

## HALF DRAGON

*"HALF DRAGONS? YEAH, TOTAL FREAKS, THOSE GUYS. IMAGINE dragonborn but then more human. I guess some people will sleep around with just about anyone these days, even dragons.*

*Still, I had a few in my party, and I can't argue with their results. Once had a silver one freeze an orc solid before he could cleave my head. Now, his look was hilarious!"*

— Thorzag, green-dyed beardless dwarf

Many dragons are not only fearsome beasts, but renowned masters of magic as well. As such, it is not uncommon for one to change shape and walk among the masses, or even take a mortal lover. The children of such unions are known as half dragons. Not quite as monstrous looking as the dragonborn, but still very much recognizable due to its draconic traits.

## PROUD DRAGON HERITAGE

Half dragons look very similar to their mortal parent, except for the horns and partial scales that cover their bodies, as well as their draconic legs and long tails. However, half dragons are more known for their dangerous elemental breaths, as well as the gift of transformation. While only a few half dragons eventually ascend to true dragonhood, some have been gifted with a "lesser" form that allows them a burst of power as well as the gift of flight for a short period of time.

Half dragons' color patterns are similar to their draconic parent, and in the case of two half-dragons having children, the child is often born in the color scheme of either parent, though occasionally they instead look like one of the other draconic ancestors of the parents, as half dragons are strongly drawn to one another and known to quickly make families and communities. They are tall and strongly built, with males often standing close to six and a half feet and being taller and heavier than females. They also gain an advantage based on which draconic heritage is more dominant for them.

## CHALLENGING UPBRINGING

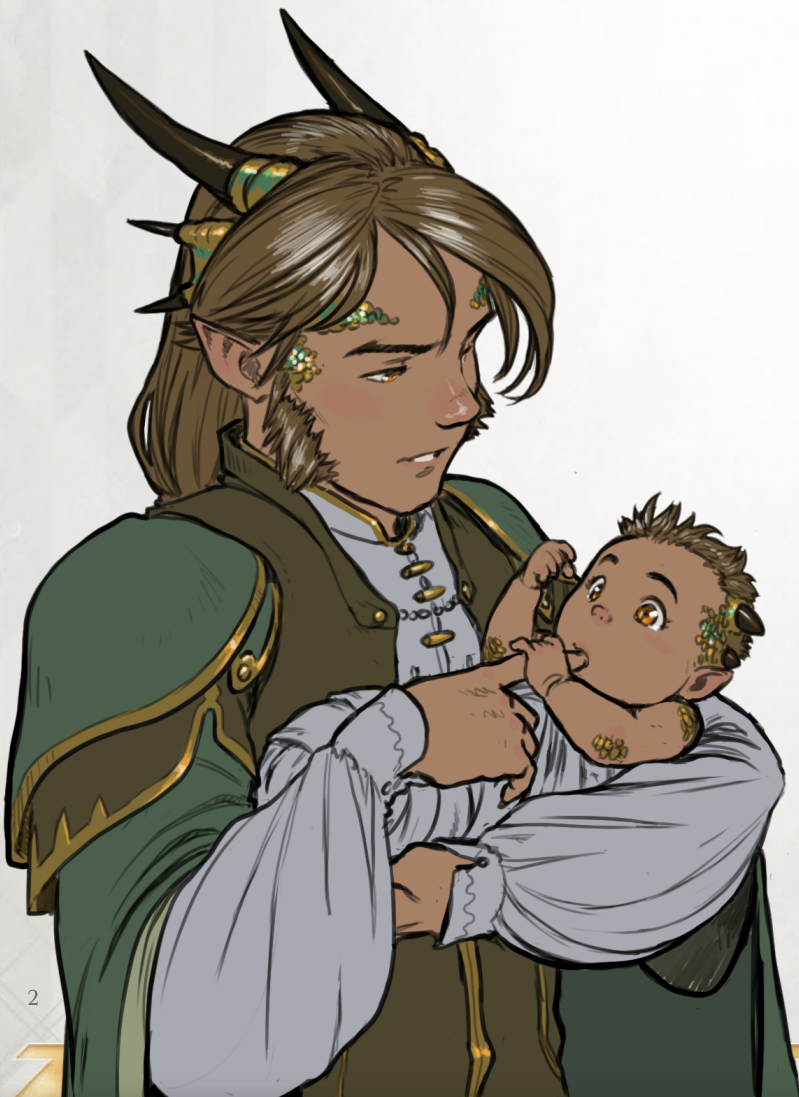
Half dragons share much of their draconic parent's strength, but they are also vulnerable in the early stages of their long lives. The lucky ones are raised by two half dragon parents, who raise them into protected communities. Others are abandoned by the draconic parent or both parents and forced to survive alone or hope they get adopted by other half dragons or by dragonborn. Though those with a metallic dragon parent are, more often than not, properly raised and cared for.

