

Reane's Guide™

FANTASTIC RACES

THE CHROMATIC DRAGON DESCENDED



Dire Corgi Games

By Curtis Baum

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Rcane's Guide™

Fantastic Races - The Chromatic Dragon Descended

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Introduction

Few creatures have had as much impact on history as the dragons. While some are benevolent and aid humanity and the other races, others are equally destructive. Most of these heralds of evil have been chromatic dragons. During the Dragon Civil War, many of the chromatic dragons, led by Evetia, rose up against their father, Zyterus. The war was devastating and much of early humanoid civilization was destroyed. After the war, however, most dragons agreed to a forced treaty. The land was divided by the dragon species and peace reigned, relatively. However, the Godsfall which followed caused more upheaval amongst the dragons. Among the other changes to the world, the dragons hatched clutches of humanoid beings.

Each progenitor dragon species approached their offspring differently. Many of the chromatic dragons chose to slaughter or banish their children. Mortality rates were incredible, but enough of the young race survived to forge their own destinies in the world. These beings were known as “dracnee”, a Draconic term meaning “children of dragons”.

When the young reached puberty, they experienced another physical change. Some grew wings or tails, others grew claws and massive jaws. A few displayed traits that were not obvious, such as resistance to certain elements or breath weapons. These changes came to be known as the Bleeding and are experienced by all dracnee during puberty.

This essay hopes to capture the nature of the chromatic dracnee. Each are intelligent individuals and capable of making their own decisions in regards to morality. Each is a descendant of at least one draconic line, although mated pairs can be from different subspecies of dracnee, the offspring takes the coloration and traits of one parent or the other. Further, their Bloodline Manifestation may be completely independent of either parent.

Baron Rcane Valdimius du Argentum Draconis

Dragon Descendants - Black

History

Although black dragons live in many swamps throughout the world, the biggest concentration of them is in the dangerous marshes and jungles of the Param Raj. The rakshasa of the area frequently enslaved the dragons, using them as aerial troops in both their external conflicts and internal struggles. The dragons despised the rakshasa and plotted against them, waiting only for a chance to rebel.

The Godsfall impacted the black dragons more than most other races. While all dragons had clutches of eggs that hatched as bipedal creatures, the black dragons were not around to witness their offspring. When the Godsfall happened, they found themselves masters of a previously unknown magic, necromancy.

The dragons used their new ability to raise vast armies of the undead and rise against the rakshasa. Although the war was devastating to both sides, the newly hatched dracnee quickly realized the precarious position they were in. Either the rakshasa would find them and eliminate or enslave them, or their own parents would return and destroy them as abominations. The new race, as young without any guidance, fled into the swamps and jungles of Param Raj. Most did not survive the dangers, but a few found their way to the coast and discovered each other. The new race quickly united for survival in their harsh environment and formed the city of Dark Scale.

The settlement allowed the young race to defend themselves from attacks from the Param Raj and begin using the ocean for food and resources. Eventually, this also enabled trade, but the black dracnee tend to be xenophobic. Outsiders are only allowed on the docks unless they have repeatedly proven themselves to be an ally.

Description

Some members of the species have small horns forming at the temples and slanted toward the back of the head, but most individuals do not share this trait with their ancestors and do not grow horns at all.

Black dracnee are among the smallest of all dragon descended. They average just over 5' tall with no difference between males and females. The average weight for the species is just over 200 lbs. The oldest dracnee have seen over 150 years.

Traits

All black dracnee are covered with fine scales. These will vary in color on an individual basis but range from a dark midnight black to an almost inky purple. The different bloodline manifestations grant claws, wings, a tail, or thicker scales of the same color.

Those members of the species with wings grow them from their shoulder blades. Tails, when present, start at the bottom of the spine, right above the waist. These tails have spiny ridges extending to the tip.

