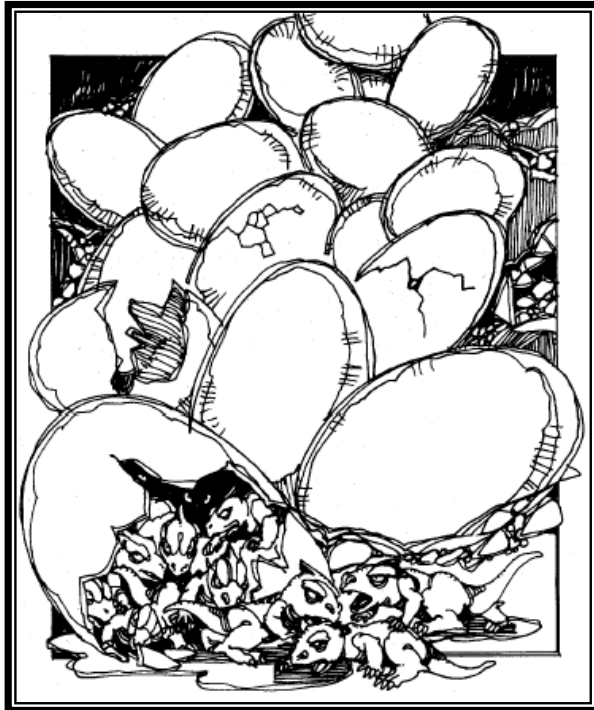




A Brief History of Draconians

Draconians were created at end of the Age of Darkness to serve as specialists and shock troops in the dragonarmies during the War of the Lance. They were created to provide the Dark Queen's generals with soldiers who were more predictable than humans and more tractable than the ogres and goblins that made up the bulk of the army. Although male and female draconians were created at the same time, the existence of the females was concealed for a long time.

Draconians are the result of twisted and evil magic. Their race was created using the eggs of metallic dragons that had been stolen and secreted under a temple devoted to Takhisis in the city of Sanction. The stolen eggs were subjected to a special ceremony (called "the corruption ritual") performed by Dracart, a wizard of the Black Robes; Wyrllish, one of Takhisis's most powerful priests during the War of the Lance; and Harkiel, a dark-hearted red dragon. This ceremony corrupted the embryo within the eggs, causing it to split into dozens of humanoid creatures.



Each breed of draconian draws its origin from a specific type of metallic dragon egg. Baaz were created from brass dragon eggs, Bozaks from bronze, Kapaks from copper, Sivaks from silver, and Auraks from gold. Until the time of the Chaos War, the world believed that draconians were sexless beings, unable to reproduce except through the corruption ceremony. The world was wrong.

Dracart knew from the earliest experiments in creating draconians that female dragon embryos created female draconians while male embryos gave rise to males. As he watched the first generation of male draconians thrive and turn into fierce warriors, he feared that the draconians might become a threat to the other races of Krynn. The draconians were loyal to Takhisis and her priests now, but Dracart feared a future in which draconians might rebel against their masters. He decided that the best way to keep the draconians under control was to deny them a way to propagate except through the corruption ritual.

Dracart wanted to destroy all female metallic dragon eggs in the possession of the dragonarmy, but Takhisis forbade it. Instead, she decreed that the eggs containing females be hidden in a different location than Sanction. The eggs that contained the females were not allowed to hatch.

The Heart of Dracart. When the Whitestone Forces mounted a serious opposition to the dragonarmies, Takhisis decided that she need a more efficient method to ensure an ongoing supply of draconians than the corruption ritual. She ordered 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 hundreds of 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.

Maranta's Ambition: Dracart never used his artifact. As the Whitestone Forces searched the ruins of Neraka after the city fell, they found the infamous wizard dead with his throat slashed. The Heart of Dracart was not recovered.

The Heart of Dracart was stolen by Maranta, an Aurak. He knew that any draconian created by the artifact would be little more than a mindless slave. He had every intention of destroying the artifact, but found he could not bring himself to do it.

As time passed, draconians began to age and die. Their species truly became endangered, and the idea of creating an army of mindless slaves that would continue the species, at least somehow, began to appeal to Maranta. By about twenty years after the War of the Lance, Maranta had already built a base of power, and he hoped that the surviving draconians would gather under his leadership. Now, he also started to consider the possibility of becoming the savior of the draconian species. In truth he cared little for the draconians who served him and never hesitated to order his troops to defend him while he remained safe in his fortress.

