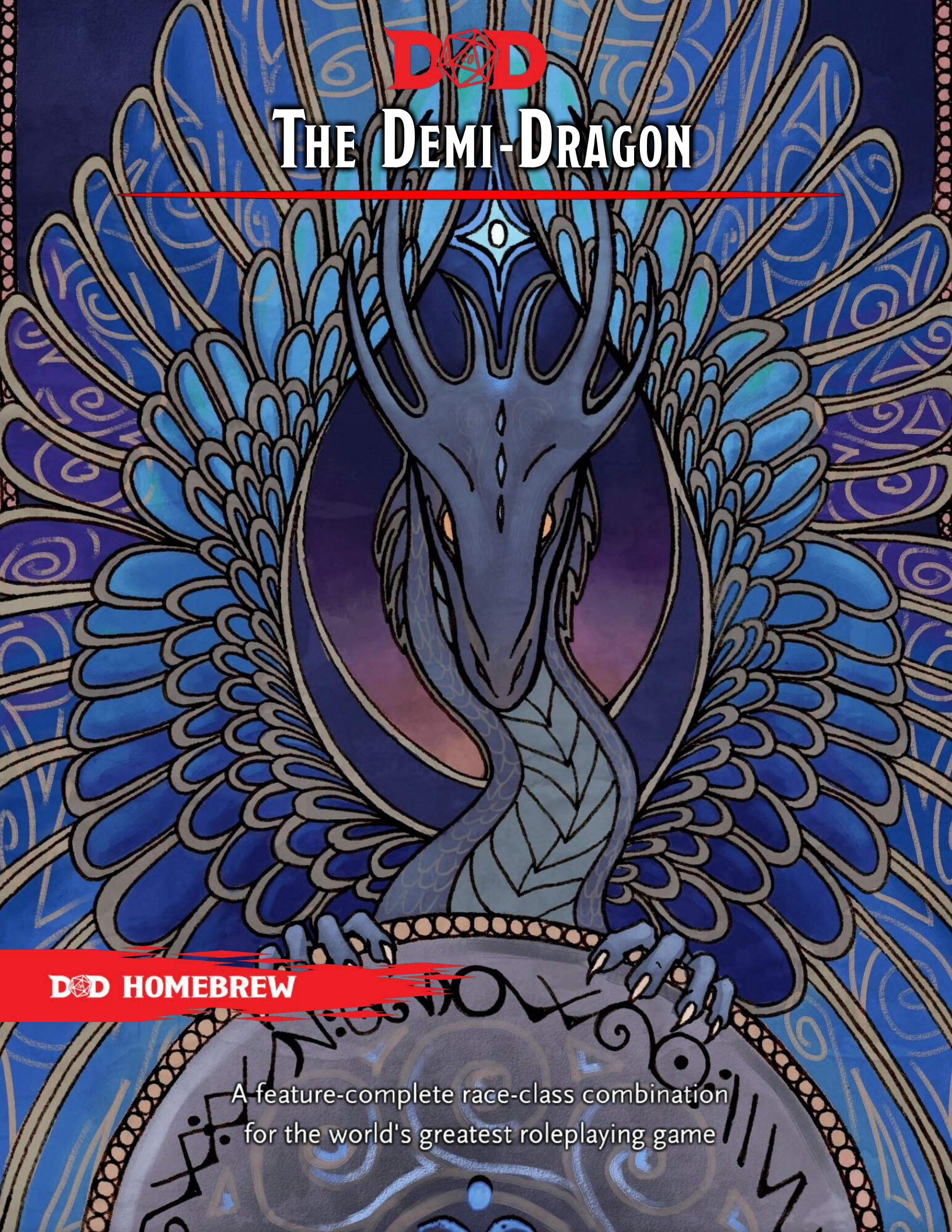
The Demi-Dragon



D&D HOMEBREW

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Part I

Race & Class

Demi-Dragon

A single crimson-scaled runt of a dragon stands trapped amidst an orcish warband, waving their axes in anticipation of an easy kill. With a roar, fire lights up the forest clearing as she charges fearlessly, driving the startled orcs back with a ferocity that belies her modest size.

The azure dragon studies the wizard's arcane runes, his companions waiting close by. Jotting a note down in his beloved journal, he inhales deeply, leeching the magical energy right out of the protective ward. With a satisfied smirk, he leads his companions deeper into the wizard's sanctum.

Within a stone temple upon an icy mountain-top, the dragon sits in meditation. He was content to weather the blizzard that would soon leave him stranded and isolated, warmed only by the warm glow of the smoldering sphere of fire which he held aloft in supplication. He relished the chance to reflect upon the events of his journey.

Though each of these demi-dragons tell a different story, they share a similar background—they were once humanoids who underwent a metamorphic transformation that changed their body. Those that are so afflicted are rare, but each must learn to live with the consequences in their own way.

Some demi-dragons are ostracized by those around them, while others are celebrated. Some relish their new form, while others loathe what has been done to them, but all are linked by the circumstances surrounding their transformation.

Imitation of Form

To most, dragons are a thing to be feared and hated. But to a few, dragons are envied as paragons of power. Among these, there are some who would sacrifice anything if it would let them have that power for their own.

Whether driven by fanatical beliefs, a hunger for personal power, or a genuine wish to help others by whatever means are available, some choose to undergo a ritual transformation that changes their body into an imitation of a true dragon, while other individuals concoct detailed magical experiments on unwilling subjects. Regardless of origin, the resulting creature is known as a demi-dragon—a being that was created rather than born.

Ritual Transformation

The exact nature of the demi-dragon transformation is unclear, but some say that there are multiple paths to the same result. Whether accomplished through magical prowess, alchemy, zealous devotion, or by bathing in dragon's blood, the transformation draws upon the essence of a true dragon to instill a spark of magic within the subject, forcing them to take on the characteristics of a dragon. Though adopting the shape of a dragon during the transformation, the subject is often brought only halfway there, and can be left temporarily scaleless or wingless. Such deficiencies tend to correct themselves over time.

Once transformed, it is commonly believed that there is no conventional way to revert the transformation—only the most powerful of magic could accomplish such a thing.

Spark of Magic

As part of their transformation, a spark of magic forms in the heart of a demi-dragon—supposedly, this is what allows them to mimic a dragon's power and imitate their famous elemental breath weapons.

As a result of their unusual nature, demi-dragons develop the ability to siphon magic out of their surroundings, requiring an external source of magical energy to feed this spark as a way to bring themselves closer to the inherent nature of true dragons. The relative power of this spark is a measure of the magical essence a demi-dragon has accumulated. While demi-dragons need not devour magic for sustenance, they are seized by a growing hunger to do so the longer they go without.

Where true dragons are born into their natural splendor, demi-dragons must toil, steal, and sacrifice for but a fraction of that power.



Creating A Demi-Dragon

When creating your demi-dragon, you should carefully consider two questions: who were you before you became a demi-dragon, and what series of events led you to end up as one?

Perhaps the transformation was forced upon you, or maybe it is part of a local tradition. Consider carefully what your character was like before, how others see them, and how they see themselves now. Demi-dragons are strongly rooted in the personal motivations that led to them undergoing their transformation—it is no every-day experience, and requires both a strong body and mind.

d6	Cause of Transformation
1	You studied for years as a dragon disciple, surpassing the other students by achieving a true transformation
2	You participated in slaying a dragon, then used its magical blood to imbue yourself with its essence
3	Stricken with a crippling disability, undergoing ritual transformation was your only chance at a new life
4	As a promising young warrior of a barbarian clan, you were chosen to become the tribe's draconic protector
5	You found and wore a cursed artifact, which transformed you. You now seek a way to remove the artifact and its curse
6	Actually, you are a true dragon, searching for adventure

Quick Build

You can make a demi-dragon quickly by following these suggestions. First, make Strength your highest ability score, followed by Constitution and Charisma. Second, choose the Victim of Thaumaturgy background. Last, choose a cone of fire for your Dragon's Breath feature.

Demi-Dragon Traits

Your draconic nature manifests in a variety of shared traits.

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

Age. You can live for roughly three hundred years.

Type. Your creature type is dragon.

Size. You are a draconic quadruped. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Aided Jump. Your wings provide you with lift. Your maximum jump distance for high and long jumps is doubled, and you do not incur any penalties if you make a standing jump. This extra distance costs movement as normal.

Darkvision. You have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Dragon Scales. Your protective scales grant you natural armor. While you are not wearing armor, you can calculate your Armor Class as 10 + your Constitution modifier + your Charisma modifier.

Incompatible Build. You have disadvantage on attack rolls made with weapons, and receive no benefit from wielding shields. In order to wear armor, you must have it specially constructed for you, costing three times the normal rate.

Natural Weapons. You have access to an arsenal of natural weapons. You can use these natural weapons, with which you are proficient, to make melee weapon attacks. Your fanged maw deals piercing damage equal to 1d12 + your Strength modifier. Your lashing tail has a reach of 10 ft. and deals bludgeoning damage equal to 1d10 + your Strength modifier. Your rending claws deal slashing damage equal to 1d6 + your Strength modifier. When you take the Attack action and attack with your claw, you can use your bonus action to make an additional claw attack.

Powerful Build. You count as one size category larger when determining your carrying capacity and the weight you can push, drag, or lift.

Product of Design. You have advantage on saving throws made to resist effects that attempt to change your form.

Languages. You can speak, read, and write Common, as well as one other language of your choice from among those available to your previous race.

Class Features

As a demi-dragon, you gain the following class features.

Hit Points

Hit Dice: 1d10 per level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per level after 1st

Proficiencies

Armor: None
Weapons: None
Tools: None
Saving Throws: Strength, Constitution
Skills: Choose three from Acrobatics, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Perception, Persuasion, Stealth, and Survival

Consequences of Transformation

You have undergone a ritual that has changed the nature of your being. When you become a demi-dragon at 1st level, you are only a pale imitation of a true dragon. **You lose all racial traits associated with your former race and instead adopt those of the demi-dragon**. You keep your memories, alignment, languages known, and other class levels (if any).

You cannot use the demi-dragon traits if you do not have at least one level of the demi-dragon class.

Though clumsy, your claws retain enough manual dexterity to manipulate objects as normal.

If your previous race was Medium, your new body has a body mass that is identical to that of your old. This size will slowly increase as you gain levels, but your size remains Medium.

If your previous race was Small, your size still increases to Medium, but you are left severely emaciated and suffer from three levels of exhaustion which can be progressively cured only by eating sufficiently and completing long rests.

If your race is later changed by another effect, you lose access to all demi-dragon class features. **Your race and class are invariably tied together.**

The Demi-Dragon

Level	Proficiency Bonus	Features	Dragon's Breath Damage	Dragon's Breath Range Line/Cone	Glide & Fly Speed
1st	+2	Dragon Spark, Dragon's Breath, Devour Magic	2d6	30 / 15 ft.	—
2nd	+2	Elemental Adaptation, Glide	2d6	35 / 15 ft.	40 ft.
3rd	+2	Draconic Embodiment, Absorb Magic	3d6	40 / 15 ft.	40 ft.
4th	+2	Ability Score Improvement	3d6	45 / 20 ft.	40 ft.
5th	+3	Extra Attack, Stride, Devour Magic 60 ft.	4d6	50 / 20 ft.	50 ft.
6th	+3	Embodiment feature, Leeching Strikes	4d6	55 / 20 ft.	50 ft.
7th	+3	Flight	5d6	60 / 20 ft.	50 ft.
8th	+3	Ability Score Improvement	5d6	65 / 25 ft.	50 ft.
9th	+4	Eye of the Dragon	6d6	70 / 25 ft.	50 ft.
10th	+4	Embodiment feature	6d6	75 / 25 ft.	55 ft.
11th	+4	Dragon's Might	7d6	80 / 25 ft.	55 ft.
12th	+4	Ability Score Improvement	7d6	85 / 30 ft.	60 ft.
13th	+5	Dragon's Breath (three uses)	8d6	90 / 30 ft.	60 ft.
14th	+5	Assimilate	8d6	95 / 30 ft.	65 ft.
15th	+5	Force of Self	9d6	100 / 30 ft.	65 ft.
16th	+5	Ability Score Improvement	9d6	105 / 35 ft.	70 ft.
17th	+6	Embodiment feature, Rend and Ruin	10d6	110 / 35 ft.	70 ft.
18th	+6	Devour Magic (two uses)	10d6	115 / 35 ft.	75 ft.
19th	+6	Ability Score Improvement	11d6	120 / 35 ft.	75 ft.
20th	+6	Legendary Resistance	11d6	125 / 40 ft.	80 ft.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- A coin pouch containing 2d4 x 5 gp
- (*a*) a scholar's pack, (*b*) a priest's pack, or (*c*) an explorer's pack
- An item of personal significance from before your transformation. Determine this item for yourself, or use the table below

d6	Item of Personal Significance
1	A pair of adjusted spectacles
2	A ring, given as a gift
3	A well-worn book of fairy tales
4	A singed musical instrument
5	A tarnished holy symbol
6	A weighted dice set

Multiclassing

The multiclassing prerequisite for the demi-dragon is a minimum Strength of 13. When multiclassing into the demi-dragon, you gain one skill proficiency from those available to the demi-dragon.

Dragon Spark

1st-level Demi-Dragon feature

When you become a demi-dragon, you internalize a spark of inherent magical power that fuels your new form and allows you to mimic the abilities of a true dragon.

Charisma is your ability modifier for specific class abilities. You use this ability score whenever a feature gained through this class refers to your Dragon Spark. In addition, you use this ability score when setting the saving throw DC for such an effect and when making an attack roll with one.

Dragon Spark save DC = 8 + your proficiency bonus + your Charisma modifier

Dragon Spark attack modifier = your proficiency bonus + your Charisma modifier

Dragon's Breath

1st-level and higher Demi-Dragon feature

Destructive energy simmers within you, waiting to be released. When first gaining this feature, choose between a 5 by 30 ft. line or a 15 ft. cone. Additionally choose an elemental damage type from among the following: fire, cold, acid, lightning, or poison. Your breath weapon will always use the chosen shape and element.

As an action, you exhale destructive energy. Each creature in the area must make a Dexterity saving throw against your **Dragon Spark** save DC. A creature takes 2d6 damage on a failed save, or half as much on a successful one. If the element you chose is cold or poison, your breath imposes a Constitution saving throw instead.

The damage and range of this ability increases as you gain demi-dragon levels, as shown in the **Dragon's Breath Damage** and **Range** columns of the Demi-Dragon table.

You can use this feature twice. You regain all uses of it after finishing a short or long rest. Starting at 13th level, you can use it three times before a rest.

Devour Magic

1st, 5th, and 18th-level Demi-Dragon feature

To sustain your new form, you have developed an innate ability that lets you consume magical effects.

As an action, choose one creature, object, or magical effect within a range of 10 ft. as a target. Any spell of a level lower than or equal to one third your demi-dragon level (minimum 1, rounding down) or lower on the target is dispelled. For each spell of a level higher than that, make a Charisma check. The DC equals 10 + the spell's level. On a success, the spell is dispelled. If at least one effect is dispelled, you regain hit points equal to your demi-dragon level + your Constitution modifier (minimum 1).

You can use this feature once, and must finish a long rest before you can use it again.

Starting at 5th level, the range increases to 60 ft. At 18th level, you can use it twice before a rest.



