

DUNGEONS & DRAGONS[®]

Player's Handbook[®] Races

DRAGONBORN



ROLEPLAYING GAME SUPPLEMENT

James Wyatt

PLAYER'S HANDBOOK® RACES: DRAGONBORN

James Wyatt

Proud heirs of a long-shattered empire, the dragonborn struggle to preserve their racial identity in a world that is no longer theirs to command. They believe themselves to be the most ancient race to walk the land, second in creation after only the dragons themselves, but they are a race in twilight, watching as younger races squabble over the remnants of the power that once was theirs.

To be a dragonborn is to stand above the masses of mortals, to be something more—kin to the majestic and mighty dragons, and bearers of the legacy of once-great Arkhosia. To *play* a dragonborn adventurer is to embrace this proud race as your alter ego in the game, to take on the persona of a scion of Arkhosia, armed with a breath weapon and draconic durability to strike down your foes and weather their attacks.

This book is your guide to creating and playing a dragonborn character. It provides a comprehensive introduction to the history, beliefs, behavior, and attitudes of dragonborn in the world of the DUNGEONS & DRAGONS® game. It explores these elements of the race by presenting a wealth of resources for developing your character: background elements, feats, powers, paragon paths, and an epic destiny to help your character strive toward the draconic model of perfection.

The information in this book draws and expands upon the material in the *Player's Handbook*® and “The Ecology of the Dragonborn” (by Chris Sims) in *Dragon*® Magazine #365. It reproduces the feats found in the *Dragon* article for easy reference. It doesn't include racial feats, paragon paths, and other material appearing in other sources, either in print or online. Because the D&D® game is constantly growing and expanding, no index to those game elements would stay up to date for long. Fortunately, there's an easy reference at your disposal: The D&D Compendium. You can use the Compendium to search for feats, paragon paths, or powers that refer to dragonborn, expanding the options available to your character as the game continues to expand. If you are a D&D Insider™ subscriber, you can use the D&D Character Builder to create and maintain your dragonborn character, so you always have up-to-date options at your fingertips. Check out both at dndinsider.com.

The focus of this book is on developing your dragonborn character as a person with a background and motivation that is distinctively dragonborn. There's only so far that game elements can go in helping you bring your character to life. But if you draw on these elements as you play your character, you can more easily turn your character into a living, breathing part of the campaign world.

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DRAGONBORN

Donaar shifted his weight as Lia worked on the lock. The elf rolled her eyes at him. She didn't need to say anything—she'd said it a hundred times or more.

"Don't hassle me while I'm working," she'd whisper. "Let me do my thing, and I'll let you do yours."

She didn't understand, and probably never could. He had no quarrel with her skill at opening locks—or, for that matter, her ability to quickly eviscerate an enemy. She seemed to enjoy taunting him, making fun of the paladin with his code of honor, imagining that he thought less of her because of her flexible approach to morality. He didn't.

He wasn't impatient, either. Just eager. The lock that Lia worked so carefully to open suggested that the room beyond was important—something worth protecting. No doubt there would be guardians, which meant another fight. Donaar shifted the grip on his sword's hilt, anticipating the battle.

Once those guardians were defeated, what would they find? The whole complex, with its arched halls and broad doors, was a remnant of lost Arkhosia, built at the height of the ancient empire and covered by the flow of lava from nearby Mount Korinda. Ghosts and skeletons guarded its treasures now, with the unfortunate addition of some fiery elemental creatures that seemed to have found their way into the complex from below. Whatever their origin, these creatures watched over the treasures of Donaar's people, the ancient dragonborn of Arkhosia.

Lia sprung the lock and shot him a wry smile as she backed away from the door. "Do your thing, paladin," she whispered. Then, as if to soften the scorn in her voice, she patted his shoulder, a ring on her thumb clattering softly against his armor.

Donaar glanced around at his companions, making sure they were all ready. Brandis, the mercenary, raised his shield and nodded at him. Thorn snarled in the direction of the door as his spirit panther crouched and prepared to spring. Chana gave him her beatific smile, like a visible manifestation of Erathis's blessing on him and his work. Lia was facing back down the hall the way they'd come, but he expected that from her. He returned Chana's smile grimly and kicked the door open.

A beast of searing flame growled and turned, ready to spring. A hell hound! Another hell hound spun around, surprised by the noise. Donaar didn't hesitate. Before either beast could move, he sprang forward, making sure he was between the fiery creatures and his allies. If they wanted to harm his companions, they would have to go through him to get to them.

That was, as Lia would say, his "thing."

Donaar only glimpsed the soaring arches of the room as he leaped forward. He registered the dragon faces staring impassively out from the stone, but he wouldn't allow any curiosity or excitement to distract him. He could hear his allies behind him, spreading cautiously into the room to back him up without hurling themselves into harm's way. Only then did the dragon faces float to the forefront of his mind.

"Get down," Donaar shouted, and then the room exploded in chaos.

Five dragon heads were carved in the walls, gazing toward the center of the room. Each one bore the features of a different color of chromatic dragon—and the crest and horns of the red were on the wall right in front of Donaar. He didn't have time to heed his own warning before the mouth of the dragon dropped open and bathed him in sheets of flame.

He gritted his teeth against the pain and heard the startled cries of his companions as the other dragon heads belched their distinct varieties of doom, pouring out frost, acid, poison, and lightning upon them. He smelled the acrid fumes from the green head, just to his left. He cursed himself—he should have noticed the trap sooner.

The hell hounds seemed invigorated by the flames, and Donaar stumbled backward under their assault. Then Thorn's panther was beside him, and he felt strength flow through him, soothing his pain and bolstering his resolve. Catching one hell hound on his shield, he swung it into the other. As the fiery beasts collided, Donaar risked a glance around.

It wasn't as bad as Donaar had feared. Lia seemed unscathed—she'd probably somersaulted out of harm's way at his shout of warning. She was circling around the hounds, looking for an opening to slide her dagger into one of the creatures. Brandis hung back, awaiting Thorn's attention to what looked like a pretty serious acid burn. Chana and Thorn looked a little singed by lightning, but their wounds weren't serious.

"You'll have to do better than that, Dragon Queen," he muttered as his sword sank into a hell hound's shoulder.

The five dragon heads meant that the dragonborn who had built and occupied this vault were devotees of Tiamat. The trap reiterated the message of the locked door—it was surely meant to protect something important. But how had the hell hounds not triggered the trap? There was something missing, a piece of the puzzle Donaar couldn't quite fit into place.

Brandis was at his side now, and Donaar let the mercenary command the attention of the wounded hound. Bahamut's challenge kept the other focused on him. Lia took advantage of that focus to drive her dagger deep into the hound's belly. It began to whirl on her in anger, but Donaar summoned all his wrath, his outrage at the tainted shrine, and smote the hell hound with



holy might. His sword erupted in brilliant light, and the hound collapsed on the floor, its flames fading into noxious smoke.

A quick glance told Donaar that Brandis was handling the second hound, so he took a moment to survey the room more carefully. The domed ceiling was shrouded in darkness, but he saw rubies glittering like eyes, no doubt adorning some grand mural of Tiamat or her draconic spawn. Black ceramic tiles set into the stone floor formed the clawed wheel of Tiamat's symbol—another warning sign he had missed.

"To's Blood," Donaar whispered to himself. "I'll have to do better next time."

Donaar's eyes came to rest on the wall opposite the door, and an uneasy feeling gripped him. The bare stone wall hid something from view—he could feel it. As Brandis and Lia finished off the remaining hell hound, he took a wary step toward the wall.

With a loud grinding of stone, the wall split in half and slid away to either side. Jets of flame guttered in a hallway beyond, but Donaar's attention was fixed on a shadowy figure standing between the flames. The horns jutting from his head and the long tail twitching in the firelight behind him marked him as a tiefling.

Donaar fought to suppress a habitual surge of hatred and anger. A tiefling in this day and age didn't carry

any personal responsibility for the fall of Arkhosia—it wasn't fair to blame the entire race for the evil of their long-dead empire. Donaar had known a few tieflings whose virtue and honor were almost as exemplary as his own.

As Donaar's eyes adjusted to the dim light beyond the archway, however, the sigil on the tiefling's chest came into view and the dragonborn paladin unleashed his rage. The sign of a clawed hand was painted in scarlet on the tiefling's breastplate—the symbol of Tiamat's Red Hand.

"You've slain my pets," the tiefling hissed, his voice a harsh whisper, "survived my trap, and reached my holy of holies." A harsh laugh burst from the tiefling's throat. "Now how shall I deal with you?"

"Honor demands that I salute a worthy foe with respect," Donaar said, lifting his sword in a casual salute. "But I believe you're worthy of little more than a swift death."

Donaar heard his allies behind him, and he knew they were ready. Without a glance over his shoulder, he charged forward, confident that his companions were right behind him.

"For Bahamut." Donaar cried. "For glory!"

As with all stories that deal with the ancient past, tales about the birth of the dragonborn are hazy in their details and often contradict one another. Each tale, though, reveals something about the dragonborn that is true, regardless of the historical accuracy of the legend—and it often reveals much about the teller.

One tale relates that the dragonborn were shaped by Io even as the ancient dragon-god created dragons. In the beginning of days, this legend says, Io fused brilliant astral spirits with the unchecked fury of the raw elements. The greater spirits became the dragons, creatures so powerful, proud, and strong-willed that they were lords of the newborn world. The lesser spirits became the dragonborn. Although smaller in stature than their mighty lords, they were no less draconic in nature.

This tale stresses the close kinship between dragons and dragonborn, while reinforcing the natural order of things—dragons rule, dragonborn serve.

A second legend claims that Io created the dragons separately, at the birth of the world. Io crafted them lovingly to represent the pinnacle of mortal form, imbuing them with the power of the Elemental Chaos flowing through their veins and spewing forth from their mouths in gouts of flame or waves of paralyzing cold. Io granted them the keen minds and lofty spirits shared by other mortal races, linking them to Io and to the other gods of the Astral Sea.

During the Dawn War, however, Io was killed by the primordial known as Erek-Hus, the King of Terror. With a rough-hewn axe of adamantine, the King of Terror split Io from head to tail, cleaving the dragon-god into two equal halves. No sooner did Io's sundered corpse fall to the ground than each half rose up as a new god—Bahamut from the left and Tiamat from the right. Drops of Io's blood, spread far and wide across the world, rose up as dragonborn.

This tale separates the creation of dragonborn from the birth of the dragons, implying that they are fundamentally separate. Sometimes, those who repeat this legend suggest that dragonborn are clearly less than the dragons made by Io's loving hand. Other tellers, though, stress that the dragonborn rose up from Io's own blood—just as the two draconic deities arose from the god's severed body. Are they not, therefore, this tale asks, like the gods themselves?

A third legend, rarely told in current times, claims that dragonborn were the firstborn of the world, created before dragons and before other humanoid races. Those other races were made, the legend claims, in pale imitation of dragonborn perfection. Io shaped the dragonborn with his great claws and fired them with his breath, then spilled some of his own blood to send life coursing through their veins. Io made the dragon-

born, the legend says, to be companions and allies, to fill his astral court and sing his praise. The dragons he made later, at the start of the Dawn War, to serve as engines of destruction.

This version of the tale was popular during the height of the Empire of Arkhosia, though it was subversive at the time—it proclaimed that dragonborn should be the masters of dragons and not the other way around. It also highlighted the superiority of dragonborn to other races, which was a common theme in the rhetoric of ancient Arkhosia.

One common theme binds all these legends together, though—the dragonborn owe their existence, in some fundamental way, to Io, the great dragon-god who created all of dragonkind. The dragonborn, all legends agree, are not the creation of Bahamut or Tiamat—their origin does not naturally place them on one side or the other of the ancient conflict between those gods. Therefore, it's up to every individual dragonborn to choose sides in the eternal struggle between the chromatic and metallic dragons—or to ignore this conflict completely and find their own way in the world.

DRAGONBORN AND THE GODS

Three kinds of temples are particularly common in dragonborn communities.

Bahamut rules alone in many dragonborn temples since the fall of Arkhosia. Carrying names such as the Temple of the Platinum Dragon or the Temple of Divine Justice, these temples emphasize Bahamut's protection of the dragonborn people in their scattered exile, which is contingent upon their cleaving to the highest ideals of honor, nobility, and justice.