Kang's Discovery: During the Chaos War, another draconian leader, a Bozak engineer named Kang, discovered Dracart's hidden collection of female dragon eggs. After a conflict with the dwarves of Thorbardin, Kang secured the eggs and allowed them to hatch.

Twenty female draconians emerged from the eggs: one Aurak, two Sivaks, three Bozaks, four Kapaks and ten Baaz. With the knowledge that his race now would be able to reproduce naturally, Kang the need for a place where draconians could raise their young and that they could call their own. In the company of the females and the draconians who had been his companions since the War of the Lance, Kang set out to find such a home.

Kang Against Maranta: Kang and his group eventually clashed with Maranta. Despite their shared desire to see the draconian species continue, Kang and Maranta were motivated by two very different ideals. Kang wanted to find a secure place where draconians could thrive, while Maranta was interested in ensuring his own continued power. Maranta saw Kang and the female draconians as a threat. He feared that Kang's talk of establishing a city of draconians would cause those who had been loyal to Mantra to shift allegiance to Kang.

During a goblin attack upon Teyr, Maranta put his plan to save the draconians into action and used the Heart of Dracart. Appalled by Maranta's actions, Kang battled the Aurak, defeated him and destroyed the artifact.

Draconians and the Nation of Teyr: With the defeat of Maranta, Kang became the leader of Teyr, a free nation inhabited by draconians. Most of the inferior draconians Maranta created were killed in the battle against the goblins, but a few survived. Kang took pity upon them and brought them with him to the new city he established. Unfortunately, these draconians were sterile. Maranta's dream of continuing the species could have actually ensured the end of it, since so few fertile draconians lived in Teyr that it would have been nearly impossible to sustain the species.

What the future holds for Kang and the draconians has yet to be revealed.

Draconians in the D&D[®] Game

Aurak

Medium-Size Monstrous Humanoid	
Hit Dice:	8d8 +24 (60hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	20 (+2 Dex, +8 natural)
Attacks:	2 fire energy rays +10 ranged touch; 2 claws +12 melee; bite +7 melee
Damage:	1d8+4 fire energy ray; claws 1d4+4; bite 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spells, spell-like abilities, mind control, breath weapon
Special Qualities:	Spell Resistance 18, divine grace, keen senses, disease immunity, low metabolism
Saves:	Fort +9, Ref +12, Will +12
Abilities:	Str 18, Dex 15, Con 17, Int 18, Wis 15, Cha 18
Skills:	Appraise +10, Diplomacy +10, Forgery +10, Gather Information +10, Hide +9, Intimidate +8, Intimidate +10, Intuit Direction +10*, Listen +2, Spot +4
Feats:	Alertness, Blind-Fight, Combat Casting, Improved Initiative, Spell Focus (Evocation), Spell Penetration
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Climate/Terrain:	Any land
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	Double Standard
Alignment:	Often lawful evil
Advancement:	9-24 HD (Medium-size)

Baaz

Medium-Size Monstrous Humanoid	
Hit Dice:	2d8+4 (13 hp)
Initiative:	0
Speed:	20 ft.
AC:	16 (+6 natural)
Attacks:	2 claws +2 melee; or halfspear +2 melee
Damage:	Claws 1d4; halfspear 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Death throes
Special Qualities:	Spell Resistance 11, glide, disease immunity, low metabolism
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 10, Dex 11, Con 14, Int 10, Wis 9, Cha 10
Skills:	Bluff +5, Disguise +5, Gather Information +5, Listen +5, Spot +4
Feats:	Alertness, Run
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Climate/Terrain:	Any land
Organization:	Band (4d10)
Challenge Rating:	1
Treasure:	Half standard
Alignment:	Usually neutral evil
Advancement:	3-6 HD (Medium-size)

Bozak

Medium-Size Monstrous Humanoid	
Hit Dice:	4d8+8 (26 hp)
Initiative:	+1 Dex
Speed:	20 ft.
AC:	18 (+1 Dex, +7 natural)
Attacks:	2 claws +6 melee; bite +4 melee; short sword +6 melee
Damage:	Claws 1d4+2; bite 1d6+1; short sword 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spells, Death throes
Special Qualities:	Spell Resistance 14, divine grace, glide, disease immunity, low metabolism
Saves:	Fort +5, Ref +7, Will +7
Abilities:	Str 15, Dex 13, Con 14, Int 15, Wis 12, Cha 14
Skills:	Bluff +8, Diplomacy +8*, Hide +7, Intimidate +4, Knowledge (religion) +6, Listen +3, Move Silently +7, Spot +9
Feats:	Alertness, Combat Casting, Multiattack, Run
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Climate/Terrain:	Any land
Organization:	Band (2d6)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	5-12 HD (Medium-size)

