon is allowed to make a Will save (equal to the DC of your breath weapon). If successful, you are unable to absorb the dragon's spirit. If the saving throw is failed, you absorb the dragon's essence.

The dragon killed must be able to cast spells (typically of adult age or higher) in order to enjoy the full benefits of draconic vampirism. For every age category of the dragon killed, you gain one temporary Hit Die. These temporary Hit Dice increase your abilities just as if you had gained age, increasing your power and your size, although you do not age any. Each week, you lose one temporary Hit Die and decrease in power. Without a *skull totem*, the loss cannot be halted by any means, and the maximum number of additional temporary Hit Dice you may gain cannot exceed your Charisma bonus.

If the dragon you killed does not cast spells, you instead recover a number of hit points equal to 1d12 times the dragon's age category. Hit points recovered this way may not increase your hit point total past its normal maximum.

FRENZIED DEATH THROES [GENERAL]

When you are near death, the energy bound up within you is released in the form of dynamic action, enabling you to deal a final series of attacks upon your foes before you finally succumb to death.

Prerequisites: Dragon, death throes supernatural ability, Spectacular Death Throes.

Benefit: When you are reduced to 0 or fewer hit points, you do not lose consciousness. Instead, you temporarily gain a +4 bonus to Strength and a +2 dodge bonus to Armor Class and on Reflex saves. Each round you are in this state you may take either a move action or a standard action; if you make an attack, you may make one extra attack in a round at your highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity you might make before your next action. You continue to lose 1 hit point every round, with no chance of stabilizing. If you are restored to at least 1 hit point, your frenzied state ends. Otherwise, your death throes are eventually triggered and you die.

Special: If you also possess the Diehard feat, you may opt to do nothing for a round (i.e. take no action) in order to stabilize and prevent losing additional hit points. If you do, however, your frenzied state ends.

If you also possess the Charged Blood feat, during each round you spend in a frenzied state your body is surrounded by a wreath of energy that deals 1d6 points of damage to anyone targeting you with a melee attack from an adjacent square (Reflex save from Charged Blood applies.) The type of damage is dependent on the type of energy damage dealt by the Charged Blood feat.

GREATER DRACONIAN FLIGHT [GENERAL]

You have mastered draconian flight.

Prerequisites: Draconian, Str 17, Dex 15, Draconian Flight, Improved Glide, glide extraordinary ability.

Benefit: Your fly speed improves to twice your base land speed. Your maneuverability increases to poor.

GREATER POTENT SALIVA [GENERAL]

Your saliva is extremely enhanced.

Prerequisites: Kapak draconian, Endurance, Potent Saliva, Con 15.

Benefit: The damage or effect of your saliva is increased to a die-type of d10. A male kapak delivers initial and secondary damage of 1d10 each with his poison attack; a female kapak heals 2d10 points of damage.

HARDENED FLESH [GENERAL]

You have tapped into the arcane chemicals inside your body that will petrify your flesh upon your death.

Prerequisites: Baaz draconian, Con 15, Great Fortitude.

Benefit: Your natural armor bonus increases by 2 (for a total of +4).

Normal: A baaz draconian's natural armor bonus is +2.

IMPROVED CHARGED BLOOD [GENERAL]

Your blood has become sufficiently charged with energy that it causes even more damage to your enemies.

Prerequisites: Dragon, Charged Blood, death throes extraordinary ability, Con 17.

Benefit: The damage effect from your Charged Blood feat increases to 1d4.

IMPROVED ENERGY RAY [GENERAL]

Your mastery of your energy ray has given you access to additional benefits.

Prerequisites: Aurak draconian, Cha 19.

Benefit: The die type of your energy ray increases to d8. In addition, you may choose to combine the energy ray with a single attack with a melee weapon (including natural weapons and unarmed attacks). This reduces the force damage by half but adds it directly to the weapon damage of the attack without requiring a separate attack roll. When used in this fashion, the aurak's energy ray may not be used again for 1 minute.

IMPROVED GALLOP [GENERAL]

By running on all fours and using your wings, you can move at amazing speed.

Prerequisites: Dex 13, gallop extraordinary ability.

Benefit: You must have your hands free, your wings unhindered, and must be wearing light or no armor and carrying no more than a light load to gain the benefits of this feat. When running on all fours with your wings spread, you may run up to six times your base land speed.

IMPROVED GLIDE [GENERAL]

Your gliding abilities are more capable than those of other draconians.

Prerequisites: Dex 13, glide extraordinary ability.

Benefit: You may extend the duration of a glide by a number of rounds equal to your Dexterity bonus. Every round the glide continues after the first you may maintain an elevation from 20 to 40 feet (your choice each round) and move horizontally up to twice your normal speed. You have a maneuverability of clumsy or that of your flying movement (whichever is greater).



Normal: A glide negates any damage taken from a fall and allows horizontal travel up to 4 times the vertical distance descended.

