

BESTIARY OF KRYNN WEB PREVIEW

DRACONIAN, NOBLE

Noble draconians were created in an act of desperation by the dragonarmies during the latter days of the War of the Lance. When the good dragon eggs (the source of the original draconian types) were liberated from the temples in Sancton, Lord Ariakas commanded that the draconian creation ritual be performed on the eggs of evil dragons. But the highlord did not understand the laws of balance that govern Krynn, mandated when the world was forged. When the ritual, designed to corrupt the eggs of good dragons toward evil, was performed on evil dragon eggs, it did not have the desired effect. Instead of creating servants of evil, the chromatic (or "Noble") draconians inherently followed the path of good.

Most of the noble draconians were destroyed while still young, but some managed to liberate themselves during the chaotic last days of the war. After that, they went into hiding, helping others when possible, but generally just staying out of the way. Their numbers thinned even more during the Chaos War, and there were only a handful left during the War of Souls.

Noble draconians do not, as a general rule, get along with other draconian types. Most have a deep hatred of dragonspawn, feeling they are

abominations of evil. Most will try to help others in need and render aid when asked.

NOBLE DRACONIAN TRAITS

Noble draconians share the following traits.

Inspired by Dragons (Ex): Noble draconians are drawn to good dragons and revere them. When a good-aligned dragon commander is within line of sight or when entering a battle under the command of a good dragon (in the chain of command), noble draconians receive a +1 morale bonus on all attack rolls and saving throws.

Dragon Traits: All draconians are immune to *sleep* and paralysis effects. They possess darkness (60-foot range) and low-light vision.

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

Glide (Ex): Winged draconians can use their wings to glide, negating any damage from a fall of any height. They can also travel horizontally up to four times the vertical distance they descend.

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

DRACONIAN, VENOM



The black-scaled, draconic humanoid stands five-and-a-half feet tall, with a lean, muscular frame. Two curved, sharp horns frame its serpentine face.

Venom draconians were created from the eggs of black dragons. Though often bitter and reclusive, most use their skills to battle evil.

Venom draconians are extremely rare and, when encountered, will usually be alone or in the company of one or two other noble draconians. They are solitary by nature, only keeping the company of others when necessary—though they can actually be quite engaging when befriended.

COMBAT

Like a snake in the grass, a venom draconian prefers to use stealth and swift strikes to eliminate its opponents. It will stalk an enemy and strike at the moment of greatest opportunity. Venom draconians see no honor in combat of any form and will use any trick possible to ensure victory.

Death Throe (Su): When a venom draconian dies, its body instantly dissolves into a 5-foot radius pool of acid. All within this area suffer 1d6 points of acid damage each round they remain in the pool. The acid evaporates in 1d6 rounds. All armor, weapons, and items carried by the venom draconian suffer damage from the acid as well.

Poison (Ex): A venom draconian has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fortitude save, DC 12). A venom draconian is immune to its own poison.

Sneak Attack: If a venom draconian can catch an opponent when he is unable to defend himself effectively from its attack, it can strike a vital spot for extra damage. Any time the venom draconian's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the venom draconian's attack deals +1d6 points of damage. Should the venom draconian score a critical hit with a sneak attack, the extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

A venom draconian can only sneak attack living creatures with discernible anatomies—undead,

constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the venom draconian must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The venom draconian cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond its reach.

If a venom draconian gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

VENOM DRACONIAN AS CHARACTERS

A venom draconian's favored class is rogue. Most advanced NPC venom draconians are rogues.

DRACONIAN, VENOM

Hit Dice	2d12 (13 hp)
Initiative	+1 (Dex)
Speed	30 ft.
Armor Class	15 (+1 Dex, +2 natural, +2 leather armor)
Base Attack/Grapple	+2/+2
Attack	Short sword +2 melee (1d6); or light crossbow +3 ranged (1d8)
Full Attack	Short sword +2 melee (1d6) and bite -3 melee (1d6); or light crossbow +3 ranged (1d8)
Space/Reach	5ft. /5 ft.
Special Attacks	Death throes, poison spit, sneak attack +1d6
Special Qualities	Draconian traits, spell resistance 11
Saves	Fort +3, Ref +4, Will +2

Abilities	Str 11, Dex 13, Con 11, Int 11, Wis 8, Cha 13
Skills	Hide +8, Listen +4, Move Silently +8, Search +5, Spot +4
Feats	Run, Stealthy
Environment	Any land
Organization	Solitary or pair
Challenge Rating	4
Treasure	Standard
Alignment	Usually chaotic good
Advancement	By character class
Level Adjustment	+2





BESTIARY OF KRYNN

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ONLINE PREVIEW

This is an online preview of the *Bestiary of Krynn* from Sovereign Press.
Its contents may not match the final product upon release.

This d20 System® game accessory utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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