Imperial Arkhosian temples tend to be more ostentatious than those dedicated to Bahamut, and often physically larger, but they draw fewer worshipers. In these temples, altars to Erathis, Ioun, and Kord evoke the memory of Arkhosia's religious life. Some dragonborn blame the imperial temples for Arkhosia's fall, but devotees of these temples believe the three gods desire the dragonborn people to rebuild the empire, taming the wilderness and spreading civilization with their blessing.

A recent religious movement among dragonborn communities is the Temple of Io's Children, where Bahamut and Tiamat are worshiped side by side as twin incarnations of Io's will. The evil and vengeful nature of Tiamat is downplayed in these temples, but so is Bahamut's commitment to virtue and righteousness. The gods are presented as polar opposites that point to a middle way, neither good nor evil but striving toward a draconic ideal.

Temples to Tiamat alone are as rare and secretive among dragonborn as they are among other races. However, dragonborn devotees of Tiamat are among her most cruel and rapacious followers.



CHOOSING SIDES

The common people of most races are unaligned, with few making a conscious effort to choose a good life or an evil one. Dragonborn, however, are much more likely to choose sides in the cosmic war between good and evil. Dragonborn often tell the story of Io's death and the birth of Bahamut and Tiamat as a moral tale intended to emphasize the importance of standing on one side or the other.

"Io didn't die so we could stand in the middle," they say. "We're not called to ambivalence. The choices stand before you—Bahamut's way or Tiamat's. The only wrong decision is refusing to choose."

Of course, more dragonborn choose Bahamut's path than Tiamat's. The pathways of justice, honor, nobility, and protection are more conducive to society's smooth functioning than those of greed, envy, and vengeance. Those who follow Tiamat's ways usually keep their choice quiet, worshiping the Chromatic Dragon in secret shrines while going through the motions of fulfilling social expectations.

Choosing sides isn't just a matter of a one-time choice of alignment, however. Every moment of crisis calls for a decision, and dragonborn are inclined to see those decisions as a matter of stark extremes. When wronged, a dragonborn can choose the path of Bahamut and seek to bring the wrongdoer to justice. Or the victim might

choose the path of Tiamat and swear vengeance. Even good-aligned dragonborn who are devoted to Bahamut sometimes choose the latter path—not out of impulsive rage, but because it's the best course to take in that particular situation.

A few dragonborn reject the idea of choosing between Bahamut's way and Tiamat's, notably the followers of the Temple of Io's Children (see "Dragonborn and the Gods"). These dragonborn are often unaligned, but their position is a decision not to choose sides, rather than a sign of ambivalence. They view the distinction between the gods as a false dichotomy, a choice between two sides of the same coin, not really different from each other.

This disdain for ambivalence extends beyond choosing alignment. While dragonborn appreciate the virtue of listening to both sides of an argument, they don't respect anyone who hears both sides and can't choose between them. Decisiveness is a mark of strong character.

This attitude makes compromise more difficult for dragonborn to reach or accept than it is for other races, but not impossible. In fact, sometimes dragonborn reach compromise all the more quickly because they realize that each side is committed to its own position and won't be persuaded to alter its perspective, making some kind of compromise the only possible solution.

SCIONS OF ARKHOSIA

Arkhosia was not the first dragonborn empire—nor, many dragonborn proclaim, will it go down in history as the last. Even so, it stands as a shining high point in dragonborn history, the pinnacle of their civilization and a culture that, though long dead, still shapes its descendants. Every living dragonborn is in some sense an heir of Arkhosia, and carries both the pride of that ancient lineage and the burden of the fallen empire's memory.

Arkhosia arose in the distant recesses of history, untold centuries before the rise of the human empire of Nerath. It grew from a confederacy of seven city-states united under the leadership of a single ancient dragon dubbed the Golden One. It expanded partly through conquest and partly through simple diplomatic outreach and trade. Many dragonborn city-states and even some tribes and nations of other races deemed it preferable to live within the secure borders of a powerful empire than to fend for themselves in the darkness outside Arkhosia's borders. Arkhosia prospered for hundreds of years, taming the wilderness and expanding its trade and diplomatic missions to far-flung corners of the world.

That constant drive toward expansion soon brought Arkhosia into conflict with the other imperial power of that distant era, the diabolic empire of Bael Turath with its tiefling noble caste. Bitter wars between the two empires spanned centuries and wrought terrible devastation upon the world. The strains of the war brought internal conflicts to light within Arkhosia as well, partly manifested in the renewed strength of Tiamat's secretive cults.

The fall of Arkhosia was as great as its accomplishments. The armies of Bael Turath with their devil allies defiled great swaths of the empire's lands, swallowed entire dragonborn cities into deep caverns, or simply razed them to the ground. The Golden One was slain, and dozens of other dragon lords fell or were scattered into the wilderness as their grip on the land slipped. Bael Turath fell under Arkhosia's relentless assault, but it took the dragonborn empire down with it. When neither side had the will or the resources to fight any longer, when the shouts and horns of battle were silenced at last, nothing remained of the two empires but scattered remnants of displaced populations and haunted ruins.

Few dragonborn still inhabit the lands at the heart of their ancient empire—lands that remain tainted by the evil and powerful magic that brought the empire low. Under later kingdoms, including Nerath, dragonborn were prohibited from gathering in large numbers. Yet many dragonborn still think of themselves as citizens of Arkhosia, exiles from a land that no longer exists but might someday be reborn.



For these dragonborn, Arkhosia is more than a memory—it's a symbol of all that is great about their race. The empire's glory was the glory of all dragonborn, but by extension its fall was their fall. As much as individual dragonborn seek to earn glory by their deeds, their efforts will never reach the heights of Arkhosia's renown, unless and until a new Golden One appears to rule over a restored draconic empire.

GLORY

Winning glory is a driving motivation for many dragonborn adventurers, as well as dragonborn in other walks of life. The dragonborn caravan guard seeks to earn fame by driving off bandits, the dragonborn artisan hopes to gain renown by creating goods known far and wide for their quality and artistry, and the dragonborn adventurer hopes to win glory by slaying terrible monsters, acquiring great treasures, and fighting back the darkness that threatens to swallow the last remnants of civilization.

Some have compared this hunger for glory to a dragon's magnificent ego, and the comparison seems apt. Just as a dragon wants to be known for the size of its hoard and feared for the strength of its breath and claws, so a dragonborn seeks renown or perhaps even notoriety. If there is a difference, however, it lies in the dragonborn's sense of being a representative of a larger group of people.

For most dragonborn, the desire for glory goes beyond a lust for individual renown and recognition. Dragonborn seek glory not just for themselves, but for

their clans and their race as a whole. When a dragonborn does glorious things, that individual's clan and indeed the race as a whole win glory, rising in the esteem of other clans and the other races of the world.

So few dragonborn survive in the world, and they are so scattered, that any given dragonborn might well be the only member of the race known to some number of people. Those people naturally form their opinion of dragonborn in general based on their knowledge of the individual. If a dragonborn does glorious deeds, the people who see them or learn of them attribute that glory to the race as a whole. In this way, dragonborn hope, they can continue to live up to the all-but-forgotten glories of ancient Arkhosia.

That said, some dragonborn are prone to the same egotistical pride that dragons display, and adventurers are perhaps the most susceptible to it. They seek glory not to elevate the stature of their race, but to command the respect and adulation of others, to amass their own hoards of wealth, perhaps even to strike terror into the hearts of others. Dragonborn who follow Tiamat's path often pair this vainglory with a jealous pride that leads them to sabotage the efforts and accomplishments of those they view as rivals. But even those who claim to follow Bahamut's path sometimes strive to be seen as paragons of justice and honor, their pride blinding them to their own shortcomings. They protect the weak, not because that is what Bahamut commands, but because they desire the praise of those they have saved, and perhaps seek a monetary reward.

RUINS OF GRANDEUR

The heart of ancient Arkhosia probably lies far from the lands where your character was born. However, its influence almost certainly reached as far as the lands where you now adventure, and your career might take you into ancient ruins erected during the height of the ancient empire's civilization.

You'll often find dragonborn ruins carved into cliff faces or along the sides of lost valleys. Wondrous stone facades carved with pillars, arches, and spires bear images of the heads, wings, and coiling tails of dragons. The most important chambers of state typically lie in cavernous halls within these structures.

Where any structures remain standing outside these excavated chambers, you'll likely find strong towers, graceful spires, and majestic arches, all bearing the same dragon-themed adornments. Great blocks cut from the stone of the surrounding cliffs and mountains form monumental structures—or at least hint at where those structures once stood. Many ancient Arkhosian cities erected enormous statues of their dragon patrons in squares at the center of town, but it's extremely rare to find such statues still standing. At best, you might hope to find one or more claws gripping a massive

pedestal, surrounded by the worn and crumbling stone that once formed the rest of the dragon's majestic body.

One of the most famous Arkhosian ruins is the lost city of Serpentus Rift, one of the seven "Jewels of the South"—the pride of the empire. Built on and into the sides of a winding canyon, Serpentus Rift was known for the glittering hues of its sun-dappled walls and the translucent bridges that let the sun illuminate even the lowest reaches of the canyon. A warren of passageways and vast chambers stretched underground for nearly a mile beneath the rift's walls. To this day, dragonborn congregate at the ruins from time to time, attempting excavations to recover some of the city's lost treasures. But devils haunt the ruins as well, still seeking to finally destroy Serpentus Rift.

During the centuries-long war between Arkhosia and the tiefling empire of Bael Turath, huge stretches of land were claimed and reclaimed by both sides. That's why you might visit ancient Arkhosian ruins one week and a remnant of Bael Turath the next—or even discover a site where the architectural styles of both ancient empires are interspersed.

FAMILY AND CLAN

Before the empire of Arkhosia spread across the world, the dragonborn formed clans that each gave its allegiance to a single dragon patron. Over the course of centuries, these clans grew into city-states and finally federated into the great Arkhosian Empire. Though the empire has long since fallen, those dragonborn clans remain intact, and continue to form a central element of racial identity.

Each dragonborn clan is a collection of families united by a shared allegiance. Families are related by blood, while clans come together around powerful patrons, rulers, or sometimes ideals. Clan associations were formed in ancient times and rarely change, however, so it is fairly common for individuals and families within a clan to disagree about the clan's original purpose and proper role in the current age. Even so, dragonborn revere their family ancestors and the honored dead of their clan, and seek to bring glory to their clan through their own deeds.

Clan can define a dragonborn's life, and many dragonborn adventurers are motivated by the desire to overcome a mark of shame or live up to the past glories of their clans. Others flee the society of other dragonborn in an attempt to escape the responsibility of clan ties. Still others hope to achieve such glory for themselves and experience the world so that they can claim leadership as elders in their clans.

CLAN BACKGROUNDS

If you want to make clan an important factor in your dragonborn character's life, consider choosing one of these background elements that reflect your clan's history. These background elements (and the others presented throughout this book) work just like the ones in *Player's Handbook 2*. After choosing your background elements, you can (with your Dungeon Master's consent) select one of the following background benefits.

- ◆ Gain a +2 bonus to checks with a skill associated with your background.
- ◆ Add a skill associated with your background to your class's skills list before you choose your trained skills.
- ◆ Choose one language connected to your background. You can speak, read, and write that language fluently.
- ◆ If you are using a campaign setting that offers regional benefits (such as the FORGOTTEN REALMS® setting), gain a regional benefit.

BESMIRCHED BIRTHRIGHT

You come from a dishonored dragonborn clan. Whether recently or in the distant past, an individual or a family in your clan did something so cowardly, dishonorable, or incompetent that it reflected poorly on the entire clan. Perhaps a group of soldiers deserted the field before a key battle between Arkhosia and Bael Turath. Maybe a sorcerer of your clan destroyed an entire enclave with a miscast spell or botched ritual. Or

DRAGONBORN NAMES

Dragonborn have personal names, given at birth, as described in the *Player's Handbook*. They can also have childhood names, family names, and clan names. All these come according to a dragonborn's heritage and place in dragonborn society.

A childhood name or nickname is common. Such a name is usually descriptive, and it serves as a term of endearment or encouragement for a young dragonborn. The name might recall an event or center on a habit. It could derive from an ancestor that acted similarly to a child, or a favored toy or item might be the inspiration. Such names are seldom appropriate for adults. For anyone to use such a name without proper authority, such as that of a parent or elder, or without permission, is a sign of disrespect. A dragonborn's elders use a childhood name after that dragonborn becomes an adult only to indicate disapproval.