IMPROVED HARDENED FLESH [GENERAL]

You have learned to release a flood of the arcane chemicals within your body just short of what will occur with your death throes.

Prerequisites: Baaz draconian, Con 17, Hardened Flesh, Great Fortitude.

Benefit: You gain damage resistance 3/adamantine.

IMPROVED SHAPESHIFT [GENERAL]

You are able to retain a number of alternate forms consisting of individuals that you have killed.

Prerequisites: Male sivak draconian, Cha 13.

Benefit: You may take the form of a number of additional previous forms equal to your Charisma bonus. Each time that you kill another Large or smaller giant or humanoid, you may replace one of your stored alternate forms with the new one.

Normal: Male sivaks may assume the form of the last Large or smaller giant or humanoid creature that they have killed.

MIGHTY STEED [GENERAL]

This creature's exceptionally large stature allows it to carry more than it normally could.

Prerequisite: Any creature capable of carrying a rider.

Benefit: For the purposes of determining carrying capacity as well as the size of riders it can bear, this creature is considered to be one size category larger than it actually is.

Normal: A creature without this feat can only carry riders one size category smaller, and carries the standard amount according to its Strength and size. See "Carrying Capacity" in **Chapter 9** of the *Player's Handbook*.

POTENT SALIVA [GENERAL]

Your saliva has increased efficacy.

Prerequisites: Kapak draconian, Con 13, Endurance.

Benefit: The damage or effect of your saliva is increased to a die-type of d8. A male kapak delivers initial and secondary damage of 1d8 each with his poison attack; a female kapak heals 2d8 points of damage.

Normal: Male kapak initial and secondary damage is 1d6 points of Dexterity; female kapaks heal 2d6 points of damage.

SPELLS

This section includes a selection of new and old spells; reprinted spells have been revised and updated for clarity.

DETECT DRAGON

Divination

Level: Clr/Mys 3, Drd 3, Rgr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect creatures with the dragon type. You need not know the specific breed of dragon you are looking for, as the spell detects true dragons and dragonkin equally well as long as the creature possesses the dragon type (thus it will not sense dragonnes). The spell will pierce through even the deceptions of illusions and *polymorph* magicks (but not through spells like *misdirection* or *nondetection* that are specifically designed to defeat divinations).

The amount of information revealed through using the spell depends upon how long you search a particular area or focus on a specific type of dragon.

1st Round: Presence or absence of a dragon in the area.

2nd Round: Number of dragons in the area, as well as the condition (see below) of the healthiest specimen.

3rd Round: The condition and location of each individual present as well as the general breed (true dragon, draconian, dragon turtle, etc.) of the healthiest specimen.

4th Round: The condition, location, and general breed of each individual present as well as the age category (if applicable) of the healthiest specimen.

5th Round: The condition, location, general breed, and age category (if applicable) of each individual present.

Conditions: For purposes of this spell, the categories of conditions are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round, you can turn to detect dragons in a new area. The spell can penetrate barriers, such as earth and stone, as well as magical disguises, but if a dragon is outside of direct line of sight, then you can discern its direction but not its exact location.

This spell became rare after Huma's time, as true dragons had long since passed into the realm of "legend." However, it was wielded particularly well by the forces of the Dark Queen in the Age of Despair to track down the lairs of the metallic dragons so their eggs could be stolen.

Arcane Material Component: A scale from a true dragon.

DRAGON'S BLOOD

Transmutation

Level: Clr/Mys 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell temporarily gives a creature the characteristics of a dragon, enabling it to better resist the effects of dragon fear, dragon magic, and dragon breath weapons.

When you cast this spell, select a single type of true dragon (red, white, gold, etc.). For the duration of the spell, the subject is unaffected by the frightful presence of that dragon type. The subject also gains a +1 resistance bonus for every 5 caster levels (+4 maximum bonus at 20th level) on all saving throws to resist the spells, spell-like abilities, and supernatural abilities used by the particular dragon type.

Arcane Material Component: A dragon's scale of the type to be protected against.

DRAGONBANE

Transmutation

Level: Clr/Mys 4, Pal 4, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Fortitude negates (item, harmless)

Spell Resistance: No

When you cast this spell upon a weapon, you imbue it with the ability to inflict increased harm against any creature of the dragon type. The spell has three effects:

First, the weapon automatically bypasses any dragon's natural damage reduction, as well as any damage reduction the dragon may have gained through magic or supernatural means (such as spells or magic items that grant damage reduction).

Secondly, the amount of damage inflicted by the weapon on a successful critical hit is increased by one multiplier. Thus, a weapon that normally inflicts x2 damage on a successful critical hit deals x3 damage.

Thirdly, the weapon remains unaffected by any draconian death throes—a sword blade easily slides free of a baaz draconian's petrified corpse and remains untouched by a deceased kapak draconian's acidic meltdown.

Arcane Material Component: Three drops of any dragon's blood.