Glide

2nd-level and higher Demi-Dragon feature

Your wings have matured enough to slow your fall. As a reaction to falling and while you are not rendered prone, you can spread your wings and glide, slowing your rate of descent to 20 ft. per round. While gliding you can move up to 40 ft. in any horizontal direction, or dive straight down. When you land, you take no falling damage and can land on your feet. Alternatively, you can initiate gliding by expending at least 10 ft. of movement as part of a high jump.

The speed at which you can glide increases as you gain demi-dragon levels, as shown in the **Glide & Fly Speed** column of the Demi-Dragon table.

Elemental Adaptation

2nd-level Demi-Dragon feature

Your form continues to change as you adapt to your newly-attained elemental nature. You gain resistance to the elemental damage type you chose for **Dragon's Breath**.

Draconic Embodiment

3rd-level and higher Demi-Dragon feature

You choose an aspect of draconic might to dedicate yourself to. Choose between the Embodiment of the Juggernaut, the Scion, the Shadestalker, the Shaper, the Ascetic, the Arbiter, the Metamorph and the Voidmaw, each of which is detailed at the end of the class's description. Your choice grants you features at 3rd, 6th, 10th, and 17th level.

Absorb Magic

3rd-level Demi-Dragon feature

You gain the ability to absorb the magical enchantment of a weapon or piece of equipment. This grants you access to the magical powers provided by that item, and removes it from the item. The stolen magic harmlessly flows through your veins.

You can absorb an enchantment from a magical item as part of a long rest, during which the item must be in your possession. Once absorbed, you can use the magical powers stolen from the item as if you were wearing or wielding the item. The stolen magical power follows all rules that would normally apply to it.

You can return the enchantment to the original item as part of a long rest, during which you must have it in your possession. You cannot return the enchantment to an item different from the original item.

You can have a maximum of 5 such enchantments active at any one time. If the item requires attunement to use, it follows normal attunement rules, and you count as being attuned while the enchantment remains absorbed by you. You cannot absorb an item's magic if doing so would cause you to be attuned to more than three items.

You cannot absorb the power of items classified as artifacts. Additionally, the Dungeon Master may rule that a specific item's enchantment cannot be absorbed.

Only enchantments on items that are designed to be equipment (wearable or wielded as a weapon) may be absorbed. You cannot combine these enchantments in any way that would not normally be possible—you cannot, for instance, benefit from more than one weapon enchantment when making an attack, but if multiple such enchantments are available to you, you can decide which one to use each time you make an attack.

Should a cursed item be absorbed, the curse functions as normal. You can rid yourself of the curse after fulfilling its requirements, such as by using the remove curse spell. Doing so temporarily allows you to return the cursed enchantment to its item as part of a long rest.

Ability Score Improvement

4th-level and higher feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

5th-level Demi-Dragon feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Stride

5th-level Demi-Dragon feature

You've become better used to your still-growing body. Your walking speed increases by 10 ft. while you aren't wearing heavy armor.

Additionally, a Medium or smaller creature can ride on your back if you allow it. In such a situation, you continue to act independently, not as a controlled mount.

Leeching Strikes

6th-level Demi-Dragon feature

Your stolen magic empowers your attacks. All of your natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Flight

7th-level and higher Demi-Dragon feature

Your wings grow powerful enough to sustain flight. You gain a flying speed of 50. You may only use this flying speed if you are not wearing heavy armor and are not encumbered.

The speed at which you fly increases as you gain demi-dragon levels, as shown in the **Glide & Fly Speed** column of the Demi-Dragon table.

Eye of the Dragon

9th-level Demi-Dragon feature

Your senses sharpen, and you learn how to detect even the smallest of details. You gain proficiency in your choice of the Perception or the Investigation skill. If you already have proficiency in the chosen skill, your proficiency bonus is doubled for that skill.

Additionally, you gain blindsight out to 10 ft.

Dragon's Might

11th-level Demi-Dragon feature

Raw draconic vitality empowers you. Your Strength, Constitution, and Charisma scores each increase by 2. Your maximum for those scores is now 22.

Assimilate

14th-level Demi-Dragon feature

Even the most powerful of magics give you little pause. You can use your action to end one magical effect on yourself.

Force of Self

15th-level Demi-Dragon feature

Different from those around you, you've developed a strong sense of self and an iron will to see your wishes realized. You gain proficiency in Charisma saving throws.

Rend and Ruin

17th-level Demi-Dragon feature

Your savage strikes leave your foes broken and bleeding. If you deal damage to a target with at least two natural weapons on the same turn, the target takes an additional 2d6 damage of the same type, and has its speed reduced by 10 ft. until the end of its next turn.

Legendary Resistance

20th-level Demi-Dragon feature

The trial of your journey has forged you into a creature of indomitable might. If you fail a saving throw, you can choose to succeed instead.

Once you use this feature, you cannot use it again until you have finished a long rest.

High Jumps (PHB 182)

When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your DM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

Using Different Speeds (PHB 190)

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

Flying Movement (PHB 191)

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic, such as by the fly spell.

Draconic Embodiments

As a demi-dragon, you must choose to embody one aspect of dragonkind to emulate. Some demi-dragons seek to attain a purer connection to true dragons, while others use their body as a vessel to express their fury. Others again follow a lonely path that is entirely their own.



Embodiment of the Juggernaut

Juggernauts face their foes head on and break them under a barrage of fury. Juggernauts rely on raw might and tenacity to wade into battle, using their multiple limbs to lay about them with their powerful natural weapons.

By Any Means

3rd-level Juggernaut feature

Your ruthless nature provides you with additional weapons to use in combat. You can use these natural weapons, with which you are proficient, to make melee weapon attacks. Your horns let you gore your enemies, dealing 2d4 + Strength piercing damage. You can batter your enemies with your muscled wings, dealing 1d4 + Strength bludgeoning damage. When you take the Attack action to attack with your claw or wing, you can use your bonus action to make an additional claw or wing attack.

Fury

3rd-level and higher Juggernaut feature

Your body is a weapon of war. You learn special maneuvers which are fueled by a resource called fury.

Maneuvers. You learn three maneuvers of your choice, which are listed under "Maneuvers" below. Many maneuvers require you to make an attack. Resolve the attack as you normally would and then apply the effects of the maneuver, unless otherwise described.

You learn two additional maneuvers of your choice at 6th, 10th, and 17th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Fury. You have 4 fury points. You regain all of your expended fury points after finishing a short or long rest.

Your maximum number of fury points increases by 2 at 6th, 10th, and 17th level.

Using a Maneuver. On your turn, you can spend fury points to perform a maneuver. You can do this at any point during your turn, splitting up your other actions in whatever order you like.

Different maneuvers have different fury costs associated with them, noted in parantheses. You must be able to pay the fury cost in order to use the maneuver.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength modifier

Tenacious Assault

6th-level Juggernaut feature

A fervor burns within you to enact your fury upon your enemies. Any attack made as a fury maneuver has advantage.

Unwavering Combatant

10th-level Juggernaut feature

In battle, you do not back down from any challenge. You gain the following benefits:

- **Fearless:** You have advantage on saving throws against being frightened
- **Heat of Battle:** When you use a maneuver, you gain temporary hit points equal to twice the fury you spent. These temporary hit points last for 1 minute.

Anvil of Will

17th-level Juggernaut feature

Combat is the anvil of will, and you are its hammer. When an enemy succeeds on a saving throw you imposed on it from one of your demi-dragon class features, you can choose to force it to reroll. It must use the new roll. You can use this feature once, and regain the ability to do so after finishing a long rest.

Maneuvers

Hammering Lunge (1). As a bonus action, make a gore attack against a target. You can move 5 ft. without provoking attacks of opportunity as part of this attack.

Suppressing Gale (1). As a bonus action, you blast gusts of wind at your surroundings. Creatures within 30 ft. of you that are Large or smaller must spend 2 ft. of movement for every 1 ft. when moving closer to you. The gale disperses gas or vapor, and extinguishes candles, torches, and smaller unprotected flames in the area. This effect lasts until the start of your next turn.

Skylaunch (1). As an action, you spread your wings and launch 15 ft. into the air. This maneuver does not expend or reduce your available movement speed and does not provoke attacks of opportunity. Creatures within 5 ft. of you that are Large or smaller must succeed on a Strength saving throw or be knocked prone by a powerful gust of wind. You remain airborne until the start of your next turn, at which point you must glide, fly, or fall.

Thieving Talons (1). As a bonus action, make a wing attack against a target. On a hit, they take damage and must make a Strength saving throw. On a failed save, you force the target to drop one item of your choice that they are holding. The object lands at their feet.

Launch Ally (1). As a bonus action, choose a friendly creature within 5 ft. of you that is Medium or smaller. That creature can use its reaction to let you launch it to a space of your choice within half the creature's speed without provoking attacks of opportunity.

Bolstering Roar (1). As a bonus action, you roar, bolstering the conviction of your companions. Each creature of your choice within 30 feet of you can reroll a saving throw from one effect that is causing them to be frightened or charmed. Targets have advantage on this saving throw. A target receives no benefit from this effect if it can't hear or see you.

Defiance (2). As a bonus action, you hunker down, steeling yourself against all attackers. Until the start of your next turn, you gain resistance to all damage.

Reprisal (2). When a creature misses you with a melee attack, you can use your reaction to make a gore attack against the creature. On a hit, the creature takes damage and must succeed on a Strength saving throw or be pushed 5 feet away from you if they are Large or smaller.

Brutal Dive (2). When you are flying or gliding and at least 30 ft. above a Large or smaller creature that you can see, you can dive towards the creature. The creature must make a Strength saving throw. On a failed save, the target is knocked prone. As a bonus action, you can then make a bite attack against the creature. You do not take falling damage as a result of this maneuver.

Overbearing Sweep (2). As a bonus action, make a claw attack against a target. On a hit, the target takes damage and must make a Strength saving throw if they are Large or smaller. On a failed save, the target is knocked prone.

Fearsome Wound (2). As a bonus action, make a claw attack against a target. On a hit, the target takes damage and is wounded, causing them to bleed for an additional 1d6 damage at the end of their next turn. Additionally, they must succeed on a Wisdom saving throw. On a failed save, they are frightened of you until the end of their next turn.

Lockjaw (2). As a bonus action, make a bite attack against a target. On a hit, they take damage and must make a Strength saving throw if they are Large or smaller. On a failed save, the target is grappled.

Tail Sweep (3). As a bonus action, make a tail attack against up to two targets, both of which must be within your reach and within 10 ft. of each other. Roll separately for each. On a hit, they take damage and must make a Strength saving throw if they are Large or smaller. On a failed save, the target is pushed up to 15 ft. away from you.

Wrest Magic (3). When a spell effect passes within 30 ft. of you, you can use your reaction to redirect it to yourself. You become the target of the spell. If the spell has an area, it is centered on you. If the spell requires you to make a saving throw, you have advantage on it. After the effects of the spell are resolved, you restore health equal to twice the level of the spell + your Constitution modifier. You cannot target spells with a range of touch or self.

Battering Ram (3). As an action, you can move up to your speed as you charge in a straight line, during which enemies have disadvantage on attacks of opportunity made against you. While charging, you can make gore attacks against creatures within 5ft. of you as if you had taken the Attack action. On a hit, a target takes damage and must make a Strength saving throw if they are Large or smaller. On a failure, they are dragged along with your charge. A dragged target will end its movement in the space in front of where you end your charge. If the dragged target collides with another creature or object, both take bludgeoning damage equal to 2d6 + Strength, and your charge ends. Only one target can be dragged along with your charge. This attack deals double damage to objects and structures.

Wrath (4). As a bonus action, make a claw attack against every creature within 5 ft. of you.

Embodiment of the Scion

Scions are those demi-dragons who commit themselves fully to dragonkind. They seek to become indistinguishable from true dragons, hoping to inherit the strength of dragonkind through purity. To this end, Scions dedicate themselves to a specific draconic bloodline from which they draw their power.

Bloodline Heritage

3rd-level Scion feature

You grow closer to one of the ten draconic bloodlines, taking on the physical appearance of a dragon of that type.

Choose a dragon type from the list below. The type chosen must match the element you chose for **Dragon's Breath**. You gain a climb, swim, or burrow speed depending on your choice.

Dragon	Element	Speed	Ardent Breath
Black	Acid	Swim	Acid Barrage
Blue	Lightning	Burrow	Arc Lightning
Green	Poison	Swim	Beguiling Miasma
Red	Fire	Climb	Fiery Eruption
White	Cold	Burrow	Freezing Mist
Brass	Fire	Burrow	Fiery Eruption
Bronze	Lightning	Swim	Arc Lightning
Copper	Acid	Climb	Acid Barrage
Gold	Fire	Swim	Fiery Eruption
Silver	Cold	Climb	Freezing Mist

If you gain a climb speed, it is equal to your speed and you suffer no ill effects from high altitudes. If you gain a swim speed, it is equal to your speed and you can breathe both air and water. If you gain a burrow speed, it is equal to half your walking speed and you can tunnel through loose dirt, gravel, and similar materials, but not through solid materials. If you burrow at half speed, you can reinforce your tunnel as you move, allowing others to safely pass through—otherwise it slowly collapses behind you. As an option at the DM's choice, activating your burrowing speed requires an action.

Ardent Breath

3rd- and 6th-level Scion feature

You inherit the unique properties of your bloodline's breath weapon. Depending on your **Bloodline Heritage**, you gain a unique breath ability. You can use this breath ability once, and regain the ability to do so once you finish a short or long rest.

At 6th level, you can use this feature twice.

- **Acid Barrage:** As an action, you launch a burst of acid at up to 3 nearby targets that you can see and which are within range of your **Dragon's Breath Line Range**. Make a ranged **Dragon Spark** attack against each target. On a hit, the target takes acid damage equal to your **Dragon's Breath Damage**.
- **Arc Lightning:** As a bonus action, your breath creates a 5-foot-wide beam of lightning between two solid surfaces that you can see. Both yourself and each of the surfaces must be within the range of your **Dragon's Breath Line Range**. Each creature in the beam must succeed on a Dexterity saving throw against your **Dragon Spark** save DC or take lightning damage equal to your **Dragon's Breath Damage**.
- **Beguiling Miasma:** As an action, you breathe a vaporous poison forth, which billows around one creature you can see that is within the range of your **Dragon's Breath Line Range**. The creature must succeed on a Wisdom saving throw against your **Dragon Spark** save DC or become charmed by you for 1 minute. If the charmed target takes any damage, it can repeat the saving throw, ending the effect on a success. While charmed in this way, the target is poisoned.



- **Fiery Eruption:** As an action, you lob a ball of fire at a point on the ground that you can see within the range of your **Dragon's Breath Line Range**, which explodes into a 5-foot-wide, 20-foot-tall eruption of fire. Each creature in the eruption's area must make a Dexterity saving throw against your **Dragon Spark** save DC or take fire damage equal to double your **Dragon's Breath Damage** on a failed save, or half as much of the total damage on a successful one.
- **Freezing Mist:** As an action, you breathe a freezing mist forth, which fills a sphere equal in diameter to your **Dragon's Breath Cone Range**, centered on a point within range of your **Dragon's Breath Line Range**. The mist spreads around corners, and its area is lightly obscured. Each creature in the mist when it appears or which ends its turn in the mist must make a Constitution saving throw against your **Dragon Spark** save DC or take cold damage equal to half your **Dragon's Breath Damage** (rounding up) on a failed save, or half as much on a successful one. The mist lasts until the start of your next turn.