Childhood Names: Climber, Earbender, Leaper, Pious, Little Kriv, Shieldbiter, Zealous.

Family names are Draconic words, much like given names, carried by a specific bloodline. They often come from the deeds of an ancient scion of the family line or an

amalgamation of the names of notable ancient ancestors. A dragonborn seldom identifies himself or herself by family name, unless specificity is required. Dragonborn keep their family names private except among close friends, and instead go by their clan name.

Family Names: Alreja, Bhergav, Duggal, Garodya, Iyotar, Letrah, Mulhotra, Odeyar, Pradhu, Reddyar, Samanga, Tyagi, Ulharej, Vadula, Yadav, Zaveri.

Clan names are ancient titles that are frequently taken from the names of dragon lords of Arkhosia. Those that aren't dragon names are names of trade associations or martial cadres, much like current-age guilds, arcane societies, or knightly orders. A dragonborn goes by his or her clan name, so his or her deeds are known to reflect on that clan. Members of a clan fiercely defend their clan name against misuse, and some dragonborn outlaws are stripped of the privilege of using their clan name.

Clan Names: Bloodbane, Drakerider, Flamebrow, Hammerwing, Loremark, Moonscale, Peaceblade, Redmark, Silverspear, Spellscale, Warbringer.

a warlock made an infernal pact, treated with devils, and joined forces with the empire of Bael Turath. Other dragonborn, if they know your clan name, assume that you're prone to the same failings, blame you for the actions of your clanmate, or simply taunt you because of your unfortunate heritage. How do you respond to such a reception? Do you hide your clan affiliation, or have you renounced it entirely? Or do you seek to earn such glory that your deeds overshadow those that brought shame to your clan?

Associated Skills: History, Streetwise.

DRAGONBONDED CLAN

Your clan is still bonded to the service of a dragon, just as it was before the rise of Arkhosia. Your people do not live among other races, but in the remote wilderness near your patron dragon's lair. The ways of other races and their civilizations are foreign to you, and to their eyes you might seem barbaric or uncultured. Why have you left your close-knit clan, and its service to your dragon patron? Or do you perhaps adventure in service to that patron? Is your patron benevolent, or cruel and domineering?

Associated Skills: Arcana, Intimidate.

LAUDABLE LEGACY

Your clan claims at least one notable individual member or associated family, someone who has brought great glory to the clan's name. An ancestor might have been a great war hero or a benevolent ruler. A family associated with your clan might be renowned artisans or esteemed diplomats. Those who know your clan affiliation expect you to live up to your clan's high standards. They might assume you're arrogant or haughty before they even meet you. Or they might have a grudge against you, believing that your clan stole recognition that belonged to theirs. How do you react to your clan's renown? Are you proud of it, or is the burden of its high expectations too much for you to bear?

Associated Skills: History, Diplomacy.

TURATHI SLAVE CLAN

Your clan was enslaved by the tiefling rulers of Bael Turath, among the earliest casualties of that empire's clash with Arkhosia. They endured heinous treatment, horrible punishments, and perhaps even magical experimentation at the hands of their warlock masters. You might bear the scars of this ancient oppression—perhaps an unusually small stature, maybe a ready obedience and docile temperament, or possibly an inclination toward the sinister magic of your clan's former masters. You might seek to win glory to prove yourself better than your slave ancestors, or you might not seek glory at all.

Associated Skills: Arcana, Streetwise.



ARCANE DRAGONBORN

The elemental forces churning in the blood of the dragonborn make them well suited to wielding arcane magic. The ability to exhale a blast of raw elemental energy leads almost naturally to funneling such energy through spells, most commonly as a sorcerer who channels the inherent magic of a dragon soul.

ARCANE CLASSES

Sorcerer is the most common arcane class for arcane dragonborn characters for two important reasons. First, dragonborn gain bonuses to their Strength and Charisma scores, both of which are important to sorcerers with either the Dragon Magic or the Cosmic Magic class feature. Second, sorcerers who choose the path of Dragon Magic draw on ancient draconic bloodlines or teachings, which are perfectly appropriate for dragonborn characters.

Because of their bonus to Charisma, dragonborn also make excellent bards, favoring the Virtue of Valor. Dragonborn warlocks are less common, but they tend to favor the star pact or occasionally the fey pact. Most dragonborn avoid the infernal pact because it reminds

them of the diabolical forces of Bael Turath, which contributed to the downfall of Arkhosia. Dragonborn wizards are rare—at least in part because those who do study wizard spells find that their natural Charisma helps them master illusion magic, and few dragonborn are otherwise inclined to the magic of deceit and trickery.

Their high natural Strength makes dragonborn adept swordsmen, if they choose the *aegis of assault* and related powers.

Artificer is the one arcane class that draws precious few dragonborn. Neither Strength nor Charisma is useful to artificers, and the magic of craft and industry holds little appeal to dragonborn in general.

ARCANE BACKGROUNDS

If you're playing a dragonborn character with an arcane class, consider these backgrounds for your character. In contrast to the backgrounds presented in *Player's Handbook 2*, these backgrounds are almost character archetypes—more or less complete pictures of a kind of character you might decide to play. For that reason, these backgrounds include some suggestions for other decisions you might make for your character, from suggested class or build to specific feats or powers.



ARCANES MERCENARY

Many dragonborn earn a living selling their services as mercenaries, caravan guards, or bodyguards. While their imposing physical size and strength make dragonborn fighters and warlords well suited to such work, many dragonborn of an arcane bent follow similar careers, putting their magic to violent purpose. The life of a mercenary leads quite naturally into a career as an adventurer—all it takes is one job gone horribly wrong, one unexpected encounter with a threat beyond the normal caravan raiders or enemy soldiers, to change a mercenary's life forever.

You might be a swordmage who fits in easily among more martially inclined sellswords, or a wizard or sorcerer who provides arcane artillery support to a band of more traditional soldiers. Or as a bard, you might serve as the leader of a mercenary company, fighting alongside your fellow soldiers while encouraging and uplifting them with your magic. Even if you're not normally inclined to melee, you might consider picking up proficiency with a good melee weapon or even multiclassing into fighter or warlord to reflect your military background.

Associated Skills: History, Streetwise

DRAGON-BLOODED SPELLCASTER

Arcane power is in your nature, part and parcel of the same elemental forces that power your *dragon breath*. Casting spells feels no different for you from exhaling draconic power—they are just as natural. For many dragon-blooded spellcasters, controlling the magic that seems always eager to burst forth is extremely difficult. You might be prone to magical mishaps, especially with at-will powers that burst forth without any real thought or effort on your part. On the other hand, mastery of your powers might be as natural to you as regulating your breathing, a simple matter of directing your will and energy outward and creating the magical manifestation you desire. In either case, those who study and train for years to master the merest scraps of magical power look upon you with envy or perhaps fear, for power comes readily to your hand, for good or for ill. You feel a kinship and affinity for dragons, and you might dream of one day transforming yourself into that pinnacle of the draconic form—or of subjugating dragons to your will.

Most dragon-blooded spellcasters are sorcerers who practice Dragon Magic or bards who extol the Virtue of Valor. Dragon-blooded bards lift up dragons as the exemplars of valor, and many of their spells take on draconic characteristics. For example, your *shout of triumph* might be a draconic roar that creates a brief image of a dragon around or above you to strike terror in your enemies' hearts, while your *song of storms* might make you appear as a blue dragon while the effect persists.

Associated Skills: Arcana

DRAGON-BOUND ARCANIST

You learned the practice of magic from an actual dragon. It's rare for dragons to cast spells as mortals do, but magic is in their blood, and some sagacious dragons instruct mortals—particularly dragonborn—in truly ancient methods of spellcasting. Most commonly, their students are bound to them as slaves, and their magic is meant to be used in the dragon's service. You were such a slave, learning draconic spellcasting at the side of an exceptionally wise, old, and learned dragon. How did you escape your servitude? Was the dragon killed by adventurers, or by a more powerful monster—perhaps a rival dragon? Did its arcane research lead to its demise or disappearance? What do you plan to do with your newfound freedom? How will you use the magic you learned from your former master?

This is a great background for a dragonborn warlock, since you can put a draconic spin on any pact you choose. Your dragon master might have been a fey dragon of great and mysterious power, an infernal dragon infused with hellfire, or a student of the stars. Alternatively, your sorcerer spells could be a manifestation of the dragon's power in you (if you practice Dragon Magic), or you might have studied Cosmic Magic at your master's side.

Associated Skills: Arcana, Intimidate

STUDENT OF THE NINEFOLD PATH

In ancient Arkhosia, a society of bards, wizards, and sorcerers called the Order of the Ninefold Path codified and propagated the arcane teachings of the dragonborn. The sages of this order lived as mendicants, owning nothing but the tomes they could carry and relying on the support and hospitality of the citizenry as they traveled from city to city. They traveled in pairs, one master and one student. As the student's knowledge grew to equal the master's, they would seek out new students in the cities they visited, thus passing on the secrets of the order. A few scattered masters of the Ninefold Path remain in the wake of Arkhosia's fall, but students willing to accept their tutelage are few and far between. You have studied with a master of the order, learning ancient arcane teachings unfamiliar to current-age practitioners of magic. What happened to the master who taught you? Are you looking for a student, or did your master die or disappear before your training was complete, leaving you in search of a new master?

You might use a feat choice, such as Draconic Spellcaster or Curse of Io's Blood (both from *Arcane Power*), to reflect your unusual arcane training. Also consider the Ninefold Master paragon path, presented on the next page.

Associated Skills: Arcana, History

PARAGON PATH: NINEFOLD MASTER

"I have mastered a study of magic that was ancient when your kind were barbarians at our feet."

Prerequisite: Dragonborn, any arcane class, Draconic Spellcaster feat

In ancient Arkhosia, arcane spellcasters studied the Ninefold Path, a way toward both arcane mastery and spiritual awakening. The steps along the path represent an increasing attunement to the draconic energies in the initiate's being, a practice that unites the study of magic with the innate characteristics of the dragonborn race.

You are a master of the Ninefold Path, on your way toward arcane perfection as the scholars of Arkhosia understood it. Your *dragon breath* is another spell in your arsenal, and when you use spells that create the same elemental force as your breath, you demonstrate mastery over the magic that powers them.



NINEFOLD MASTER PATH FEATURES

Breath Expertise (11th level): Your *dragon breath* power is considered an arcane power belonging to each of your arcane classes. If you are wielding an implement you can use for your arcane powers, you can add the implement's enhancement bonus to the damage rolls for your *dragon breath* power.

Dragon Breath Action (11th level): When you spend an action point to take an extra action, you can also use your *dragon breath* as a free action, even if you have already expended it in this encounter.

Draconic Resistance (16th level): Choose one type of damage you can deal with your *dragon breath* power. You gain resistance to that damage type equal to 5 + one-half your level.

NINEFOLD MASTER POWERS

Dragon Aura

Ninefold Master Attack 11

The innate energy of your draconic breath forms a shield around you, pushing your enemies away.

Encounter ♦ Arcane, Implement, Zone; **Varies**

Standard Action Close burst 1

Target: Each creature in blast

Attack: Intelligence or Charisma vs. Fortitude

Hit: 3d6 + Intelligence or Charisma modifier damage, and you push the target 1 square. The damage is the same type as any type you can deal with your *dragon breath*.

Countering Breath

Ninefold Master Utility 12

As your foe unleashes a blast of elemental power, you release your own, subtly altering your draconic breath to negate your enemy's attack.

Encounter ♦ Arcane

Immediate Interrupt Close blast 3

Trigger: An enemy targets you with a close or an area attack that deals a damage type you can deal with *dragon breath*

Effect: Your space and the blast are not considered part of the triggering attack's area of effect.

Dragon Tempest

Ninefold Master Attack 20

Your exhalation of elemental energy transforms into a swirling vortex of power.

Daily ♦ Arcane, Implement, Zone; **Varies**

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence or Charisma vs. Reflex

Hit: 3d8 + Intelligence or Charisma modifier damage. The damage is the same type as any type you can deal with your *dragon breath*.

Effect: The blast creates a zone that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 10 damage of the same type as the initial attack's damage. As a move action, you can move the zone 3 squares.

Sustain Minor: The zone persists.