DRAGONWISE

Abjuration

Level: Clr/Mys 3, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

After casting this spell, you take on the mindset of a dragon. You become immune to the frightful presence of all dragons and gain a +10 bonus on all Charisma-based skill checks and Sense Motive checks when dealing with creatures of the dragon type.

GLOBULAR HOARD

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One collection of objects up to one 5-ft. cube/level

Duration: 1 day/level

Saving Throw: Will negates (object)

Spell Resistance: No

This spell bonds all unattended objects that are touching one another within the spell's effect. The *hoard* is considered one item, with a total weight equal to the combined weight of every affected object. A *globular hoard* is often difficult (if not impossible) to move, since a large collection of items can easily weigh several hundred pounds. It is likewise difficult to place the hoard in any container, including magical containers such as *bags of holding*, as its total size is usually larger than the container's opening.

You can force an individual object free from the hoard by making a DC 32 Strength check. Once an object has been removed, it is no longer affected by this casting of the spell—another casting is required. All objects to be affected must be in contact with one another when the spell is cast. Thus, you must cast this spell twice if you want to protect two piles of objects, or if you want to add an object (such as a magic item) to an existing *globular hoard*.

Dragons developed this spell to secure their hoards when they must leave for extended periods of time. This spell can be made permanent with a *permanency* spell.

Material Component: 250 gp worth of gold dust, encased in gum arabic.

ARMOR, WEAPONS, AND SPECIAL GEAR

The following items are included as an example of the sort of mundane weapons, armor, and equipment that serve dragon-hunters or the servants of dragons.

Guisarme, slig: The slig guisarme is a wooden staff with a short, hooked blade on either end. A slig guisarme can be used either as a double weapon or a reach weapon. Changing the weapon's usage is a free action that can be taken once per round. You can fight with it as if fighting with two weapons, but doing so incurs all the normal attack penalties associated with fighting with two weapons, just as if you were using a

ARMOR								
Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	30 ft.	20 ft.	Weight
Light armor								
Draconian segmented armor, half	50 stl	+3	+4	-1	20%	30 ft.	20 ft.	20 lb.
Medium armor								
Draconian segmented armor, full	300 stl	+5	+2	-4	30%	20 ft.	15 ft.	40 lb.



WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight	Type
Two-Handed Melee								
Guisarme, slig*	120 stl	1d6/1d6	1d8/1d8	2d6/2d6	X3	--	15 lb.	Piercing/Slashing
Swordbreaker	80 stl	1d10	2d6	2d8	X3	--	11 lb.	Slashing
Ranged								
Wyrmbarb	15 stl	1d6	1d8	1d10	X3	20 ft.	9 lb.	Piercing
* Reach weapon.								

one-handed weapon and a light weapon (see “Two-Weapon Fighting” in the Player’s Handbook). A creature wielding a slig guisarme in one hand can’t use it as a double weapon. When used as a double weapon, you can only strike at adjacent opponents.

If you use the slig guisarme as a reach weapon, you can use it to strike opponents 10 feet away. In addition, unlike most other weapons with reach, it can be used against an adjacent foe. In this case, you can only use one end of the slig guisarme (though you can change which end to use from round to round).

Because of the slig guisarme’s hooked blades, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the slig guisarme to avoid being tripped.

Sligs treat the slig guisarme as a martial weapon, not an exotic weapon.

Saddle, dragon: This thick leather and iron saddle is designed to support a rider on dragonback while also allowing the dragon to fly with its usual speed and skill. When the saddle is properly buckled, the rider gains a +4 circumstance bonus on Ride checks related to staying in the saddle. If the rider is knocked unconscious while in a dragon saddle, he has a 90% chance to stay in the saddle (compared to 50% for a normal saddle). The rider can attach a *mounted dragonlance* (see page XX) to a dragon saddle, enabling its use in combat without penalty and preventing the *dragonlance* from being disarmed by ordinary means (+10 bonus on any roll made to avoid being disarmed) in combat.

It is difficult to quickly don or remove a dragon saddle. A single rider can don a dragon saddle in 6 minutes, or in half that time if the rider has some help (from 1-2 others or from the dragon). The dragon saddle can be removed in 4 minutes by a single rider, or in 2 minutes if the rider has help.

Cost 100 stl, Weight 50 lbs.

Segmented armor, draconian: This armor was developed for draconians, though a few rare dragonspawn and possibly even some kyrie might use it. Draconian segmented armor is considered to be either light armor or medium armor, depending on which pieces of the armor are worn.

Half Armor: The light form of segmented armor consists of circular metal plates shaped to be worn over the chest, shoulders, and forearms. A leather skirt protects the lower extremities.

Full Armor: The complete form of segmented armor is made of the same circular metal plates as half armor, but it also covers the arms and legs. Longer metal strips protect the front and sides, and a helmet covers the head.

You can change a half set of segmented armor to a full set (or vice versa) in 1 minute by first removing the armor, then adding or removing pieces as necessary. If you have help, this time is halved.