Elemental Suffusion

6th-level Scion feature

You've grown fully attuned to your bloodline. You are immune to the elemental damage type you chose for **Dragon's Breath**.

Ardent Mastery

10th-level Scion feature

You've learned how to get the most out of your **Ardent Breath**. Depending on your element, you gain the following benefit:

- **Corrosion:** Any target struck by your **Acid Barrage** is left vulnerable. Before the end of your next turn, the next attack roll made against each target has advantage.
- **System Shock:** Any target that fails their save against both your **Arc Lightning** and **Dragon's Breath** on the same turn is incapacitated until the end of their next turn.
- **Induce Torpor:** As a bonus action while the target of your **Beguiling Miasma** is within 10 ft. of you and remains charmed, you can force the target to make a Constitution saving throw against your **Dragon Spark** save DC or be rendered unconscious for up to 1d4 hours. If the unconscious creature takes any damage, it wakes up.
- **Explosive Departure:** When you spend your action to use **Fiery Eruption**, you can use your bonus action to take flight and launch yourself 15 ft. into the air. This movement does not provoke attacks of opportunity.
- **Glacial Chill:** Creatures that fail their saving throw against your **Freezing Mist** have their speed reduced by half until the end of their next turn.

Frightful Roar

17th-level Scion feature

Your heritage lets you inspire fear in those around you. As an action, each creature of your choice within 60 ft. of you are forced to make a Wisdom saving throw against your **Dragon Spark** save DC. A target automatically succeeds on the save if it can't hear or see you. On a failed save, a target becomes frightened of you for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on a success. You can use this feature once, and regain the ability to do so after finishing a long rest.

Embodiment of the Shadestalker

Some demi-dragons are rejected or feared by those around them, and soon learn the value of subterfuge and a quick getaway. These demi-dragons may opt to pursue the role of the Shadestalker, honing their senses and learning to act both as predator and prey. By altering their breath to confound their foes with smoke or mist, Shadestalkers lure their enemies into giving chase, then strike when they have the advantage.

Veil of Smoke

3rd, 6th, and 10th-level Shadestalker feature

You learn to use your breath to create a veil of smoke, mist, gas, or fog to blind your foes. As an action, you breathe forth a cone of smoke equal in range to your **Dragon's Breath Cone Range**. The area is heavily obscured for 1 minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. The first time on each of your turns that you move while within your Veil of Smoke, you can cause it to drift up to 15 ft. in a direction of your choosing.

You can use this feature once, and must then complete a short or long rest before you can use it again. At 6th level, and again at 10th level, you gain an additional use of it.

Harrying Predator

3rd-level Shadestalker feature

Predatory instincts awaken within you. You gain blindsight out to 10 ft. When you gain **Eye of the Dragon** at 9th level, it increases to 20 ft.

Additionally, whenever you hit with a melee weapon attack attack roll which you had advantage on, you reduce the target's speed by half until the end of your next turn.

You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Spring Attack

6th-level Shadestalker feature

You learn to exploit any opening to move across the battlefield. As a bonus action immediately after you hit with a melee weapon attack roll which you had advantage on, you can move up to half your movement speed without provoking attacks of opportunity.

You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Mist Lurker

10th-level Shadestalker feature

The mist you breathe forth stirs subtly, causing you to vanish and reappear swiftly. You or any ally can take the Hide action as a bonus action while within your **Veil of Smoke**.

Additionally, whenever you hit with a melee weapon attack against an enemy while you are obscured or hidden to the sight of that enemy, the target of your attack must make a Wisdom save against your **Dragon Spark** save DC. On a failure, the target becomes frightened of you for 1 minute. The target can repeat the saving throw at the end of each of its turns. A target that succeeds on this save is immune to this effect for the next 24 hours.

Blood and Smoke

17th-level Shadestalker Feature

Smoke clings to you as you burst from concealment, and wherever you move, you leave your enemies bleeding and crippled. If you start your turn in your **Veil of Smoke**, you become invisible until the start of your next turn.

Additionally, the slow duration of your **Rend and Ruin** is extended to 1 minute.

Embodiment of the Shaper

Where most demi-dragons revel in the might of their body, those who dedicate themselves to the Embodiment of the Shaper instead hone their minds and learn to unleash psionic powers that complement their form. Rather than seek to transcend physicality, Shapers swing the power of their thoughts like a hammer, reshaping their environments to better suit the natural advantages of their body.

Mind and Matter

3rd- and 10th-level Shaper feature

You fuse the strength of your body and the strength of your mind. As a bonus action on each of your turns, you can toggle between **Force Thrust** and **Bolstering Backlash**, giving you one of the following benefits, which you have access to until you change it again:

- **Force Thrust.** When you take the Attack, Dodge, or **Dragon's Breath** actions on each of your turns, you can exert your mind to shove a creature that is Large or smaller within 60 ft. of you as part of that action. The creature must succeed on a Strength saving throw against your **Dragon Spark** save DC or be pushed 10 ft. in a direction of your choosing. At 10th level, you can shove up to two targets.



- **Bolstering Backlash.** As a reaction whenever a creature forces you to roll a saving throw, you can choose to lash out at your attacker with your mind. The creature must succeed on an Intelligence saving throw against your **Dragon Spark** save DC or take 1d4 psychic damage. You gain a bonus to your saving throw equal to the damage dealt. At 10th level, the die increases to 1d8.

Telekinetic Hand

3rd-level Shaper feature

You learn the **Mage Hand** cantrip. You can cast it without components, and you can make the spectral hand invisible. Charisma is your spellcasting ability for this spell.

Mental Fortress

6th- and 17th-level Shaper feature

You are able to create barricades of force with your mind. As a bonus action on each of your turns, you can create up to two 5-by-5-by-5 ft. blocks of diaphanous force in unoccupied squares of your choice within 60 ft. of you. These blocks provide three-quarters cover when they would normally provide total cover, and half cover when they would normally provide three-quarters cover. A creature attempting to pass through a square must make a Strength check against your **Dragon Spark** save DC. On a success, the block is destroyed. On a failure, all of your blocks are impassible terrain to that creature for 24 hours. A creature that is Huge or larger automatically succeeds on this check.

Each block lasts 10 minutes and cannot be moved. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a short or long rest. Starting at 17th level, you can create up to three blocks whenever you expend a use of this feature.

Enforced Reality

10th-level Shaper feature

As a bonus action, you can concentrate to reinforce each of your **Mental Fortress** blocks within 10 ft. of you. Reinforced blocks follow normal rules for cover and are indestructible. A block loses this benefit if you move more than 10 ft. away from the block, or if you lose concentration.

Nothing can physically pass through reinforced blocks. A disintegrate spell destroys the target block and all connected blocks instantly, however.

Unfettered Mindscape

17th-level Shaper feature

As a bonus action on each of your turns, you can cause up to three of your **Mental Fortress** blocks within 60 ft. of you to move up to 40 ft. in any direction of your choosing. Blocks must end their movement in an unoccupied square, and blocks that end their movement in the air fall to the ground at the end of the turn, but cannot deal damage in this way. If a block moves at least 20 ft. or more and would impact a creature that is Large or smaller, that creature must make a Strength saving throw against your **Dragon Spark** save DC. On a success, the block is destroyed. On a failure, the creature is knocked prone and the block comes to a stop in an adjacent square.



Embodiment of the Ascetic

Ascetics devote themselves to contemplation and worship. By seeking to better themselves through spiritual and physical training, Ascetics harness the magical nature of their Dragon Spark, developing it into an ember of ineffable power which they use to aid and protect their allies.

Imbue Breath

3rd-level Ascetic feature

You can invest your allies with the blessing of your breath. As a bonus action when you use your **Dragon's Breath**, you can anoint yourself or one target that would be struck by your breath with your elemental might. The target creature takes no damage from your **Dragon's Breath**, and your elemental energy harmlessly swirls around them and empowers their weapon attacks to deal an additional 1d4 extra damage. The extra damage dealt is of the same type as your **Dragon's Breath**, and the target additionally has resistance to that damage type. These effects last for 1 minute.

Disciple's Meditation

3rd-level and higher Ascetic feature

You can focus your Dragon Spark to mend wounds over a period of time. During a short rest, if you or a friendly creature of your choice would regain hit points by spending Hit Dice at the end of the short rest, your chosen target regains an extra 1d10 hit points.

The extra hit points gained increase to 2d10 at 6th level, 3d10 at 10th level, and 4d10 at 17th level.

Radiant Spark

6th-level Ascetic feature

As a bonus action, you can cause yourself to radiate with an inner glow, bolstering yourself and your allies with indomitable vitality. At the end of each of your turns, you and creatures of your choice within 10 ft. of you gain temporary hit points equal to your Charisma modifier (minimum 1).

This benefit lasts for 1 minute, at the end of which temporary hit points gained in this way are lost. During this time, you emit bright light in a 30-foot radius and dim light 15 feet beyond that.

You can use this feature once, and must then finish a short or long rest to use it again.

Bestow Flight

10th-level Ascetic feature

Your Dragon Spark can bond your breath to the will of a creature. When you use your **Imbue Breath** feature, the elemental power of your breath is shaped into a pair of coruscating wings of energy. While the effect lasts, the target can use their bonus action to grant themselves a fly speed of 40 ft. until the start of their next turn. If you target a creature that already has a fly speed, it instead increases by 20 ft.

Devoted Purpose

10th-level Ascetic feature

You are able to hone yourself in the focus and pursuit of a particular skill. You can choose to dedicate yourself to a skill or tool proficiency with which you are proficient. Whenever you use the chosen proficiency, roll an additional 1d4 and add it to the result of your roll. You can change your devoted proficiency whenever you finish a long rest.

Bond of Sacrifice

17th-level Ascetic feature

As a reaction when a creature within 30 ft. of you takes damage, you can choose to mystically ward the creature at a cost to yourself. The creature takes no damage from the triggering attack, and you instead take all of the damage that the creature would have taken. The damage that you take cannot be reduced by any resistances or immunities that you have.

Embodiment of the Arbiter

Arbiters tap into their inner strength through magic, binding spells to their very form. Arbiters are skilled at enhancing their natural abilities while denying their enemies the chance to retaliate with magic of their own.

Spellcasting

3rd-level and higher Arbiter feature

You gain the ability to cast spells. You choose your spells from the sorcerer spell list.

Cantrips. You gain two cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at level 10.

Spell Slots. The Arbiter Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

Spells Known of 1st Level and Higher. You know three 1st level sorcerer spells of your choice.

The Spells Known column of the Arbiter Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorceror spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability. You use this ability whenever a spell refers to your spellcasting ability. In addition, you use its modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one. These modifiers are identical to those used by **Dragon Spark**.

Spellcasting Focus. You do not need material components or an arcane focus in order to cast spells. You are your own spellcasting focus.

If a spell lists a gold cost for a material, you still need to provide the material.

Scale Bind

3rd-level Arbiter feature

You gain the ability to mystically bind spells to your scales. Doing so takes 1 minute, during which you expend a spell slot to imbue the desired spell. While the spell remains bound, you can cast the spell as a reaction at any time. If the spell requires concentration, it lasts for the full duration and does not take up your concentration. Once cast with a reaction, Scale Bind ends.

Arbiter Spellcasting

Level	Cantrips Known	Spells Known	1st Slots	2nd Slots	3rd Slots	4th Slots
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

As an action, you can rip loose the scale upon which the spell is bound and throw it up to 30 ft. The binding remains intact unless the scale itself is destroyed, and can be triggered with a reaction as normal as long as the scale is within range of a valid target of the bound spell. You do not need to have sight of the triggering target.

While the spell remains bound, the scale bears a glowing runic sigil and appears as obviously magical. The spell remains bound for up to 8 hours if not triggered, after which the effect dissipates. You can only bind spells that normally take an action, reaction, or bonus action to cast, and which are of a spell level which your Arbiter level allows you to cast.

You can use this feature once, and regain the ability to do so after finishing a long rest.

Spellsnap

6th- and 10th-level Arbiter feature

Your natural hunger for magic combined with your own dabbling in the magical arts grants you the ability to interrupt the weaving of spells and steal their power for your own.

As a reaction when you see a creature within 60 ft. of you casting a spell, you can attempt to interrupt the creature's spellcasting. If the creature is casting a spell of a level lower than or equal to one third your demi-dragon level (minimum 1, rounding down), its spell fails and has no effect.

If it is casting a spell of a level higher than that, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. If you successfully interrupt a spell, you regain a number of spell slots equal to half the level of the interrupted spell, rounding down. For instance, if you interrupted a spell of 4th level, you can choose to regain a 2nd level spell slot, or two 1st level spell slots.

You can use this feature once, and regain the ability to do so after finishing a long rest. You can additionally sacrifice a use of your **Devour Magic** feature to use this feature.

Starting at 10th level, you can use this feature twice.

Unmaker's Sight

10th-level Arbiter feature

You've studied both the creation and destruction of magic, and have developed an unerring sight for the mystical. You gain the ability to cast Detect Magic and Identify at will.

If you spend at least one minute examining a magical effect or a spellcaster through Detect Magic, you gain advantage on checks made to dispel or interrupt the magical effect, or magical effects created by the caster.

This effect lasts for up to one hour per target, after which you can reexamine the target to gain the benefit again.

Weave and Unweave

17th-level Arbiter feature

You've learned how to fuel your own spells with the sundered power of your enemies. Whenever you use your action to Devour Magic or cast Dispel Magic, you can then immediately use your bonus action to cast a spell of 2nd level or lower. The spell must have a casting time of 1 action.



Embodiment of the Metamorph

To most demi-dragons, their initial transformation is their only one. To some, it is just the beginning. Metamorphs are demi-dragons that learn to master and manipulate the secrets that drove their own transformation. They grasp the ability to reshape their own bodies, adapting themselves to overcome the challenges that are brought on by their surroundings.

Adaptive Morph

3rd-level and higher Metamorph feature

Your form is an ever-shifting canvas, constantly changing to reflect your wants and needs.

Morphs. You learn three morph categories of your choice, which are detailed under "Morphs" below.

You learn two additional morph categories of your choice at 6th, 10th, and 17th level. Each time you gain a level in this class, you can replace one morph category you know with a different one.

Active Morph. As part of a short or long rest, you undergo a morph that provides you with new features. This morph lasts indefinitely, or until you choose to change it again. The morph you choose becomes your Active morph, granting you one of its listed named features (your choice).

Waning Morph. When you change your Active morph to a different morph, the morph chosen for your previously Active morph becomes "Waning". You keep the benefits of the morph, but you are one step closer to forfeiting it. When you change your Active morph again, the effect of the previously Waning morph is lost, and the previously Active morph becomes Waning. In this manner, you are always gaining and discarding new effects.

Twinned Adaptation

6th-level Metamorph feature

Your morphs start to carry side effects with them. Whenever you choose a morph as your Active morph, you gain both the benefits listed in that morph's category. When the morph becomes Waning, you choose one benefit to keep and one to discard.

Fueling the Transformation

6th-level Metamorph feature

Your form is so malleable that it only needs a spark of energy to change entirely. When you use **Devour Magic**, or upon completing the goal of your **Resolution,** you can additionally choose to immediately activate a new morph. If you do, choose a new morph from among those you have learned. The chosen morph becomes your Active morph, and you discard old morphs as if you had changed morphs during a rest.