Dragonborn characters who adopt divine classes often follow Bahamut, but a few devote themselves to the dead dragon god Io, following the teachings of the Temple of Io's Children (see page 4). Even dragonborn who worship other gods often hold up Io as a racial patron, almost like a divine ancestor.

Following the path of a divine class is a matter of making a commitment and sticking to it, which dragonborn do well. Many divine dragonborn characters are defined by their decisiveness—and their impatience with those who refuse to take sides or who waver in their commitments.

DIVINE CLASSES

Dragonborn who adopt a divine class are most commonly paladins, pursuing their god's agenda with zeal and dedication. Their high natural Strength and Charisma make them well suited to any paladin path, and many dragonborn paladins choose to keep both ability scores high and employ powers that use both scores. Dragonborn paladins of Bahamut are among the brightest forces for good in the world—champions of honor and justice, crusading against evil and tyranny while protecting the weak and downtrodden. Other dragonborn paladins are more like crusaders for the force of civilization, striving to beat back the darkness of the world and build a new great empire in the tradition of Arkhosia or Nerath in the name of deities such as Erathis, Ioun, and Kord.

Dragonborn also excel as clerics, preferring powers that bring them into the forefront of melee combat and maximizing their Strength scores. The difference between a dragonborn paladin and a cleric is subtle: Both see themselves as crusading champions for their deities or their gods' ideals, but clerics are more apt to view their whole adventuring party as an instrument of divine will.

Dragonborn invokers are the heirs of a truly ancient tradition that long predates Arkhosia, and they are the divine characters most likely to worship both Bahamut and Tiamat as aspects of the single god Io. Their form of divine magic was the weapon of the gods' servants in the Dawn War, when Io himself bestowed power upon his mortal servants to wage war against the minions of the primordials. Dragonborn invokers are prone to speak of Io's death and the rise of Bahamut and Tiamat as if it were a recent event, or a phase that will soon come to an end.

Dragonborn avengers are rare. They typically appear in secluded monasteries where strange doctrines about the nature of the gods are taught. Dragonborn avengers more commonly serve Tiamat than Bahamut, though they usually have unorthodox understandings about the nature of both gods.

DIVINE BACKGROUNDS

Like the arcane backgrounds on the previous pages, these background elements for divine characters, while they use the background rules from *Player's Handbook* 2, include suggestions for other character elements you might use to build a character according to one of these divine archetypes.

CHAMPION OF BAHAMUT

Whatever your class, you are a servant of Bahamut and seek to emulate him in all your actions. You strive to be a living incarnation of his will in the world, an extension of his mighty claws. His principles of honor and justice, vigilance against evil, and protecting the weak guide every decision you make and inform your every action. Some might call you naive, blind to the harsh realities of life in this dark age, and perhaps you are—but that doesn't make you wrong.

Most champions of Bahamut are paladins or clerics, espousing a particular ideal of Bahamut as a warrior deity. You might gird yourself in shining platinum-colored armor—or perhaps your scales are naturally that color, a sign of your god's favor and calling. You might choose cold damage for your *dragon breath* and feats such as Frost Breath and Freezing Breath to emulate the Platinum Dragon's frosty breath.

Associated Skills: Diplomacy, Intimidate

DRAGONBORN ICONOCLAST

Though you worship a recognizable deity of the traditional pantheon, you do so in a way that most would consider strange or even abhorrent. Your beliefs about the gods and the proper ways to serve them are unconventional, to say the least. You might have learned them in a monastery (making this a particularly appropriate background element for avengers) or come up with them on your own, perhaps in reaction against more traditional teachings that were instilled in you earlier in life. You might, for example, worship Melora as the great catastrophic dragon of the ocean depths, the third and mightiest spawn of Io. Or you might revere Tiamat as an unaligned deity of fair retribution, twisting the traditional understanding of her thirst for vengeance into a quality that is at least palatable, if not admirable. Perhaps you believe that all the deities are actually dragons ascended to godhood who are simply exemplars who show mortals the path to the same ascension.

Since being unconventional defines much of your character, look for other ways you can defy expectations in your character choices. Don't make choices that prevent you from fulfilling your role, but anything else is fair game. An unexpected multiclass feat (a lawful good paladin with the Pact Initiate feat who dabbles in infernal warlock powers), or atypical weapon and armor choices (an avenger who disdains stealth and wears

heavy armor) can go a long way toward making your character seem unorthodox—and interesting.

Associated Skills: Arcana, History

RELUCTANT PAWN OF TIAMAT

Your divine powers come from Tiamat, but it hardly seems fair to say you worship the evil god of greed and vengeance. You might fear her, certainly, and even respect her power—but if it were up to you, you'd rather forsake the power she's given you than actually carry out her will. Perhaps you trained as an avenger to hunt down Tiamat's enemies, but some event awakened your long-dormant conscience and spurred you to flee her temple's service. You might even have been kidnapped, magically controlled, and indoctrinated into her secret cult, then freed—but left to sort out the jumble of your thoughts and allegiances on your own.

Playing an evil character can easily become disruptive at the game table, but playing a character who is struggling against strong evil tendencies can be rich with roleplaying opportunities. Choose powers that emphasize the sinister nature of the deity who grants them to you, so that even your fellow adventurers are a bit scared of what you might do. But look for ways for your character to someday break free of Tiamat's grasp, even if it's in a final act of self-sacrifice.

Associated Skills: Bluff, Thievery.

SHARD OF IO

The divine power you wield is a tiny fragment of Io's own power—a mote of divine light that emerged from the dying god, escaped the clutches of both Bahamut and Tiamat as they rose from Io's corpse and claimed his mantle, and lay dormant until it could finally come to rest—in you. Perhaps it was safeguarded by an angel, awaiting the proper time for it to come to light in a great mortal champion. Or it might have been claimed by a dragonborn invoker who passed it down through countless centuries, until your dying master passed it on to you. Perhaps it has been hidden in your bloodline, passed through generations, and perhaps it remains dormant until you manage to awaken it fully. Whatever the case, you are the custodian of tremendous divine power—power that many others would dearly love to claim.

This is a great background for an invoker who isn't just a student of the ancient ways, but a literal heir of ancient power. Consider working toward the Avatar of Io epic destiny (see page 32), but every divine power you use throughout your career is a manifestation of Io's spark in you.

Associated Skills: History, Religion



PARAGON PATH: PLATINUM TEMPLAR

“Each of us must choose a side, and why would any sane person choose the side of envy, vengeance, and greed?”

Prerequisite: Dragonborn, any divine class, must worship Bahamut

Many dragonborn who adopt divine classes follow Bahamut, the Platinum Dragon, but few study the esoteric disciplines of the Platinum Temple. This ancient shrine, located on a remote mountain peak that is said to straddle the boundary between the natural world and Bahamut’s domain in Celestia, teaches a particular form of mysticism that is unique to dragonborn, for its goal is to be increasingly formed into the likeness of Bahamut himself.

Through prayer and meditation, and more important through the rigorous discipline of walking a just and honest path through the world, you apply the teachings of the Platinum Temple to your life. You strive to think as Bahamut would and face every situation with his sense of righteousness and honor. At the same time, you train your body and channel divine power through it, until your scales begin to gleam with the silvery-white color of platinum. With time and further study, you learn to momentarily sprout great draconic wings, speak Supernal with Bahamut’s own authority, and breathe a billowing mist like the Platinum Dragon’s potent breath weapon.

Such power is meaningless, however, if you do not use it in service to Bahamut’s highest ideals.

DRAGONBORN HONOR

As a dragonborn, your honor is your life. Keep these principles of honor in mind:

- ◆ In battle, treat your enemies with courtesy and respect.
- ◆ Fear is a disease, and cowardice is a mortal failing.
- ◆ Keep your promises; a solemn oath is more important than your life. Speak with honesty, and don’t make promises lightly.
- ◆ Strive to do your best, and if your best isn’t good enough, improve yourself until it is. Do not give up until you have made every possible effort.
- ◆ Respect your elders, your leaders, and others who deserve your respect. Obey just commands, and carry out the duties they impose on you. Oppose those who misuse their authority.
- ◆ Remember that your deeds reflect on your companions, your clan, and your entire race. Do not do that which would bring you shame if another in your clan did it.
- ◆ Boldly challenge your enemies, just as you challenge yourself.

PLATINUM TEMPLAR PATH FEATURES

Bahamut’s Warding (11th level): When you use a Channel Divinity power, each ally within 2 squares of you gains a +2 bonus to all defenses until the end of your next turn.

Focused Action (11th level): When you spend an action point to take an action, you can immediately make a saving throw against one effect that a save can end, with a bonus equal to your Charisma modifier.

Polar Breath (16th level): When you use your *dragon breath* power, you can choose to deal cold damage with it instead of any other damage type. If you do, any creature hit by the attack is also slowed (save ends).

PLATINUM TEMPLAR POWERS

Platinum Wings

Platinum Templar Attack 11

Platinum-colored, scaly wings spring from your back and carry you aloft.

Encounter ◆ **Divine**

Minor Action **Personal**

Effect: Until the end of your next turn, you gain a fly speed of 8, and you can hover.

Once before the start of your next turn, you can make the following wing buffet attack:

Immediate Reaction **Melee 2**

Trigger: An enemy enters or leaves an adjacent square.

Attack: Charisma + 4 vs. Fortitude (+ 6 at 21st level)

Hit: 2d6 + Charisma modifier damage, and you push the target 1 square.

Bahamut’s Voice

Platinum Templar Utility 12

The words issuing from you belong to no mortal tongue, and they carry the weight of Bahamut’s own voice.

Daily ◆ **Divine**

Minor Action **Personal**

Effect: Until the end of the encounter, you can speak Supernal as if you were a god or angel, such that any creature that has a language can understand your speech. In addition, you gain a +5 bonus to Diplomacy checks and Intimidate checks while speaking Supernal through this power.

Misty Breath

Platinum Templar Attack 20

Emulating Bahamut’s breath of silvery vapors, you transform your enemies into harmless mist.

Daily ◆ **Divine, Implement**

Standard Action **Close blast 5**

Target: Each enemy in blast

Attack: Wisdom or Charisma vs. Reflex

Hit: The target is stunned, weakened, and transformed into fine mist (save ends all). While it is in this mist form, enemies can move freely through the target’s space.

Effect: The blast creates a zone that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 10 cold damage. As a move action, you can move the zone 3 squares.

Sustain Minor: The zone persists.

MARTIAL DRAGONBORN

Dragonborn characters who adopt martial classes are often driven by a desire to earn glory through mighty deeds of physical power. Because martial characters rely on no external source of power, their glorious deeds speak only to their own prowess and the honor of their clan, not to the intervention of divine beings or the flow of arcane energy. For that reason, martial dragonborn are more prone to hubris than characters of other classes.

MARTIAL CLASSES

With their great natural strength, dragonborn excel at every martial class. They favor melee combat over ranged combat, and emphasize strength over speed and agility.

Dragonborn fighters favor axes and heavy blades, whether one- or two-handed. Most dragonborn stick to the classic fighting styles presented in the *Player's Handbook*, relying on constant training and rigid discipline to hone their martial skills. A few dragonborn become battlerager fighters, learning to unleash their inborn draconic fury in combat, but the battlerager style runs counter to the rigorous discipline that dragonborn believe is necessary to attain mastery of any skill.

Dragonborn warlords naturally gravitate toward powers that rely on Charisma to inspire their allies. They typically choose Inspiring Presence as a class feature, but more reckless and aggressive individuals choose Bravura Presence instead.

Dragonborn rangers typically focus on melee powers, leaning toward the two-blade fighting style or sometimes beast mastery (commonly favoring lizard companions). Dragonborn aren't often rogues, but those who do become rogues typically choose the Brutal Scoundrel or Ruthless Ruffian class features, maximizing the effect of their Strength rather than relying on Charisma.

MARTIAL BACKGROUNDS

Use these martial background elements to help build a character according to one of these dragonborn archetypes.

DISCIPLINED SOLDIER

Martial excellence is your foremost desire, for you believe that it symbolizes excellence of character and the perfection of your spirit. You hone your body and train constantly with your chosen weapon or weapons. It's more than a matter of survival—it's about your own growth, your honor, and the reputation of your clan. You might focus on discipline and order so intently



that you find it hard to be flexible in changing circumstances. On the other hand, that sort of flexibility might be an important part of your training, preparing to expect the unexpected and respond to what you can't be prepared for.

