

Dragon Lance

BOZAK DRACONIAN CHARACTERS

by Jamie Chambers

Draconians as player characters were first introduced in the *DRAGONLANCE Campaign Setting* by Wizards of the Coast, with both the Baaz and Kapak draconians included as available PC races. A third draconian breed is detailed below as a PC race.

BOZAK

Possessed of magical talent and strong wills, bozaks are natural leaders. They are often willing to give their lives for a cause they deem worthy, but they are intelligent enough to fight to survive and win. Many bozaks have strong religious tendencies, even though they are inherently talented in arcane magic.

Personality: While they are outmatched in most ways by other draconians (strength, stealth, magical ability, and so on), bozaks usually develop sharp, tactical minds and hone skills that allow them to survive. Most bozaks instinctively look to take charge of a situation and excel at military command.

Bozaks associate all magic with the gods and quite often have a reverence attached to both their innate and learned magical talents. However, if they feel betrayed by divine forces, they might hold a grudge that lasts a lifetime.

Physical Description: Bozaks are tall—between 6 and 6 1/2 feet—with bronze-hued scales as tiny as fish scales on their faces and as large as coins elsewhere on their bodies. Bozaks sport a pair of curved, ramlike horns on top of their heads. These horns are merely ornamental, being set too far back on the draconians' heads to serve as weapons. They also have small, dragonlike wings they can use to glide. It is difficult for a nondraconian to tell the difference between bozak males and females, except that the females often have lighter builds.

Most bozaks disdain heavy armor, preferring to retain higher speed and maneuverability. They typically dress in functional clothing, although they follow strict uniform protocols in any military force in which they serve.

Relations: Like most draconians, bozaks of the first generation were raised to hate all of the races of Ansalon except those creatures that served Takhisis. After the War of the Lance, many joined (or led) other bands of rogue draconians and tried to eke out a living in hiding.

After the conclusion of the Chaos War, some bozaks swore service to Dragon Overlords, while others chased rumors to

the new draconian nation formed in Teyr. Like the previous generation, the new bozaks serve well as officers in the draconian military.

Alignment: Bozaks draconians are usually evil, although it is not uncommon for them to shift toward neutrality on the good-evil axis. Disciplined and mindful of rank and authority, they favor law over chaos.

Bozak Lands: Draconians in the first generation were hatched and raised in Sanction. Early in the Age of Mortals, a draconian nation was founded in Teyr, becoming the one and only draconian homeland.

Religion: Bozaks of the first generation possess a strong reverence for the Queen of Darkness, knowing their very existence was due to her planning and cunning. During the Age of Mortals, many bozaks felt betrayed by the Dark Queen and now speak her name only with a curse. Some have chosen to follow other gods, while a few refuse to acknowledge divine powers.

Language: Draconians have no language of their own, instead picking up the speech of Nerakan priests. Because of their life-long military training and organization, much of their speech incorporates military slang and jargon. Bozak commanders know the value of good intelligence, and often learn the languages of their enemies.

Names: The first-generation draconians bear the names assigned to them by their creators, which reflect Nerakan language and culture. Because of their intense military training and long service, most bozaks (and other draconians) possess a name, rank, and assigned regiment. This became a part of the naming convention of the draconians of Teyr, who bestow a given name to their children at birth. Upon joining the military, the bozaks gain "last names" reflecting their rank and regimental affiliations. Bozak names do not differentiate between male and females.

Bozak Names: Bohtox, Drorkar, Fonrar, Gloth, Harvah'k, Kang, Mentax, Oloth, Sokel, Yethik.

Adventurers: While most bozaks prefer to stay among their own kind, the sense of purpose that fills them drives some to strike out on their own—especially if the fulfillment of such a quest might prove important to their fellow draconians.