Remake Self

10th-level Metamorph feature

You gain the ability to remake yourself from the ground up. As part of a long rest, you can choose to undergo a metamorphosis ritual, during which you cocoon yourself as you rework the nature of your being. This allows you to change your past choices, and make new ones. Change each of the following to your liking:

Dragon's Breath Element: fire, cold, poison, acid, lightning

Dragon's Breath Area Effect: line or cone

Elemental Adaptation Element: fire, cold, poison, acid, lightning

Eye of the Dragon Proficiency: perception or investigation

Upon completing the ritual, any physical ability score damage you had taken is restored. Scars and lost limbs are restored.

Once initiated, the ritual cannot be interrupted. You are helpless and unconscious for the full duration, and can only be stopped by an untimely death.

Mythical Adaptation

10th-level Metamorph feature

You have mastered the many diversities and forms of dragonkind, and now become able to imitate even other legendary creatures. You gain one of the following effects of your choice, which you can change when you use **Remake Self**.

- **Gaze of the Feathered Serpent.** You take on the aspect of the couatl, sprouting layers of brightly-colored feathers across your wings and causing your eyes to sparkle with unusual radiance. You gain truesight out to a range of 20 ft.
- **Charge of the Cliff Predator.** You take on the aspect of the behir, growing one extra pair of legs. Your speed increases by 10 ft, and when you take the Attack action on your turn and make an attack with your claws, you can make one additional attack using your claws as part of the same action. This functionality replaces the normal bonus action functionality.
- **Path of the Cloudstrider.** You take on the aspect of the kirin, growing a long, elegant mane. At any time while you aren't touching the ground, you can create a cloud beneath you as a reaction. The cloud supports your weight and can break your fall as if it were a physical object, but any other creature is incapable of interacting with it. A cloud lasts for up to 1 hour, or until you create a new one.

Ceaseless Metamorphosis

17th-level Metamorph feature

You are ever-changing, always cycling through different forms at your leisure. If you spend 1 minute in deep focus, you can assume a new morph from among those you have learned. The chosen morph becomes your Active morph, and you discard old morphs as if you had changed morphs during a rest.

Morphs

Aid

- **Breath of Life.** You alter your breath. When you use your **Dragon's Breath** feature, you can choose to convert your breath into a burst of invigorating energy. Instead of dealing damage, yourself and any number of targets of your choosing within the area of your **Dragon's Breath** are instead healed for an amount equal to your **Dragon's Breath Damage**.
- **Gold Luck.** You harness the inexplicable luck of the gold dragon. Whenever you or an ally makes an attack roll, an ability check, or a saving throw, you can choose to roll an additional d20. You can take this action after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can use this feature once, and regain the ability to do so after finishing a short or long rest.

Heritage

- **Brass Tongue.** You draw on the brass dragon's penchant for conversation. You have advantage on Charisma (Persuasion) checks. Additionally, you learn two languages of your choice. Once chosen, these languages cannot be changed with subsequent morphs.
- **Blasting Breath.** Your lungs and chest expand, and you feel as if your dragon's breath is just waiting to burst forth. You can use your action to exhale a bolt of elemental energy and spit it at a creature you can see within a range of 120. Make a ranged **Dragon Spark** attack. On a hit, the target takes 1d10 + your Charisma modifier damage. The damage is the same elemental type as your **Dragon's Breath**. The number of damage dice increases by one at levels 5, 11, and 17.

Freedom

- **Veiled Wings.** Your wings expand, elegantly veiling you from your foes and making your movement difficult to predict. Your Glide & Fly speed increases by 10 ft, and you can take the Disengage action as a bonus action.
- **Esoteric Ward.** Runic glyphs carved across your body guard you against a variety of magics. You gain advantage on all Intelligence, Charisma, and Strength saving throws against magical effects.



Courage

- **Warrior's Will.** You quiet your mind as your focus sharpens. You gain advantage on Wisdom saving throws.
- **Goring Charge.** Your horns are strengthened, curling like those of a bull or ram, capable of punching holes through hide and armor alike. Add a gore attack to your list of natural weapons. You can use it to make melee weapon attacks, with which you are proficient. Your chargers horns deal piercing damage equal to 3d4 + your Strength modifier. If you move at least 10 ft. in a straight line during your turn, you gain advantage on the first attack you make with your gore attack.

Might

- **Elemental Maw.** Volatile energy fills your gullet. Once on each of your turns when you hit with a bite attack, you deal an additional 1d6 damage of your **Dragon's Breath** element.
- **Driving Strikes.** The tip of your tail develops a tough, bony club, and the force of your blows leaves your enemies reeling. When you make a tail attack on your turn, your reach for it is 5 ft. greater than normal. Additionally, when you hit a target twice on the same turn with your claws or your tail, the target must succeed on a Strength saving throw or be pushed 5 ft. away from you.

Save DC = 8 + your proficiency bonus + your Strength modifier

Instinct

- **Rending Jaws.** Your jaw muscles grow more powerful, and your fangs grow serrated and cruel, capable of puncturing armor and rending flesh. When you hit with a bite attack, the target suffers a -2 to Armor Class until the start of your next turn. This effect does not stack.
- **White Cunning.** You instil yourself with the primal awareness of the white dragon. You have advantage on initiative checks and you ignore non-magical difficult terrain.

Subtlety

- **Venomous Sting.** Your tail develops a stinger, loaded with poison. Your tail attack deals your choice of piercing or bludgeoning damage. When you deal damage with a tail attack, you can spend your reaction to inject the target with poison. The target must succeed on a Constitution saving throw against your **Dragon Spark** save DC. On a failure, they take an additional 1d8 poison damage and suffer from the poisoned condition until the end of their next turn. At 11th level, this damage increases to 2d6.
- **Chameleon Scales.** Your scales gain the ability to change color, letting you blend in with your surroundings. You can take the Hide action as a bonus action on your turn. You have advantage on Stealth checks made to hide in dim light and in natural terrain, such as rocks, plants, or sand.

Pain

- **Thorny Spines.** You grow a series of sharp, slender spikes across your body, providing you with a layer of natural defense. Any enemy that deals damage to you in melee suffers 1d4 piercing damage.
- **Skewering Quills.** You develop clusters of quills along your limbs and tail. Add a quills attack to your list of natural weapons. You can use it to make ranged weapon attacks, with which you are proficient. When taking the Attack action, you can launch these quills at a 5 ft. square within 60/120 ft. of you. On a hit, they deal piercing damage equal to 1d8 + your Strength modifier to any creature in the square and fills that square with quills. Any creature that subsequently enters the area must succeed on a Dexterity saving throw against your **Dragon Spark** save DC or stop moving this turn and take 1d8 piercing damage. A creature moving through the area at half speed doesn't need to make the save. You can use this attack a number of times equal to 1 + your Constitution modifier (minimum 1), and regain the ability to do so after finishing a short or long rest.

Navigation

- **Drowning Terror.** You gain a swim speed equal to your speed, and you can breathe both air and water. Whenever you grapple a target that is unable to breathe freely—such as an aquatic creature on land or vice versa—at the start of each of its turns, the target of your grapple must succeed on a Wisdom save against your **Dragon Spark** DC or become frightened of you until it can again breathe freely.
- **Darting Predator.** You adapt to better surprise your foes with short bursts of speed. You can take the Dash action as a bonus action. Additionally, when you are dragging or carrying a grappled creature with you, your speed is no longer halved.

Vantage

- **Skittering Crawl.** You gain a climb speed equal to your speed, and become able to hang on to even vertical surfaces. While climbing a suitable surface, your skittering movement allows you to take the Dodge action as a bonus action.
- **Snatching Tail.** Your tail grows longer and more flexible, letting you unexpectedly catch your foes and yank them around. When you deal damage to an enemy that is Large or smaller with your tail, you can use your bonus action to force them to roll a Strength saving throw. On a failure, they are pulled to a space of your choosing within 10 ft. of you. The space must be unoccupied.

  Save DC = 8 + your proficiency bonus + your Strength modifier

Guile

- **Tunnel Wyrm.** You gain a burrow speed equal to half your walking speed, and you can tunnel through loose dirt, gravel, and similar materials, but not through solid materials. If you burrow at half speed, you can reinforce your tunnel as you move, allowing others to pass through—otherwise your tunnel slowly collapses behind you. Additionally, as an action while burrowing near the surface, you can hollow out a portion of space in the terrain, which immediately collapses into a 10-by-10-by-10 ft. sinkhole. Only burrowable terrain can be collapsed. Creatures caught in the area must succeed on a Dexterity saving throw against your **Dragon Spark** DC or fall into the sinkhole and drop prone. On a succesful save, a creature can instead choose to move to the nearest available space without provoking attacks of opportunity. If you instead spend 1 minute to create the sinkhole, it will instead collapse when the first creature that is Small or larger moves into its space.
  You can use this property twice, after which you must finish a short or long rest before you can use it again.
- **Draining Scales.** You alter your scales to siphon magical energy. Whenever you are subjected to any non-cantrip magical effect, you gain temporary hit points equal to your Constitution modifier (minimum 1) before the spell's effects are resolved.

Strategy

- **Reverberating Roar.** Your voice grows deeper, seeming to come from a much larger creature. As a bonus action, you can roar, inciting fear and hesitation in your enemies. Each creature of your choice within 20 ft. of you are forced to make a Wisdom saving throw against your **Dragon Spark** save DC. A target automatically succeeds on the save if it can't hear or see you. On a failed save, a target cannot take reactions until the start of your next turn. A creature that succeeds on this saving throw is immune to your roar for 24 hours.
- **Sheltering Wings.** Flexible armor plating grows across your wings, allowing you to use them as shelter for your allies. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

Creation

- **Capable Claws.** Your claws reshape, growing better suited to holding and manipulating objects. You can ignore the disadvantage imposed on melee weapons by **Incompatible Build**. Additionally, you gain proficiency with two tools of your choice. Once chosen, these tool proficiencies cannot be changed with subsequent morphs.
- **Stone Scales.** You assimilate available minerals in order to create a thick layer of defensive stone scales. Your Armor Class becomes equal to 16 + your Constitution modifier. You are considered as wearing heavy armor, but do not suffer penalties to your Dexterity (Stealth) or due to a lack of heavy armor proficiency. You lose access to the **Flight** feature, as well as the speed benefit of **Stride**.

Sanctuary

- **Branching Ivory.** Your horns split into great jagged antlers, with which you can hold off attackers. Add a gore attack to your list of natural weapons. You can use it to make melee weapon attacks, with which you are proficient. Your great antlers deal piercing damage equal to 2d4 + your Strength modifier. Other creatures provoke an opportunity attack from your gore attack when they enter the reach of your gore attack.
- **Shape Breath.** When you breathe destructive energy, you can shape pockets of relative safety within the area of your breath. When you use your **Dragon's Breath** feature, you can choose a number of creatures that are within the area of the breath weapon and which you can see equal to 1 + your Charisma modifier (minimum 1). The chosen creatures need not make a saving throw, and take no damage from your **Dragon's Breath**.

Part II

Feats, Items, Spells & More

Feats

Broadened Breath

Prerequisite: Demi-Dragon or Dragonborn, line breath

The width of your elemental breath broadens, spilling forth to wash over your enemies. You gain the following benefits:

- Your Constitution or Charisma increases by 1, to a maximum of 20.
- The width of your **Dragon's Breath** increases from 5 ft. to 10 ft.

Dragon's Hoard

Prerequisite: Demi-Dragon, 8th level

A deep-seated greed takes hold of you. The sight of glinting metal excites you, and you know that it must be yours.

You feel the need to construct a hoard. Pour out any amount of your treasure anywhere you like. During a long rest, you link yourself magically to that spot and all nearby treasure. Coins, gems, art, and other non-magical wealth contribute to your hoard, calculated in gp. You can only be linked to one hoard at a time. If any treasure is removed from the hoard, you immediately know what is being taken, but do not know by whom. You gain the following benefits based on how much wealth is stored in the hoard. If enough wealth is lost to put you below a wealth threshold, you immediately lose all benefits associated with that threshold.

Wealth	Absorb Magic Enchantments	Features
3000	8	Siphon Treasure
10000	9	Auric Slumber
30000	10	Attunement Slot

Absorb Magic Enchantments: The maximum limit of magical items that you can have absorbed with **Absorb Magic** increases to the listed amount.

Siphon Treasure: Your magical hunger extends across any distance to the extraordinary items stored in your hoard. You can use any piece of non-equipment treasure, such as potions or wondrous items, that is stored within your hoard as if you were holding it. The item functions as normal, and is consumed on use or expends charges if it normally would. If the item requires itself to function, such as an Immovable Rod or a Figurine of Wondrous Power, you conjure a spectral projection of it. Such a spectral projection represents the magical essence of the item being pulled forth by you, and any damage sustained by such a projection carries over to the real item. An unattended projection fades after 1d4 hours.

Auric Slumber: Whenever you finish a long rest while resting within 30 ft. of your hoard, you gain temporary hit points equal to twice your level, lasting for 24 hours. Additionally, any exhaustion you had is reduced by 1 additional level.

Attunement Slot: The maximum amount of items you can be attuned to increases from 3 to 4.

Misfit's Adaptation

Prerequisite: Demi-Dragon

Your body continues to change in unexpected ways. You gain the following benefits:

- Your Strength, Constitution, or Charisma score increases by 1, to a maximum of 20.
- Choose one named feature from among the morphs available to the Metamorph archetype. You gain the chosen effect, which is permanent. If you already had access to morphs and have learned the associated morph category, you can choose whether to change this or your other Waning morph whenever you change morphs. The effect does not stack with itself.

You can take this feat multiple times. Each time you do, choose a different morph.

Natural Ferocity

Prerequisite: Demi-Dragon

You've grown used to using your body as the weapon it was meant to be. You gain the following benefits:

- You learn two maneuvers of your choice from among those available to the Juggernaut archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals **8 + your proficiency bonus + your Strength modifier**. If the maneuver makes use of a gore or wing natural weapon, you can add it to your list of natural weapons.
- Gain 2 points of fury, as described under the Juggernaut archetype. You can spend them on any Juggernaut maneuver you know and which you can pay the fury cost for. If you already had fury, your total increases by 2. You regain your expended fury when you finish a short or long rest.

Skyterror

Prerequisite: Demi-Dragon

The weight of your body is a terrifying weapon in its own right, and you've learned to master it by brutally diving onto your enemies. You gain the following benefits:

- Your **Glide & Fly** speed is doubled when moving directly towards the ground.
- On your turn, when you score a critical hit with a natural weapon or reduce a creature to 0 hit points with one, you can use your bonus action to launch yourself 15 ft. into the air without provoking attacks of opportunity.

- If you have moved at least 30 ft. directly towards a target on this turn before you make a melee attack with a natural weapon, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

War Plating

Prerequisite: Demi-Dragon

You've trained in wearing heavy armor into combat, rendering you a truly terrifying combatant on the battlefield. You gain the following benefits:

- Your Constitution increases by 1, to a maximum of 20.
- You gain proficiency with heavy armor
- Wearing heavy armor no longer restricts **Flight** or **Stride**

Class Feature Variants

If your table makes use of the Unearthed Arcana Class Feature Variants optional rules, the following are available to the demi-dragon.

The DM decides which of these options are available to the characters in a campaign. A DM is free to prohibit these variants, allow all of them, or make a subset of them available to you.