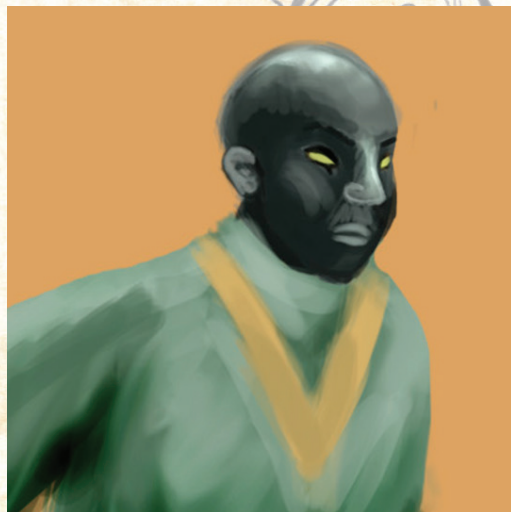
Rarely, a black dracnee will display the amphibious nature of its ancestors. These individuals have gills visible along their necks and webbed feet and hands.

Black Dragon Descendant Racial Attributes

Pathfinder Role-playing Game

All Dragon Descendant:

Race: Dragon
Size: Medium
Speed: Normal (30')
Languages: Standard (Common and Draconic)
Abilities: Flexible
Darkvision 60'
Low-Light Vision
Bloodline Manifestation (see page 14)



Black Dragon Descendant:

Abilities: Dexterity +2, Strength +2
Swim (30', +8 racial bonus to Swim checks)

Dragon Descendant Age

| Age | Adult | Intuitive | Self-Taught | Trained | Middle Age | Old | Venerable | Maximum Age |
|-------------------|-------|-----------|-------------|---------|------------|-----|-----------|-------------|
| Dragon Descendant | 20 | +1d6 | +2d6 | +3d6 | 62 | 93 | 125 | 125+3d20 |

Black Dragon Descendant Height and Weight

| Subrace | Base Height | Base Weight | Modifier | Weight Multiplier |
|---------|-------------------|-------------|----------|-------------------|
| Black | 56 inches (4' 8") | 160 lbs | 2d6 | x6 |

Dragon Descended – Blue

History

Originally from the northern deserts of Zaenteth, the blue dragons were one of the few races to benefit from the creation of the Sun Scorched Sea. After Ridera scorched the great forest that inhabited the region, she left a desolate barren wasteland within which few creatures could survive. After the Dragon Civil War, the blue dragons were granted the eastern half of the Sun Scorched Sea and have lived there ever since.

When clutches of eggs hatched as humanoids during the Godsfall, the blue dragons took a curious interest in their offspring. Unlike the other chromatic dragons, they nurtured them and helped establish the city of Baas'Zalon along the southern coast of Menron in the Sun Scorched Sea. The reason for their unusual investment in the new race would not be revealed for centuries, but eventually the dragons hoped to use the dracnee as officers to influence the orcs and goblinoids of the Bloodplains.

When the dragons approached their descendants, many of the dracnee did join the armies of their ancestors. The majority, however, opted to remain independent. Despite the growing tension between the Bloodplains and Caelzahune, Baas'Zalon became a haven for all blue dracnee. They could congregate here and work out their differences. Outsiders are not permitted beyond the docks and strict laws forbid violence within city limits.

Description

Blue dracnee are slightly larger than a typical human. They range from 5'4" tall to 6'6" tall. They weigh from just under 200 lbs to nearly 300 lbs. As with all dragon descendants, there is no size difference between males and females. Some of the elders in Baas'Zalon claim to be nearly 180 years old, but this has been difficult to confirm.

All blue dracnee have a layer of scales covering their entire body. For the vast majority of the species, these scales are fine and similar to a snake. The exception found in a small percentage of the population are thicker and resemble those of an alligator or crocodile.

The scales range in color from a light sky blue to a deeper navy blue.

All dracnee are obviously reptilian, but the more draconic features, such as a tail or wings grow during the Bleeding when a youth reaches puberty. Each dracnee exhibits one feature and those that are visible are the same color as the individual's scales.

