



DRAGONBORN

HER FATHER STOOD ON THE FIRST OF THE THREE STAIRS that led down from the portal, unmoving. The scales of his face had grown paler around the edges, but Clanless Mehen still looked as if he could wrestle down a dire bear himself. His familiar well-worn armor was gone, replaced by violet-tinted scale armor with bright silvery tracings. There was a blazon on his arm as well, the mark of some foreign house. The sword at his back was the same, though, the one he had carried since even before he had found the twins left in swaddling at the gates of Arush Vayem.

For all her life, Farideh had known that reading her father's face was a skill she'd been fortunate to learn. A human who couldn't spot the shift of her eyes or Havilar's would certainly see only the indifference of a dragon in Clanless Mehen's face. But the shift of scales, the arch of a ridge, the set of his eyes, the gape of his teeth—her father's face spoke volumes.

But every scale of it, this time, seemed completely still—the indifference of a dragon, even to Farideh.

—Erin M. Evans, *The Adversary*

Born of dragons, as their name proclaims, the dragonborn walk proudly through a world that greets them with fearful incomprehension. Shaped by draconic gods or the dragons themselves, dragonborn originally hatched from dragon eggs as a unique race, combining the best attributes of dragons and humanoids. Some dragonborn are faithful servants to true dragons, others form the ranks of soldiers in great wars, and still others find themselves adrift, with no clear calling in life.

PROUD DRAGON KIN

Dragonborn look very much like dragons standing erect in humanoid form, though they lack wings or a tail. The first dragonborn had scales of vibrant hues matching the colors of their dragon kin, but generations of interbreeding have created a more uniform appearance. Their small, fine scales are usually brass or bronze in color, sometimes ranging to scarlet, rust, gold, or copper-green. They are tall and strongly built, often standing close to 6½ feet tall and weighing 300 pounds or more. Their hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

The blood of a particular type of dragon runs very strong through some dragonborn clans. These dragonborn often boast scales that more closely match those of their dragon ancestor—bright red, green, blue, or white, lustrous black, or gleaming metallic gold, silver, brass, copper, or bronze.

SELF-SUFFICIENT CLANS

To any dragonborn, the clan is more important than life itself. Dragonborn owe their devotion and respect to their clan above all else, even the gods. Each dragonborn's conduct reflects on the honor of his or her clan, and bringing dishonor to the clan can result in expulsion and exile. Each dragonborn knows his or her station and duties within the clan, and honor demands maintaining the bounds of that position.

A continual drive for self-improvement reflects the self-sufficiency of the race as a whole. Dragonborn value skill and excellence in all endeavors. They hate to fail, and they push themselves to extreme efforts before they give up on something. A dragonborn holds mastery of a particular skill as a lifetime goal. Members of other races who share the same commitment find it easy to earn the respect of a dragonborn.

Though all dragonborn strive to be self-sufficient, they recognize that help is sometimes needed in difficult situations. But the best source for such help is the clan, and when a clan needs help, it turns to another dragonborn clan before seeking aid from other races—or even from the gods.

DRAGONBORN NAMES

Dragonborn have personal names given at birth, but they put their clan names first as a mark of honor. A childhood name or nickname is often used among clutchmates as a descriptive term or a term of endearment. The name might recall an event or center on a habit.

Male Names: Arjhan, Balasar, Bharash, Donaar, Ghesh, Heskan, Kriv, Medrash, Mehen, Nadarr, Pandjed, Patrin, Rhogar, Shamash, Shedinn, Tarhun, Torinn

Female Names: Akra, Biri, Daar, Farideh, Harann, Havilar, Jheri, Kava, Korinn, Mishann, Nala, Perra, Raiann, Sora, Surina, Thava, Uadjit

UNCOMMON RACES

The dragonborn and the rest of the races in this chapter are uncommon. They don't exist in every world of D&D, and even where they are found, they are less widespread than dwarves, elves, halflings, and humans.

In the cosmopolitan cities of the D&D multiverse, most people hardly look twice at members of even the most exotic races. But the small towns and villages that dot the countryside are different. The common folk aren't accustomed to seeing members of these races, and they react accordingly.

Dragonborn. It's easy to assume that a dragonborn is a monster, especially if his or her scales betray a chromatic heritage. Unless the dragonborn starts breathing fire and causing destruction, though, people are likely to respond with caution rather than outright fear.

Gnome. Gnomes don't look like a threat and can quickly disarm suspicion with good humor. The common folk are often curious about gnomes, likely never having seen one before, but they are rarely hostile or fearful.

Half-Elf. Although many people have never seen a half-elf, virtually everyone knows they exist. A half-elf stranger's arrival is followed by gossip behind the half-elf's back and stolen glances across the common room, rather than any confrontation or open curiosity.

Half-Orc. It's usually safe to assume that a half-orc is belligerent and quick to anger, so people watch themselves around an unfamiliar half-orc. Shopkeepers might surreptitiously hide valuable or fragile goods when a half-orc comes in, and people slowly clear out of a tavern, assuming a fight will break out soon.

Tiefling. Half-orcs are greeted with a practical caution, but tieflings are the subject of supernatural fear. The evil of their heritage is plainly visible in their features, and as far as most people are concerned, a tiefling could very well be a devil straight from the Nine Hells. People might make warding signs as a tiefling approaches, cross the street to avoid passing near, or bar shop doors before a tiefling can enter.

Childhood Names: Climber, Earbender, Leaper, Pious, Shieldbiter, Zealous

Clan Names: Clethtinthiallor, Daardendrian, Delmirev, Drachedandion, Fenkenkabradon, Kepeshkmlolik, Kerrhylon, Kimbatuul, Linxakasendalor, Myastan, Nemmonis, Norixius, Ophinshtalajjir, Prexijandilin, Shestendeliath, Turnuroth, Verthisathurgiesh, Yarjerit

DRAGONBORN TRAITS

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Age. Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Alignment. Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil (represented by Bahamut and Tiamat, respectively). Most dragonborn are good, but those who side with Tiamat can be terrible villains.

Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

DRACONIC ANCESTRY

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

DRACONIANS

In the Dragonlance setting, the followers of the evil goddess Takhisis learned a dark ritual that let them corrupt the eggs of metallic dragons, producing evil dragonborn called draconians. Five types of draconians, corresponding to the five types of metallic dragons, fought for Takhisis in the War of the Lance: auraks (gold), baaz (brass), bozak (bronze), kapak (copper), and sivak (silver). In place of their draconic breath weapons, they have unique magical abilities.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals $8 +$ your Constitution modifier $+ your proficiency bonus$. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

