



RACES OF THE DRAGON™

Sample file

Gwendolyn F.M. Kestrel
Jennifer Clarke Wilkes Kolja Raven Liquette

C R E D I T S

DESIGNERS

**GWENDOLYN F.M. KESTREL, JENNIFER CLARKE
WILKES, KOLJA RAVEN LIQUETTE**

DEVELOPMENT TEAM

**BRUCE R. CORDELL, ANDY COLLINS,
ROB WATKINS**

EDITORS

MICHELLE LYONS, CHRIS SIMS

EDITING MANAGER

KIM MOHAN

DESIGN MANAGER

CHRISTOPHER PERKINS

DEVELOPMENT MANAGER

JESSE DECKER

DIRECTOR OF RPG R&D

BILL SLAVICSEK

PRODUCTION MANAGERS

JOSH FISCHER, RANDALL CREWS

SENIOR ART DIRECTOR RPG R&D

STACY LONGSTREET

ART DIRECTORS

KARIN JAQUES, STACY LONGSTREET

COVER ARTIST

STEVE PRESCOTT

INTERIOR ARTISTS

**STEVEN BELLEDIN, ED COX, DAARKEN,
WAYNE ENGLAND, EMILY FIEGENSCHUH,
CARL FRANK, DAN FRAZIER, BRIAN HAGAN,
RALPH HORSLEY, CHRIS MALIDORE,
JIM NELSON, ERIC POLAK**

CARTOGRAPHER

MIKE SCHLEY

GRAPHIC DESIGNER

JOE BARNETT

GRAPHIC PRODUCTION SPECIALIST

ERIN DORRIES

IMAGE TECHNICIAN

CHRISTINA WILEY

Playtesters: Kraig Horigan, Jason H. Haley, Richard Hughes, Richard Stephenson.

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U.S., CANADA, ASIA, PACIFIC,
& LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
(Questions?) 1-800-324-6496



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Introduction

"I believe in miracles. After all, the majesty and grandeur of the dragon imbues my blood with magic. Touch my skin, feel the pattern of my scales. Look into my eyes. Feel the magic of my being. Know that I am dragonblood."

—Benesvelk ux Thurirl tibur Elizar, dragonborn

Few creatures excite the imagination as much as dragons. These awesome beings are the ultimate adversaries and allies, found throughout myths from around the world and holding a legendary place in our hearts. For many, the appearance of a dragon is the highlight of a campaign, meaning that the player characters have finally mastered their skills.

Despite our enjoyment at encountering dragons in our games, however, playing one is not an option in most campaigns due to the majesty, wealth, and power that a dragon commands. For those who want to experience draconic splendor firsthand—to have a chance to play with and direct the power of the dragon ourselves—opportunities have been few and far between. Many of us are still wishing we could play a dragon somehow—to be of a race of the dragon. This book is for us.

Races of the Dragon is a supplement for the DUNGEONS & DRAGONS® roleplaying game. It is primarily a player resource focusing on new options and expanded rules for D&D players who want to play draconic races. It features two new races, the dragonborn and the spellscale, as well as detailing familiar dragonkind creatures such as kobolds, half-dragons, and creatures with the draconic template. Much of the book is devoted to new options for players and their characters—prestige classes, feats, racial substitution levels, spells, psionic powers, and equipment.

Races of the Dragon also includes a number of adventure sites and sample NPCs that Dungeon Masters can use as a resource for encounters and adventures featuring members of the dragonblooded races.

THE DRAGONKIND RACES

Just as *City of the Spider Queen* expanded and enumerated the various spiderkind races, *Races of the Dragon* defines several existing races as dragonkind and adds some new ones. (Some of the stranger creatures, such as the ravid and the spellweaver, work very well as spawn of Tiamat—mortal enemies of the dragonborn who serve Bahamut.) The dragonkind races detailed in various D&D books (some of them appearing in more than one source) are as follows.

Races of the Dragon: Dragonborn, spellscale, kobold, draconic creatures, half-dragons.

Draconomicon: Dragonkin, dragonnel, elemental drakes, faerie dragon, fang dragon, spiked felldrake, landwyrms, planar dragons, shadow dragon, storm drake, draconic creatures, half-dragons.

Fiend Folio: Sea drake, sunwurm.

Monster Manual: True dragons, behir, dragon turtle, kobold, pseudodragon, ravid, wyvern.

Monster Manual II: Gem dragons, felldrakes, frost salamander, hellfire wurm, linnorms, spellweaver.