Metamorphic Drain

1st-level feature (enhances Multiclassing)

When you first take a level in demi-dragon while already having levels in another class, you may optionally convert those levels to an equivalent amount of demi-dragon levels. This represents a character being drained of energy and letting go of old knowledge in order to make room for new experiences, and to progress the demi-dragon transformation ritual to a more advanced state.

Indefinite Mind

1st-level feature (enhances Dragon Spark)

The path of the demi-dragon need not be a confining one. A wizard may strive to turn themselves into a dragon, and some monks follow the way of the dragon disciple.

As an option, choose between Intelligence or Wisdom. The chosen ability score is used in place of Charisma for Dragon Spark and Dragon Scales, as well as any other demi-dragon features that refer to Charisma (except for Force of Self).

Resolution

1st- and 18th-level Demi-Dragon feature (replaces Devour Magic)

You act with purpose and celebrate your triumphs, whether out of wisdom, arrogance, or covetous greed. As a bonus action, you set your attention upon the accomplishment of a particular task—be it slaying a particular foe, obtaining an item not in your possession, or helping an ally in some manner. The task must be non-trivial in nature. While the task remains undone, you have advantage on the next Wisdom saving throw imposed on you. When the task is accomplished, you heal for a number of hit points equal to 1d10 + your demi-dragon level. If you abandon the task or fail to complete it before 10 minutes have passed, all benefits are lost.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 18th level, you now gain advantage on all Wisdom saving throws until the task is accomplished.

Maneuver Versatility

3rd-level feature (enhances Maneuvers)

If you know any maneuvers from the demi-dragon's Juggernaut archetype, you can replace one maneuver you know with a different maneuver whenever you finish a long rest. This change reflects your physical and mental preparation for the day ahead.

Size Category

10th- and 20th-level Demi-Dragon feature

Upon reaching levels 10 and 20, your size increases to large and huge, respectively.

Any class-specific features you gain from this class that refer to enemy size categories are increased by one category per size category grown.

Note: A permanent size increase can be a significant problem during the course of a campaign, especially from the DM's perspective. Consider carefully whether to allow this.



Items and Equipment

Though dragons do not have need of conventional arms and armor to make their way in the world, many a dragon indulges in a trinket or two, and all dragons are fond of treasure.

Clawguards

Mundane, 20 gp, 10 lb

These sturdy kite-shaped steel spades are made to fit over a creature's claws, serving as gauntlets. They are intended to reduce the strain of manual labor, and you can use them to perform the functions of a shovel, crowbar, or hammer. While wearing them, your claw attacks deal piercing damage.

Coin of Good Luck

Wondrous Item, Uncommon (Requires Attunement)

While this softly glowing gold coin is on your person, you gain a +1 bonus to ability checks and saving throws.

Coin of Avarice

Wondrous Item, Uncommon (Requires Attunement)

This lustrous gold coin appears to be a *Coin of Good Luck* to anyone who tries to identify it, and it confers that item's property while on your person.

Curse. This item is cursed. While it is on your person, you are seized by boundless greed. Whenever you are presented with a clear chance to add to your fortune, you must roll a Wisdom saving throw. On a failure, you must act on your desire, even if doing so would put you in danger. You are unwilling to part with the coin until the curse is broken with remove curse or similar magic.

Dragongilded Armring

Wondrous Item, Uncommon (Requires Attunement)

This ornate armring was forged from gold mixed with dragon's blood. It is made up of looping segments that can be adjusted to fit onto practically any limb, and bears a subtle magical enchantment that protects its wearer. While wearing the armring, you can choose to calculate your armor class as 13 + your Constitution modifier.

Formshifter's Armring

Wondrous Item, Very Rare (Requires Attunement)

This gleaming gold armring appears to be a *Dragongilded Armring* to anyone who tries to identify it, and it confers that item's property when attuned to.

Curse. This item is cursed. When attuned to, the wearer falls unconscious for 2d4 hours, during which they are transformed into a demi-dragon as if they had used **Metamorphic Drain**, using their highest mental ability score for **Dragon Spark** and all class effects. The DM determines the shape and element of the character's **Dragon's Breath**. The armring can be removed with the remove curse spell or similar magic, but doing so does not return the character to their old form. Only a remove curse spell cast at 6th level or higher, the wish spell, or obtaining the blessing of a true dragon can restore a character to their old form. This curse has no effect on a character that is already a demi-dragon, and it cannot curse more than one target at a time.

Dragonrider's Saddle

Mundane, 75 gp, 30 lb

Each of these heavily-cushioned saddles are built to individual specifications. A dragonrider's saddle braces the rider, helping them keep their seat during battle, and comes with straps and handholds to hold the rider in place during flight, providing advantage on any check to remain mounted.

It also comes with space for pouches and saddlebags, positioned within the dragon's own reach.

Green Dragon Gizzard Stone

Wondrous Item, Rare (Requires Attunement by a poison Demi-Dragon, Dragonborn, or Half-Dragon)

This noxious green jewel writhes with vile smoke. Exposed to centuries of magical corruption, the hazardous vapor it emits would kill a lesser creature. As part of attuning to it, you must swallow it in order to gain its benefits.

While attuned to the gizzard stone, you are immune to the poisoned condition. Additionally, any creature that fails their saving throw against your breath weapon is poisoned for 1 minute. A creature can repeat the same saving throw they made against your breath weapon at the end of each of their turns. On a success, they are no longer poisoned.

Inkbound Jewel

Wondrous Item, Common

This small lustrous gem bears a simple enchantment. By focusing on the jewel and passing it across a surface, you can sketch a simple picture or write a short message in a language in which you are proficient as an action. The image or message appears on a suitable surface that is within 5 ft. of you, and is written in ink. At your option, you can make an Intelligence check to attempt to copy another creature's handwriting.

Medallion of Change Shape

Wondrous Item, Rare

This rune-inscribed medallion, with a core of willow wood inset in a steel frame, grants the ability to change one's physical shape.

As an action while wearing the medallion, you can magically polymorph into a humanoid that has a challenge rating no higher than 1. You revert to your true form if you die, if you lose the medallion, or if you use a bonus action to do so. Any equipment you are wearing or carrying is absorbed or borne by the new form (your choice), though you always bear the medallion.

In a new form, you retain your personality, alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores. Your statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Obsidian Blast-Sphere

Wondrous Item, Uncommmon

This spherical chunk of shaped obsidian glass is hollow on the inside, and its dark surface is inscribed with runes of protection. A gilded lid on one side gives access to the interior. A creature with a breath weapon can breathe into

an inert Blast-Sphere, sealing one use of their breath weapon within the sphere for up to 1 hour.

As an action, a creature can unseal a charged Blast-Sphere, causing the stored breath to burst forth in a direction of the creature's choosing.

The Blast-Sphere can be thrown up to 30 ft. as an action. When thrown, roll a d8 to determine which direction the breath bursts forth in.

After being used, a charged Blast-Sphere becomes inert, and must be charged with another breath weapon.

Potion of Change Shape

Wondrous Item, Uncommon

This grayish, murky potion swirls and shifts when shaken. When you drink it, you magically polymorph into a humanoid that has a challenge rating no higher than 1 for 2d4 hours. This form is determined when the potion is initially created. You revert to your true form if you die or at the end of the duration. Any equipment you are wearing or carrying is absorbed or borne by the new form (your choice).

In a new form, you retain your personality, alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores. Your statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.



Skybreaker's Wing Spurs

Wondrous Item, Rare (Requires Attunement by a winged creature)

This set of elaborate mithral plates are of a distinctly elven design, and end in a talon-like spur inset with sapphires. They are intended to be worn upon a creature's wings, protecting the main limb. While wearing them and making use of a fly speed, you have advantage on saving throws made to resist being knocked prone.

The spurs have 5 charges, which are used to fuel the spells within them. While wearing the spurs, you can use your action to cast one of the following spells from the spurs: gust of wind (1 charge, spell save DC 15), thunderwave (2nd-level version, 1 charge, spell save DC 15) or warding wind (1 charge). No components are required, but you must maintain concentration on the spells as normal.

The spurs regain 1d4+1 expended charges each day at dawn. If you expend the spurs' last charge, roll a d20. On a 1, the sapphires set into the spurs crack, and they lose their ability to cast spells.

Spell Slinger's Chains

Wondrous Item, Very Rare (Requires Attunement)

This set of thick iron chains connects to a ruby pendant, intended to be worn on the limbs and chest, respectively. The set was created by a gallant wizard spell duelist who preferred to defeat his adversaries by turning the power of their own magic against them.

As a reaction when you see a creature within 60 ft. of you casting a spell, you can attempt to interrupt the creature's spellcasting. Make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. If you successfully interrupt a spell, you store the spell that was being cast for up to 8 hours. You can cast any spell stored in the chains, even if you can't usually cast spells. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. Once the spell has been cast from the chains, it is no longer stored in them.

Once you use this property, it can't be used again until the next dawn.

Warmask of the Brass Dragon

Wondrous Item, Very Rare (Requires Attunement by a Demi-Dragon, Dragonborn, or Half-Dragon)

This ornamental mask of burnished brass is stylized with the back-swept crest of a brass dragon. The mask reshapes to fit a wearer attuned to it. While you are wearing the mask and attuned to it, you can access the following properties.

Damage Protection. You have resistance against fire damage. If you already have resistance to fire damage from another source, you instead have immunity to fire damage.

Dragon Tongue. You can speak and understand Draconic. You also have advantage on any Charisma check you make against Brass Dragons.

Sleep Breath. You can use a charge of your breath weapon to exhale sleep gas in an area. The affected area is determined by your breath weapon. Each creature in that area must succeed on a Constitution saving throw with a DC equal to your breath weapon or fall unconscious for 10

minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Warmask of the Bronze Dragon

Wondrous Item, Very Rare (Requires Attunement by a Demi-Dragon, Dragonborn, or Half-Dragon)

This ornamental mask of polished bronze is stylized with the ribbed crest of a bronze dragon. The mask reshapes to fit a wearer attuned to it. While you are wearing the mask and attuned to it, you can access the following properties.

Damage Protection. You have resistance against lightning damage. If you already have resistance to lightning damage from another source, you instead have immunity to lightning damage.

Dragon Tongue. You can speak and understand Draconic. You also have advantage on any Charisma check you make against Bronze Dragons.

Repulsion Breath. You can use a charge of your breath weapon to exhale repulsion energy in an area. The affected area is determined by your breath weapon.

Each creature in that area must succeed on a Strength saving throw with a DC equal to your breath weapon or be pushed 60 feet away from you.

Warmask of the Copper Dragon

Wondrous Item, Very Rare (Requires Attunement by a Demi-Dragon, Dragonborn, or Half-Dragon)

This ornamental mask of ruddy copper is stylized with the prominent brow plates of a copper dragon. The mask reshapes to fit a wearer attuned to it. While you are wearing the mask and attuned to it, you can access the following properties.

Damage Protection. You have resistance against acid damage. If you already have resistance to acid damage from another source, you instead have immunity to acid damage.

Dragon Tongue. You can speak and understand Draconic. You also have advantage on any Charisma check you make against Copper Dragons.

Slowing Breath. You can use a charge of your breath weapon to exhale slowing gas in an area. The affected area is determined by your breath weapon. Each creature in that area must succeed on a Constitution saving throw with a DC equal to your breath weapon. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Warmask of the Gold Dragon

Wondrous Item, Very Rare (Requires Attunement by a Demi-Dragon, Dragonborn, or Half-Dragon)

This ornamental mask of gleaming gold is stylized with the sagely whiskers of a gold dragon. The mask reshapes to fit a wearer attuned to it. While you are wearing the mask and attuned to it, you can access the following properties.

Damage Protection. You have resistance against fire damage. If you already have resistance to fire damage from another source, you instead have immunity to fire damage.

Dragon Tongue. You can speak and understand Draconic. You also have advantage on any Charisma check you make against Gold Dragons.

Weakening Breath. You can use a charge of your breath weapon to exhale weakening gas in an area. The affected area is determined by your breath weapon. Each creature in that area must succeed on a Strength saving throw with a DC equal to your breath weapon or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Warmask of the Silver Dragon

Wondrous Item, Very Rare (Requires Attunement by a Demi-Dragon, Dragonborn, or Half-Dragon)

This ornamental mask of shimmering silver is stylized with the spiny frill of a silver dragon. The mask reshapes to fit a wearer attuned to it. While you are wearing the mask and attuned to it, you can access the following properties.

Damage Protection. You have resistance against cold damage. If you already have resistance to cold damage from another source, you instead have immunity to cold damage.

Dragon Tongue. You can speak and understand Draconic. You also have advantage on any Charisma check you make against Silver Dragons.

Paralyzing Breath. You can use a charge of your breath weapon to exhale paralyzing gas in an area. The affected area is determined by your breath weapon. Each creature in that area must succeed on a Constitution saving throw with a DC equal to your breath weapon or be paralyzed until the end of their next turn. If the paralyzed target takes any damage, it can repeat the saving throw, ending the effect on a success

Spells

The following spells are available to Arbiters, in addition to those found in the sorcerer spell list.

Helpful Hand

2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

A phantasmal, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as a bonus action. The hand vanishes if it is ever more than 60 feet away from you or if you cast this spell again.

You can use your bonus action to control the hand. You can use the hand to take the Help action, manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack or carry more than 20 pounds.

Warding Rune
2nd-level evocation

Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 1 hour

When you cast this spell, you inscribe a rune that later unleashes a destructive blast. You inscribe it either on a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the rune. The rune can cover an area no larger than 5 feet in diameter. If the surface or object is moved more than 10 feet from where you cast this spell, the rune is broken, and the spell ends.

The rune is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

When a creature other than you comes within 5 feet of the rune, the rune erupts with magical energy in a 10-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 4d6 acid, cold, fire, lightning, or poison (your choice when you create the rune) damage on a failed saving throw, or half as much damage on a successful one.

Wyrm-Mantle
2nd-level transmutation

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls
Range: 60 feet
Components: V, S
Duration: 1 round

Choose a falling creature within range. The creature is held aloft by spectral draconic wings and hovers in place until the end of your next turn, after which they gently descend to the ground at a rate of 60 feet per round, taking no falling damage.

While the creature is hovering in place, all ranged attacks that they make have advantage. Additionally, a creature that uses a breath weapon while hovering in place imposes disadvantage on the saving throw against all targets of the breath weapon.

Illusory Self
3rd-level illusion

Casting Time: 1 action
Range: Self (5-foot radius)
Components: S
Duration: Concentration, up to 1 minute

You project an illusion of a huge creature of your choice over your own form. The illusion perfectly mimics your movements for the duration, reacts to external interaction, obscures your real form from sight, and appears to take up physical space in a 5-foot radius around you. Melee attacks made against the illusion automatically miss you, and ranged attacks have disadvantage, but any attack reveals it to be an illusion to the attacker. Bystanders that witness such an attack remain fooled by the illusion's realistic reactions, but any creature that steps into the illusion's space immediately reveals it to be an illusion to anyone who witnesses it.

A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

Faded Imprint
4th-level divination

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a fried pastry)
Duration: Concentration, up to 10 minutes

You touch a point on the ground from where you call forth the memories of all that transpired within a radius of 20 ft. within a duration of 2d4 hours before the spell was cast. While you maintain concentration on the spell, you can as an action cause the spell to focus upon a particular point in time within that duration. The events that took place at that time replay as an illusory imprint that acts out everything that happened within the radius of the spell exactly as it transpired. This reenactment is only a recollection of what occurred, and cannot be interacted with.