Traits

Although each individual is unique several traits are common among the majority of blue dracnee. As a race, they tend to prefer dry warm climates, such as tropical deserts. They are also more social than most of their chromatic cousins and will defend each other from external threats. Most consider the city of Baas'Zalon as a sacred sanctuary.

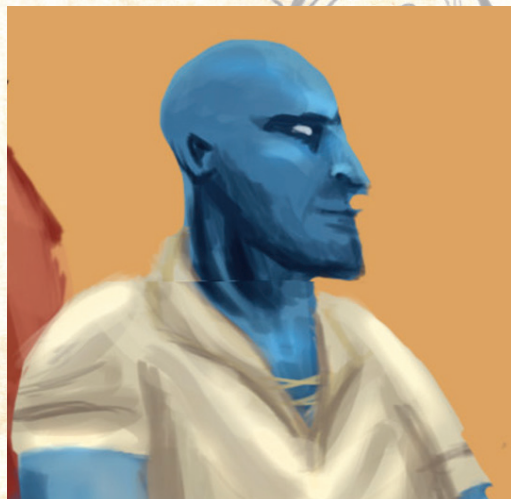
Each of these examples has exceptions. Some blue dragon descendants have been seen throughout the world including several plotting against their own bretheren.

Blue Dragon Descendant Racial Attributes

Pathfinder Role-playing Game

All Dragon Descendant:

Race: Dragon
Size: Medium
Speed: Normal (30')
Languages: Standard (Common and Draconic)
Abilities: Flexible
Darkvision 60'
Low-Light Vision
Bloodline Manifestation (see page 14)



Blue Dragon Descendant:

Abilities: Dexterity +2, Strength +2
Bond to the Land (Desert)

Dragon Descendant Age

| Age | Adult | Intuitive | Self-Taught | Trained | Middle Age | Old | Venerable | Maximum Age |
|-------------------|-------|-----------|-------------|---------|------------|-----|-----------|-------------|
| Dragon Descendant | 20 | +1d6 | +2d6 | +3d6 | 62 | 93 | 125 | 125+3d20 |

Blue Dragon Descendant Height and Weight

| Subrace | Base Height | Base Weight | Modifier | Weight Multiplier |
|---------|-------------------|-------------|----------|-------------------|
| Blue | 62 inches (5' 2") | 170 lbs | 2d8 | x8 |

Dragon Descended – Green

History

Originally based in the vast forest that became the Sun Scorched Sea, the green dragons thrived. Following the razing of those ancient forests and the destruction wrought during the Dragon Civil War, they were forced to take refuge in the western forest known as Festerwood.

By the time the Godsfall struck, the green dragons had expelled most of the other races from the area. When the first clutches of green dracnee hatched, they were forced from the woods as well. The young race, rejected by their parents, established a city on an island where the Bloodflow and Venom Drip rivers meet. This has been their one solace in a hostile world and they are fanatically protective of their land. Foreigners, including other dracnee, are not permitted on the island or within the city of Emradine.

The green dracnee are self sufficient and independent. They rarely trade with other races and only away from their homeland. This has caused significant tension with their neighbors, the goblinoids of the Blood Plains. Unlike several of their brethren, the green dragon descendants tend to remain neutral in the various conflicts affecting the continent of Menron.

Description

Although the majority of green dracnee do not have horns or spines, there are a few that grow either. Occasionally, a green dragon descendant will grow a single horn from the center of their forehead. Even less commonly, an individual will grow a spined crest that runs from the center of the forehead to the top of the neck.

Green dragon descendants are similar in height to most humans, ranging from just over 5' to a maximum of 6'. However, they are significantly heavier, with an average weight of 225 lbs. There is no difference in size between males and females among dracnee.

As with all dracnee, the green dragon descendants are longer lived than humans. Some of the elders are over 150 years old with an average natural life of over 100.