A draconian that dons segmented armor ignores one-half its weight when calculating whether he is carrying a light, medium, or heavy load. This only applies to armor that is actually worn—excess armor stored in a backpack, or being carried but not worn, counts as its normal weight. A draconian in full segmented armor still has its movement slowed as normal for wearing medium armor.

Swordbreaker: Also known as a clabard, the swordbreaker is a serrated greatsword used to sunder weapons and shields. The serrated edge can saw through wood or leather like a handsaw, and any sunder attempt made with a swordbreaker inflicts twice your Strength bonus to damage instead of 1-1/2 times your Strength bonus.

If you are proficient with a swordbreaker as well as a greatsword, you can apply any weapon-specific feats that you have with one weapon to the other weapon as well. For example, if you have Weapon Focus (greatsword) you may apply the attack bonus to attacks made with a swordbreaker.

Wyrmbarb: A wyrmbarb resembles a barbed metal spear with a large ring crafted into the weapon at its haft. A 20- to 60-foot length of chain is typically attached to the ring, and the wyrmbarb is thrown at a dragon’s wings or shoulders in an attempt to limit its movement.

If it deals damage, the wyrmbarb lodges in an opponent who fails a Reflex save (DC 10 + damage). If the opponent fails the save, it cannot charge or run until the wyrmbarb is removed. If you succeed on an opposed Strength check, you can use the trailing chain to limit the creature’s movement to that allowed by the chain for 1 round. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. You also add a +4 bonus for every wyrmbarb that is lodged in the opponent and held by a different ally. You must make an opposed Strength check every round you wish to limit the creature’s movement.

A creature can remove a lodged wyrmbarb as a full-round action if it has at least one free hand, but it takes damage equal to the wyrmbarb’s base damage (including any enhancement bonus). A creature that succeeds on a DC 15 Heal check can remove a wyrmbarb without further damage.

A wyrmbarb’s cost does not include the cost of any lengths of chain (see **Chapter 7** of the *Player’s Handbook* for prices of each 10-foot length of chain).

MAGIC ITEMS

The following items of magic are designed specifically to interact with dragons and related creatures. Some are revised and updated versions of items from earlier products.

DRAGONLANCE, MOUNTED

Mounted *dragonlances* are longer weapons wielded from dragonback. A mounted dragonlance weighs twice as much as a standard dragonlance and is nearly twice as long, with a large shield-like guard that protects the wielder. If the wielder is not both mounted and using a dragon saddle, he suffers a -4 penalty on all attack rolls and all damage dealt is halved.

Lesser Mounted Dragonlance: In addition to the normal qualities possessed by a lesser dragonlance, a lesser mounted dragonlance grants its wielder a +2 circumstance bonus to AC and a +2 resistance bonus on all saves against the breath weapon, spells, and spell-like abilities of evil dragons.

Greater Mounted Dragonlance: In addition to the normal qualities possessed by a *greater dragonlance*, a *greater mounted dragonlance* grants its wielder a +5 circumstance bonus to AC and a +5 resistance bonus on all saves against the breath weapon, spells, and spell-like abilities of evil dragons.

If the wielder is mounted on dragonback while wielding a *greater mounted dragonlance*, the lance drains 2 points of Constitution with every hit instead of the normal 1 point. Additionally, if the wielder is mounted on a true dragon and scores a critical hit against an evil dragon, the lance drains a number of points of Constitution equal to the wielder's character level + the mount's age category. For example, if a 12th-level fighter is mounted on the back of an Old silver dragon (age category 8), the lance drains 20 points of Constitution on a successful critical hit.

(Lesser) Moderate abjuration and strong conjuration; CL 12th; Prerequisites special; Market Price 34,620 stl; Weight 10 lbs.

(Greater) Strong abjuration and conjuration; CL 20th; Prerequisites special; Market Price 214,620 stl; Weight 10 lbs.

SHIELD OF BREATH ABSORPTION

A *shield of breath absorption* functions as a +1 *heavy steel shield of arrow catching* in combat until the bearer is subject to the breath weapon of a creature with the dragon type. When making her Reflex save against the dragon's breath weapon, the bearer gains the evasion ability. If she makes a successful saving throw, she takes no damage from the dragon's breath weapon.

Moderate abjuration; CL 14th; Craft Magic Arms & Armor, *entropic shield*, *protection from energy*; Price 13,400 stl; Weight 15 lbs.

STINKBERRY

A *stinkberry* is a hard, wrinkled, purple berry. Kobold and troglodyte spellcasters typically create *stinkberries* for their warriors' use in combat, but the berries are more often thrown at rival tribes.

You can throw a *stinkberry* up to 60 feet with no range increment. Upon impact, the *stinkberry* becomes the center of a stinking cloud spell (DC 14 negates) that lasts for 5 rounds. The berry is consumed in the effect.