Perhaps this relentless focus on discipline has its roots in a traumatic past event. Did your lack of discipline lead to a loved one's death? Or did you develop a rigid sense of order as a result of a chaotic youth, an utter lack of stability around you? Perhaps it's simply the result of strict training in the ancient martial traditions of your race. Did you study swordplay surrounded by icons of Arkhosia's glory, learning that someday you would march in an army bent on restoring the empire?

This is a fine background element for a dragonborn fighter, but it works for any martial character. You might reflect your commitment to disciplined training by focusing on the use of a specific weapon, or reflect the extent of your training by using multiple different weapons with equal skill.

Associated Skills: Athletics, Endurance

EXOTIC GLADIATOR

You have fought for sport—not for your own enjoyment, but for the entertainment of others. You were popular because of your exotic race and your great strength, drawing crowds to see your exploits in the arena, to watch you fight and kill monsters and other humanoids in battle. You might have been a slave in a hobgoblin city, or perhaps you fought in secret, illegal rings within a human settlement.

How long did you fight? Were you generally successful, or did you barely stay alive through a short and inglorious career? Did you fight willingly, or were you forced to do it? Did you perhaps enjoy it? Why have you now stopped? Did you escape slavery, or win your freedom in an important match? Or did a wealthy patron see something in you that your masters didn't, and purchase you from them? Did any of your fellow adventurers fight alongside or perhaps against you?

Associated Skills: Acrobatics, Athletics

FERVENT COMMANDER

Passion drives you. Like many dragonborn, you experience emotion deeply—you become furious, not annoyed, and bubble over with joyous laughter when others might smile to themselves. In battle, your ferocity and enthusiasm more than make up for a certain lack of discipline, and you're more likely to rush into the fray than wait in a shield wall with your allies. Your passion rubs off on your allies, making you something of a leader figure even if that's not your combat role in game terms. It's hard not to follow where you lead, simply because you go there with such enthusiasm and commitment.

What stirs your passion for adventuring? Is it a lust for glory, a thirst for gold, or a crusading hatred of mon-

strous evil? Or is it simply the thrill of being out in the world, rootless and free, risking your life every day in bloody battle?

Are you a warlord who gets your allies worked into a frenzy to improve their fighting ability? A rogue whose fervor in battle leaves your enemies off guard? A fighter who leads by example, expecting that your passion itself is contagious? Or a ranger who gets lost in the whirl of blades until the battle itself fades from your conscious awareness?

Associated Skills: Bluff, Intimidate

WILDERNESS LONER

The wilderness is your home, far from any city or village. You might have been a fugitive from a dragonbonded clan (see page 9), eking out your livelihood from the remote forest, swamp, or desert near your clan's holdings. Or perhaps you were an orphan, stranded in the wilderness as a youth when your parent met a terrible end. Or the parent who raised you might have been an exile, a fugitive, or simply an ornery loner who preferred solitude to the company of others. Whatever the reason, you have lived for years by your own wits and resourcefulness, without having to rely on anyone else.

What has changed to bring you closer to civilization and into a party of adventurers? Did a new population of monsters make your wilderness home suddenly inhospitable? Or perhaps a new frontier settlement was established near your territory, bringing you unwillingly into contact with this outpost of civilization. Maybe you were captured by hobgoblin slavers and only just won your freedom. How will you adapt to your new circumstances? Will you be able to trust your new allies enough to rely on them? Can you handle the burden of having others relying on you?

Associated Skills: Endurance, Nature

PARAGON PATH: HONORABLE BLADE

"The lightning that crackles along my blade is sustained by my honor. If my honor fails, so does my strength."

Prerequisite: Dragonborn, any martial class

A few dragonborn clans are not true clans. Unbound by family ties, these individual warriors join together around a common ideal. These are warrior societies that celebrate the dragonborn ideals of honorable combat and glorious victory, while celebrating what makes them dragonborn—the dragon within that empowers their *dragon breath*. Each of these warrior clans has a patron dragon type, and the members of those societies typically emulate their patron dragons

in a variety of ways, from alignment and behavior to the damage type of their *dragon breath*.

As an honorable blade, you have reached the pinnacle of such a warrior clan. You have begun to master its most exotic fighting techniques, starting with the ability to sheathe your weapon in the same draconic energy that powers your racial breath power. Your techniques are purely martial, but they embody the physical qualities of dragonkind, just as you strive to embody their behavioral qualities in your own deeds.

HONORABLE BLADE PATH FEATURES

Draconic Blade (11th level): Choose one type of damage you can deal with the *dragon breath* power. As a free action, you can add this damage type to all damage dealt with your melee weapon, in addition to any other type of damage those powers deal. Another free action returns the weapon's damage to normal.

Dragon Breath Action (11th level): When you spend an action point to take an extra action, you can also use your *dragon breath* power as a free action, even if you have already expended it in this encounter.

Draconic Resistance (16th level): Choose one type of damage you can deal with your *dragon breath* power. You gain resistance to that damage type equal to 5 + one-half your level.

HONORABLE BLADE POWERS

Draconic Sidestep

Honorable Blade Attack 11

As your foes move to flank, you deftly step aside, then engulf them in your dragon breath.

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: An enemy moves into a position where it flanks you.

Effect: You shift 1 square and use your *dragon breath* as a free action, gaining a bonus to the damage roll equal to one-half your level, even if you have already used your *dragon breath* in this encounter.

Draconic Leap

Honorable Blade Utility 12

No wings appear on your back, but you leap from the ground as if to take flight, and the strength of the dragon within carries you high and far.

Encounter ♦ Martial

Move Action Personal

Effect: You fly your speed. This movement does not provoke opportunity attacks.

Whirling Dragon

Honorable Blade Attack 20

You whirl your blade in a circle around you, and elemental power radiates from your weapon to sear your foes.

Daily ♦ Martial, Weapon; Varies

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage. The damage is the same type you deal with your Draconic Blade.

Miss: Half damage.



PRIMAL DRAGONBORN

Few dragonborn adopt primal classes, because both their fundamental nature and the historical traditions of the race make them more inclined to the use of other power sources. However, some dragonborn clans do maintain strong primal traditions, revering drake and dragon spirits, living in harmony with the often harsh nature spirits of their homelands, and producing heroic barbarians, wardens, and less often, shamans or druids. Also, lone dragonborn living in isolation sometimes gravitate toward the barbarian class.

PRIMAL CLASSES

Dragonborn make excellent barbarians, particularly when they choose powers and class features that make use of their high Charisma scores as well as their Strength. Dragonborn barbarians are often the leaders of families or clans that follow primal ways, but they're also found among more civilized dragonborn as the descendants of a totemic fighting order that dates back to Arkhosian times. See the Arkhosian Totem Rager background, below.

By contrast, dragonborn wardens are found almost exclusively among primal clans. Dragonborn don't naturally incline toward any particular warden build: Some channel the power of the land and choose Earth-strength, others harness the elemental power of their own blood and choose Wildblood. Still others, particularly those with lightning *dragon breath*, become storm wardens (choosing the Stormheart class feature). The Lifespirit feature complements the natural leadership abilities of dragonborn even though it doesn't rely on high Charisma.

Dragonborn are rarely druids or shamans, though dragonborn clans that follow primal ways naturally produce such characters at least occasionally. Dragonborn of both classes typically have an unusual relationship with some kind of primal spirit, whether it's a bond formed at birth or the result of an encounter later in life (often as part of a coming-of-age ceremony). The nature of that spirit usually has a significant impact on the character's choice of class features and builds: A guard drake spirit makes a fine protector spirit companion for a dragonborn shaman, while an ambush drake spirit is more like a stalker spirit.

PRIMAL BACKGROUNDS

The primal background elements on these pages can help you build a character that embodies a certain archetype of dragonborn barbarians, druids, shamans, and wardens.

ARKHOSIAN TOTEM RAGER

The totem ragers of ancient Arkhosia were an elite warrior order that practiced primal traditions to become more ferocious in battle. The order was shattered before the fall of Arkhosia, after being infiltrated and corrupted by infernal spies loyal to Bael Turath. The imperial priests of Erathis declared the totem ragers to be in league with devils and the empire's enemies, and the order was officially disbanded and outlawed. It survived only in small groups that continued to meet in secret.

In this form, the totem ragers survived the fall of the empire, and you are one of its few, scattered heirs. This tradition has long outlasted the imperial authority that declared it outlaw, so there is little need for secrecy—but the scattered members of your order have practiced secrecy for so long that it is a well-ingrained habit. What's more, your primal connections are still greeted with suspicion by the clergy of the Imperial Arkhosian temples, though they lack any legal recourse to prosecute you.

Most Arkhosian totem rager characters are barbarians. You might choose to focus on daily rage attack powers that evoke draconic spirits, from *rage drake's frenzy* at 1st level to *blue dragon rage* at 25th. If you can't find an appropriate rage power at a given level, consider renaming and reflavoring an existing power, so *frost wolf rage* at 5th level might become *white dragon rage* in your hands. You might also choose this background element as a warden, applying some of the same cosmetic changes to your daily guardian form powers.

Associated Skills: History, Streetwise

CHOSEN OF THE SPIRIT DRAKE

From the moment you emerged from your egg, it's been clear that you were chosen to be the mouthpiece of a primal drake spirit. It might be a furious spirit that has fueled a powerful inner rage in you for your whole life, or a loyal guard drake spirit that chose you to protect your family or clan. Or it could be something more akin to a fang titan drake, a beast of tremendous power that wants you for some great purpose that you're not yet aware of or prepared for.

What manifestation of the spirit drake at your birth made the spirit's choice clear to those around you? Perhaps it sent a living drake to brood your egg. Maybe you erupted with fury as you hatched, hurling the fragments of your shell around the room. How were you raised in accordance with the drake spirit's wishes? Were you segregated from other children as a mark of your special calling? Did you grow up in the wilderness with the drake that hatched your egg? Or did your parent simply watch you carefully but otherwise allow you to lead a normal childhood?

This is a particularly appropriate background for a dragonborn shaman—your spirit companion can be the



spirit drake who chose you. However, it works equally well for any other primal class, with a less direct relationship to that drake spirit.

Associated Skills: Insight, Religion

DRAGON TOTEM CLAN

For all their elemental power and keen intellect, dragons are creatures of the natural world as much as bears and panthers, and some of the myriad primal spirits that inhabit the world appear as dragons. Some dragon-born clans, particularly those that lived on the fringes of ancient Arkhosia or were never incorporated into the empire, long ago replaced an actual dragon patron with a primal spirit in dragon form. Your clan followed this ancient tradition, and you learned your primal magic in communion with this dragon spirit.

Is your dragon totem a benevolent patron, or a terrible force of nature that must be appeased to prevent catastrophe? You might be the shaman who was supposed to keep it appeased, but who failed in that duty with disastrous consequences. Or you might have been a barbarian thane who channeled the dragon totem's power to lead your clan before some circumstance separated you from your people.

This background element works for any primal class. You might want to choose powers that reflect your dragon totem, or change the flavor of the powers you select to give them a draconic edge.

Associated Skills: Nature, Religion

SANDSTORM CALLER

Your clan inhabits a remote and harsh wilderness, such as a stormy desert, and strives to live in harmony with the equally harsh primal spirits of that environment. You have an affinity for those spirits—primal beings that don't take human or animal shape, but roar in the wind and pulse in the harsh light of the sun. Because of that affinity, you were the protector of your people, able to summon those spirits with a word to scour your enemies from the earth in a terrible storm.

But now you are cut off from those spirits and from the people you used to defend. Why did you leave? Perhaps you failed in your duty, and you have no clan left to protect. Perhaps the spirits of storm and sun summoned you from your home in pursuit of a larger purpose. Or you might simply have grown tired of your responsibility and become curious about the world beyond your clan's lands.

Without the spirits of your native land, your primal magic is not as strong, but neither is it entirely absent. Other spirits of weather and the land respond to your call, just more slowly. With time, perhaps, you will learn to control the mightiest forces of nature wherever your travels take you.

Associated Skills: Endurance, Nature

PARAGON PATH: STORM DRAGON

“Dragons wheel in the winds of the cyclone and dive to earth with each flash of lightning.”

