



CHILDREN OF IO

Aira's Platinum scales Sparkled like starlight amidst the darkness of her brother's domain. It had been over two centuries since she had seen him last, and several mortal lifetimes, but as she padded her ways through the shadowy hallways of his cathedral, a sinking suspicion grew in her gut.

The two siblings had been hatched to separate parents this time, and despite her best efforts, it had taken nearly half a century to track him down, and the blighted landscape that surrounded his castle home had been a deeply ill omen.

As the guards beside her pushed open the throne-room doors, her brother greeted her with the serpentine fondness of a venomous beast, and her worst fears were revealed true. Little Miz had grown up big and strong, but the ebony spines and twisted visage of his face made it clear that a vile darkness now lived in his heart. There would be no saving him this time. The best she could hope for would be to slay her brother in mercy, and hope he might find light in his next life....

DIVINE DRAGONBORN

Long before the First Dragon God was Split in two and became both Tiamut and Bahamut, It was Io who created the first dragons; those who would swear fealty to her divided selves. But even as he created the Dragons, Io wandered too among the men of the world, and not unlike any other god, these wanderings sometimes led to more.

The Children of Io are true Celestials, Arguably the first - and true- dragonborn, they were first hatched when Io herself desired children with mortal races. Much Like their mortal brethren, the dragonborn, Children of Io combine the greatest strengths of both men and dragons, but also the celestial blood of the first dragon.

HATCHED AMONG OTHERS

Few if Any of Io's First children remain in the world, but as celestials, even death does not end the story of Io's Children. While they cannot die of old age or other natural causes, Children of Io that are slain in battle or die of some other misfortune are re-born anywhere between 100 and 150 years later as the child of dragonborn parents they find fitting, ready to experience life anew. When a Child of Io is hatched among other dragonborn, it is a momentous occasion, and proof that Io themselves smiles upon the community.

RARE WANDERERS

Io bore only a few hundred of her Children into the world, Making them exceedingly rare. As such, they often wander with a curiosity or aloofness to the mortal world around them. Rarely will a Child of Io settle in one place for more than a few years. They are easily bored, and always aware of the impermanence of their mortal companions. More often than not, this leads the Children of Io to the life of an adventurer, forever seeking new experiences in the world

PHYSICAL APPEARANCE

From a Distance, it is easy to mistake a Child of Io for a common dragonborn, but any who have met a Child know that they hold a presence all but inevitable. Taller by Several feet, and bearing an aura of authority that cannot be seen but is always felt, Children of Io are unmistakably celestial. Unlike dragonborn, who share the features of their parents or ancestors, A Child of Io bears their Soul forward as their skin - their appearance ranging from the undiluted and golden perfection of lawful good, to the twisted and warped Visage of chaotic evil. Whatever their Alignment, it is clearly Visible to all. A good Aligned Child May bear the shining Platinum Scales of Bahamut, while an evil alignment may be cursed with bony protrusions like horns and spines that cover their hideous frame.



NAMES

Children of Io bear singular names in the celestial language of the gods which they know even at birth. They may or may not take the dragonborn name given to them by their mortal parents.,

Celestial Names: Abaoz, Aira, Aphr, Baradiel, Camael, Diari, Exarp, Faax, Kokabiel, Leoc, Miz, Nanta, Nhodd, Omia, Omsia, Oro, Raagiosl, Rlmu, Saiinov, Vaasa, Xai, Xnilr, Xii, Yasen, Zedekiel, Ziracah,

CHILDREN OF IO TRAITS

As the Kin of the first Celestial Dragon, you bear the following traits.

Ability Score Increase. Your Strength score increases by 2.

Age. Although hatched into the world among dragonborn, Children of Io are celestial beings, and quickly reach the maturity of their prime. After the first five or six years of their life, Children of Io are fully grown and do not appear to age. You cannot die of old age, but can be killed by disease or wounds.

Size. Beautiful or Terrifying, you are a sight to behold, Standing anywhere between 7 to 10 ft tall when fully grown, your size category is just on the far end of medium.

Speed. Although somewhat larger, Children of Io move no faster than an average humanoid. You have a base walking speed of 30 feet.

Celestial Alignment. Much like their namesake, Children of Io run the gambit between good and evil, lawful and chaotic. Because of your celestial nature, the state of your soul affects your physical and mental capabilities You gain traits based on your alignment, as shown on the table below.

Breath Weapon. You can use your action to exhale destructive energy. Your Celestial Alignment determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your Celestial Alignment. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

CELESTIAL ALIGNMENT

Alignment	Bonus proficiency	Damage Type	Breath Weapon
Lawful Good	Persuasion or Insight	Radiant	5 by 30 ft. Line (Con. Save)
Lawful Neutral	Arcana or Religion	Force	15 ft. Cone (Str. Save)
Lawful Evil	Deception or Insight	Necrotic	5 by 30 ft. Line (Con. Save)
Neutral Good	Medicine or Investigation	Lightning	5 by 30 ft. Line (Dex. Save)
True Neutral	History or Religion	Cold	15 ft. Cone (Con. Save)
Neutral Evil	Stealth or Deception	Poison	10 ft. Cone (Con. Save)
Chaotic Good	Intimidation or Persuasion	Fire	15 ft. Cone (Dex. Save)
Chaotic Neutral	Arcana or Investigation	Thunder	10 ft. Radius (Dex. Save)
Chaotic Evil	Intimidation or Deception	Acid	15 ft. Cone (Dex. Save)

Truth of Form. As a Celestial being, your body and soul are one in the same, meaning that your physical form always reflects your true nature and alignment. You have Disadvantage on all checks to disguise your celestial nature or alignment.

Arcane Resistance. Your Celestial nature grants you advantage on saving throws against Spells and other magical effects. You Also have resistance to the damage type associated with your Alignment.

Draconic Build. You count as a Large creature for purposes of determining your carrying capacity, how much you can push, pull, and lift, and encumbrance (if that variant rules option is being used). You count as a dragonborn for the sake of features and class abilities.

Oversized. Your Increased size makes it difficult manoeuvre in combat, or wield weapons designed for smaller hands. You have Disadvantage on attack and damage rolls made with light weapons, and must succeed on a DC 15 Dexterity saving throw to perform the Disengage action in combat.

Big Meaty Claws. Your large hands make it difficult to wield tools designed for smaller hands. You have Disadvantage on attack and damage rolls made with light weapons, and on skill checks which require you to use delicate tools such as lock picks. You cannot benefit from the finesse property of weapons.

Languages. You can Speak, Read, and Write Common, Celestial, and Draconic



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FAN CONTENT NOTICE

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