Faint conjuration; CL 5th; Craft Wondrous Item, stinking cloud; Price 750 stl; Weight -.

ARTIFACTS

Sometimes, only the most potent of magic items are capable of dealing with dragons. The following items are legendary and exceedingly rare, but they are invaluable when confronting draconic threats of all kinds.

DRAGON ORBS (MAJOR ARTIFACTS)

These powerful artifacts were created when members of all three Orders of High Sorcery gathered together to work their magic in order to fight the power of the Dark Queen's forces. Five *dragon orbs* were the result—each one containing the essence of the five different chromatic dragons: red, white, black, green, and blue. These five *dragon orbs* contain the essence of good and evil, bound together by neutrality. (For more information on *dragon orbs*, see the *Towers of High Sorcery* sourcebook.)

Each *dragon orb* is intelligent, self-aware, and contains a distinct personality (AL N, Int 19, Wis 12, Cha 19; Ego 25). The full extent of each *dragon orb's* powers is not known, even to the Orders of High Sorcery, and an *orb* may very well have properties in addition to those described here.

Anyone who attempts to control a *dragon orb* must defeat the personality within the *orb* via a dream-like form of mental combat. The user lapses into a state of apparent catatonia as her mind enters the *orb*. Creatures otherwise immune to mind-affecting effects are still brought into the *orb's* mindscape if they attempt to control it. The *orb's* personality manifests as an adult chromatic dragon. (Use the mature adult blue dragon sample described in the *Monster Manual*, but the "dragon" can be any chromatic dragon. Adjust the dragon's subtype, spell-like abilities, and/or the form of energy produced by its breath weapon to match the color it assumes.)

The user must defeat the "dragon" in single combat—anyone who attempts to help the user by touching the *orb* must fight his own individual battle. For purposes of this confrontation, the user's Intelligence becomes her Strength score, her Wisdom becomes her Dexterity score, and her Charisma becomes her Constitution score. Do not recalculate hit points, but other combat statistics (attack and damage bonuses, Armor Class, Fortitude and Reflex saving throws, etc.) may be very different. The dragon's abilities are unaffected.

If the "dragon" wins the battle, the user remains comatose for 2d12 hours. At the end of this time she must make a DC 25 Will save or remain comatose, effectively trapped within a *mindspin* spell (see *Towers of High Sorcery*) cast by a 25th-level spellcaster, until the user breaks free of the dream, is freed by an outside force, or dies of starvation and thirst (see **Chapter 8** of the *Dungeon Master's Guide*). If the user defeats the personality, she has succeeded in mastering the *orb* and gains access to the powers below.

The foremost power of a *dragon orb* is its ability to send out a telepathic summons to any chromatic dragon. The range of the summons is 5 miles multiplied by the user's Charisma bonus, if any (minimum 5 miles). Affected dragons who fail a DC 25 Will save will seek to reach the *orb* as quickly as possible. In addition, all creatures of the dragon type (except "true" dragons) within a radius of 1 mile multiplied by the user's Charisma bonus, if any (minimum 1 mile), must make a DC 25 Will save or suffer from *confusion* (as the spell) for 1 minute per character level of the user.



Instead of sending out a telepathic summons, an arcane spellcaster with 10 or more caster levels can attempt to dominate a single chromatic dragon within 500 feet (as *dominate monster* with a Will save equal to 15 + the caster level of the spellcaster). Spell resistance is ineffective against this type of domination.

The *dragon orbs* can also be used for scrying, enabling the user to cast *greater scrying* as a 25th-level wizard three times per day. A dragon orb's scrying can pierce the River of Time, enabling a user with an Intelligence of 13 or greater to look into the future (10 years multiplied by Intelligence bonus) or the past (100 years multiplied by Intelligence bonus).

Using a *dragon orb* is an extremely taxing process. Every time a *dragon orb* is used, the user must make a DC 25 Fortitude save or suffer 1d3 points of Constitution damage. A *dragon orb* has an AC of 5, a hardness of 5, and 30 hit points, but it is unaffected by magical forces both arcane and divine.

A sixth *dragon orb* was recently discovered in the High Sorcery stronghold of Bastion. Unlike other *dragon orbs*, a cabal of Black Robes that feared the return of the good dragons created this *orb* centuries after the Third Dragon War. The *orb* contains the essence of a gold dragon and may be used to summon and control metallic dragons instead of chromatic ones. This *orb's* personality manifests as an adult gold dragon (use the gold dragon sample described in the *Monster Manual*). Lord Knight Theo Drawde retrieved the *orb* from Bastion but was flung into the Gray, along with the *orb*, before he had the chance to make use of it.

Overwhelming magic (all schools); CL 25th; Weight 8 lbs.