Traits

As with all dracnee, the green dragon descended are covered in fine scales. Individuals display unique color patterns, similar to fingerprints. The colors range from a pale grass green to a deep emerald. Those with physically evident bloodlines share the same coloration on wings, claws, tails, or thicker scales. These mottled patterns help the dracnee hide in natural forests.

Wings, when present, grow beneath the shoulder blades rather than from the spine. Tails tend to be very long and slender, stretching up to 6' in length.

Green Dragon Descendant Racial Attributes

Pathfinder Role-playing Game

All Dragon Descendant:

Race: Dragon
Size: Medium
Speed: Normal (30')
Languages: Standard (Common and Draconic)
Abilities: Flexible
Darkvision 60'
Low-Light Vision
Bloodline Manifestation (see page 14)



Green Dragon Descendant:

Abilities: Constitution +2, Dexterity +2
Camouflage (Forest)
Terrain Stride (Forest)

Dragon Descendant Age

| Age | Adult | Intuitive | Self-Taught | Trained | Middle Age | Old | Venerable | Maximum Age |
|-------------------|-------|-----------|-------------|---------|------------|-----|-----------|-------------|
| Dragon Descendant | 20 | +1d6 | +2d6 | +3d6 | 62 | 93 | 125 | 125+3d20 |

Green Dragon Descendant Height and Weight

| Subrace | Base Height | Base Weight | Modifier | Weight Multiplier |
|---------|-------------------|-------------|----------|-------------------|
| Green | 60 inches (5' 0") | 170 lbs | 2d6 | x8 |

Dragon Descended – Red

History

Red dragons, among the most powerful of the chromatic dragons, are not native to the continent of Menron. They rule the volcanic mountains of the southern continent of Zaenteth. Rarely, a red dragon will go rogue and make the journey to Menron, usually settling in the Wyrms Tail Ridge and causing chaos throughout the region. Usually, these threats are quickly dealt with by Caelzahune or the rakshasa of the Param Raj.

When the Godsfall hit the red dragons, the first of the dracnee hatched. The dragons were not tolerant of their “deformed” offspring and many were slain. The lucky ones were cast out and forced to flee from the fiery mountains of the Dragon’s Maw to the coast. There, after several years struggling to survive, they eventually formed the city of Basal.

Without any nearby humanoid villages and surrounded by the Dragon’s Maw mountains, the red dracnee, found the sea to be their best resource. They quickly mastered sailing and began to explore beyond the cove they called home.

Although rare, the red dracnee are among the most traveled of their kin. After taking to the sea, they explored and traded with cities along the coasts of both Menron and Zaeneth. Their size, resistance to compulsions and charms, and the greed they inherited from their dragon progenitors have made them formidable merchants.

Description

Red dracnee are among the biggest and most obvious of all dragon descended. Great horns are common among the population, covering the head and shoulders. A few dracnee choose to shave down some or all of their horns, but this decision is fairly rare.

The red dragon descended are significantly larger than an average human. The smallest members of the race are just under 6’ tall and weigh just over 200 lbs. The largest of the red dracnee are up to 7’ tall and weigh

340 lbs.

As with all dracnee, many have reached the age of 150 years old, with a few rumored to be over 170.

Traits

All dracnee are covered in scales, but the red dragon descended have larger scales than many of their cousins, making it difficult to hide their heritage. These vary in shade from nearly pink to a dark crimson, although one particular color is dominant on any individual dracnee.

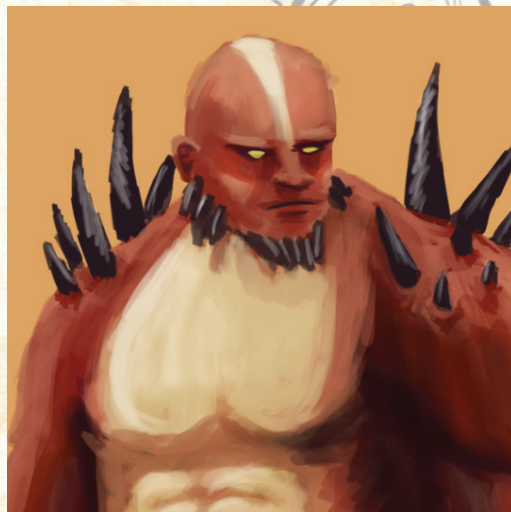
Those individuals with wings grow them from their shoulder blades. Tails, when present, are short and solid, though frequently have spikes near the tip.

