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Forgotten realms draconic pantheon

So specifically I wanted to play the Good Aligned Lighting Draconic Origin Sorcerer who worshipped the dragon domain Tempest he believed to be a very distant relative who bequeathed his Bronze Dragon blood. But more generally because, it seems to me that with the Dragon Born, witches of Draconic origin, Tiamat (Queen of Chromatic Dragons), and Bahamut (Platinum Dragon / King of Metallic Dragons). There will be one of every metallic and chromatic dragon color as at least a god for the sake of representing various aspects. All of them will be possible gods for scholars, ancestors of witches, and dragons born in general. I can't find anything like that and wonder if anyone knows the list? Seems like a natural thing to have. If anyone can find the source it will be greatly appreciated. Thank you in advance. (If it doesn't exist, it will be an interesting addition.) enter or list to remove this ad There will be one of every color metal and chromatic dragon as at least god by favor that represents various aspects. All of them will be possible gods for scholars, ancestors of witches, and dragons born in general. Interestingly enough, most dragon gods are not limited to a particular color or metal. They do have some preferences, but not as clear as the Bronze Dragon god. For example, Hlal is a great choice for a well-aligned Wizard. She is a dragon goddess who has a fairly positive relationship with the non-dragon race, and is rather friendly. He tends to manifest as the Faerie Dragon or the Brass Dragon, but the Bronze Dragon certainly has to be in his ability. Last edited: 27 Jul 2017 Dragonborn, at least in Forgotten Nature, specifically refuses to worship gods, especially Bahamut and Tiamat. They come from Abeir where there are no gods and dragons who rule themselves as oppressive kings of gods. Sent from SM-G900P I use en world mobile app Talk to your DM. Ask if it's okay for you to worship gods or old dragon class gods that lack wrym/super-ancient dragons that achieve divine status. Make it bronze. Give me the Tempest domain. Boom's over. OR, if you want to get all the metafistic esoteric and stuff, bring whoever the god of Storm/Weather or Protector or Battle is good [which allows the domain tempest] is and ask your DM if it is permissible for you to worship <Make up= a= name=>; aspects of the dragon/god form [if not humanoid], especially revered by bronze dragons. Dragonborn, at least in the Forgotten Realm, specifically refuses to worship gods, especially Bahamut and Tiamat. They come from Abeir where there are no gods and dragons who rule themselves as oppressive kings of gods. Shipped from the SM-G900P I use the EN World mobile app That's the problem for many, but of course there will be exceptions. Otherwise, it would a bit for dragonborn scholars! And SCAG states that some dragonborn have begun to worship various gods, but again it is the exception... </Make> </Make> from VS987 I use the EN World mobile app Also if you pretend 4e thing doesn't happen in a Forgotten World, it doesn't matter. As a follow-up to my previous post, I wish they had put the draconic god at SCAG. There are many humanoid followers of Tiamat and Bahamut, and the remaining gods will be useful to those dragonborn who go beyond the norm and actually worship gods. Then again, no doubt in the future we will see a VGM type book that will include dragons, and no doubt the draconic pantheon will be completely enclosed there anyway... Dragonborn, at least in the Forgotten Realm, specifically refuses to worship gods, especially Bahamut and Tiamat. They come from Abeir where there are no gods and dragons who rule themselves as oppressive kings of gods. Sent from SM-G900P I use en world mobile application That's generalization. Most Dragonborn did not worship the Gods, but there was a minority of Worshippers of Torm, Bahamut, and Tiamat, and now Enlil's faith is growing, still only a small part of the Dragonborn worshippers, but that is the beginning. As a follow-up to my previous post, I wish they had put the draconic god at SCAG. There are many humanoid followers of Tiamat and Bahamut, and the remaining gods will be useful to those dragonborn who go beyond the norm and actually worship gods. Then again, no doubt in the future we will see a VGM type book that will include dragons, and no doubt the draconic pantheon will be completely enclosed there anyway... There are a lot of FR gods that they don't get at SCAG which is my biggest complaint. It's a generalization. Most Dragonborn did not worship the Gods, but there was a minority of Worshippers of Torm, Bahamut, and Tiamat, and now Enlil's faith is growing, still only a small part of the Dragonborn worshippers, but that is the beginning. Sure, it's a generalization. Most things in D&D Is. Your PC can do anything. But the fact remains that dragonborn