DRAGONLANCE OF HUMA (MAJOR ARTIFACT)

This unique *dragonlance* was the first ever forged, specifically created so the knight Huma could face the Queen of Darkness and her dragon hordes. This is the weapon Huma used to defeat Takhisis in the Age of Dreams, and the weapon the Heroes of the Heart used in a failed attempt to slay the Red Dragon Overlord, Malystrix, in the Age of Mortals. Malys stored the *dragonlance* in her lair, where it remained until its discovery by a band of adventurers in 422 AC. The *dragonlance* was lost during their battle with Gellidus the White, and its current whereabouts are unknown.

The *Dragonlance of Huma* is a +5 *holy keen greater dragonlance*. When used against an evil true dragon, the *Dragonlance of Huma* drains an additional 2 points of Constitution with every hit that causes damage. If the wielder scores a critical hit, the lance instead drains a number of points of Constitution equal to 5 + wielder's character level + wielder's Charisma modifier.

The wielder of the *Dragonlance of Huma* automatically gains the benefits of the Mounted Combat feat when wielding the lance as it imparts the instincts to its bearer. Once per day, the lance can cast *dismissal* as a 20th-level spellcaster on any evil outsider wounded by the lance. This can also be used on divine entities and servitors.

The *Dragonlance of Huma* bestows two negative levels on any evil creature attempting to wield it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. The negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the weapon is wielded.

In the hands of a non-lawful good creature, the *Dragonlance of Huma* functions only as a +4 *holy greater dragonlance* without any of its other characteristics.

Clerics and mystics with the domains of Good or Evil, outsiders with the Good or Evil subtypes, and particularly dragons of any alignment can sense the presence of the *Dragonlance of Huma* in the hands of a proper wielder within a 10-ft. radius per sensing creature's HD, although it requires a Concentration check against a DC 20 + wielder's Charisma modifier for the creature to pinpoint its location. If the *dragonlance* is not being wielded (i.e., it is put away or appropriately stowed), then its aura becomes muted.

It is believed that the *Dragonlance of Huma* has other special qualities, such as the ability to appear in the dreams of those who are pure of heart to offer advice or visions, but such instances are rare and have never been verified.

Overwhelming abjuration, evocation [good], and transmutation; CL 20th; Weight 10 lbs.

DRAGONPURGE AMULET (MINOR ARTIFACT)

Created by Malystrix the Red several years before her death, this foul item is a 3-inch disk of star metal suspended on a chain of iron links. The disk has ten smoky quartz gemstones set into it, forming a circle, with the Draconic symbol for "skull" engraved in the middle. The *amulet* was given to Gellidus as a gift and as a sign that Malys did not consider the White to be a competent threat. The amulet was last known to be in the possession of Gilthanas and is now presumed lost.

The *amulet's* primary purpose is the storage of dragon skulls. By uttering the command word and pointing at a dead true dragon's skull (wyvern, taylor, dragonspawn, etc. skulls do not count) within 30 feet, the wearer of the *amulet* can cause the skull to vanish and become stored inside one of the smoky crystals. The quartz changes color to match the type of dragon the skull once belonged to (red, green, copper, gold, etc.). A second command word, while touching the smoky quartz, will cause the stored skull to reappear anywhere within 30 feet of the amulet. Using the *amulet* is a standard action that does not provoke attacks of opportunity.

While the *amulet* is storing skulls, it bestows a number of benefits to the wearer. The *amulet* confers a +1 bonus to natural armor for every 2 dragon skulls stored of young adult age or younger (rounded down), +1 for every dragon skull between adult and wyrm, and +2 for every dragon skull of great wyrm age or older. In addition, for every dragon skull stored of mature adult age or older, the *amulet* confers a +1 bonus to saving throws.

The *dragonpurge amulet* can be used on a living true dragon with modified effects. The *amulet* must have at least one empty smoky quartz gem. The wearer speaks the command word and must succeed on a ranged touch attack. Success indicates that the target dragon takes 15d6 damage and must succeed at a Fortitude save (DC 15 + half wearer's level + wearer's Charisma modifier) or be *stunned* for 1d6 rounds. Spell resistance applies to this effect. The skull of any dragon slain by the *amulet* immediately becomes stored in one of the *amulet's* gems.

Each time a non-evil character uses the *dragonpurge amulet* to store a dragon skull it temporarily bestows a negative level on the wearer. These negative levels never result in actual level loss, but they cannot be overcome in any way

(including *restoration* spells) while the *amulet* is worn. The levels go away at a rate of one per day, so if more than one dragon skull is stored in a 24 hour period, it can take two or more days for the negative levels to fade.

The smoky crystals on the *dragonpurge amulet* each have a hardness of 10 and 5 hit points. If a gem is smashed, any skull stored within is immediately released and appears within 30 feet of the *amulet*. A smashed or broken gem is no longer capable of storing skulls.

Strong necromancy and transmutation; CL 15th; weight 6 oz.

HEART OF DRACART (MINOR ARTIFACT)

When the Whitestone Forces mounted a serious opposition to the Dragonarmies, Takhisis decided that she needed a more efficient method to ensure an ongoing supply of draconians than the corruption ritual. She ordered Harrawell Dracart to create such a method—one that didn't depend on metallic dragon eggs or a union of powerfully evil beings. She was confident the draconians would remain loyal to her.