Kapak

Medium-Size Monstrous Humanoid	
Hit Dice:	3d8+6 (19 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	18 (+1 Dex, +7 natural)
Attacks:	2 claws +6 melee; bite +4 melee; short sword +6 melee
Damage:	Claws 1d4+3; bite 1d4+1 and poison; short sword 1d6+3 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison or healing, death throes
Special Qualities:	Spell Resistance 14, disease immunity, low metabolism
Saves:	Fort +3, Ref +4, Will +4
Abilities:	Str 16, Dex 13, Con 15, Int 12, Wis 12, Cha 10
Skills:	Disable Device +6, Hide +7, Listen +6, Move Silently +7, Open Lock +7
Feats:	Dodge, Multiattack, Run
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Climate/Terrain:	Any land
Organization:	Band (2d10)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	4-9 HD (Medium-size)

Sivak

Large Monstrous Humanoid	
Hit Dice:	6d8+24 (51 hp)
Initiative:	+1 (-1 Size, +2 Dex)
Speed:	20 ft., fly 60 ft. (average)
AC:	19 (-1 size, +2 Dex, +8 natural)
Attacks:	2 claws +10 melee; bite +8 melee; or bastard sword +10 melee
Damage:	Claw 1d6+5; bite 2d6+2; bastard sword 1d10+5
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Trip
Special Qualities:	Spell Resistance 15, shapeshift, blend, divine grace, spells, disease immunity, low metabolism
Saves:	Fort +8, Ref +9, Will +8
Abilities:	Str 21, Dex 15, Con 19, Int 13, Wis 12, Cha 15
Skills:	Bluff +7, Diplomacy +7, Disguise +7, Gather Information +7, Intimidate +7, Listen +8, Spot +7
Feats:	Alertness, Multiattack, Power Attack, Run
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Climate/Terrain:	Any land
Organization:	Band (2-12)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	7-18 HD (Large)

Draconians have short, stubby tails, lizard snouts, and scaly bodies. Their coloration serves as a dim reminder of the dragons from which they were spawned. Baaz scales have an unmistakably brassy coloration, Bozaks are the color of tarnished bronze, Kapaks are reddish with greenish tints like oxidized copper, Sivaks are a polished silver color. And Auraks are a deep golden hue. Female draconians tend to be shorter and more finely built than males, with female Bozaks being the only exception to this trend.

While all draconians except Auraks have wings, only Sivaks can truly fly. Draconians move either by walking upright, gliding down from heights (for a distance four times greater than the height from which they launched), 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. All winged draconians have the Run feat for free, allowing them a faster running speed while running on all fours and flapping their wings.

Draconians are drawn to evil dragons and revere them. They serve dragons willingly and eagerly, while only reluctantly serving leaders of other species. When a dragon commander is within line of sight or when entering a battle under the command of a dragon (in the chain of command), draconians receive a +1 morale bonus on all attack rolls and saving throws.

Draconians have an unknown lifespan. Draconians are reptilian and reproduce as reptiles do. Female draconians lay 1d4 eggs per clutch. All draconians love ale and spirits.

When draconians die, the magical energies that are inherent in their bodies are released in a death throes with spectacular and catastrophic effects.

Draconians

Draconians are proficient with all simple and martial weapons.

Disease Immunity (Ex): Draconians are immune to all natural diseases.

Low Metabolism (Ex): Draconians can survive on one-tenth the food and water it takes to sustain a human.

Auraks

Auraks are the most innately powerful of all draconians. They are also the rarest. They often work as special agents and enforcers. They are arrogant, self-absorbed, and view themselves as superior to all creatures except dragons and the Dark Queen herself. Aurak males are about 7 feet tall, while females are slightly shorter.



Aurak Combat

Auraks hardly ever use their natural weapons in combat, preferring instead to rely on their ability to generate rays of fire energy from each of their hands that deal damage equal to 1d8 plus the draconian's charisma modifier with each successful ranged touch attack. These rays can strike targets up to 60 feet distant. When using *change self*, Auraks appear to be using a weapon appropriate to their form, but they are really attacking with their rays. These rays are a supernatural ability.

