

ANCESTRIES

DRACONIC ANCESTRIES

At the GM's discretion, you can choose one of the following options as the Draconic Ancestry for your dragonborn.

SHADOW DRAGONBORN TRAITS

Your shadow dragonborn has an affinity for the dark energy of the Shadowfell.

Dragon	Damage Type	Breath Weapon
Shadow	Necrotic	15 ft. cone (Dex. save)

The following traits replace the dragonborn's Damage Resistance trait given in the core rulebooks.

Darkvision. Accustomed to a life cloaked in shadow, 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.

Born of Darkness. You are proficient in the Stealth skill. In addition, while you are in dim light or darkness, you can take the Hide action as a bonus action. When you do so, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Shadowy Sting. A humanoid you kill with your breath weapon cannot be returned to life for 1 minute, except as an undead.

PSEUDO-DRAGONBORN TRAITS

Your character shares the inherent evasive and telepathic capabilities of all pseudo-dragonborn.

The following traits replace the dragonborn's Ability Score Increase, Breath Weapon, and Damage Resistance traits given in the core rulebooks.

Ability Score Increase. Your Dexterity score increases by 2.

Limited Telepathy. You can communicate simple ideas, emotions, and images telepathically to any creature within 30 feet of you that can understand a language.

Subancestry. There are two main kinds of pseudo-dragonborn. Choose one of these subancestries.

BONDED PSEUDO-DRAGONBORN

As a bonded pseudo-dragonborn, you have an innate affinity for the arcane.

Ability Score Increase. Your Intelligence score increases by 1.

Familiar Arcana. You are proficient in the Arcana skill.

Limited Magic Resistance. When you fail a saving throw against a spell or other magical effect, you can use your reaction to reroll the save and must use the new roll.

You can use this trait a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

NATURAL PSEUDO-DRAGONBORN

As a natural pseudo-dragonborn, you are accustomed to the harsh realities of nature.

Ability Score Increase. Your Wisdom score increases by 1.

Bite. Your razor-sharp maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you can deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Nature's Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Environmental Awareness. You are proficient in the Perception and Survival skills.

FAERIE DRAGONBORN TRAITS

Though not necessarily wicked or ill-intentioned, your character is inclined toward mischief and trickery, as is common with all faerie dragonborn.

The following traits replace the dragonborn's Ability Score Increase, Breath Weapon, and Damage Resistance traits given in the core rulebooks.

Ability Score Increase. Your Dexterity score increases by 2.

Euphoria Breath. You can use your action to exhale a puff of euphoric gas at one creature within 15 feet. The target must succeed on a Wisdom saving throw or become charmed until the end of your next turn. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

While charmed by this effect, the creature is incapacitated and has a speed of 0. Once you use this trait, you can't use it again until you finish a short or long rest.

Extra Language. You can speak, read, and write Sylvan.

Subancestry. There are seven variations of faerie dragonborn, one for each color of the rainbow. Choose one of these subancestries.

RED, ORANGE, AND YELLOW FAERIE DRAGONBORN

As a red, orange, or yellow faerie dragonborn, you have an especially sharp mind.

Ability Score Increase. Your Intelligence score increases by 1.

Innate Spellcasting. You know the *mage hand* cantrip. Once you reach 3rd level, you can cast *mirror image* once per day with this trait. Once you reach 5th level, you can also cast *color spray* as a 3rd-level spell once per day. Intelligence is your spellcasting ability for these spells.

GREEN AND BLUE FAERIE DRAGONBORN

As a green or blue faerie dragonborn, you are exceptionally sly and cunning.

Ability Score Increase. Your Charisma score increases by 1.

Innate Spellcasting. You know the *minor illusion* cantrip. Once you reach 3rd level, you can cast *suggestion* once per day with this trait. Once you reach 5th level, you

can also cast *major image* once per day. Charisma is your spellcasting ability for these spells.

INDIGO AND VIOLET FAERIE DRAGONBORN

As an indigo or violet faerie dragonborn, you embrace your shifty, woodland nature.

Ability Score Increase. Your Wisdom score increases by 1.

Innate Spellcasting. You know the *dancing lights* cantrip. Once you reach 3rd level, you can cast *alter self* once per day with this trait. Once you reach 5th level, you can also cast *hallucinatory terrain* once per day. When you use this version of *hallucinatory terrain* you can only affect an area up to a 50-foot cube. Wisdom is your spellcasting ability for these spells.