Backgrounds

Though any demi-dragon character could make use of existing official backgrounds, these do not always fit the extraordinary tale of a commoner transformed into a new form, or a character born as a true dragon. The backgrounds in this section provides demi-dragon characters with additional story cues and options for character identity.

Chosen of the Community

You have been chosen by a small community of individuals to undergo transformation. Perhaps you were a promising young warrior who was deemed ready to take part in an ancient ritual, or perhaps you were part of a group of zealous dragon worshippers, honored to be selected as a vessel for their devotion. Regardless of how the rest of the world may view you now, you can always count on the small group of people that stand at your back, trusting you as one of their own.

Skill Proficiencies: Persuasion, Religion
Tool Proficiencies: One type of artisan's tools
Languages: Draconic
Equipment: A set of artisan's tools (one of your choice), the symbol of your community (a signet ring, a religious emblem, a brand or scale-wrought tattoo), and a pouch containing 10 gp

Feature: Community Support

You are accepted as part of a community, which will care for you and provide you with shelter, food, and any information that they can. Your community will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Shared Society

You previously pursued a simple profession among your community before you were chosen. Your community and your role within it have played a defining part in your life. Choose or randomly determine the nature of your community from the table below.

d6 Community

1	You are part of a tribe of barbarians far from civilization. Each century, a warrior is selected to take on the role of guardian and keep the elements at bay.
2	You are a member of a secret society that is searching for a way to prolong life. You are the latest experiment.
3	A small group of demi-dragons travels the country-side, offering transformation to those who are willing. You accepted, and found a start to a new life.
4	Selected by your village to confront an ancient dragon, you had expected to meet death. Instead, the dragon agreed to your terms, but bound you to a magical pact.
5	As an acolyte of a dragon god, your prayers for strength were one day answered. The priesthood has since recognized you as a minor saint.
6	You were part of an adventurer's guild for years before an unfortunate accident caused your transformation.

Suggested Characteristics

Though different from those around you, you've been accepted as part of the community, and have shared in local values, customs, and daily practices.

d6 Personality Trait

1	I always put others ahead of myself.
2	I prefer to listen to the opinions of those around me before speaking my mind.
3	I like to hear myself talk.
4	I am loyal and dependable to the end.
5	My life is built on secrets, as is my community.
6	I always act with great solemnity and ceremony.
7	I have adopted the persona that my community believes me to be, but that's not the real me.
8	I feel like an outsider and a fraud, unable to really connect with those around me.

d6 Ideal

1	**For the Cause.** I have an important mission to carry out that will benefit all. (Good)
2	**Tradition.** I uphold the traditions of my community and bring honor to us all. (Lawful)
3	**Peace.** We can only be truly happy in those rare moments of quiet. (Neutral)
4	**Adventure.** Home is well and good, but I only truly live when I break away from daily life. (Chaotic)
5	**Prestige.** I will spread my influence far and wide, and use it for my own ends. (Evil)
6	**Bravery.** To act when others quake in fear—this is the essence of the warrior. (Any)

d6 Bond

1	I used to work as a craftsman, and I still have a close relationship with the artisan who taught me.
2	I am a natural-born leader, and have worked for years to coordinate with my community.
3	My family has taken my transformation poorly.
4	My community is split into opposed factions, with me at the center of the conflict.
5	My community has entrusted me with a mission. I must live up what is expected of me.
6	I have grown distant from those around me since my transformation. Things can't ever be the same again.

d6 Flaw

1	I desperately crave acceptance from those around me. I am terrified of being rejected.
2	I worry that others now think of me as strange, and obsess over the smallest comment or glance.
3	I have certain traditions and rituals that I follow routinely. I must never fail to uphold them.
4	I secretly believe that I am more important than others.

d6	Flaw
5	I believe in complicated conspiracy movements that explain the real truth of this world.
6	I believe myself a leader, but I'm not actually good at it. I get very defensive about it when others bring it up.

Curse of Greed

In a moment of weakness, you gave in to your own avaricious nature—an action that resulted in a curse of transformation being placed upon you. Perhaps a god, a fey, or some other entity took umbrage with your act of selfishness and condemned you to spend your days in the guise of a creature that is defined by greed, or perhaps your own act simply brought out the worst in you. Either way, your curse is a life-changing experience that leads you to answer the call to adventure. Will you seek to break the curse, or embrace it?

Skill Proficiencies: Deception, Sleight of Hand
Tool Proficiencies: Jeweler's Tools
Languages: One of your choice, typically relating to your curse or those who inflicted it
Equipment: A set of jeweler's tools, a token from the event that cursed you, a pouch containing 20 gp

Feature: Eye for Value

Whether or not you've chosen to embrace your curse and its source, you've taken a keen interest in the worth of a multitude of objects, learning the prices of everything around you. When appraising a mundane item, you know its exact value measured in copper, silver, and gold.

d6	Cause of Curse
1	I came across a hoard of wealth and claimed it as my own, an action that later brought its true owner's spite down upon me.
2	I entered into a wager with a hag, hoping to win a large sum of money. I lost, and paid the price.
3	I betrayed someone who was near to me, hoping to take their wealth for my own.
4	I used my wealth to purchase prolonged life, not realizing that what I had bought was dragon's blood.
5	I had been stealing from powerful people. When I was found out, I was punished and exiled.
6	The magic of a cursed item changed me.

If the source of your curse is an item, choose from the table below, or decide on an appropriate item yourself.

d6	Cursed Item
1	A golden armring
2	An inscribed golden coin
3	A book of indecipherable lore
4	A pendant carved from dragon scale
5	A gem shining with a radiant light only I see
6	A polished chunk of amber with a tiny dragon within

Suggested Characteristics

Though anyone can fall victim to greed, you are more familiar with it than most, having paid with your own humanity for your folly. However, what defines you is not the price you paid, but your attitude going forwards.

d6	Personality Trait
1	I am easily distracted by shiny objects.
2	Sometimes, I dream of sleeping on a bed of gold.
3	I studiously avoid reacting to objects of wealth when others are near, even though I secretly want them.
4	I now want nothing at all to do with gold and wealth.
5	I am deeply annoyed that my curse is preventing me from fully living out my dreams of opulence.
6	I want to own only the finest and most lucrative of the many rare and exotic objects that come before me.
7	I think of myself as a connoisseur of the pleasures of life—fine food and drink especially.
8	I am generous. Once every month.

d6	Ideal
1	**Selflessness.** I've learned my lesson, and now want to give instead of receive. (Good)
2	**Efficiency.** I always drive those around me to be better—after all, that just might benefit me. (Lawful)
3	**Acceptance.** The mistakes of the past are better left forgotten. I lead a new life now. (Neutral)
4	**Results.** I care nothing for the price, all that matters is that I get what I want. (Chaotic)
5	**Greed.** I regret nothing, and want more. (Evil)
6	**Pride.** I deserve my own success, and will fight fang and claw for every victory. (Any)

d6	Bond
1	I have a close friend, the only person I think I can really trust with the whole truth.
2	I still keep in loose contact with my family. They don't know about my curse.
3	I've found it difficult to relate to the people I used to, and instead prefer the company of a beloved pet.
4	My act of greed was actually done in the name of the love of my life, so that we could be together.
5	I will do anything to prove myself superior to my hated rival.
6	The only thing I really love is the luster of gold and the glint of metal.

d6	Flaw
1	I am beset by greedy impulses, collecting every bit of wealth that I can.
2	I get angry when reminded of my mistakes.
3	When people fail to live up to my expectations, I don't hesitate to let them know.

d6	Flaw
4	I can't help but let everyone know that I am wealthier than they.
5	I judge people based on what they own.
6	I can't trust those around me.

True-Born Dragon

Born a true dragon, you are legend embodied and heir to countless myths and stories. Though true dragons do not usually lead lives of adventure—often preferring to safely amass power by growing old—something has pushed you to seek out such a life. Still young, you must navigate both the trials of adventure and the prejudice of a world that fears you.

Skill Proficiencies: Perception, Stealth
Languages: Draconic and one other language of your choice
Equipment: A meager hoard, containing cheap gemstones and a mix of various coins totaling a value of 30 gp
Class Feature Variants: Use the rules for **Resolution**, replacing **Devour Magic**

Feature: Dragon's Lair

Your natural lifespan is counted in the thousands of years, and you never suffer any ill effects from old age.

Additionally, you have a knack for locating a suitable lair for your own use. This lair can be anything from an abandoned cave, an underwater cove, an old fort, a forest glade, a hollow glacier, or a forgotten house. Any lair that you make use of gains no special benefits, but readily provides you with a safe haven away from prying eyes.



Inherent Nature

Dragonkind is split into ten bloodlines, each ruled by different common traits. The traits shared by these bloodlines run strong in all dragons of that type, like a powerful natural-born inclination towards a certain way of acting, and although it is possible for an individual to defy their nature, they can never get rid of it. A chromatic dragon may be raised with great difficulty to act with good intentions, but the temptation to give in to their darker side will always remain—likewise, a metallic dragon may fall prey to evil influence, but will tend to retain a benevolent predisposition.

Type	Inherent Nature
Black	You have a predisposition towards cruelty, and find great satisfaction in bringing ruination to everything around you. You are best at home when you are unseen, hidden by darkness or beneath fetid swamp waters.
Blue	To your ordered mind, everything has its place in the world—it's just that most of it exists purely for your benefit. Other creatures are merely a means to an end, and those who don't understand their place deserve to be made an example of.
Green	You see other creatures as tools that can be manipulated with subtlety and cunning to get you what you want. Your long-lasting plots and schemes are often strongly motivated by short bursts of emotion—whether anger, fear, or greed.
Red	You are better than everyone and everything, and all should learn to grovel before you or face your wrath. You can't help but revel in destruction, brutality, and conquest. You feel compelled to invent complex strategies to improve your odds of victory and squash out the possibility of defeat.
White	You delight in your physicality, living in the moment and expressing yourself through movement and action, viewing all others as prey to be chased. You disdain speech, and have trouble grasping abstract concepts or promises.
Brass	You can't help but enjoy the sound of your own voice, and can talk ceaselessly for hours on end about practically anything. You find gossip and the motivations of lesser creatures to be fascinating.
Bronze	You have an inquisitive mind, and can't help but want to right wrongs and bring evildoers to justice. You tend to prefer anonymity, and only open up to a few people that are close to you.
Copper	You have an appreciation for wit, wordplay, and humor. Dazzling others with your cleverness—whether by pranking them, sharing an insightful story, or causing them to laugh—has a certain intrinsic appeal to it.
Gold	Reserved and insightful, you tend to consider before speaking, and can't help but hold others to the same high standards of order, piety, and morality that you tend to gravitate towards.
Silver	You tend to be open, honest, and tolerant, and you can't help but sympathize with those in need—especially lesser creatures who are down on their luck. The history and actions of the mortal races is a subject of your endless fascination.

Suggested Characteristics

Dragons tend to view the world differently than the mortal races, and their world view is shaped chiefly by their inherent nature, and secondarily by their surroundings and experiences. Most dragons are lonesome outsiders that never truly belong around others, and only a few ever find genuine companionship.

d6 Personality Trait

1	I want to be remembered as a mythical dragon of which tales are told and songs are made.
2	I consider myself a knowledgeable scholar about a particular subject, which holds my eternal fascination.
3	I love exploring the land and trying new experiences.
4	I want to change how mortals view dragonkind.
5	I want to defy my inherent nature through great effort, but it is a constant, daily struggle.
6	I am faithful to a god, whose decree I seek to carry out.
7	I idolize a particular ancient dragon, whose stories and legends I model myself after.
8	I try to rebel against the expectations that people often have of dragons, and go out of my way to be different.

d6 Ideal

1	**Justice.** I will use my strength to protect others from those that would cause harm. (Good)
2	**Authority.** The mortal races must be led by those who know better. (Lawful)
3	**Freedom.** I will not be beholden to anything or anyone. My path is mine alone. (Chaotic)
4	**Might.** The power to do as I please is all that matters. (Evil)
5	**Treasure.** Through wealth, I shall live beyond death. I must amass treasure to transcend mortality. (Any)
6	**Arrogance.** In fact, I am better than everyone else. (Any)

d6 Bond

1	My relationship with my siblings or parents drives me to continually seek to always meet expectations.
2	I was left abandoned when I hatched, and soon after learned not to trust strangers.
3	I was raised by a mortal, and though I love my foster parent, I never really fit in.
4	I haven't had many to speak with, and have filled the void with an imaginary friend that I talk to.
5	One day, I met and befriended an explorer. We still regularly speak or exchange letters.
6	My only companions are the weak mortals that I subjugate to do my bidding.

d6 Flaw

1	I am flawless. Those who say otherwise earn my ire.
2	I like to be worshiped or praised, and will aggressively encourage others to do so.
3	I am full of boasts and clever jests that drive home how much better than the mortal races that I am.
4	I hate being questioned or second-guessed.
5	I am often unpleasantly surprised when others don't give me the attention that I clearly deserve.
6	As I view it, in this world, there are only predators and prey, and I will be a predator.

Victim of Thaumaturgy

You've met an unfortunate fate. Against your own will, you were plucked from your old life and forced to give up your humanity at the behest of your captor. Held against your will, you had plenty of time to observe your captor, and eventually formulated an escape plan or reached an agreement with your captor or another entity. Regardless of how you've won your freedom, your life can never be the same again.

Skill Proficiencies: Arcana, Insight
Tool Proficiencies: Choose between alchemist's supplies, tinker's tools, poisoner's kit, and thieves' tools
Languages: One of your choice
Equipment: A set of tools (one of your choice), a token belonging to your captor, a sack of stolen or gifted valuables totaling 15 gp

Feature: Thaumaturgic Rites

You've witnessed firsthand the application of blood magic or some other form of metamorphic power. With the right preparation, research, and access to materials, you believe that you could duplicate the same rites that were inflicted upon you, creating another demi-dragon.

Oppressive Captor

Your captor has been a brief but influental figure in your life. Depending on the nature of your captor, perhaps you've had time to watch them perform their thaumaturgic work, or perhaps even gotten to know them. While a captor may be a cruel and selfish lunatic from whom you must escape, they may just as easily be eccentric or misguided, and may offer you your freedom of their own free will. Work with your DM to determine who your captor is, what your relationship to them is like, or use the table below.

d6 Captor

1	A crazed wizard abducted you and used you as a test subject in their mad pursuit of immortality.
2	An ancient dragon destroyed your home and offered you a choice; die, or serve and be transformed.
3	The Cult of the Dragon chose you to trial their blood magics, as the first of many more to come.
4	You were ritually sacrificed to a god. Though you died, the god offered you rebirth in exchange for servitude.
5	An abishai used you as part of an experiment to break free from Tiamat's control, and now roams the material plane, leaving you to escape on your own.
6	A powerful entity punished a wyrmling dragon with mortality, and swapped your form for the dragon's. Now the dragon roams the world with your old body.

Lingering Quirk

Your unique experiences have left their mark on you, manifesting as a peculiar quirk. Choose what this means for you, or roll on the table below.

d6	Quirk
1	Your form is a mishmash of different dragon types.
2	You are haunted by the voice of your captor or another captive, and sometimes hear that voice speak to you.
3	Your body is artificial and is made of stone, wood, or metal, like a draconic version of a warforged.
4	When you look at your reflection, it's the old you staring back.
5	You bear the memories of a wyrmling dragon which you've learned was slain by your captor.
6	You are scaleless—flawed and incomplete.