Prerequisite: Dragonborn, any primal class, *dragon breath* power that deals lightning damage

Some dragons are like forces of nature, the elemental power coursing through their bodies akin to the mightiest forces of storm, earth, or sea. The catastrophic dragons embody the destructive forces of nature, but even the blue dragon is a living incarnation of the storm. Your mastery of primal magic has led you to this path: Like these dragons, the power of the storm flows in your blood and erupts in your breath.

Your allies in the spirit world are draconic spirits of wind, lightning, and thunder, heeding your call to rebuke your enemies, carry your allies on the wind, or transport you through the storm. As you advance on the path of the storm dragon, your appearance changes

DRAGONBORN PATIENCE

A story is told of the dragonborn hero Basharak, whose clan name is forgotten. Betrayed by his companions while sailing through the deep Astral Sea, he was thrown overboard and stranded an immeasurable distance from any land or sign of civilization. His treacherous allies sailed the ship away, sure that they were rid of Basharak forever.

Five years later, the first of the hero's betrayers met his end. Over the course of the next decade, Basharak hunted each one down, killing them where they stood. Each time, he approached without a word, drew his sword and attacked, dispatched his foe quickly, then turned and set off in pursuit of the next betrayer. When they were all dead, he set upon a new adventure as though nothing had happened.

While Basharak's actions might echo the vengeful teachings of Tiamat more than of Bahamut, his single-minded pursuit of vengeance is also indicative of a fundamental of dragonborn nature. The length of time it takes to complete a task is immaterial. If something is worth doing, it's worth spending fifteen years to accomplish, and if something is worth having it's worth waiting for—as long as necessary. Basharak didn't launch into a monologue explaining the ordeals he had suffered in pursuit of his quarry, as though he expected to be admired for the length of his pursuit. He simply did what he had come to do and moved on to the next task.

Similarly, spending thirty years practicing the art of the sword is not an accomplishment in itself—the resulting mastery of that art is what brings glory. And waiting an hour for a friend to arrive at a tavern doesn't matter, if the friend is worth seeing.

to reflect the nature spirits you commune with—you might develop the blue scales and prominent horn of a blue dragon, or something of the churning elemental appearance of a typhoon dragon. By the time you reach the end of the path, wings sprout from your back, and you fight with all the savagery of the storm dragon.

STORM DRAGON PATH FEATURES

Storm Spirit (11th level): You gain resist 10 lightning 10 and resist 10 thunder.

Thundering Action (11th level): When you spend an action point to make an attack, you can push each target you hit with that attack a number of squares equal to your Charisma modifier and knock each target prone.

Soul of the Storm Dragon (16th level): Your primal powers ignore the target's resistance to lightning or thunder.

Storm Dragon Wings (16th level): You gain overland flight with a speed of 8.

STORM DRAGON POWERS

Storm's Rebuke

Storm Dragon Attack 11

You spread wings of lightning, knocking your foes away as you take to the air.

Encounter ♦ **Lightning, Primal, Thunder**

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Wisdom + 4 vs. Reflex

Increase to Wisdom + 6 vs. Reflex at 21st level.

Hit: 2d6 + Wisdom modifier lightning and thunder damage, and you push the target 1 square.

Effect: You can fly your speed.

Spirit Wings

Storm Dragon Utility 12

Draconic wind spirits lift you and your allies to carry you through the air.

Encounter ♦ **Primal**

Move Action Personal

Effect: Each ally within 10 squares of you can fly 10 squares as a free action. You fly 10 squares.

Dragon Storm

Storm Dragon Attack 20

Your weapon is the thunder of the storm, and as you call upon it, clouds appear above you. Lightning strikes your foes, and the storm winds buffet enemies and allies alike, allowing you to position them as you please.

Daily ♦ **Lightning, Primal, Thunder, Zone**

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Strength + 6 vs. Fortitude

Hit: 3d8 + Strength modifier thunder damage.

Effect: The burst creates a zone that lasts until the end of the encounter. An enemy that starts its turn in the zone takes 10 lightning damage. Whenever a creature starts its turn in the zone, you can slide the creature 1 square as an immediate interrupt.

As a move action, you can move the zone 3 squares.

DRAGONBORN FEATS

HEROIC TIER FEATS

Any feat in this section is available to a dragonborn character of any level who meets the prerequisites.

ADAPTABLE BREATH

Prerequisite: Dragonborn, *dragon breath* racial power

Benefit: Choose a type of damage your *dragon breath* doesn't already deal from among acid, cold, fire, lightning, or poison.

When you use your *dragon breath* racial power, you can choose to use this damage type rather than the normal damage dealt by the power. Only one damage type applies for a given dragon breath attack.

Special: You can take this feat more than once. Each time you select this feat, choose another damage type for your *dragon breath* power that you don't already have for it.

SPEAKING LIKE A DRAGONBORN

Dragonborn have a number of distinctive idioms, oaths, and proverbs. You can use some of these to spice up your character's vocabulary, making sure that everyone at the table remembers your character is a dragonborn.

"Three and One!" (*Tesjendar!*) A common dragonborn exclamation, it refers to the three gods of Arkhosia's imperial temples and the emperor, called the Golden One.

"By my clan and honor" (*Uth vethindas en thuris*) An oath or interjection, this is a solemn expression of what's most important to a dragonborn.

"Not all scales shield a dragon's heart" (*Thricanda molik litrem vethiejir darastrix*) A proverb expressing the fact that things are not always what they seem—and in particular, a threat is often not as dangerous as it first appears. Often used as a reminder to courage.

"Io's Blood" (*Vethio ierjir*) Another exclamation, it's also a subtle reminder that even the mighty Io could be slain—an exhortation to humility or to courage.

"Every lair has two ways out" (*Thurisvant eth donsjeret*) There's more than one way to accomplish any given task, and a window opens for every closed door.

"Stop straddling the chasm" (*Pokesthajar kharasj*) Choose a side, get off the fence, make a decision.

"Bahamut's Breath!" (*Vethisvaerx Bahamut!*) Considered somewhat irreverent, this oath is commonly used to express frustration, but can also refer to cold weather.

ANCIENT SOUL

Prerequisite: Dragonborn, Dragon Magic sorcerer, *dragon breath* racial power

Benefit: Your *dragon breath* power is considered an arcane attack power.

In addition, if your *dragon breath* power deals damage of the same type as your Dragon Magic class feature gives you resistance to, you gain the following benefit:

Whenever you take damage of the type dealt by your *dragon breath* (after the damage dealt is reduced by your resistance), you regain the use of your *dragon breath* if you have already expended it in this encounter.

BOLSTERING BREATH

Prerequisite: Dragonborn, *dragon breath* racial power

Benefit: Your *dragon breath* power targets enemies in the area, instead of all creatures in the area.

In addition, allies in the area of your *dragon breath* gain a +1 bonus to attack rolls until the end of your next turn.

COVENANT OF IO

Prerequisite: Dragonborn, *dragon breath* racial power, invoker, Divine Covenant class feature

Benefit: Your *dragon breath* power is considered a divine attack power. In addition, when you use an invoker at-will attack power that has a burst area of effect, you can choose to make it a close blast 3 instead of an area power. The other effects of the power are unchanged.

DAUNTING BREATH

Prerequisite: Dragonborn, *dragon breath* racial power, trained in Intimidate

Benefit: Each creature you hit with the *dragon breath* power is marked until the end of your next turn.

DRACONIC BLAST

Prerequisite: Dragonborn, *dragon breath* racial power, *eldritch blast* power

Benefit: You can choose to make your *eldritch blast* deal the same damage type as your *dragon breath*.

DRACONIC COMBAT CHALLENGE

Prerequisite: Dragonborn, *dragon breath* racial power, fighter, Combat Challenge class feature

Benefit: When you hit with the attack granted by your Combat Challenge, you deal 3 extra damage of the same damage type as your *dragon breath* power. The extra damage increases to 4 at 11th level and 5 at 21st level.



DRACONIC ENMITY

Prerequisite: Dragonborn, avenger, *oath of enmity* power, *dragon breath* racial power

Benefit: If the target of your *oath of enmity* is the only target of your *dragon breath*, you can make two attack rolls and use either result, as if you were making a melee attack against the target.

DRACONIC HEALING

Prerequisite: Dragonborn, cleric, *healing word* power

Benefit: When you use *healing word* while you are bloodied, the target regains additional hit points equal to your Constitution modifier.

DRACONIC HUNTER

Prerequisite: Dragonborn, *dragon breath* racial power, ranger, Hunter's Quarry class feature

Benefit: When you hit your quarry with your *dragon breath*, you gain a +2 bonus to your attack rolls against that target until the end of your next turn.

DRACONIC MAJESTY

Prerequisite: Dragonborn, any divine class, Channel Divinity class feature

Benefit: When you use a Channel Divinity power, bloodied enemies within 5 squares of you take a -2 penalty to all defenses until the end of your next turn.

FOCUSED BREATH

Prerequisite: Dragonborn, *dragon breath* racial power

Benefit: When you use your *dragon breath*, you can choose to make it a close blast 1 instead of a close blast 3. If you do, add 2 to the damage roll. Increase this to 4 at 11th level, and to 6 at 21st level.

GLORIOUS VICTORY

Prerequisite: Dragonborn, any martial class

Benefit: Once per encounter, when you reduce an enemy to 0 hit points or fewer with an attack, you can spend a healing surge.

HURL BREATH

Prerequisite: Dragonborn, *dragon breath* racial power

Benefit: When you use your *dragon breath*, you can choose to make it an area burst 2 within 10 squares instead of a close blast 3.

INSPIRING TRIUMPH

Prerequisite: Dragonborn, barbarian, *roar of triumph* power

Benefit: Allies in the burst of your *roar of triumph* gain a +1 bonus to all defenses until the end of your next turn.

IO'S CHALLENGE

Prerequisite: Dragonborn, paladin, *divine challenge* power

Benefit: When a creature takes damage from your *divine challenge*, add your Constitution modifier to the damage it takes if you are bloodied.

POWERFUL BREATH

Prerequisite: Dragonborn, *dragon breath* racial power

Benefit: Choose an ability score. Use this ability score for attack and damage rolls for your *dragon breath* from now on.

RAGING DRAKE FORM

Prerequisite: Dragonborn, druid, *wild shape* power, *dragon breath* racial power

Benefit: While you are in beast form, you gain a +1 bonus to attack rolls and damage rolls while bloodied.

SURPRISING BREATH

Prerequisite: Dragonborn, *dragon breath* racial power

Benefit: When you hit a creature with your *dragon breath*, you gain combat advantage against that creature until the start of your next turn.

PARAGON TIER FEATS

Any feat in this section is available to a character of 11th level or higher who meets the prerequisites.

ADMIXTURE BREATH

Prerequisite: 11th level, dragonborn, *dragon breath*, racial power, Adaptable Breath feat

Benefit: When you use your *dragon breath* you can choose for it to deal two types of damage. These damage types must be ones you are capable of delivering with your *dragon breath*.

BURNING BREATH

Prerequisite: 11th level, dragonborn, *dragon breath* racial power that deals fire damage

Benefit: Choose one creature hit by your *dragon breath*. That creature takes ongoing fire damage equal to your Constitution modifier (save ends).

CRITICAL BREATH

Prerequisite: 11th level, dragonborn, *dragon breath* racial power

Benefit: When you score a critical hit with your *dragon breath*, the target takes ongoing 10 damage (save ends). The ongoing damage is the same type (or types) as the damage from your *dragon breath*.

CORROSIVE BREATH

Prerequisite: 11th level, dragonborn, *dragon breath* racial power that deals acid damage

Benefit: Each creature hit by your *dragon breath* takes a -2 penalty to AC until the end of your next turn.

DRAGONBORN ZEAL

Prerequisite: 11th level, dragonborn, Dragonborn Frenzy feat

Benefit: When you use your second wind, you gain a +1 bonus to attack rolls until the end of your next turn.

Also, the dragonborn zeal racial utility power replaces one of your utility powers. The power it replaces must be 12th level or higher. If you do not yet have a power of 12th level or higher, you can replace the appropriate power when you gain it.

Dragonborn Zeal

Dragonborn Racial Utility

Your wounds sometimes make you relentless.

Daily ♦ Healing

Immediate Interrupt **Personal**

Trigger: Your hit points drop to 0 or fewer

Effect: You regain hit points equal to your healing surge value + your Charisma modifier. Add your Charisma modifier as a power bonus to your attack rolls and damage rolls against the enemy that reduced you to 0 hit points or fewer until the end of your next turn.