Through means known only to him and the Dark Queen, Dracart created the crystal that he called the *Heart of Dracart*. This artifact creates new draconians from an already existing one, shattering the spirit inhabiting the draconian and putting slivers of it into the copies. The process kills the donor draconian. The replicas are not as smart, powerful, or long-lived as the original, but they are docile, obedient, and able to fight.

The *Heart of Dracart* is a black crystal globe about 6 inches in diameter that glows with an unholy crimson-black radiance. An evil-aligned spellcaster can use the heart to affect a single draconian within 30 feet. The bearer must concentrate for one minute (ten rounds) for the heart to affect a draconian, thus it is usually used against a draconian that is bound, unconscious, or otherwise incapable of leaving the area. At the end of this time, the “donor” draconian must make a DC 25 Fortitude save or die as its spirit is sundered and replicated. The draconian does not experience its death throe ability if killed by the *heart*.

An aurak draconian who fails the save is copied into ten auraks, a sivak is copied into thirty sivaks, a bozak is copied into sixty bozaks, a kapak is copied one hundred times, and a baaz is copied two hundred times. The copied draconians each possess the *Heart of Dracart* template (see page XX).

When Dracart was killed near the end of the War of the Lance, General Maranta, an aurak draconian elder, absconded with the *heart*. Maranta knew the *heart's* purpose but couldn't bring himself to destroy it, and he eventually used its power to create his own reinforcements to defend against a goblin invasion. Commander Kang discovered the *heart's* true nature, defeated the general, and shattered the *Heart of Dracart* to use its magic against the goblin horde. It is believed that the *heart* may have been able to replicate traag draconians and even dragonspawn, had it not been destroyed.

Strong necromancy and transmutation; CL 14th; Weight 4 lb.

SCALE OF PROXY (MINOR ARTIFACT)

A *scale of proxy* is a dragon scale taken from a Dragon Overlord's underbelly and enchanted through the use of a *skull totem* to serve as a conduit of the Overlord's essence.

Such a conduit is one-way only and allows a nominated proxy agent to conduct the ritual of dragonspawn creation without the Overlord or his/her *skull totem* being physically present. The *scale of proxy* does not permit the Overlord to examine the mind of the nominated proxy or conduct spells or other abilities through the proxy, but a Dragon Overlord may use a *scale of proxy* to create a dragon vassal, in which case the vassal becomes the proxy (see the **Bestiary of Krynn, Revised**). Only a nominated proxy may use the *scale*, although a DC 30 Use Magic Device check will enable a character to mimic the identity of the proxy for purposes of conducting the ritual.

Strong necromancy and transmutation; CL 20th; Weight 1/2 lb.

CREATURE TEMPLATES

The following creature templates include a revised version of the dragonspawn template and an all-new template that represents the weaker draconians produced with the *Heart of Dracart*.

DRAGONSPAWN TEMPLATE (ERRATA)

The following are changes to the dragonspawn template as described in **Chapter 7** of the *Dragonlance Campaign Setting*. These changes are implemented in **Book Two** of this volume.

“Dragonspawn” is an acquired template that can be added to any corporeal giant, humanoid, or monstrous humanoid of Small, Medium, or Large size (referred to hereafter as the “base creature”).

Size and Type: Creature type changes to dragon with the augmented subtype and the same subtype as the dragon type (fire, cold, etc.) of its creator. Size remains unchanged. Do not recalculate base attack bonus or saves.

Special Qualities: Add the following special quality to the template.

—*Immunities:* The creature gains immunity to sleep and paralysis effects, as well as immunity to the type of damage dealt by their breath weapon (acid, electricity, etc.).

HEART OF DRACART DRACONIAN

“*Heart of Dracart* Draconian” is an inherited template that can be added to any draconian of Medium or Large size (referred to hereafter as the “base creature”). A *Heart of Dracart* draconian has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type remains the same.

Hit Dice: A *Heart of Dracart* draconian has 2 HD less than normal for its kind (minimum 1 HD). Recalculate base attack bonus and saves.

Armor Class: A *Heart of Dracart* draconian has a +3 natural armor bonus regardless of original stock.

Special Qualities: A *Heart of Dracart* draconian does not possess the death throe ability, nor does it have the standard draconian immunity to disease. *Heart of Dracart* draconians of aurak or sivak stock do not possess the alternate form, blend, or shapeshift qualities.



—*Bereft of Spirit*: A *Heart of Dracart* draconian is incapable of further level advancement. As a creation of an inherited template, the *Heart of Dracart* draconian does not possess any class levels except for those provided by its racial class.

—*Sterile*: A *Heart of Dracart* draconian is incapable of reproduction.