Suggested Characteristics

You've gone through the trauma of having your body changed against your will. Your attitude towards this event is crucial—will you embrace this change, or rage against it?

d6	Personality Trait
1	I am cautious in my dealings with others.
2	I am always fiddling with tools, vials, and other components relevant to my studies.
3	The life I left behind was dull, and I don't regret trading it for one of adventure—though I could've done without the captivity.
4	I judge people by how they treat others, rather than by what they say or do, or how they appear.
5	I joke about my condition as if it doesn't matter to me.
6	It's not all bad. I love flying and exploring new places!
7	I get angry easily, and afterwards, I can't help but be a little afraid of myself.
8	I must battle this monster I've become, lest I slip and hurt someone I care for.

d6	Ideal
1	**Confrontation.** I adventure to make the world a safer place, and to exorcise my own demons. (Good)
2	**Progress.** We must advance our knowledge for the good of the world, even of darker subjects. (Lawful)
3	**Self-Determination.** Everyone should be free to make their own choices, be they good or bad. (Chaotic)
4	**Depravity.** I've seen what one dark ritual can do, and I harbor an unshakable hunger to know more. (Evil)
5	**Change.** Life is constant change, and I will learn to adapt to any circumstance. (Neutral)
6	**Destiny.** I believe that my circumstances are a road to be traveled, and that my journey has just started. (Any)

d6	Bond
1	I seek to undo what's been done to me, and will pursue a way to do so by any means necessary.
2	I got to know one of my captor's other captives. They didn't survive, and I now seek to carry on their legacy.
3	Though I at first didn't have a choice, my captor wasn't so bad after all, and I now work for them.
4	I miss my family, but I can't face them like this.
5	The few people who are nice to me are like a beacon of hope. They matter more than anything else.
6	I stick up for anyone who has been treated poorly.

d6	Flaw
1	I don't trust people easily.
2	I feel like I didn't deserve to survive when there were others who didn't make it.
3	I will shout loudly at anyone who makes mean comments about my form until they shut up.
4	Others are afraid of me now. I like that.
5	I've never felt more distanced from others, and sometimes I will cry myself to sleep in loneliness.
6	I always expect the worst from others. I am genuinely surprised when they occasionally prove me wrong.

Metamorphic Transformation Ritual

The following content is representative of how a demi-dragon transformation could proceed, but is not necessarily the only way it could be performed.

My research into the second-hand application of magical metamorphosis has borne fruit. My predecessor's work on simplistic half-dragon blood rituals, while a useful guiding point, pales in comparison to my achievements. During my work, other avenues to similar results have cropped up—such avenues demand further study, but this technique stands as integral to current practical application. In furthering magical understanding and in upholding the Farfire Pact, I present the demi-dragon metamorphic transformation procedure.

- Firn el Din, Archmage of the Pact Tower

Required Materials:

- A creature of humanoid origin within acceptable size parameters (the subject)
- Minimum 125 liters of dragon's blood (to bathe in)
- A fresh dragon's heart (to be consumed)
- Wing bones of an appropriate size (need not be draconic)
- A spell focus (as a lens)
- Ash of oak (to ground and stabilize)
- Incense (to ward and seal)

Procedure:

The procedure should take place in a clean and controlled environment. It is strongly recommended to make use of warding incenses, before and throughout the procedure, in order to prevent the interference of unwanted elements.

The subject is stripped of all clothing and other paraphernalia—such as any metals that pierce flesh or other jewelry—and is anointed with a balm made of ash of blackest oak. From this point on, do not let the subject come into contact with materials other than those used by the procedure.

The subject is submerged in a pool of dragon's blood. The pool must be large enough to fully submerge the subject, and should be constructed with ideal measurements to the specifications of both humanoid and draconic shapes. A lid or grille can be employed, to prevent the subject from bursting to the surface prematurely. Avoid using shackles to ground the subject, as they will interfere with metamorphosis.

The submerged subject will be unable to breathe, and may flail during the procedure. Transmutation or enchantment magics can relieve the need to breathe or keep the subject calm, but are not necessary to complete the procedure.

Before immersion, the subject should be supplied with a dragon's heart, or one should be placed within the pool where the subject can reach it. As soon as the subject is fully submerged, establish an arcane feedback loop by channeling as much magical power through the dragon's heart and into the subject as possible. The type of magic is irrelevant, only the magnitude matters. As the subject makes contact with the imbued heart, they will experience a sensation of being washed away by a powerful torrent, and if they are a powerful individual, the subject will be able to surrender a piece of themselves to this torrent in order to further empower the ritual.

As soon as the subject makes contact with the imbued heart, assistants should stand at the ready to act. Depending upon the type of dragon from which the heart originates, they must take one of five actions:

- Heat the pool of blood to a boiling temperature
- Cool the pool of blood to a freezing temperature
- Pour acid into the pool of blood
- Electrocute the pool of blood until the heart beats in response
- Pour poison or venom into the pool of blood

If the subject has established a viable connection with the magical energies channeled through the heart, the subject will receive a degree of protection. If not, the subject will expire, and all spent materials will be wasted.

At the height of the procedure, when the subject begins to show signs of metamorphosis, the subject must consume the imbued heart while remaining submerged. An unwilling or unaware subject will expire, so make certain that they are adequately informed. A particularly rebellious subject may choose to refuse in spite of their demise. In such a case, enchantment magics must be employed to force the subject.

Once the heart is consumed, the application of channeled magic can cease. At this point, the subject will be deep in the throes of metamorphosis and will lose consciousness, at which point no further action is required. However, it can be useful to supply the subject with wing bones by way of telekinesis, in order to encourage the growth of new limbs. These bones must be in undamaged condition, but need not consist of a full set of an entirely accurate size fit, as the subject will compensate for a lack of accuracy in their own time. The development of wings seems to be more difficult than that of tails, and therefore little encouragement is needed in that regard.

The subject will gradually absorb a portion of the dragon's blood. Allow the subject to lie or float freely during this time. In most cases, the subject will be left unconscious for several hours. Do not disturb the subject, but ensure that they can breathe freely at this stage.

Most subjects will be left scaleless, and with clearly underdeveloped limbs. This is normal, and will correct itself over time. Some subjects have been observed to form 'dewdrops of blood', which resolve into fully-formed scales within a matter of hours. These subjects tend to be healthier and more active following the procedure. While a fascinating occurrence, it is unclear what causes the phenomenon. Further studies and more subjects are required.

Allow the subject to sleep. Any blood remaining in the pool is tainted and useless, and should be disposed of once the subject leaves the pool—do not attempt to reuse it. In the following days, the subject will experience a craving for magical energy and an inexplicable ability to extract it from any valid source. While it can be useful to make use of this craving to establish your relationship as a superior with the subject, it is recommended to indulge it the first time, as it seems to have a positive effect on the subject's condition. Make certain that a meal both physical and magical is left ready for when the subject regains consciousness.

Some subjects of unusual species have been observed to retain features of their former countenance. One avian subject maintained beak features, while another did not. Tests have proven inconclusive, and the matter is discarded as irrelevant.

Demi-Dragon Clockwork Watcher

Medium construct, lawful neutral

Armor Class 18 (natural armor)
Hit Points 161 (14d10 + 84)
Speed 40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	22 (+6)	7 (-2)	19 (+4)	5 (-3)

Skills Athletics +11, Investigation +3, Stealth +4, Perception +9
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, stunned
Senses blindsight 60 ft, darkvision 120 ft, passive Perception 19
Languages Understands Common and Elvish but can't speak
Challenge 12 (8,400 XP)

Immutable Form. The demi-dragon is immune to any spell or effect that would alter its form.

Will-bound Gearshift. Whenever the demi-dragon fails a saving throw imposed on it, it gains 15 temporary hit points.

Magic Weapons. The demi-dragon's weapon attacks are magical.

Actions

Multiattack. The demi-dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage.

Poison Breath (Recharge 5-6). The demi-dragon exhales poison in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a succesful one.

Devour Magic. The demi-dragon chooses one creature, object, or magical effect within a range of 120 ft. as a target. Any spell of fourth level or lower on the target is dispelled. For each spell of a level higher than that, the demi-dragon makes an ability check with their Charisma ability. The DC equals 10 + the spell's level. On a success, the spell is dispelled. If at least one effect is dispelled, the demi-dragon regains 20 hit points.

Demi-Dragon Quillscale

Medium dragon, any alignment

Armor Class 16 (natural armor)
Hit Points 77 (8d10 + 32)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	9 (-1)	16 (+3)

Skills Athletics +7, Arcana +3, Stealth +7, Perception +5
Damage Resistances fire
Senses blindsight 20 ft, darkvision 60 ft, passive Perception 13
Languages Common, Draconic
Challenge 5 (1,800 XP)

Quill Regrowth. The demi-dragon has six clusters of quills scattered across its tail and limbs. Used quills regrow when the demi-dragon finishes a short or long rest.

Chameleon Scales. The demi-dragon can take the Hide action as a bonus action on their turn.

Actions

Multiattack. The demi-dragon makes three attacks: one with its bite, two with its claws, or three with its quills.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Quills. *Ranged Weapon Attack:* +7 to hit, reach 60/120 ft., 5 ft. square. *Hit:* 8 (1d8 + 4) piercing damage. The square is filled with sharp quills. Any creature that subsequently enters the area must succeed on a DC 14 Dexterity saving throw or stop moving this turn and take 1d8 piercing damage. A creature moving through the area at half speed doesn't need to make the save.

Fire Breath (Recharge 5-6). The demi-dragon exhales fire in a 20-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a succesful one.

Devour Magic. The demi-dragon chooses one creature, object, or magical effect within a range of 60 ft. as a target. Any spell of third level or lower on the target is dispelled. For each spell of a level higher than that, the demi-dragon makes an ability check with their Charisma ability. The DC equals 10 + the spell's level. On a success, the spell is dispelled. If at least one effect is dispelled, the demi-dragon regains 12 hit points.

Part III

Documentation, Credits, & Changelog

Updated July 6th 2020

- Latest Version Available Here
- Veil of Smoke can now be moved when the Shadestalker moves while inside it, rather than as a bonus action. Added two additional pieces of artwork. Moved Assimilate to 14th level, Force of Self to 15th level, and Devour Magic (two uses) to 18th level, to better fall in line with official class anatomy. Added Spell Slinger's Chains to items. Added True-Born Dragon and Victim of Thaumaturgy to backgrounds. Removed Fend Spell from spells for being unfun. Removed Bestow Breath, Blinding Spark, and Ascension from the Ascetic, and replaced them with Imbue Breath, Devoted Purpose, and Bond of Sacrifice. Changed Dragon Scales to 10 + Con + Cha, from 9 + Con + Cha + Dex (max 2), and Demi-Dragon racial trait stat boost to +2 Str +1 Con, from +1 Str +1 Con +1 Cha, to simplify ability score interactions and reduce MADness. For advanced players, either AC calculation can be used.
- March 19 2020 - Published version 3.6 here and here
- Disciple's Meditation moved to 3rd level, and now functions as a single-target healing effect that can be used during a short rest. Removed Interposing Sanctuary, and replaced it with Radiant Spark. Reverted Bestow Conviction to Bestow Flight, and added Blinding Spark. Ascension now interacts with Radiant Spark and Blinding Spark instead of Disciple's Meditation and Interposing Sanctuary. Glide now specifies that you cannot glide while prone. Medallion of Change Shape no longer requires attunement. Weave and Unweave now specifies that the spell must normally require 1 action. The Shaper can now also activate Force Thrust via the Dodge action. Green Dragon Gizzard Stone now also provides immunity to the poisoned condition. Spellsnap now scales like Devour Magic, and can sacrifice a charge of Devour Magic for more uses. Added Potion of Change Shape and Inkbound Jewel to items. Added Chosen of the Community to backgrounds. Removed Shape Breath from feats, and Survivor's Heart from morphs. Reimplemented Shape Breath as a morph, and renamed Endurance to Sanctuary. Added one additional piece of artwork.
- March 27 2020 - Published version 3.5 here and here
- Added a clear ruling about cursed items to Absorb Magic. Added Drowning Terror, Darting Predator, Skittering Crawl, and Tunnel Wyrm to Morphs. Snatching Tail is now paired with Skittering Crawl, and Draining Scales with Tunnel Wyrm. Removed Climb, Swim, and Burrow speeds from Remake Self, and moved Mythical Adaptation to 10th level. Added Skyterror to Feats. Added Warding Rune and Wyrm-Mantle to Spells. Added Skybreaker's Wing Spurs to Items. The Warmask of the Silver Dragon's Paralyzing Breath now allows a saving throw every time the afflicted creature(s) take damage. Added headers that divide the document into three parts, and footers to match. Added Backgrounds section, with the Curse of Greed background. Interposing Sanctuary now specifies that it pushes targets 10 ft.
- March 9th 2020 - Published version 3.4 here and here
- Added PHB information boxes for High Jump and Using Different Speeds. Added an item of personal significance and related table to starting equipment. Removed Natural Heritage from Class Feature Variants, and reimplemented its information into the descriptions for the relevant Scion and Metamorph features. Added Green Dragon Gizzard Stone and Warmasks of the Brass, Bronze, Copper, Gold, and Silver Dragons to items. Added a Spells section, with the following spells: Fend Spell, Helpful Hand, and Faded Imprint.
- Renamed Genuine Sacrifice to Metamorphic Drain, courtesy of Xithara. Increased the rarity of Formshifter's Armring from Uncommon to Very Rare. Changed the stat bonus of War Plating to Con, from Str. Changed Defiance to take up a bonus action instead of a reaction. Changed Medallion of Shape Change to only cost a bonus action to revert to true form. Reduced the damage of Branching Ivory to 2d4, from 3d4. Changed Veiled Wings to require a bonus action to activate, but caused it to also increase Glide & Fly speeds by 10 ft. Removed force and thunder types from Remake Self, as they were causing less interesting decision-making. Removed Rend & Ruin from 11th. It now starts off at 2d6 at 17th.
- February 24th 2020 - Published version 3.3 here and here
- Added Items and Equipment section, with the following items: Clawguards, Coin of Good Luck, Coin of Avarice, Dragongilded Armring, Formshifter's Armring, Dragonrider's Saddle, Medallion of Change Shape, and Obsidian Blast-Sphere. Added Mythical Adaptation to the Metamorph 17th as a tentative feature that should better round out the Metamorph's progression. Reduced Thorny Spines damage to 1d4, from 1d6. Added Flight rules box. Rend and Ruin now scales up to 2d6 at 17th level, in order to maintain martial damage scaling.