FROST BREATH

Prerequisite: 11th level, dragonborn, *dragon breath* racial power that deals cold damage

Benefit: Each creature hit by your *dragon breath* is slowed until the end of your next turn.

OPPORTUNITY BREATH

Prerequisite: 11th level, dragonborn, *dragon breath* racial power

Benefit: You can use your *dragon breath* as an opportunity action whenever you would be allowed an opportunity attack. You must include the enemy who triggered the opportunity attack in the blast of your *dragon breath*.

EPIC TIER FEATS

Any feat in this section is available to a character of 21st level or higher who meets the prerequisites.



SPIRIT BREATH

Prerequisite: 11th level, dragonborn, *dragon breath* racial power, any primal class

Benefit: When you use a daily primal attack power with a keyword that matches the damage type of your *dragon breath*, you regain the use of *dragon breath*.

THUNDERING BREATH

Prerequisite: 11th level, dragonborn, *dragon breath* racial power that deals lightning damage

Benefit: Your *dragon breath* deals thunder and lightning damage. You can push each target hit by your *dragon breath* a number of squares equal to your Constitution modifier.

TOXIC BREATH

Prerequisite: 11th level, dragonborn, *dragon breath* racial power that deals poison damage

Benefit: Choose one creature hit by your *dragon breath*. That creature is weakened (save ends).

CONCUSSIVE BREATH

Prerequisite: 21st level, dragonborn, *dragon breath* racial power that deals lightning damage, Thunder Breath feat

Benefit: Your *dragon breath* deals thunder and lightning damage. Each target hit by your *dragon breath* is dazed until the end of your next turn, and you push the target a number of squares equal to your Constitution modifier.

CONFLAGRATION BREATH

Prerequisite: 21st level, dragonborn, *dragon breath* racial power that deals fire damage, Burning Breath feat

Benefit: When you use your *dragon breath*, you can choose to make its area a zone that lasts until the end of your next turn. Each creature that starts its turn in the zone or enters the zone takes 10 fire damage.

DEBILITATING BREATH

Prerequisite: 21st level, dragonborn, *dragon breath* racial power that deals poison damage, Toxic Breath feat

Benefit: Each target hit by your *dragon breath* is weakened until the end of your next turn.

DISSOLVING BREATH

Prerequisite: 21st level, dragonborn, *dragon breath* racial power that deals acid damage, Corrosive Breath feat

Benefit: Each creature hit by your *dragon breath* takes a -3 penalty to all defenses until the end of your next turn.

DRACONIC RESTORATION

Prerequisite: 21st level, dragonborn, *dragon breath* racial power

Benefit: When you use your second wind, you regain the use of your *dragon breath*.

DRACONIC TRIUMPH

Prerequisite: 21st level, dragonborn, *dragon breath* racial power

Benefit: When you reduce a nonminion enemy to 0 hit points, you regain the use of your *dragon breath*.

FREEZING BREATH

Prerequisite: 21st level, dragonborn, *dragon breath* racial power that deals cold damage, Frost Breath feat

Benefit: Each creature hit by your *dragon breath* is immobilized until the end of your next turn.

DRAGONBORN ITEMS

Dragonborn artisans take pride in their work, and this is particularly true of weapon- and armorsmiths. The smith who crafts a warrior's gear shares in the glory of that warrior's deeds, while arming a soldier with inferior gear brings dishonor to the soldier and the smith alike.

Proud as they are of their work, dragonborn smiths follow ancient traditions in crafting weapons and armor, which gives their goods an archaic or even primitive look in the eyes of some other races. Dragonborn weapons, in particular, often incorporate bone and rock as well as metal. They seem oversized and often feature jagged, serrated blades. This fearsome appearance doesn't diminish their effectiveness in the least, for all that dwarven smiths look down their noses at the artistry involved.

The particular construction of dragonborn weapons suits them well for particular magical enchantments. Dragonborn-made axes and blades (heavy and light) are often vicious or jagged weapons, and the most powerful of them are vorpal weapons. Dragonborn maces and hammers are frequently jarring weapons.

The following new magic weapons are almost exclusively crafted by dragonborn hands.

Bloodletting Weapon

Level 14+

The jagged blade of this oversized sword can inflict a truly horrible wound.

Lvl 14	+2	21,000 gp	Lvl 24	+5	525,000 gp
Lvl 19	+3	105,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Heavy blade

Enhancement: Attack rolls and damage rolls

Critical: Ongoing 10 damage (save ends)

Level 24 and 29: Ongoing 20 damage (save ends)

Property: Whenever you use a weapon power that deals ongoing damage or score a critical hit with this weapon, the target takes a -4 penalty to the first saving throw against that ongoing damage.

Level 24 and 29: -6 penalty.

Frightful Weapon

Level 2+

The blade of this axe is a terror to behold, as are the jagged wounds it causes.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Axe

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Property: You gain an item bonus to Intimidate checks equal to the enhancement bonus of this weapon.



Gutting Weapon Level 3+

This blade slides easily past armor and through the thickest hide. Pulling it out is not so easy—on the target.

Lvl 3	+1	680 gp	Lvl 18	+4	125,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You hit a target with a weapon power using this weapon. *Effect:* Deal extra damage to the target equal to your Strength modifier + the weapon's enhancement bonus.

Knockback Weapon Level 4+

This massive hammer can push your enemies back or knock them down—hard.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Hammer or mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and push the target a number of squares equal to the weapon's enhancement bonus.

Property: When you push a target with a weapon power using this weapon, you push the target 1 additional square.
Level 14 or 19: 2 additional squares.
Level 24 or 29: 3 additional squares.

Power (Daily): Free Action. *Trigger:* You push a target with a weapon power or a critical hit using this weapon. *Effect:* The target falls prone at the end of the forced movement.

Whirlwind Weapon Level 3+

The shaft of this polearm is so heavy and strong that you can use it to bludgeon a foe already off-balance from a hit with the blade.

Lvl 3	+1	680 gp	Lvl 18	+4	125,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Polearm or spear

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): Free Action. *Trigger:* You hit a target with a weapon power using this weapon. *Effect:* Make a melee basic attack against the same target. If you hit, you deal no damage, but the target grants combat advantage until the end of your next turn.

SILVER DRAGON REGALIA

The Silver Dragon Regalia is a set of magic items crafted to work together, once wielded by the generals and champions of Arkhosia's military forces. The items grant their full power only to dragonborn, though members of other races will find individual items useful. A dragonborn character of any class can make use of the items.

This item set uses the rules for item sets presented in *Adventurer's Vault 2*. To gain the benefits of a set, a character must be wielding or wearing one or more items from the set. A stowed item (for example, a magic cloak stuffed in a pack) doesn't count toward a set's benefits (though a

sheathed weapon is considered to be worn). Wondrous items are an exception and need only be carried in order for a character to gain an item set's benefits.

LORE

History DC 11: The greatest champions of ancient Arkhosia's armies were called the Silver Dragons, in recognition of the fact that they stood just below the Golden One in rank and authority. Standing outside the command structure of the military, the Silver Dragons led small bands—effectively adventuring parties—in important raids against key targets in the war against Bael Turath.

History DC 18: Each of the Silver Dragons carried a set of magic items that made them more like their dragon namesakes. Their *dragon breath* was a terror on the battlefield, and they proved resistant to the mental attacks of their diabolical opponents.

History DC 23: Jealous of the Silver Dragons' authority and power, some of the regular generals of Arkhosia's armies claimed the title of Silver Dragon for themselves and carried their own versions of their special regalia. It's rumored that cursed or simply inferior versions of the regalia still exist, a danger to those who mistake them for the true items.

SILVER DRAGON REGALIA ITEMS

Lvl	Name	Price (gp)	Item Slot
12+	Arkhosian scepter	13,000	Rod
13	Silver dragon standard	17,000	Wondrous item
14+	Circlet of Arkhosia	21,000	Head
15+	Weapon of the conqueror	25,000	Weapon
16	Silver sky tabard	45,000	Waist

SILVER DRAGON REGALIA BENEFITS

Pieces	Benefit
2	You gain an item bonus to Diplomacy and Intimidate checks equal to the number of items you have from this set.
5	Each creature hit by your <i>dragon breath</i> power takes ongoing 5 damage of the same type as your power deals (save ends).

Arkhosian Scepter Level 12+

This silver scepter has a dragon's head carved at one end. Its magic focuses and enhances the power of your dragon breath.

Lvl 12	+3	13,000 gp	Lvl 22	+5	325,000 gp
Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You can apply the enhancement bonus of this item to the attack rolls and damage rolls of your *dragon breath* power, even if you can't normally use rods as implements.

Power (Daily): Free Action. Use this power as you use your *dragon breath* power. Your dragon breath becomes an area burst 1 within 10 squares for this attack.

Level 25 or 30: Area burst 2.

Circlet of Arkhosia

Level 14+

This twining silver band has two silver dragon heads with ruby eyes facing each other over your forehead, protecting your mind from being overwhelmed in battle.

Lvl 14 21,000 gp Lvl 24 525,000 gp

Item Slot: Head

Property: When you are dazed or stunned, you can make a saving throw against one of those conditions at the start of your turn. If you save, you can act normally on your turn. If you fail, you can make another saving throw against the effect at the end of your turn.

Level 24: You can also make a saving throw against the dominated condition at the start of your turn.

Silver Sky Tabard

Level 16

This rich blue coat carries a silver dragon's head as a crest, and grants you the unstoppable resilience of a dragon.

Item Slot: Waist 45,000 gp

Property: You make saving throws against ongoing damage at the start of your turn as well as the end of your turn.

Standard of the Silver Dragon

Level 13

The silhouette of a silver dragon's head stands out against the blue background of this standard.

Wondrous Item 17,000 gp

Power (Encounter ♦ Zone): Standard Action. When you plant this battle standard in your space or an adjacent square, it creates a zone in a close burst 5. A bloodied enemy that starts its turn within the zone takes 5 cold damage and is slowed until the start of its next turn.

Weapon of the Conqueror

Level 15+

This dragonborn-crafted weapon's hilt or handle is carved to resemble a dragon's head. Its magic enhances and expands the power of your dragon breath.

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp

Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp

Weapon: Axe, heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d12 damage per plus if you are bloodied.

Property: You can apply the enhancement bonus of this item to the damage rolls of your dragon breath power.

Power (Daily): Free Action. Use this power as you use your dragon breath power. Your dragon breath becomes a close burst 3 for this attack.

Level 25 or 30: Close burst 5.



CHRIS SEAMAN

DRAGONBORN QUESTS

The variety of backgrounds included in this book can help you describe who your character is, to some extent, by defining where your character came from. Another important way to think about your character, though, is in terms of where he or she is going. What do you want to accomplish, attain, or acquire? What drives you to adventure, leads you on against dangerous odds, and keeps you coming back for more?

The quests in this section can help you define your character's goals in a way that makes them relevant to your Dungeon Master's unfolding campaign. If you decide to make one of these quests your own, talk to your DM about what you have in mind. He or she can decide how best to fit it in with other elements of the campaign and set an appropriate reward for achieving it, including experience points (which you'll share with the rest of your party) and possibly a monetary or magical treasure reward. It's up to the DM to determine what obstacles lie in the way and give you the opportunity to overcome those challenges.

Each of the quests on these pages includes some indication of whether it's most appropriate as a major or a minor quest. In general, a quest that's shared with your whole party is a major quest, while a personal goal for your character is a minor quest. That's why most of these quests are minor—they're intended as motivating factors for your character. However, a few of them are so far-reaching in scope that they'd make excellent major quests, driving the action of the whole campaign for a time. Even some of the minor quests here could easily synergize with the goals and actions of other characters in your party.

HEROIC TIER QUESTS

These quests are minor goals you might pursue from the beginning of your adventuring career. Heroic tier goals are typically focused on your own development or dealing with the problems of a small region.

CLAN MISSION

You start your adventuring career because the elders of your clan (or some other authority, such as a primal spirit) chose you to accomplish something. It might have been a diplomatic mission, a quest to retrieve an item, or an attempt to destroy a group of monsters before they could overrun your clan's ancestral home.

As far as your clan is concerned, this is a minor quest for you alone. However, if it's starting the campaign or explaining your presence among this group of adventurers, it should align with the goals of the other characters in the group, perhaps combining with their own minor quests to form the equivalent of a major quest for your whole group.