BOZAK RACIAL TRAITS

- +2 Strength, +2 Intelligence, +2 Charisma. Bozaks are physically strong, naturally intelligent, and possess forceful personalities.
- Medium: As Medium creatures, bozak draconians have no special bonuses or penalties due to their size.
- Dragon: Bozaks are creatures of the dragon type. They are immune to sleep and paralysis effects. Bozaks have darkvision (60-foot range) and low-light vision.
- Bozak base land speed is 30 feet.
- Racial Hit Dice: A bozak has 4d12 racial Hit Dice. A bozak character receives maximum hit points for his first bozak Hit Die, and rolls other Hit Dice—racial or from a class—normally. As a result of these racial Hit Dice, bozaks begin with a +4 base attack bonus and base saving throws of Fort +4, Ref +4, Will +4. Bozak draconians with class levels add their class base attack and save bonuses to their racial base attack and save bonuses.
- Bozak Skills: A bozak's dragon Hit Dice grant him skill points equal to 6 + Int modifier (minimum 1) times 7. Class skills for these skill points are Bluff, Concentration, Diplomacy, Intimidate, Knowledge (arcana), Listen, Search, Spellcraft, and Spot. A bozak character does not get the x4 multiplier for skill points acquired from his first class level.
- Bozak Feats: A bozak's dragon Hit Dice grant him two feats. A bozak with class levels gains feats based on his total Hit Dice, as shown on Table 3-2 of the *Player's Handbook*. Bozaks gain proficiency with all simple weapons, and with the longsword, short sword, and longbow. They are also proficient with light armor and with shields. Bozaks also gain Run as a bonus feat.
- Natural Attacks: A bozak may use his claws and bite as natural weapons. An unarmed bozak can make 2 claw attacks that deal 1d4 damage (plus Strength bonus) and a secondary bite attack that deals 1d6 damage (plus 1/2 Strength bonus). A bozak wielding a weapon can attack with it as a primary attack and make one claw attack and a bite attack as a secondary attacks.
- Natural Armor: Bozaks have thick, scaly flesh that provides them a +8 natural armor bonus to AC.
- Spells: A bozak gains spellcasting ability as a 4th-level sorcerer. When a

bozak advances in levels as a sorcerer, it adds its sorcerer levels to these levels to determine its total spellcasting level, access to spells known, and spell per day. For example, a 9th-level bozak sorcerer has the spells per day, spells known, and caster level of a 13th-level sorcerer.

- Death Throes (Su): On the round that a bozak dies, its scaly flesh shrivels and crumbles from its bones in a cloud of dust. The bones immediately explode, dealing 1d6 points of damage to all creatures within a 10-foot radius. Affected creatures can attempt a Reflex save (DC 10 + the 1/2 the bozak's Hit Dice + the bozak's Constitution modifier) for half damage. Bozaks can only be restored to life through the use of a *resurrection*, *true resurrection*, *miracle*, or *wish* spell. The save DC is Constitution-based.

- Disease Immunity (Ex): Bozak draconians are immune to all diseases, even magical diseases such as lycanthropy and mummy rot.

- Glide (Ex): A bozak can use its wings to glide as an extraordinary ability, negating any damage from a fall from any height. It can also travel horizontally up to four times the vertical distance it descends. A bozak's maneuverability is clumsy while gliding horizontally.


- Inspired by Dragons (Ex): Draconians are drawn to evil dragons and revere them. When under the command of a dragon, draconians receive a +1 morale bonus on all attack rolls and saving throws.

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

- Spell Resistance: Bozaks have spell resistance equal to 14 + class level.

- Automatic Language: Common. Bonus Languages: Goblin, Nerakese, Ogre.

- Favored Class: Sorcerer. A multiclass bozak's sorcerer class does not count when determining whether he takes an experience penalty.

- Level Adjustment: +3. Bozak draconians have an effective character level (ECL) of 7 + class level. Bozaks are more powerful and gain levels more slowly than most other races of Ansalon. 



THE CREATION OF DRAGONLANCE

There are a lot of misconceptions about the beginnings of DRAGONLANCE. "The biggest one," says Margaret Weis, "is that it grew out of a campaign that we were all playing. That's just not true." What is true is that the campaign world that was originally dubbed "Project Overlord" was the result of several independent events.

First was a marketing survey delivered to TSR in early 1983. The report made the following three key observations: 1) DUNGEONS & DRAGONS was the company's core business; 2) Many of the published D&D books featured dungeons; 3) Relatively few of the published books featured dragons. The survey's final advice was, "Make more books about dragons."

At roughly the same time, Tracy Hickman was offered a job as a staff designer by TSR. As he and his wife Laura were driving their family from Utah to Wisconsin, they realized it might be a good idea to show up with a new idea or two, just to prove to the company that hiring the young writer was a smart move. While they drove, they imagined a setting where humans flew on the backs of dragons and rode them into war.

Also at roughly the same time, TSR hired a young editor named Margaret Weis to work on their popular *Endless Quest* choose-your-own-adventure books. They also hoped she might be of some help in developing a line of more traditional fiction—fantasy in the vein of Tolkien's *Lord of the Rings*, which was enjoying a resurgence at the time.

"I got assigned to a team that was supposed to develop a line of modules, each featuring a different dragon," Hickman remembers. "But we didn't want it to just be a 'dragon-of-the-month club.'" Tracy told the group about his dragon-riders idea, and they immediately set to work making a proposal for TSR management.

"They liked the idea so much," Weis says, "that they decided to do more than just game modules. They wanted posters and calendars and books." So she was assigned to the team. "And that's when we started playing."

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