- Renamed the Dragon Adept to the Ascetic, improved the Ascetic's flavor, added Interposing Sanctuary to the Ascetic, added temporary hit points to Bestow Flight, renamed Bestow Flight to Bestow Conviction, changed Bestow Breath to now gain a second charge at 10th level from 6th, removed condition immunities from Ascension, and added Interposing Sanctuary functionality to Ascension. Added Resolution to Class Feature Variants. Added Defiance and Bolstering Roar to Juggernaut maneuvers. Renamed Ascetic Sacrifice to Genuine Sacrifice. Removed all references to spells from Dragon Spark and the many features that refer to it, as they are not effectively spells. Made numerous wording improvements, courtesy of Qorinthian.
- War Plating now also allows the character to ignore the heavy armor restrictions placed on Flight and Stride. Clarified that Rending Jaws do not stack and changed it to decay at the start of the turn, rather than the end of the turn.
- February 17th 2020 - Published version 3.2 here and here
- Renamed Shaper's Claws to Capable Claws. Added a new frontpage and one additional piece of artwork. Replaced Unfettered Form with Unfettered Mindscape, which allows the Shaper to move their blocks. Mental Fortress now creates up to 3 blocks upon reaching 17th level. Disintegrate can now destroy Enforced Reality blocks, as per Wall of Force. Worked with Dracovitch on his idea for the Embodiment of the Voidmaw, which can be accessed under the credits list. Streamlined the 2-6th level scaling of Glide speed and slightly tweaked higher level flight scaling, and added a clause to Glide addressing that at least 10 ft. can be jumped in order to activate glide, which should make the application of low-level Aided Jump into glide more understandable as a tool to move over obstacles or foes. Renamed Leeching Claw to Leeching Strikes. Changed Induce Torpor to a bonus action. Added Design Goals and Feedback Wanted sections.
- February 3rd 2020 - Published version 3.1 here and here
- Designed and implemented a new subclass, the Shaper, a psionic control and disruption specialist with the features Mind and Matter, Telekinetic Hand, Mental Fortress, Enforced Reality, and Unfettered Form. The Dragon Adept now gains immunity to grappled, restrained, and prone during Ascension. Improved level listing for features that receive improvements at higher levels. Added one additional piece of artwork. Added a Demi-Dragon Clockwork Watcher statblock.
- Moved Flight back to 7th level, and Eye of the Dragon back to 9th. Reverted the Juggernaut Fury leveling progression change. Increased Dragon Scales from 8 to 9. Moved the fear benefit of Blood and Smoke into Mist Lurker and changed the trigger requirement to be hidden or obscured, and changed Blood and Smoke to instead permanently increase the duration of Rend and Ruin. Removed the 5 ft. range trigger requirement on Harrying Predator. Added Identify to Unmaker's Sight.
- January 23th 2020 - Published version 3.0 here and here
- Reduced the amount of additional fury points gained by the Juggernaut to 1, from 2, at levels 6th, 10th, and 17th. Changed Spellsnap to round down, rather than up. Added a 5 ft. range requirement to the Shadestalker's Harrying Predator, and clarified that Harrying Predator and Spring attack require melee attacks. Put a +2 maximum benefit on Dex for Dragon Scales. Moved Flight to 9th level, and Eye of the Dragon to 7th level. Reduced the blindsight granted by Eye of the Dragon to 10, from 20. Increased flavor age lifespan from ~200 to ~300 to better align with official half-dragon lore. Added a note about diving straight down to Glide, so that you aren't stuck gliding at the rate of descent. Added an optional ruling for Natural Heritage's burrowing speed to require an action to activate. Changed the racial trait stat boost to +1 to Str, Con, and Cha, from +2 Str +1 Con, to better redistribute the dragon's defense and offense at lower levels.
- Renamed Rending Maw to Rending Jaws, and added Elemental Maw and Driving Strikes to the Metamorph. Removed the introduction description of the camouflaged Metamorph at the start of the document, and replaced it with one of a meditating Dragon Adept. Removed advantage on Insight checks from Brass Tongue. Reduced the AC of Stone Scales to 16 + Con, from 17 + Con. Reduced the activation requirement of Goring Charge from 20 to 10 ft., because it wasn't very powerful, and added flavor that distinguishes it from Branching Ivory. Changed Sheltering Wings to impose disadvantage, rather than grant 3/4 cover. Removed the healing property of Assimilate. Redesigned Misfit's Adaptation as a half feat, opening up a whole new world of unique build potential. Added an exhaustion benefit to Dragon's Hoard's Auric Slumber. Added 'Metamorphic Transformation Ritual' section.
- Added time stamps to the changelog. Moved the 15th level subclass feature back to 17th level, and moved Devour Magic (two uses) back to 15th, to better fall in line with the tiers of play. Removed Veiled Predator, and replaced it with Blood and Smoke. Changed the Demi-Dragon Snatcher statblock to a Demi-Dragon Quillscale, which is less generic.
- January 14th 2020 - Published version 2.9 here and here

- Decreased the range of Devour Magic to 10 ft. (from 30 ft.), but caused the range to now increase to 60 ft. at 5th level, in order to better regulate the immediate power of the effect at low levels. Moved Absorb Magic to 3rd level, from 4th. Removed Strength of Body, and replaced it with Dragon's Might & Rend and Ruin, in order to more elegantly scale weapon damage and to address the dragon's stat-hungry issues. Removed the AC cap on Dragon Scales, because it was potentially confusing and largely irrelevant even in niche cases. Renamed Strength of Self to Force of Self. Moved Dragon's Breath (three uses) to 13th level, moved Devour Magic (two uses) to 17th level, and moved the 17th-level Embodiment feature to 15th level, in order to have a better progression of offensive and defensive tools in light of the introduction of Dragon's Might. Replaced Forged From Trial with Legendary Resistance, because Dragon's Might rendered it obsolete. Reimplemented 11th level damage scaling on Venomous Sting. Increased the damage of Skewering Quills from 1d6 to 1d8. Added a clause addressing cold and poison Constitution saves to Dragon's Breath, and removed Vaporous Breath.
- Added Bestow Flight and Ascension to the Dragon Adept. Changed Disciple's Meditation to only recharge on a long rest. Implemented the Dragon Adept, and added two additional pieces of artwork. Added an NPC stat block to Feature Design. Reduced class skill proficiencies from 4 to 3. Reduced Dragon's Breath damage scaling by one increment to once again align with uneven levels, to better match spellcaster level progression. Added Languages to racial traits. Slightly increased Glide & Fly Speed at lower levels to be consistently faster than walk speed. Changed Assimilate to grant hit points instead of temporary hit points, to better co-exist with subclass options for temporary hit points, but halved the hit points gained.
- January 1st 2020 - Published version 2.7 here
- The Scion's Induce Torpor now lasts for 1d4 hours, up from 1 hour. Clarified that Misfit's Adaptation can be taken multiple times. Removed the Design Notes section entirely, as it is increasingly irrelevant. Changed Weave and Unweave to now instead allow casting a spell of 2nd level or lower, instead of casting a spell with a range of touch or self. Strength of Body now additionally increases AC by 1. Added Aided Jump to Racial Traits. Made a number of minor wording changes to the introduction. Draining Scales no longer interacts with cantrips. Reduced Dragon's Breath Line Range scaling by one increment. Removed Manifest Breath and Class Feature Variant Package: True Dragon from Feature Design.
- December 9th 2019 - Published version 2.6 here
- Added Class Feature Variant Package: True Dragon, and its features, Spitfire, Vanity, Elemental Heritage, Legendary Action, and Legendary Resistance to the Feature Design section, pending further review and feedback.
- Slightly increased Dragon's Breath damage scaling. Added Vaporous Breath to Class Feature Variants. Added Broadened Breath to feats. Dramatically increased Dragon's Breath Line Range level scaling, from 30-80 to 35-130. Removed the trigger clause from Scale Bind, which can now be cast at any time as a reaction. Clarified that Metamorphs that take the Misfit's Adaptation feat must know the relevant morph category in order to change the morph from the feat.
- November 8th 2019 - Published version 2.5.5 here
- Added Class Feature Variants as a section. Baked Expanded Breath and Insatiable into the descriptions of Dragon's Breath and Devour Magic, and changed the effect of Insatiable to instead provide two uses per long rest instead of recharge on short rest. Added Maneuver Versatility to Class Feature Variants, and moved Indefinite Mind, Climb, Swim, and Burrow Speeds, multiclassing options, and Size variant rules to Class Feature Variants. Added level denominations to all feature descriptions, after recent UA fashion. Assimilate now additionally grants temporary hit points. Added several flavor descriptions to various features that were lacking them. Reversed the action order of Weave and Unweave, enabled Devour Magic to trigger it, and removed the clause about not needing Dispel Magic as a known spell. White Instinct now provides advantage on initiative rolls instead of preventing being surprised. Added Shadestalker Design Notes section.
- Added Dragon's Hoard to Feats. Added Bestow Breath, Manifest Breath, and Disciple's Contemplation to Feature Design as experimental features for a new subclass, the Dragon Adept. Returned Spellsnap to recharging on a long rest to prevent coffee shenanigans. The Shadestalker can now move their Veil of Smoke as a bonus action, and changed Spring Attack to using a bonus action instead of a reaction. Changed the requirement for Goring Charge to 20 ft. from 15 ft., to match existing charge mechanics.
- October 19th 2019 - Published version 2.4 here
- Moved to GM Binder, and made a number of internal changes. Added Esoteric Ward, Reverberating Roar, White Instinct, Draining Scales, Warriors Will, Gold Luck, and Brass Tongue to the Metamorph's available morphs. Replaced Ironscale Weaving with Stone Scales. Changed the pairing on several morph categories to provide (in most cases) a situational and a reliable morph. The Metamorph can now change out a known morph category every time it gains a class level, rather than whenever it gains a new morph, and gains 2 additional morph categories at 6th, 10th, and 17th levels, up from 1. Increased the damage of Skewering Quills to 1d6 > 2d4, from 1d4 > 1d8. Added dim light to Chameleon Scales. Ardent Breath now gains a second charge at 6th level, down from 10th. Glacial Chill now reduces speed by half, up from 10. Spellsnap now recharges on a short rest. Renamed Snapping Takedown to Lockjaw. Added persuasion to class skill proficiencies.
- October 15th 2019 - Published version 2.3 here

- Added a frontpage. Added two additional pieces of artwork. Added custom footers and link colors. Improved image blending. Implemented the Shadestalker. Completely reworked the Metamorph's Adaptive Morph, Ceaseless Metamorphosis, and all available morphs. Removed the lingering effect on Fueling the Transformation. Reworked Misfit's Adaptation. Added Twinned Adaptation.
- Added Shape Breath to feats. Increased the amount of class skill proficiencies gained from 2 to 4, to make up for the dragon's lack of other proficiencies. Changed Eye of the Dragon to offer expertise if you already have proficiency, but reduced the blindsight from 30 to 20. Added Veil of Smoke, Harrying Predator, Spring Attack, Mist Lurker, and Veiled Predator as experimental features for a new subclass, the Shadestalker. Added Dragon Scales segment to Design Notes section.
- September 5th 2019 - Published version 2.2 here.
- Dragon's Breath now regains all charges on completing a short rest, up from 1. Moved Flight to 7th level, and Eye of the Dragon to 9th level. Changed Dragon Scales to 8 + Con + Dex + Cha (max 20) from 10 + Con + Dex in order to address stathungry MAD issues. Changed Indefinite Mind to an optional rule, and added Dragon Spark to replace it. Changed Ardent Breath Fiery Eruption back to dealing damage in a 5 ft. wide 20 ft. high box, from a 10 ft. wide area and increased its casting range to line range from cone range. Changed the Juggernaut's Battering Ram to actively make use of the Attack action, so that it balancewise better respects whether or not you have Extra Attack. Removed the Juggernaut's Reckless Advance because it was weird and not that interesting. Added prone to Brutal Dive but removed the double damage dice effect, to better reflect how diving onto a target should work and to balance it as a good grapple initiator. Changed the Metamorph's Fueling the Transformation to now retain the old morph for 10 minutes. Added an 'appears as dead' effect to Survivor's Heart Major. Added Glide to Veiled Wings Major. Snatching Tail Major now requires spending a bonus action to use.
- August 25th 2019 - Published version 2.0 here.
- Added Ardent Mastery to Scion 10th. Moved Eye of the Dragon into the base class, at 7th level. Moved Stride to 5th level. Moved Absorb Magic to 4th level. Moved Glide to 2nd level. Merged Tail Lash into the Natural Weapons racial trait. Moved Scion forward in the document because it's cooler now. Put a level restriction on spells that can be bound by Scale Bind to prevent multiclass shenanigans. Made it easier to throw Scale Bound scales. Renamed Bind the Unwoven to Weave and Unweave. Changed starting equipment to be more in-line with official material. Changed Sheltering Wings Major to be the Protection fighting style, and bumped its former effect down to Minor. Added Eye of the Dragon Proficiency to Remake Self.
- Removed several sections of the original Design Notes internal discussion, regarding Character Size, Roleplaying Issues, Item Relevance, and Player Choice, as it said very little of actual use. Updated the rest of the Design Notes to be up to date. Changed Spellsnap to a variant of Counter Spell, instead of just being Counter Spell. Changed Overbearing Sweep to a bonus action instead of replacing an attack in the Attack action to prevent combining it with Snapping Takedown in one turn. Changed Fueling the Transformation to not require a successful dispel. Increased the space in which you can reposition enemies with Snatching Tail Major to 10, from 5. Added advantage on survival in harsh climates to Survivor's Heart Minor. Removed the Scion's True Heritage, Inhale, and Natural Adaptation, and reimplemented them in the form of Bloodline Heritage. Added Ardent Breath to Scion 3rd.
- Added four artwork images. Added Fearsome Wound and Overbearing Sweep to Juggernaut maneuvers. Added War Plating to racial feats. Added Inhale to Scion 3rd, and moved Elemental Suffusion to 6th. Several wording and flavor improvements. Added Climb, Swim, and Burrow Speeds box.
- Removed Enveloping Breath and Elongated Limbs as class features, and baked their increases into a more steady progression, as shown under the Dragon's Breath Range and Glide & Fly Speed columns of the Demi-Dragon table. Added Stride, Strength of Self, and Assimilate to fill out the empty class levels. Changed Tenacious Assault to advantage instead of expertise.
- Increased Dragon's Breath level scaling. Removed armor proficiencies from the class. Moved Dragon Scales and Natural weapons into the racial traits, and moved Devour Magic into the class. Changed Dragon Scales to use Con instead of proficiency. Reimplemented Elemental Adaptation at level 2. Moved Flight to level 9 from 7. Overhauled the Juggernaut fury system to have a better resource progression. Changed maneuvers to obey the action economy. Increased Reprisal cost from 1 to 2. Changed Lunge to Hammering Lunge, which uses gore instead of claw. Rewrote Skylaunch and Battering Ram to use an action, and rebalanced them appropriately. Moved Unwavering Combatant to 10th level from 6th, and moved Tenacious Assault to 6th level from 10th.
- Reworked the entire class with a tighter thematic focus. Removed Skyterror, but added Metamorph and Scion.
- December 26th 2018 - Published version 1.0 here.

Design Goals

Thank you for reading—I hope you have enjoyed this content, and that those who are genuinely interested may go on to play some phenomenal games. The goal of this homebrew has always been to provide content of a high and consistent quality while delivering on the fantasy of actually playing as a dragon. As a martial class with limited access to area damage and with many options for exploring the game world, the demi-dragon fills a niche that is otherwise not present in official material—hopefully without actually being any more powerful than a classic character. The lore and flavor written for it are created based upon features that are necessary for the design to work, and to encourage characters to act as adventurers. While this content won't fit into every game, I hope it may inspire you to try something different and to find new and creative solutions to old problems.

Feedback Wanted

This project is continually being improved upon. If you have ideas, feedback, or stories of games you've played that you wish to share, please send me a message, or reply in the latest thread! I am always open to discuss the design of this content, and only wish to further improve upon it.

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