Those adopted by dragonborn are brought in as part of the clan and are raised to show strong loyalty to their clan. A continual drive for self-improvement reflects the self-sufficiency of the dragonborn race as a whole, which is then reflected upon the half dragon. These half dragons value skill and excellence in all endeavors. They hate to fail, and they push themselves to extreme efforts before they give up on something. These dragonborn-raised half dragons hold mastery of a particular skill as a lifetime goal, alongside the desire to ascend to dragonhood. Members of other races who share the same commitment find it easy to earn their respect.

Eventually, all half dragons have a universal drive to become stronger. By gaining strength in a multitude of ways, they find that they become more in touch with their draconic heritage, which comes forward in the forms of mastering their elemental breath, or even transforming into a dragon outright. This form is often not as strong as that of true dragons, except for those who are truly devoted and powerful. Such half dragons have "ascended to dragonhood," and become true dragons with all their terrifying might. This true dragon form, however, is not easy to attain and requires great devotion and resolve. But those who succeed are held in very high regard by half dragon society.

## A GROWING PEOPLE

In the most recent years, half dragons have been forming communities at an increasing rate. This has created many half dragon families, and in turn, many adventurers as well due to their drive to ascend to dragonhood. Usually, however, many half dragons start a family and have children, with the mother being encouraged to take care of the children while the father goes out and provides for his family. Should the mother choose to become an adventurer, then the grandparents or one of the extended family will often take care of the children. While they are few in number, half dragons are rapidly increasing their numbers due to a high fertility rate and big families. These communities are protected by their elders, some of whom have already ascended to dragonhood and make for formidable opponents.



## HALF DRAGON NAMES

Half dragon names are usually based on the language of its mortal parent, as Draconic names are often much harder to pronounce. Some half dragons who are adopted within dragonborn clans will instead be given a dragonborn name:

**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

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

**Clan Names:** Cleththinthiallor, Daardendrian, Delmirev, Drachedandion, Fenkenkabradon, Kepeshkmolik, Kerrhylon, Kimbatuul, Linxakasendalor, Myastan, Nemmonis, Norixius, Ophinshtalajiiir, Prexijandilin, Shestendeliath, Turnuroth, Verthisathurgiesh, Yarjerit

## HALF DRAGON TRAITS

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

**Age.** Half dragons mature at the same rate as their mortal parent's race, but they can live up to 1000 years. A few of those who have transcended into dragonhood, however, have been granted the gift of immortality. Making dragonhood even more sought after, but no less difficult to achieve.

**Alignment.** Most half dragons are similar to dragonborn and 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 half dragons are good, but those who side with Tiamat can be terrible villains.

**Size.** Half dragons are often taller and heavier than humans, standing well over 6 feet tall, with males being noticeably bigger than females. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**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 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 by an additional 1d6 at 6th level, 11th level, and 16th level.

After you use your breath weapon, you can't use it again until it's recharged. At the start of each of your turns, provided you already used your breath weapon, you may roll a d6. On a 6, you regain the use of your breath weapon. Otherwise, your breath weapon recharges 1 minute after you used it.

**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.

**Draconic Ancestry.** While most half dragons are mixed, they are always divided into a number of different colors that reflect their draconic ancestry, which provides them with unique abilities. Just like true dragons, these colors are not all equally powerful, and some colors have more niche abilities than others. However, no color is exceptionally different in power from others.

These colors fall into two categories, the chromatics—black, blue, green, red, and white—and the metallics—brass, bronze, copper, gold and silver. Choose one of these subraces. Your breath weapon deals elemental damage of the type associated with your chosen subrace, and you gain resistance against this damage type as well. In addition, your ability scores increase as described, and you gain an additional draconic trait.

## DRACONIC ANCESTRY

### BLACK

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

**Draconic Ancestry.** Your breath weapon deals acid damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to acid damage.