Red Dragon Descendant Racial Attributes

Pathfinder Role-playing Game

All Dragon Descendant:

Race: Dragon
Size: Medium
Speed: Normal (30')
Languages: Standard (Common and Draconic)
Abilities: Flexible
Darkvision 60'
Low-Light Vision
Bloodline Manifestation (see page 14)



Red Dragon Descendant:

Abilities: Constitution +2, Strength +2
Stubborn

Dragon Descendant Age

| Age | Adult | Intuitive | Self-Taught | Trained | Middle Age | Old | Venerable | Maximum Age |
|-------------------|-------|-----------|-------------|---------|------------|-----|-----------|-------------|
| Dragon Descendant | 20 | +1d6 | +2d6 | +3d6 | 62 | 93 | 125 | 125+3d20 |

Red Dragon Descendant Height and Weight

| Subrace | Base Height | Base Weight | Modifier | Weight Multiplier |
|---------|-------------------|-------------|----------|-------------------|
| Red | 64 inches (5' 4") | 180 lbs | 2d10 | x8 |

Dragon Descended - White

History

The white dragons, smallest of the chromatic dragons, live in the bitter cold of the World Crown Mountains. They tend to live solitary lives, generally only meeting to mate. This led to a problem when the first dracnee hatched.

During the Godsfall, clutches of white dragon eggs hatched with both dracnee and dragon young. The female dragons were torn. They had limited resources to provide for their young, until they were ready to leave on their own, but also had a strong maternal instinct to protect their offspring. They tested their young, specifically the dracnee, to examine their ability to survive. Although the dracnee showed no resistance to the harsh environment, they proved intelligent and adaptable.

The white dragons called a council, for the first time in centuries. The group decided on an odd course of action considering their young. They chose to abandon them near a hot spring and let fate take its course. The young race struggled for survival, but eventually built the city of Frost Fall over the hot spring.

The city is remote and difficult to reach by land or sea. Nonetheless, the white dracnee have established trade routes to various other cities via passes in the World Crown Mountains. This includes dwarves, elves, humans, hobgoblins, and others.

Description

Most white dracnee have a dorsal fin that covers the top of their bald head. Rarely, a dracnee will instead have a pair of horns growing from her temples.

As the smallest of the chromatic dragon descendants, most white dracnee are around 5' tall and weigh approximately 200 lbs. As with all dracnee, there is no difference in size between males and females. White dracnee tend to be less adventurous than their cousins, and many live to be 160 or older.

Traits

While all dragon descendants are covered with fine scales, the white dracnee's hide is often mistaken for skin. The exception being the few dracnee that have incredibly thick hides. Those with other Bloodline Manifestations that are physical in nature have white tails, wings, or claws.

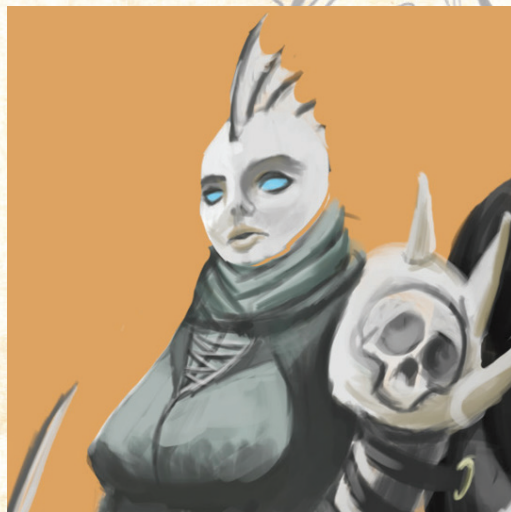
Wings, for those individuals who grow them, are much higher on the back than most other dragon descendants, sprouting from the shoulders themselves and continuing down the back. Tails tend to be long with spikes resembling ice crystals at the tip.