do not worship the gods (refuse) is one of the defining features of their society when they are introduced to nature. The only race that doesn't get caught up in divine soap operas, with no religious culture at all, because of where they come from. Posted from sm-g900p I use en world mobile app Quite interesting, most dragon gods are not limited to specific colors or metals. They do have some preferences, but not as clear as the Bronze Dragon god. For example, Hlal is a great choice for a well-aligned Wizard. She is a dragon goddess who has a fairly positive relationship with the non-dragon race, and is rather friendly. He tends to manifest as the Faerie Dragon or the Brass Dragon, but the Bronze Dragon certainly has to be in his ability. Ok, just say, hlah and some other dragon gods are not a

part the original pantheon, and hlah more than gods like to be the one who likes to take the form of dragons. He's not a TRUE dragon god, just a god who takes the form of one, too, a winged platinum dragon, in most d&d d&p;d is seen as the same as drake given power by plantinium dragons, so it's a bit sketchy. The dragons of the ORIGINAL pantheon are best known are: Io, bahamut, Tiamat, and warrior. The rest came later. On the 4e scale of the AP war, Tiamat has a group of exarchs, one for each type of chromatic dragon. I don't remember the names, but it could cover the demigod of chromatics. Bahamut tends to get stuck with its 7 golden dragon canaries, and thus the elitism of the golden dragon means there is no luck for other metals. Ok, just say, hlah and some other dragon gods are not part of the original pantheon, and hlah more than gods like to be the one who likes to take the form of dragons. He's not a TRUE dragon god, just a god who takes the form of one, too, a wingless platinum dragon, in most d&d settings, seen as the same as drake given power by a plantinium dragon, so it's a bit sketchy. The dragons of the ORIGINAL pantheon are best known are: Io, bahamut, Tiamat, and warrior. The rest came later. Whose soldier have I never heard of the Dragon God? Page 2 enter or register to remove this advertisement The Draconic Pantheon is a group of dragon gods worshipped by many true dragons and other reptile species. Its most famous members include the Bahamut, the Platinum Dragon and the synchrony metallic dragon god; and Tiamat, the ancestor of the evil chromatic dragon. Members[edit | edit source] See also: Category:Draconic deities There are eleven main members of the draconic pantheon. [1] Io, the NineFold Dragon, is the ancestor of the dragon gods. The other members of the pantheon are his descendants. All true dragons finally trace their lineage to Io. Bahamut, the Platinum Dragon, is a harmonized metallic dragon god. He is highly respected by the golden, silver, and brass dragons, although all well-aligned dragons hold some respect for the Bahamut, and even those in harmony with evil have honored his power. Tiamat was the ancestor of the evil chromatic dragon. Green and blue dragons honor him most easily, although all chromatic dragons honor him as their creator. Astilabor, Hoarding, is a draconic god of neutral wealth and acquisition. Kronepsis, Watcher, is a neutral god who has no interest in fate and death. Falazure, the Night Dragon, is a neutral evil dragon god of the undead and decay. Garyx, Cleanser of Worlds, is a god A fucked-up red dragon. Hlal, Jester, is a fucked-up copper dragon goddess and humor. Lendys, The Scale of Justice, is a legitimate god of balance and neutral justice, whose job it is to avenge the mistakes made against dragonkind. Tamara, her Beneficience, is a draconic goddess of neutral grace. Aasternian, a chaotic neutral female brass dragon, serves as Io's messenger. The organization[edit | edit source] Io is the main deity of the Draconic pantheon, and its most powerful member. His main task is to supervise his descendants, and he rarely sides with conflicts between dragons. The Draconic pantheon has no central aircraft, but is scattered across the Great Wheel, each to their own lair. They act mostly independent of each other. Aasternians are the weakest pantheon. As a demigod, he was more easily able to travel to material aircraft, and was often sent by Io to resolve important conflicts between dragons. Worship[edit | edit] Members of the draconic pantheon are primarily worshipped by true dragons. Unlike ordinary human religions, there are some organized religious practices among dragons, and individual practices vary. Worship of the entire draconic pantheon as a group is rare, and some dragons become scholars of their gods. Not all dragons even worship gods, although it is common for them to at least hold a degree of reverence for draconic gods, although among the humanoid race, there are many cults of worship to draconic gods. Such worship is most common among reptile species, including half dragons, lizards, and