**Unrelenting.** You add your Constitution modifier to the damage of your breath weapon. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light, but only shades of gray.

### BLUE

**Ability Score Increase.** Your Strength, Dexterity, and Constitution scores each increase by 1.

**Draconic Ancestry.** Your breath weapon deals lightning damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to lightning damage.

**Desert Predator.** You have a burrowing speed of 15 feet through non-rocky soil. When you use the Hide action, you may immediately burrow yourself just below the surface into non-rocky soil. Creatures that attempt to detect you while you are burrowed suffer a -5 penalty to their ability checks to find you, provided you are out of combat and you remain there without moving or taking actions. While burrowed near the surface, you have vision, may breathe freely, and may emerge as a bonus action. While burrowed near the surface, you count as having three-quarters cover.

### BRASS

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

**Draconic Ancestry.** Your breath weapon deals fire damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have fire resistance.

**Boldly Talkative.** You gain proficiency in the Persuasion skill. You can cast the *tongues* spell once, but only on yourself, and with a duration of 30 minutes. You regain the ability to cast the spell this way after finishing a long rest.

### BRONZE

**Ability Score Increase.** Your Strength, Constitution, and Charisma scores each increase by 1.

**Draconic Ancestry.** Your breath weapon deals lightning damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to lightning damage.

**Dragon of the Coast.** You have a swim speed of 30 feet, and can breathe air and water. When using your breath weapon, you may instead choose to use repulsion gas with the same range and DC. This gas doesn't deal damage but instead imposes a Strength saving throw. Those who fail it are pushed back 15 feet from you. This special DC increases by 1 for each additional 1d6 damage on your breath weapon.

### COPPER

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

**Draconic Ancestry.** Your breath weapon deals acid damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to acid damage.

**Playful Host.** You gain proficiency in the Performance skill, and you know the *vicious mockery* cantrip. Charisma is your spellcasting ability for this spell.

### GOLD

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

**Draconic Ancestry.** Your breath weapon deals fire damage in a 15-foot cone. Your breath weapon imposes a Dexterity saving throw. You have resistance to fire damage.

**Reserved Companion.** You gain proficiency in the Insight skill. Your racial fire damage, including that in your (true) dragon form, becomes radiant damage against fiends and undead creatures instead.





### GREEN

**Ability Score Increase.** Your Strength, Intelligence, and Charisma scores each increase by 1.

**Draconic Ancestry.** Your breath weapon deals poison damage in a 15-foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to poison damage and advantage on saving throws against being poisoned.

**Gifted Trickster.** You gain proficiency in the Deception skill. You can cast the *disguise self* spell once with this trait, appearing up to 2 feet shorter than normal with it, and regain the ability to cast it this way when you finish a short or long rest. Charisma is your spellcasting ability for this trait.

### RED

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

**Draconic Ancestry.** Your breath weapon deals fire damage in a 15-foot cone. Your breath weapon imposes a Dexterity saving throw. You have resistance to fire damage.

**Indomitable.** You gain proficiency in the Intimidation skill. You have advantage on saving throws against being charmed or frightened.

### SILVER

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

**Draconic Ancestry.** Your breath weapon deals cold damage in a 15-foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to cold damage.

**Fascinated by Mortals.** You gain proficiency in the History skill. When using your breath weapon, you may instead choose to target a single creature within 15 feet with numbing gas. The creature doesn't suffer damage, but must succeed at the saving throw or be stunned until the end of your next turn. This special DC increases by 1 for each additional 1d6 damage on your breath weapon. You may regain this trait after finishing a long rest.

### WHITE

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

**Draconic Ancestry.** Your breath weapon deals cold damage in a 15-foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to cold damage.

**Skilled Hunter.** You gain proficiency in the Survival skill. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

### DRAGONSONG

Silver half dragons have developed their own variation of the Bladesinger arcane tradition, called Dragonsinger, which utilizes the power of the Dragon Voice. Only those who speak Draconic can choose this arcane tradition. It is identical to the Bladesinger tradition, except that Bladesong is renamed to Dragonsong, and it allows you to use two hands to make an attack with a versatile weapon without ending the Dragonsong.



## CUSTOMIZATION OPTIONS

The following customization options are available to half dragons.

### FEAT: IMPROVED BREATH WEAPON

*Prerequisite: Half Dragon*

Extensive training has granted you greater control over your Breath Weapon, allowing you to enhance its power and speed.