White Dragon Descendant Racial Attributes

Pathfinder Role-playing Game

All Dragon Descendant:

Race: Dragon
Size: Medium
Speed: Normal (30')
Languages: Standard (Common and Draconic)
Abilities: Flexible
Darkvision 60'
Low-Light Vision
Bloodline Manifestation (see page 14)



White Dragon Descendant:

Abilities: Constitution +2, Dexterity +2
Climb (20', +8 racial bonus to Climb checks)

Dragon Descendant Age

| Age | Adult | Intuitive | Self-Taught | Trained | Middle Age | Old | Venerable | Maximum Age |
|-------------------|-------|-----------|-------------|---------|------------|-----|-----------|-------------|
| Dragon Descendant | 20 | +1d6 | +2d6 | +3d6 | 62 | 93 | 125 | 125+3d20 |

White Dragon Descendant Height and Weight

| Subrace | Base Height | Base Weight | Modifier | Weight Multiplier |
|---------|-------------------|-------------|----------|-------------------|
| White | 54 inches (4' 6") | 150 lbs | 2d6 | x6 |

Bloodline Manifestations

Each dragon descendant displays a single ability from their progenitor race. In most cases, these abilities function the same for every dracnee, such as wings or a tail. However, each individual species can choose a unique ability rather than those common to all dracnee.

Common Abilities

Blood – The magical blood of your dragon kindred flows through your veins. This grants you resistance to one element and some magic. The element associated with each dragon is listed below:

- Black: Acid
- Blue: Electricity
- Green: Acid
- Red: Fire
- White: Cold

You gain elemental resistance 5, based on your heritage. You also gain spell resistance equal to 6 + character level. (Energy Resistance and Spell Resistance, Lesser).

Breath – The powerful weapon of all dragons has manifested in you. This gives you a breath weapon usable once per day. The shape and element are based on your heritage:

- Black: Acid, 20' line
- Blue: Electricity, 20' line
- Green: Acid, 15' cone
- Red: Fire, 15' cone
- White: Cold, 15' cone

You gain a breath weapon based on your draconic ancestry. It deals 2d6 damage and is usable once per day. All creatures in the area of effect must make a Reflex saving throw with a DC of 10 + $\frac{1}{2}$ your level + your Constitution modifier. Those who succeed take no damage.

Claws and Maw – Your hands end in vicious claws and your mouth is elongated and filled with sharp teeth. This allows you to use them as deadly weapons.

You gain a bite attack (1d3) which acts as either primary attack or secondary (if you use manufactured

weapons). Additionally, your claws (2) act as primary weapons (1d4 each). (Bite and Claws).

Scales – Your scales are thicker and more durable than average, providing you with a better defense than a normal human.

Your tough scales provide a natural armor bonus of +2. (Natural Armor and Improved Natural Armor).

Tail – A thick serpentine tail extends from your back. This tail gives you a devastating secondary attack.

Your tail can be used to make attacks of opportunity (1d8). (Slapping Tail)

Wings – You have great wings growing from your back. They are not powerful enough for full flight, but they can be used to help you safely glide from a fall.

They must be able to function, however, and therefore they are not helpful if you are held, unconscious, or similarly restricted. (Gliding Wings)

Unique Abilities

Black – Your draconic heritage has blessed you with your ancestors' abilities to thrive in water. You have gills and webbed feet and hands.

You can breathe underwater and have a swim speed of 40'. (Amphibious and Powerful Swimmer)

Blue – Your progenitors dug lairs in the harsh desert of the Sun Scorched Sea. You inherited this ability and can burrow through sand and dirt.

