

Thelduin



Creation and Prophecy

When the Riders and Humans were at piece, Tiamat felt that the dragons were no longer feared and respected as they once were. She sought to reclaim this fear, and made a plot to destroy the humans with the ultimate weapon: A Prismatic Dragon. She would use this dragon as a tool in two ways: First this Dragon would be considered the ultimate life form, and would triumph over every dragon that stood in its way, second, the Dragon would serve as an implement to summon Tiamat into the material plane, and rule over it.

However, Tiamat's plan didn't work out as planned. The Riders' discovered her plan and took the egg before it was able to hatch and hid it away. Along with the Riders' discovery, the humans found out about the cultists plans as well. However, the Humans misinterpreted the information, and thought that the egg was meant to destroy the Humans. This great misunderstanding was the cause of the Second Great Dragon War, and consequently wiped out the remaining dragons.

Personality

Thelduin has a calm and gentle personality and portrays himself to be very wise and knowledgeable. He is fierce towards his enemies, but gentle and trustworthy to his friends. Thelduin's natural alignment is Lawful Neutral, and his alignment will change based on his surroundings and environment. However, he will stay Lawful no matter the change.

Thelduin is the prophesied dragon said to bring the return of the Goddess Tiamat. However, it is up to him to control his own destiny. He can either, willingly bring her back and serve under her as dragons once more rule the land (Evil), or he could stop her in her tracks and send her back to the realm from which she came (Good). The way he controls his destiny is through his party. If the party acts at out of greed and evil, Thelduin adapts and takes on these rolls. Likewise if the party acts well, Thelduin will be good.

The way this is determined is the party's combined honor score. If the party's honor is below negative fifteen, Thelduin becomes evil, and good if above 15.

Leveling Up

Thelduin levels up just as the players do, but he grows at a much more rapid pace. He takes on the stats of a Gold dragon, but not the characteristics. Before the beginning of *The Rise of Tiamat* the party should begin to train Thelduin and feed him. If done so properly, he should be level 3 (Dragon Wyrmling) and be able to fend for himself.

As the party gains experience, Thelduin splits XP with them. He levels up at the same rate players do, and has his own advancements and optional paths. The table below shows Thelduin's leveling.

Level	Features	Breath Weapon Damage
1	Minor Breath	1d10
2	Draconic Bond, Gaze of Two Minds	2d10
3	Major Growth, 2 resistances, Power Word: Garizla	4d10
4	Ability Score Increase	4d10
5	Resistance	5d10
6	Power Word: Brisingr	6d10
7	Resistance	6d10
8	Ability Score increase, resistance Power Word: kveykva	7d10
9	Weakening Breath	8d10
10	Major Growth, immunity, mount, Power Word: Gulia	10d10
11	Major Telepathy	10d10
12	Immunity	10d10
13	Power Word: Lif	11d10
14	Immunity	11d10
15	Major Growth, Immunity	12d10
16	Power Word: aurboda	12d10
17		12d10
18		13d10
19	Power Word: Dauth	13d10
20	Major Growth	15d10

Draconic Bond

At the second Level, Thelduin chooses the creature that he will keep as his rider (If any). This creature becomes connected and attuned with Thelduin. They can each recognize each other's presence within one mile, and can read each other telepathically within the same distance.

Gaze of Two Minds

Thelduin and the creature with his Draconic Bond gain the ability to see through each other's eyes and perceive all senses through the other as long as the rider and Dragon are able to read each other telepathically.