FIND A CLAN

For whatever reason, you were born without clan. Perhaps a parent or a more distant ancestor committed an act of such great dishonor that your clan severed its relationship with the offender. Or perhaps you or a recent ancestor was the sole survivor of an extinct clan—either one wiped out by some catastrophe, or one that simply dwindled away to nothing. In any case, your goal is to find a place in a new clan, one that will accept you despite your history—most likely, by virtue of your glorious deeds.

Is there a particular clan you seek to join? Who are the key elders and leaders of that clan who will determine whether to accept you as a member? What do you think you have to accomplish before they'll accept you? Are you aiming for the bare minimum, or for something so glorious they can't help but accept you with open arms? This is a fine minor quest, providing an interesting background and context for your early career. Once you achieve it, though, what's your motivation for pursuing further adventures?

MASTER CRAFTER

Adventure has drawn you away from your original profession as a weaponsmith, but your goal is to wed the two careers by crafting yourself a weapon worthy of the great deeds you hope to accomplish. It might be one of the dragonborn magic weapons described on pages 26–28, or a different item from another source. Crafting it isn't just a matter of performing the Enchant Magic Item ritual (if it is, it's not worthy of a quest reward), but of collecting scattered ingredients and lore. This is an ideal minor quest.

THE PLATINUM TEMPLE

An ancient shrine atop a remote mountain said to be connected to Bahamut's domain in the astral realm of Celestia, the Platinum Temple is home to a uniquely dragonborn form of mystical practice in the worship of Bahamut. You seek this temple—to learn its traditions (perhaps as a step toward the platinum templar paragon path—see page 15), to speak to a contemplative master there, or perhaps to retrieve a sacred relic you need to defeat an unholy foe.

Depending on your goal, this quest could occupy the epic or paragon tier. The scope of your purpose can also determine whether this works best as a minor or a major quest.

REDEMPTION

You seek to redeem the bad name of your clan—or yourself. Some past act of dishonor or cowardice gave your clan a bad name (see the besmirched birthright background on page 8), an act so heinous it reflects poorly on every member of the clan. Your goal is to undo that harm to your clan's name, to earn such glory that your

clan is known for your deeds and not the vile deeds of the past.

A single heroic act might be enough to wipe away the stains of the past, but it could take a series of dramatic actions. Your deeds must be great enough that people talk about them, and word spreads among dragonborn even in distantly scattered communities. Do you have a particular deed in mind?

TOMES OF THE NINEFOLD PATH

Nine arcane tomes defined the core teachings of the arcane Order of the Ninefold Path in ancient Arkhosia. Your goal is to collect them all—perhaps as a prerequisite for adopting the ninefold master paragon path (see page 12). Alternatively, you might undertake this quest during the paragon tier, once you've already taken the paragon path. The tomes are certain to lie hidden in ancient ruins—both Arkhosian ruins and the remnants of Bael Turath, where they were taken as spoils of war.

This is a fine minor quest that you can undertake while your party pursues other goals in exploring ancient ruins.

PARAGON TIER QUESTS

In the paragon tier, choose goals that take you beyond a single city or region or naturally lead to conflict with paragon tier monsters.

BAHAMUT'S CRUSADE

Your goal is to ride at the head of a mighty army set against the forces of evil. You dream of leading warriors in battle against a great orc horde or hobgoblin army, perhaps subduing a clan of dragonborn devoted to Tiamat, or purging a devil-infested ruin from ancient Bael Turath. Anywhere you can find a great concentration of evil, you can imagine leading a crusading force to purify the land in Bahamut's name.

You might adopt a variation of this quest if you worship a different god. For example, you might be a crusader of Erathis whose goal is to pacify the wilderness, making it safe for the establishment of a new kingdom.

This is a minor quest in itself—your goal is simply to lead the crusade. The goal of the crusade is more likely a major quest, and your adventuring companions can all ride alongside you at the head of the army, while you face the most dangerous foes yourself.

THE DRAGON QUEEN

You have set yourself against the cult of Tiamat and her servants. You might oppose a faction within your own clan that has turned to worship of the Dragon Queen, or defend a human settlement against an invading force of hobgoblins and dragonspawn that march under the banner of the infamous Red Hand.

How much of an immediate threat does Tiamat's cult pose? If it's small and localized, this might be a minor quest or series of quests you can pursue alongside your party's goals. If it's more widespread, this should be a major quest—or, again, a series of them. Steps along the way might include defeating cult leaders, reclaiming stolen artifacts, and foiling key strategies.

LIBERATION

If you come from a dragonbonded clan, you might seek to overthrow the dragon tyrant who rules your people. This could be as straightforward as acquiring enough personal power to defeat the dragon in combat, or it could mean convincing the leaders and other members of your clan to rise up in revolt.

This is a fine minor quest, but it's ideal if the other members of your party have some incentive to help you defeat this dragon. Its reign might have an adverse effect on neighboring lands (where other party members might hail from), or it might just have a significant hoard of treasure.

PASS IT ON

You have learned and accomplished much, and more deeds of glory lie before you. Your actions have brought renown to your clan, and your name is greeted with cries of approval wherever your clanmates gather. One responsibility still awaits fulfillment, however: To ensure that you leave a lasting legacy, you must pass on what you have learned.

You might seek to produce an heir, a child you can train in the ways you have learned. It would be enough, though, just to find a student to learn your techniques and expertise at your side. Your student might accompany you on your adventures, either as a companion character (using the rules presented in *Dungeon Master's Guide* 2) or as a noncombatant you must protect from harm. Or training your protegee could be work you undertake between adventures. In either case, this is a minor quest.

TREASURES OF SERPENTUS RIFT

Excavations of the ruins of Serpentus Rift (see page 7) are fairly common, but there's a treasure waiting in those ruins that has not yet been discovered. You might begin collecting the Silver Dragon Regalia and discover that an item you need lies somewhere in the Rift. Or you might consider it a personal rite of passage to reclaim some treasure—any treasure—from your ancestral homeland, preferably killing some devils along the way. Perhaps a relative of yours is excavating the ruins and comes across dangers that require your expertise to handle.

This is a fine minor quest for you personally, but it can help draw your entire party into an adventure. It works best if each member of the party has a reason to explore the ruins.

EPIC TIER QUESTS

You might choose an epic tier quest at the start of your career, but you shouldn't expect to complete it until you've approached the pinnacle of mortal accomplishment. Your goals can also evolve as you advance in levels, so you might not adopt an epic tier quest until you reach 21st level or higher.

ARKHOSIA REBORN

The fall of ancient Arkhosia was the fall of the dragonborn race—so, by extension, the only way to restore the glory of the dragonborn race is to restore the fallen empire. This requires a new emperor—preferably a gold dragon to sit on the Golden One's throne.

Finding the Golden One's throne might be a quest in itself, and collecting various items of regalia could be another. But they all work toward a single goal: establishing an emperor to rule over a reborn empire. Ruling it is not your destiny—but the glory of having built it will be yours forever.

IO'S SUNDERED HEART

When Erekh-Hus, the King of Terror, sundered Io's body, he cut the dragon-god's heart cleanly in half. The sundered halves of Io's heart give life to Bahamut and Tiamat—but if they were reunited, Io himself could live again. Of course, claiming the two halves of the heart probably means killing both Tiamat and Bahamut—or at least killing one deity and convincing the other to ingest or absorb that half of the heart.

What do you hope to gain by reuniting the heart? Are you a devotee of Io's Children who simply wishes to see your god restored? Or are you on the path of the Avatar of Io (see below), seeking to complete this quest in order to achieve your immortality?

This would be appropriate as a major quest that your entire party pursues. However, if it's part of completing your epic destiny, it might be a minor quest—despite its far-reaching consequences.

THE KING OF TERROR

After the primordial Erekh-Hus slew Io, Bahamut and Tiamat, rising up from their dead progenitor's corpse, destroyed the King of Terror. Among those elemental beings and mortals who revere the primordials, however, there are some who seek to revive the King of Terror. Collecting fragments of his shattered body, they plan a ritual to reunite the fragments and restore him to life. You make it your mission to stop them.

Foiling the ritual might be a major quest you share with your party, but there might be steps along the way that are more personal for you and appropriate for minor quests. You might seek to disrupt local cults, take out key cult leaders, or find fragments of the primordial's body before the cultists do and destroy them.

EPIC DESTINY: AVATAR OF IO

The ancient dragon god, sundered into two deities at the dawn of time, lives again in you. The only question is whether Bahamut and Tiamat will let you claim his power.

Prerequisite: 21st level, dragonborn

When a god dies, its power does not vanish. It can be consumed, often by whatever being was mighty enough to slay it. When Asmodeus killed the god he once served, for example, he claimed that power and made himself divine. When the King of Terror killed Io, the god's sundered body became Bahamut and Tiamat, and those newborn gods claimed Io's power before Erekh-Hus could steal it.

However, it is said that a fragment of Io's power remained free, neither absorbed by the new deities nor consumed by the primordial. Perhaps controlled by a shard of Io's mind, the divine power kept itself safely apart, preparing—it is said—for a time when the dragon-god would return to life. Some say that one of his loyal angels harbored the fragment of his power, while others claim it was embedded in one of his mortal servants—a dragonborn. (See the shard of Io background on page 14 for more ideas.)

Somehow, this shard of divine power has come to rest in you. For now, you are little more than a demi-god or an avatar, a distant echo of the dragon-god's full power. The more power you acquire, however, the stronger Io grows. Through you, Io plans to return and reclaim his mantle as the god of all dragonkind.

IMMORTALITY

You will live forever, there can be little doubt of that—or at least, the power of Io that lives in you will survive the death of your mortal form. If you properly fulfill your destiny, though, it will come to full flower in the rebirth of Io, either replacing Bahamut and Tiamat in the pantheon of gods, or making them his exarchs in a new celestial court.

Draconic Apotheosis: When you complete your final quest, you have either reunited enough of Io's scattered power or amassed enough power of your own to restore Io to life. In a dazzling transformation, your body unfolds and expands, like a butterfly emerging from its cramped chrysalis. Enormous wings spread from your back, thick scales cover your hide, and your thundering roar shakes the earth. You have become Io—among the mightiest of gods.

Alternatively, your accumulation of divine power might not transform your own body into the god's form. Instead, you might begin rebuilding Io's ancient astral domain and then reforming his body. Your ultimate destiny, then, is not to become Io himself, but to become his favored exarch, serving at his right hand as a reward for your faithful service in returning him to life.



AVATAR OF IO FEATURES

Breath Mastery (21st level): Your *dragon breath* power ignores any resistances or immunities possessed by the target.

Each time you use your *dragon breath*, you can choose for it to deal acid, cold, fire, lightning, or poison damage.

After you use *dragon breath*, you gain a +2 bonus to attack rolls and damage rolls with powers that deal the same type of damage as your *dragon breath*. This benefit lasts until the end of your next turn.

Draconic Incarnation (21st level): Your Strength score and your Charisma score both increase by 2.

Wings of Io (24th level): You gain a fly speed of 8, and you can hover.

Divine Discorporation (30th level): Once per day, when you die and have at least 1 healing surge remaining, your essence escapes from your body and retreats to the Astral Sea to recover its vitality. Make a saving throw at the end of each of your turns; when you succeed, you return to life, spend 1 healing surge, and appear in any space within 10 squares of where you died.

AVATAR OF IO POWER

Divine Resistance

Avatar of Io Utility 26

Summoning the divine spark within you, you shrug off what might have been a debilitating effect.

Encounter

Immediate Reaction Personal


Trigger: An attack applies an effect to you that a save can end

Effect: Make a saving throw against the triggering effect.

DRAGONBORN AND THE CURRENT AGE

After the fall of ancient Arkhosia, the dragonborn clans were scattered among the ruins of the empire. As new kingdoms rose up, the dragonborn struggled to find a place—and many of those struggles were deadly.

With the rise of the human-led empire of Nerath, a tolerance of sorts spread throughout the land. Nerath's leaders welcomed all of the common races into the empire, not only to make it stronger but also as a way to keep a closer eye on potential enemies. For the dragonborn, in particular, this meant greater dissolution of national identity, as gatherings of anything larger than a small family clan were outlawed. Dragonborn clans were disassembled, and the dragonborn were sent to live in distant parts of the kingdom. Today, most communities contain a small number of dragonborn, and only a few small, dragonborn-only communities exist along the peripheries of current-age society.



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