You have claws that are not useful in combat, but burrow at a speed of 20'. (Burrow)

Green – Your ancestors lived in the Festerwood, where the plants are tainted and toxic. Your body adapted to these ancient threats and most poisons do not harm you.

You receive a bonus on saving throws against poisons equal to your hit dice. (Poison Resistance)

Red – The affinity of your ancestors to the element of

fire burns brightly in your blood.

Many abilities related to fire are treated as if you were one level higher. (Pyromaniac)

White – Your ancestors hunted in the merciless World Crown Mountains. They survived on their ability to find prey, approach it undetected, and chase it down. These same abilities rush through your veins.

Perception and Stealth are always class skills for you and your movement speed is increased by 10'. (Stalker and Fast)

Feats

Greater Breath Weapon

The draconic nature of your bloodline allows you to take the form of a true dragon more easily than others.

Prerequisite: Bloodline Manifestation (Breath)

Benefit: Your breath weapon is more powerful than usual. This increases the damage by 1d6.

Special: This feat may be taken multiple times. The effects stack.

Improved Energy Resistance

The blood flowing through your veins continues to improve your resistance to the elements.

Prerequisite: Bloodline Manifestation (Blood)

Benefit: Your resistance to your draconic element is increased by 5.

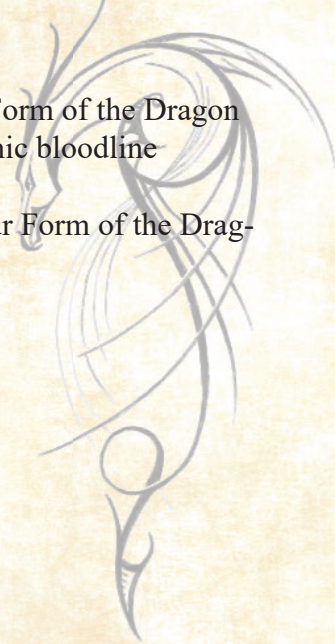
Special: This feat may be taken multiple times. The effects stack. The element must match the Bloodline Manifestation of the dragon descendant.

Natural Draconic Form

The draconic nature of your bloodline allows you to take the form of a true dragon more easily than others.

Prerequisite: Ability to cast any Form of the Dragon spell, dragon descendant or draconic bloodline

Benefit: The duration of all of your Form of the Dragon spells is doubled.



New Magic Items

Dragonskin Talisman

Aura faint abjuration and transmutation; **CL** 7th
Slot neck; **Price** 41,500 gp; **Weight** –

Description

These small talismans are made from dragon leather and are hung on a leather cord that is worn around the neck. When worn, they provide the wearer with a +3 enhancement bonus to natural armor and 20 points of resistance (acid, cold, electricity, fire, or sonic) based on the variety of dragon the leather was acquired from.

Construction

Requirements Craft Wondrous Item, *barkskin*, *resist energy*; **Cost** 20,750 gp

Dragonblood Blade

Aura moderate evocation; **CL** 10th
Slot none; **Price** 18,310 gp; **Weight** 2 lbs.

Description

Each of these +2 short swords has a faint glow matching the color of a chromatic dragon. During the forging process, every unique blade is cooled in dragon blood, which grants it an additional 1d6 damage of an energy type matching the dragon's breath weapon.

Black – Acid (requires *acid arrow* or *acidic spray*)

Blue – Electricity (requires *call lightning* or *lightning bolt*)

Green – Acid (requires *acid arrow* or *acidic spray*)

Red – Fire (requires *flame blade*, *flame strike* or *fireball*)

White – Cold (requires *chill metal* or *ice storm*)

Construction

Requirements Craft Magic Arms and Armor, one of the spells listed above; **Cost** 9,155 gp

Bracers of the Dragon Blooded

Aura moderate conjuration; **CL** 8th
Slot wrists; **Price** 17,500 gp; **Weight** 1 lb.