- You regain the use of your Breath Weapon on a 5 or 6 on the d6 dice roll.
- You gain empower points equal to your proficiency bonus. Each time you use your breath weapon you may expend an empower point and choose one of the following benefits: You may use your breath weapon as a bonus action, its damage is increased by 2d6, or its range is doubled. You may only gain each benefit once per use of your breath weapon, but you may gain multiple different benefits at once. You regain one empower point after finishing a short rest, and all of them after finishing a long rest.

## DRAGON FORM

While all half dragons aspire to assume their rightful true dragon form, those with enough experience can be blessed with a lesser dragon form. This form varies in appearance, but it always looks similar to the half dragon's draconic ancestry. Sometimes it has wings like a wyvern, giving it four limbs instead of the true dragon's six, including wings. Other times, the dragon form looks like that of a smaller-scale dragon of their ancestor's type. Regardless, the form drains those who use it, and as such, they are only able to stay in it for a limited period of time. Afterwards, these half dragons require rest in order to regain access to this form. Despite its power and majesty, the dragon form pales in comparison to the ascension to dragonhood. And this gift only makes them strive harder to achieve their true and ultimate form.

## FEAT: DRAGON FORM

*Prerequisite: Half Dragon, Improved Breath Weapon*

You are blessed by either Bahamut or Tiamat, granting you a lesser dragon form of your Draconic Ancestry's chosen dragon.

- You gain blindsight out to a range of 10 feet.

You can use your bonus action to change into a large sized form of your ancestral dragon. Your transformation lasts for 1 minute or until you end it as a bonus action. You may regain this form after finishing a long rest. Your weapons merge with you, and the magical bonuses of your equipped melee weapons are transferred to your bite attack. If you are able to attack with your claws, then you may continue to do so. This form does not hinder class abilities or spellcasting, nor the use of spell components. In addition, for each minute that you haven't entered combat while in this form, you may extend its duration by 1 minute, up to 10 minutes total. This form grants you the following benefits:

- You gain a flying speed of 30 feet
- You gain a bite attack, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d8 (2d6 if you were wielding a two-handed weapon) + your Strength or Dexterity modifier (your choice). Your bite counts as a finesse weapon. If you originally had a bite attack with a higher damage dice then you may use that one instead.
- You count as being enlarged by the *enlarge-reduce* spell.

- Your breath weapon immediately recharges after you change into your dragon form. Whenever you use your breath weapon during your Dragon Form, you may empower it with one of the three empower options of the Improved Breath Weapon feat without expending an empower point. The rules of the feat remain the same.
- Once per turn, you can deal bonus damage equal to your level and of your chosen damage type to a single target you've damaged that turn. This only applies to those you've damaged with your bite attack, breath weapon, or spells.
- You gain temporary hit points equal to twice your level. Your AC and other defensive boons remain the same (your scaled body parts can be used as your shield). However, your AC cannot be lower than 15 + your Dexterity or Strength modifier (your choice).

If you ascend to dragonhood, True Dragon Form replaces this Dragon Form. In which case, you may choose a new feat immediately instead of this one.

## EPIC BOON: ASCENDING TO DRAGONHOOD

All half dragons seek to ascend to their dragonhood, gaining the form and power of a true dragon of their chosen Draconic Ancestry. The following boon is only granted with the permission of the DM, and as such, the following rules are directed at the DM:

If you (the DM) are using the Epic Boons optional rule from the *Dungeon Master's Guide*, then once the half dragon player reaches 20th level, you may wish to allow them to begin research, training, or tribulations that, once completed, grant them the following epic boon:

### TRUE DRAGON FORM

You may now cast *true polymorph* once without expending a spell slot, but it only targets yourself and you must change into your chosen dragon type. You may revert to your original form as a bonus action, and after losing this form, you regain the ability to cast the spell in this way when you finish a long rest. This replaces your Dragon Form transformation, if you have taken the Dragon Form feat. Like the normal *true polymorph* spell you must maintain your concentration in order to keep the spell active. After one hour the effects will be permanent (unless you use your bonus action to revert back to your original form, or when this True Dragon Form loses all of its hit points) and you no longer need to maintain your concentration to remain in your True Dragon Form.

Your True Dragon Form's breath weapon replaces your original form's breath weapon, but it may also benefit from your Improved Breath Weapon feat.

#### CREDIT

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