Monster Manual III: Ambush drake, dracotaur, dragon eel, rage drake, ssvaklor.

WHAT IS A RACE OF THE DRAGON?

Dragons have been living and breeding for eons. Sorcerers of any humanoid race carry a trace of this draconic ancestry. Is every sorcerer a member of a race of the dragon? No—although the blood of the dragon may be in all of them, it is dilute and latent in the vast majority. Other races such as lizardfolk and troglodytes likewise may have had touches of dragon blood in their past, but they no longer have strong links to any dragon ancestry. That link is necessary for one to claim descent from draconic ancestry. Being a member of dragonblood race goes much deeper than merely speaking Draconic or having scales. Races of the dragon are those with strong ties to their dragon progenitors. They look, feel, and often behave in ways that reflect their mighty draconic heritage.

The sidebar at the bottom of this page goes into detail about how dragons and those related to dragons are classified in the game.

WHAT YOU NEED TO PLAY

Races of the Dragon makes use of the information in the three D&D core rulebooks—*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. In addition, it contains references to creature descriptions and other material from several supplements, including *Draconomicon*, *Monster Manual II*, *Monster Manual III*, *Fiend Folio*, *Monstrous Compendium: Monsters of Faerûn*, *Oriental Adventures*, *Epic Level Handbook*, and *Sandstorm*.

Although possession of any or all of these supplements will enhance your enjoyment of *Races of the Dragon*, they are not strictly necessary; in fact, in many cases all the details you need to make use of a particular creature or rule from another source are provided in this book.

DRAGONBLOOD SUBTYPE

If a race possesses the dragonblood subtype, it has a strong affinity to dragons—which means that spells, effects, powers, and abilities that affect or target dragons also affect it. The subtype qualifies a creature to use magic items normally only usable by dragons, and qualifies the creature to take feats that have the subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons.

The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence.

Dragons automatically qualify for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype. Races presented in this book that have the dragonblood subtype include dragonborn, spellscale, kobold, and draconic creatures. Should a creature acquire the dragon type, it loses the dragonblood subtype.

DRAGON-DESCENDED RACES

This term refers to a narrower category of dragonkind races. Dragon-descended races are those that use either the half-dragon or draconic creature templates.



Illus by R. Horsley

Gods play chess with living pieces. While they win or lose, we mortals bleed and die.”
—Anonymous

Gods wage war through mortal pawns, and draconic deities are no different. Tiamat creates all sorts of dragonlike beings to manifest her power in the world, breeding warped creatures from her eggs. These evil entities act as the Chromatic Dragon’s agents. Of the other draconic gods, only Bahamut stands between Tiamat and her evil goals. The conflict between them has raged for centuries. Those who know of this conflict refer to it as the Dragonfall War.

The Platinum Dragon foreswore breeding creatures to oppose Tiamat’s spawn, instead accepting humanoid volunteers to his righteous cause. He only takes those truly dedicated to supporting his ideals and working against vile draconic creatures. A potential recruit’s past actions matter little; all that counts is present and future devotion to opposing Tiamat and her spawn. Some wrongdoers have found redemption and purpose in becoming Bahamut’s servants.

Those willing to give themselves into Bahamut’s care and act as his emissaries in the mortal realms become his daughters and sons. Such humanoids give up all their former racial identity and are born anew. They become dragonborn.

Dragonborn are powerful, majestic creatures that resemble their adoptive father. They fight ceaselessly against the spawn of Tiamat, gaining allies in the Dragonfall War along the way. Dragonborn are great leaders with clear purpose. They are often the motivating nexus of an adventuring party.

A DAY IN THE LIFE

Vythjhank ux Maekrix tibur Gunnloda Holderhek stirred from sleep at the calling of her name.

“Vyth? Time for your watch.”

Vyth opened her eyes and blinked in the light from the banked campfire. Despite the drowsiness still in her eyes, she was able to see well—much better in this dim illumination than she ever had been able to as a dwarf.

“Thanks, Charmaine. Help me with my armor?”

Charmaine yawned broadly several times while helping Vyth buckle on her full plate. At last, with the final piece in place, the halfling crawled into Vyth’s still-warm bedroll to get a few more hours of sleep before dawn.

Vyth pulled on a fine wool tabard over her armor. She had bought it recently in an elf community, where the tailor had embroidered a small symbol of Bahamut on it with silver thread.



*Vyth leads her team of
adventurers against a wyvern*