Abilities: A *Heart of Dracart* draconian has the following ability scores, regardless of original stock: Str 11, Dex 10, Con 10, Int 5, Wis 5, Cha 5. This reduces the base creature's Fortitude, Reflex, and/or Will saves in most cases.

Skills: A *Heart of Dracart* draconian has the following skills, regardless of original stock: Listen +5, Spot +5. Their Wisdom penalty further reduces these skills to +2 each.

Feats: A *Heart of Dracart* draconian loses all feats of the base creature, but retains the Run feat if the original draconian possessed the gallop quality.

Environment: As base creature.

Organization: As base creature.

Challenge Rating: As base creature –2.

Treasure: As base creature.

Alignment: Usually evil (any).

Advancement: None.

VITAL STATISTICS

This section includes tables for determining age, height, and weight for the new races described in this book.

HEIGHT, WEIGHT, AND AGE

The following tables can help you determine your character's starting height, weight, and age. Remember that you are also free to simply choose these descriptive elements of your character, but you can roll on the tables below if you wish. An explanation for using these tables can be found in Chapter 6 of the Player's Handbook.

TABLE: AGING EFFECTS

Race	Middle Age ¹	Old ²	Venerable ³	Max. Age
Bakali	40 years	60 years	80 years	+2d20 years
Draconian	175 years	250 years	500 years	+1d% years
Jarak-Sinn	45 years	85 years	115 years	+2d20 years
Kobold	60 years	90 years	120 years	+1d% years
Slig	50 years	75 years	100 years	+2d20 years
Troglodyte	75 years	100 years	125 years	+3d20 years

1. At middle age, -1 to Str, Dex, Con; +1 to Int, Wis, Cha.
2. At old age, -2 to Str, Dex, Con; +1 to Int, Wis, Cha.
3. At venerable age, -3 to Str, Dex, Con; +1 to Int, Wis, Cha.

RANDOM STARTING AGES

Race	Adulthood	Simple ¹	Moderate ²	Complex ³
Bakali	12 years	+1d4	+1d6	+2d6
Draconian	5 years	+1d4	+1d6	+2d6
Jarak-Sinn	14 years	+1d4	+1d6	+2d6
Kobold	8 years	+1d6	+1d8	+2d8
Slig	8 years	+1d4	+2d6	+3d6
Troglodyte	10 years	+1d4	+1d6	+2d6

1. Barbarian, mystic (DLCS), rogue, sorcerer
2. Bard, fighter, mariner (Legends of the Twins), noble (DLCS), paladin, ranger
3. Cleric, druid, master (War of the Lance), monk, wizard

TABLE: RANDOM HEIGHT AND WEIGHT

Race / Sex	Base Height	Height Mod.	Base Weight	Weight Mod.
Bakali, male	6'2"	+2d6	210 lb.	X (2d6) lb.
Bakali, female	6'0"	+2d4	190 lb.	X (2d6) lb.
Draconian, aurak, male	6'0"	+2d10	120 lb.	X (2d4) lb.
Draconian, aurak, female	5'10"	+2d10	100 lb.	X (2d4) lb.
Draconian, baaz, male	5'0"	+2d6	90 lb.	X (2d4) lb.
Draconian, baaz, female	4'10"	+2d6	80 lb.	X (2d4) lb.
Draconian, bozak, male	5'4"	+2d8	120 lb.	X (2d4) lb.
Draconian, bozak, female	5'2"	+2d8	100 lb.	X (2d4) lb.
Draconian, kapak, male	5'	+3d6	120 lb.	X (2d4) lb.
Draconian, kapak, female	4'10"	+3d6	100 lb.	X (2d4) lb.
Draconian, sivak, male	5'10"	+3d6	350 lb.	X (2d6) lb.
Draconian, sivak, female	5'8"	+3d6	300 lb.	X (2d6) lb.
Jarak-Sinn, male	6'4"	+2d6	220 lb.	X (2d6) lb.
Jarak-Sinn, female	6'2"	+2d6	200 lb.	X (2d6) lb.
Kobold, male	2'3"	+2d4	40 lb.	X 1 lb.
Kobold, female	2'0"	+2d4	30 lb.	X 1 lb.
Noble draconian, flame	5'10"	+3d6	350 lb.	X (2d6) lb.
Noble draconian, frost	4'10"	+2d4	90 lb.	X (2d4) lb.
Noble draconian, lightning	6'0"	+3d6	300 lb.	X (2d6) lb.
Noble draconian, vapor	5'0"	+3d6	120 lb.	X (2d4) lb.
Noble draconian, venom	5'0"	+3d6	100 lb.	X (2d4) lb.
Slig, male	5'0"	+3d6	120 lb.	X (2d4) lb.
Slig, female	4'6"	+3d6	80 lb.	X (2d4) lb.
Troglodyte, male	5'	+2d6	130 lb.	X (2d4) lb.
Troglodyte, female	5'	+2d6	100 lb.	X (2d4) lb.



DRAGONS OF KRYNN

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