Spells: Auraks cast spells as 8th-level sorcerers. Their preferred spells include the following: *enlarge*, *shocking grasp*, *emotion*, *stinking cloud*, *blink*, *lightning bolt*, *phantasmal killer*, and *wall of fire*. Female Auraks prefer illusion spells.

Breath Weapon (Su): Three times a day Auraks can breathe a noxious cloud (5-foot cone). Victims caught in the cloud are dealt 20 points of damage and blinded for 1d4 minutes unless they succeed at Fortitude saves (DC 17). Those who save take only 10 points of damage.

Spell-like Abilities (Sp): Auraks can *change self* three times per day to resemble any individual human or humanoid and to perfectly imitate its voice. This effect only lasts for 2d6+6 minutes.

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 limited to 60 feet and Auraks can only transport themselves and their equipment.

Auraks can turn *invisible* (as the spell) up to once every 10 minutes. (The use of their *mind control* ability on another does not make them visible.)

Mind Control (Su): An Aurak's most insidious power is the ability to affect the minds of others. Auraks can use suggestion once every 10 minutes at will as the sorcerer spell. Once per day, they can also *mind control* one creature of 8 or fewer Hit Dice for 2d6 rounds (requires concentration). The draconian controls the actions of the subject as if the subject's body were his own. The target of a mind control must succeed at a will save (DC18) to avoid being controlled. The save is only rolled as the draconian attempts to take control of the target.

Death Throe (Ex): On the round that an Aurak reaches 0 or fewer hit points, its flesh transforms into eerie green flames. The Aurak enters a fighting frenzy that grants him a +4 morale bonus to all attack rolls and saving throws. Anyone adjacent to the draconian who attacks it in melee takes 1d6+the draconian's Charisma modifier points of fire damage each round from the flames (Reflex half DC 17). Six rounds later or when the Aurak reaches -10 hit points, it transforms into a whizzing ball of lightning that strikes with an attack bonus of +15 and deals 2d6+the Aurak's Charisma modifier points of electricity damage to those struck. After three rounds of lightning attacks, it explodes with a thunderous boom, stunning all within 10 feet for 1d4 rounds (2d4 if underwater) and dealing 3d6 points of sonic damage to all within 10 feet. A successful Will save (DC18) negates the stunning effect. The explosion destroys any items carried by the draconian.

Keen Senses (Ex): Aurak's senses are so fine that they have low-light vision and can detect hidden and *invisible* creatures within a 40-foot radius. They can also see through all *illusions*.

Skills: *Female Auraks have 8 ranks of Intuit Direction for free. Male Auraks do not possess this skill.

Baaz

Baaz occupy the bottom rung on the ladder of draconian social order. They are often abused and treated as slaves by other draconians. In the past, the Baaz could do little to change this situation, so they remained aloof from others not of their kind. However, with the arrival of female Baaz, this is beginning to change. Baaz females are organizers who work well in groups. They are working to change the status of Baaz at large by refusing to cooperate with those who abuse them and encouraging the males to follow their lead.



Baaz are often encountered prowling through civilized lands in disguise. Their size and build is such that they can pass themselves off as human by wearing large hoods and masks and concealing their wings under robes. Baaz males serve as scouts and spies, while female Baaz are rapidly becoming highly prized managers and low-ranking military commanders.

Baaz are the physically weakest and most plentiful of all draconians. Male Baaz stand between 5 feet and 6 feet in height, with the majority of them being on the short side. Female Baaz tend to be lighter in build than males.

Baaz Combat

Death Throe (Su): On the round that a Baaz reaches 0 or fewer hit points, his body turns to stone. The creature struck the deathblow must roll a successful Dexterity check (DC 13) or have his weapon fused to the draconian. The Baaz "statue" crumbles to dust after 1d4 minutes. Items carried by the Baaz are unaffected by the petrification and subsequent dissolution. Any stuck weapons can be retrieved after the Baaz crumbles away.

Glide (Ex): A Baaz can use his wings to glide, negating any damage from a fall of any height and allowing him to travel horizontally up to four times the vertical distance descended.

Bozaks

Bozaks are intensely spiritual beings. They sometimes organize religious services. Others have turned their need to believe in something to believing in draconians themselves. This has strengthened their already considerable leadership abilities.