Description

These dragon leather bracers provide protection when worn as a pair. They give an armor bonus of +4 as well as a shield bonus of +4 and negates magic missile spells directed at the wearer.

Construction

Requirements Craft Wondrous Item, *mage armor*, *shield*; **Cost** 8,750 gp

New Spells

Dragonsight

School transmutation; **Level** alchemist 5, ranger 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a pinch of shavings from a dragon scale)

Range touch

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject gains improved senses, similar to a dragon. This include low-light vision and the ability to see 90 feet in total darkness (darkvision). Additionally, the subject is granted blindsense with a range of 30 feet.

Dragonsight can be made permanent with a permanency spell.

Dragonsight, Lesser

School transmutation; **Level** alchemist 3, ranger 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (an eyelash from a dragon)

Range touch

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject gains improved eyesight. This includes low-light vision and darkvision with a range of 60 feet.

Lesser dragonsight can be made permanent with a permanency spell.

Dragonsight, True

School transmutation; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a dragon scale with a value of 500 gp or more)

Range touch

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject is imbued with the incredible sense of true dragons. It gains darkvision with a range of 120 feet, the ability to see in dim light four times better than a normal human, the ability to see in normal light twice as well as a normal human, and blindsense with a range of 60 feet.

Religion

Draynek – Dragon Goddess of Death and the Undead

Draynek fought alongside Evetia in the Dragon Civil War and was one of the first casualties. However, her sheer hatred for Zyterus refused to let her spirit pass. She haunted her brothers and sisters as well as the humans and other races. When the Godsfall happened, Draynek rose as the first draconic undead. She has broken her allegiance with Evetia and now serves her own ends and is not bound by the treaty holding the peace between Evetia and Zyterus.

Alignment: Chaotic Evil

Portfolios: Goddess of Death and the Undead

Domains: Darkness, Death, Evil, Magic, War

Symbol: Dragon skull with glowing red eyes

Evetia – Dragon Goddess of Greed and Malice

Evetia was the mother of all dragons and companion of Zyterus. She was always jealous of her husband's success and wanted more power and recognition. Wenin saw her desires and stoked the flames of envy within her. Secretly, she plotted with some of her children against her husband and led them in the Dragon Civil War. When she failed, she was forced to agree to a treaty. She has been biding her time ever since and plotting her revenge.

Alignment: Chaotic Evil

Portfolios: Goddess of Greed, Malice, and Evil Dragons

Domains: Chaos, Destruction, Earth, Evil, Weather

Symbol: Single red dragon claw over a pile of gold

Malazar – Dragon God of Pain, Torture, and Revenge

During the Dragon Civil War, Malazar was tasked with finding information about Zyterus and his followers as well as their plans. He relished his assignment and perfected the art of torture for dragons and humanoids alike. He came to be feared by all of his enemies. When the treaty ended the Dragon Civil War, as part of the agreement he was exiled. He found his way to

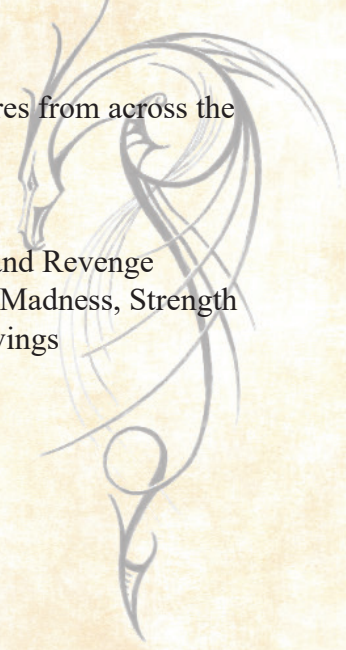
Hell and has been torturing creatures from across the planes ever since.

Alignment: Lawful Evil

Portfolios: God of Pain, Torture, and Revenge

Domains: Destruction, Fire, Law, Madness, Strength

Symbol: Chains forming dragon wings



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