troglodytes. History[edit | edit source] Origin[edit | edit source] Publication history[edit | edit source] Original D&D[edit | edit source] Bahamut and Tiamat were first mentioned, though not by name, in Greyhawk (Supplement 1) (1975), p.35-36. The book introduces statistics for the Platinum Dragon, called the Dragon King of Lawful (and Neutral); and the Chromatic Dragon, the Queen of Dragons. D&D basic[edit | edit] This section is incomplete. Please add information about the appearance of the Draconic pantheon in dungeons &amp; branded source books Dragons that run together with Advanced Dungeons &amp; Dragons (1974-1999), including Basic, Expert, Companion, Master, Immortals, Rules Compendium and Classic, as well as D&D content (not AD&D) from Dragon/Dungeon magazines; and remove this {{sectstub}} notification when done. AD&D first edition[edit | edit source] This section is incomplete. Please add information about the appearance of the Draconic pantheon in the advanced dungeons edition of the source book &amp; Dragons first edition (1977-1989), as well as Dragon, Dungeon and Polyhedron magazines of this time period; and remove this {{sectstub}} notification when done. AD&D 2nd edition[edit | edit source] Part of the Draconic pantheon is detailed in the Council of Wyrms box set (1994) and the Council of Wyrms Setting book (1999), which describes the unique draconic campaign settings. Part of Draconic detailed, including game statistics, in DMGR4 Monster Mythology (1992), which Io, Aasterinian, Bahamut, Chronepsis, Falazure, and Tiamat. All six are also listed in the source book Planescape On Hallowed Ground (1996), which defines their extraplanar nests in the cosmology of the Great Wheel. The dragon god of the Forgotten Realm is detailed in FOR1 Draconomicon (2e) (1990), which depicts Asgorath, Astilabor, Garyx, Hlal, Kereska, Lendys, Null, Tamara, Taxk, Xymor, and Zorquan. Cult of the Dragon (1998), Appendix 1: The Dragon God, tries to reconcile the inconsistencies between AD&D 2e Draconomicon and Monster Mythology. The following described Asgorath, Astilabor, Bahamut, Garyx, Hlal, Kereska, Lendys, Null (among which Falazure and Chronepsis are two aspects), Tamara, Task, Tiamat, Zorquan, and the dead magic god Kalzareinad. D&D the 3rd edition[edit | edit source] The six draconic gods Aasterinian, Bahamut, Chronepsis, Falazure, Io, and Tiamat are briefly described in Defenders of the Faith (2001), p.95. Notice the change of spelling from Falazure to Falazure. All five were also included in living greyhawk's official deity list (March 2005). [2] The Draconic Pantheon is detailed in Draconomicon (3e) (2003), p.30-36. The term Draconic pantheon is used in this book to describe eleven dragon gods: Aasterinian, Astilabor, Bahamut, Chronepsis, Falazure, Garyx, Hlal, Io, Lendys, Tamara, and Tiamat. It introduces the dragon gods Faerûnian Astilabor, Garyx, Hlal, Lendys and Tamara to the D&D pantheon Core. Races of the Dragon (2006), p.149-158 also details the eleven draconic pantheon gods, and on page 25 lists individual meditations for each used by spelling class races. The eleven Draconic gods appear in the Eberon Campaign Setting (2004), p.130, where they appear as constellations in the sky. The prestige class of dragon prophets in the Magic of Eberon (2005) can gain power from this constellation. D&D the 4th edition[edit | edit source] Bahamut and Tiamat were the main deities in the 4th edition of the Dawn War pantheon D&D. In Draconomicon: Chromatic Dragons (2008), p.29-30, the draconic pantheon is reduced to exarchs, powerful dragons acting as servants of individual gods. The book details Aasterinian (servant of Avandra), Astilabor (servant of Corellon), Chronepsis (servant of the Queen of Crows, and Falazure (servant of Falazure). Draconomicon: Metallic Dragons (2009), p.25 instead introduces four new dragons as exarchs. D&D 5th edition[edit | edit source] To date, there are no first-party products of the 5th edition of D&D which has detailed the Draconic pantheon as a whole. However, Tiamat stands out in the Rise of Tiamat{{UnknownBook}} adventure module and more. Bahamut and Tiamat also appear in the Dawn War pantheon listed in Dungeon Master's Guide. The creative origins[edit | edit] Bahamut and Tiamat emerged as great monsters in ancient real-world mythology. Bahamut is a sea monster that appears in Arabic mythology, while Tiamat is a goddess primordial Myths of Babylon. Other draconic gods appear become the original creation of Dungeons &amp; Dragons. The name Io appears in Greek mythology as one of Zeus' lovers, although there is no connection between him and the dragon god. This may have been inspired by Ao, the head of the Faerûnian pantheon, whose name in turn probably comes from Alpha and Omega, biblical titles of Christian God. Reception and influence[edit | edit] Reference[edit | edit source]]

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