Bozaks display no gender differentiation in height and build. They stand between 6 feet and 6 1/2 feet tall. Both sexes have keen organizational abilities. Males have served as leaders in draconian military units since the War of the Lance.



Bozak Combat

Bozaks of both sexes are cruel and cunning warriors who only rarely spare the lives of opponents.

Spells: Bozaks are natural sorcerers. They can master the mystic arts with only minimal instruction while young. The average Bozak casts spells as a 4th-level sorcerer. Few females advance beyond this level, while males have been known to advance as high as 8th level. Their favorite spells are *burning hands*, *enlarge*, *magic missile*, *shocking grasp*, *invisibility*, *levitate*, *stinking cloud*, and *web*.

Death Throe (Ex): On the round that a Bozak reaches 0 or fewer hit points, his scaly flesh shrivels and crumbles from his bones in a cloud of dust. Then the bones explode, dealing 1d6 points of damage to all within a 10-foot radius (Reflex negates DC 14).

Divine Grace (Ex): Bozaks add their Charisma modifiers to all saving throws (included in the numbers above).

Glide (Ex): A Bozak can use his wings to glide, negating any damage from a fall of any height and allowing him to travel horizontally up to four times the vertical distance descended.

Skills: *Bozaks gain a +4 bonus to Diplomacy checks when dealing with other draconians.

Kapak

Kapak are the backbone of draconian fighting forces. They are fierce warriors who possess an inherent love of battle. However, they also excel at performing quiet missions of sabotage and assassination. 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.

Neither male nor female Kapaks show any aptitude toward original thinking, nor are they very perceptive. This makes them better followers than leaders. Another kind of draconian or a leader of a different species usually leads Kapak forces.



Kapak Combat

Poison (Ex): Bite or blade; fortitude save (DC13); initial damage paralysis, secondary damage 0. Paralysis lasts 2d6 minutes. Only male Kapaks have venomous saliva. Before entering combat, male Kapaks often lick the blades of their swords. The poison remains on the blade for 3 rounds.

Healing Saliva (Ex): The Saliva of female Kapaks cures wounds. If a female Kapak licks a wound within 10 rounds of the injury the wounded creature regains 2d6 hit points. The healing properties work especially well on draconians, curing 3d6 hit points. The saliva of a female Kapak does not heal when delivered by her bite.

Death Throe (Ex): On the round that a Kapak reaches 0 or fewer hit points his body instantly desolves into a 5-foot radius pool of acid. All within this area suffer 1d6 points of acid damage each round they remain in the pool. The acid evaporates in 1d6 rounds. All items the Kapak was carrying are rendered useless by the acid.

Sivaks

Sivaks are the most powerful of the commonly encountered draconians. Both male and female Sivaks serve as elite warriors and infiltrators who are highly sought after by evil leaders and other draconians. The males' ability to perform covert operations is aided by their shapeshifting ability. The males stand close to 9 feet tall. Females are between 6 and 7 feet tall.



Sivak Combat

Both sexes prefer to wield large, ornate bastard swords. Sivaks' tails are long (for draconians), and they often use them in combat to knock foes off balance.

Trip (Ex): As a standard action, a Sivak can use his tail to make a trip attack using its normal melee attack bonus (+10).

Shapeshift (Su): A male Sivak is capable of assuming the form of a humanoid of his own size or smaller at the moment he kills it. The Sivak does not gain the memories, skills, or spell use of its victim, but his appearance and voice is an exact match to its victim's. The Sivak can change back to his normal shape, but after doing so cannot shapeshift again without killing another humanoid.

Blend (Ex): Sivak females cannot shapeshift like male Sivaks. Instead, they have a chameleon like ability to blend in with their surroundings. This works just like a robe of blending, giving the Sivak a +15 circumstance bonus to her Hide checks and allowing her to change self at will.

Divine Grace (Ex): Sivaks add their Charisma modifiers to all saving throws (included in the numbers above).

Male Death Throe (Su): A male Sivak changes shape when slain, assuming the form of the 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, the Sivak instead bursts into flame, dealing 2d4 points of fire damage to all within a 10-foot radius (Reflex negates, DC 17).

Female Death Throe (Su): Female Sivaks do not assume the form of those who kill them. Instead, they burst into flames when killed, dealing 2d4 points of fire damage to all within a 10-foot radius (Reflex negates, DC 17).

