

BATTLEZOO ANCESTRIES

DRAGONS



Mark Seifter & William Fischer
with Guest Designer Ginny Di

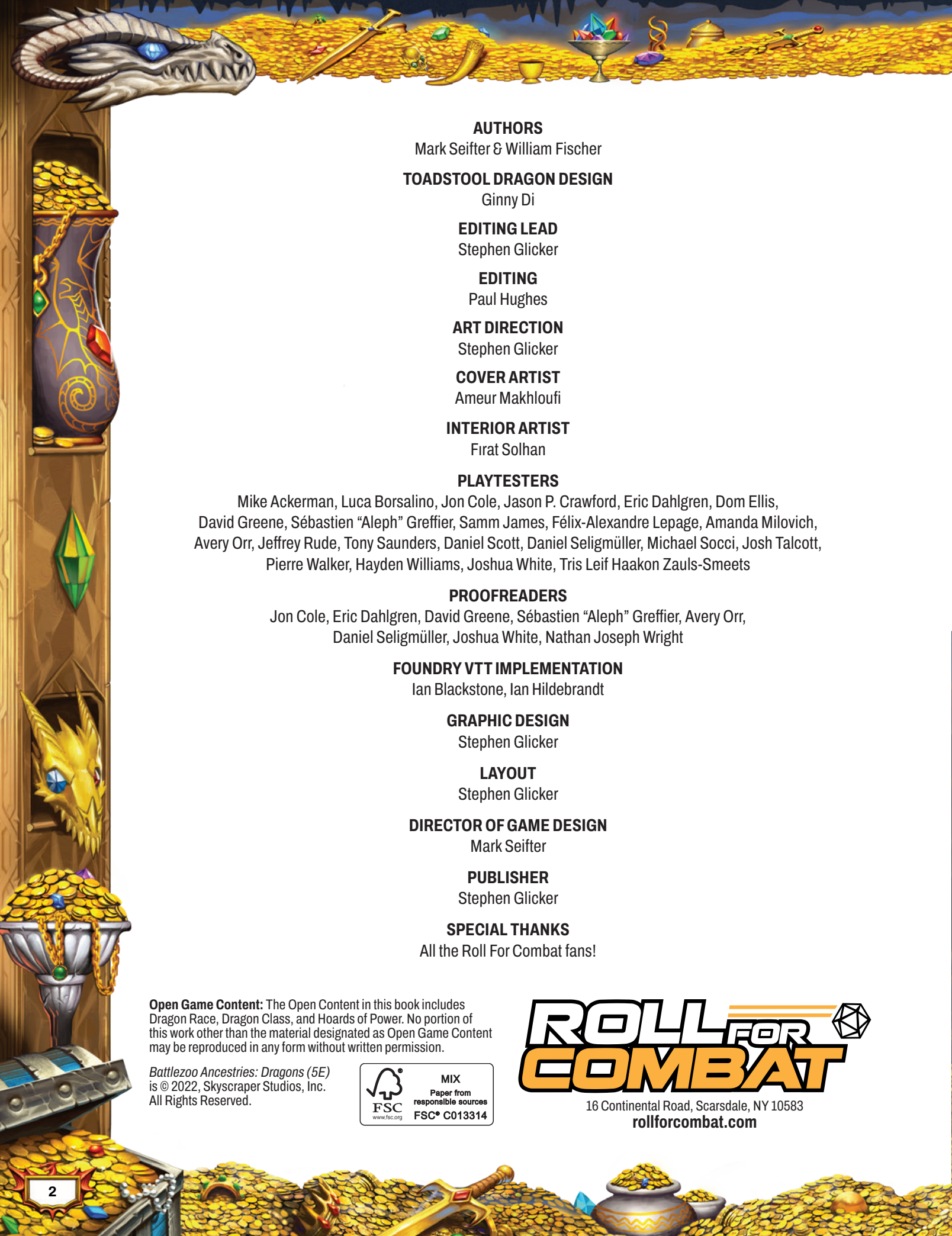
ROLL FOR
COMBAT

5^E

BATTLEZOO ANCESTRIES

DRAGONS





AUTHORS

Mark Seifter & William Fischer

TOADSTOOL DRAGON DESIGN

Ginny Di

EDITING LEAD

Stephen Glicker

EDITING

Paul Hughes

ART DIRECTION

Stephen Glicker

COVER ARTIST

Ameur Makhloufi

INTERIOR ARTIST

Firat Solhan

PLAYTESTERS

Mike Ackerman, Luca Borsalino, Jon Cole, Jason P. Crawford, Eric Dahlgren, Dom Ellis, David Greene, Sébastien “Aleph” Greffier, Samm James, Félix-Alexandre Lepage, Amanda Milovich, Avery Orr, Jeffrey Rude, Tony Saunders, Daniel Scott, Daniel Seligmüller, Michael Socci, Josh Talcott, Pierre Walker, Hayden Williams, Joshua White, Tris Leif Haakon Zauls-Smeets

PROOFREADERS

Jon Cole, Eric Dahlgren, David Greene, Sébastien “Aleph” Greffier, Avery Orr, Daniel Seligmüller, Joshua White, Nathan Joseph Wright

FOUNDRY VTT IMPLEMENTATION

Ian Blackstone, Ian Hildebrandt

GRAPHIC DESIGN

Stephen Glicker

LAYOUT

Stephen Glicker

DIRECTOR OF GAME DESIGN

Mark Seifter

PUBLISHER

Stephen Glicker

SPECIAL THANKS

All the Roll For Combat fans!

Open Game Content: The Open Content in this book includes Dragon Race, Dragon Class, and Hoards of Power. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Battlezoo Ancestries: Dragons (5E)
is © 2022, Skyscraper Studios, Inc.
All Rights Reserved.



ROLL FOR COMBAT

16 Continental Road, Scarsdale, NY 10583
rollforcombat.com



Contents

Introduction	4
Dragon Character Options	6
Dragon Race	8
Dragon Class	20
Draconic Gifts	26
Dragons and the Lux Aeterna Ritual	60
Hoard of Power	108
Appendix	110





Introduction

Arttoxinal sneered, "And just how do you plan to stop me then, you hopeless naif? I know your strengths and weaknesses from our time together. I've prepared for all your attacks."

Torivaxis shook her head. "The fact that you had a choice and still chose to betray us makes you so much worse. And while you were plotting this betrayal, I was practicing something new." She channeled her magic into her breath, shooting out flames instead of her usual slashing parchments.

Arttoxinal cursed and backpedaled, creating two shadowy vortices in his claws, blocking the worst of the flame. "My time with you and the others was just a dream. In the end, everything dies and the universe will be dust. I was a fool to think otherwise, even for a moment."

Torivaxis sighed. "We were building something real together. You weren't a fool before. You were strong. And now you're weak. I can't let you do this, so this time I'm not holding back."

Arttoxinal rolled his draconic eye. "I never asked you to hold back in the first place, you sentimental weakling. Behold the might of Abaddon!" As he yelled out that last, he spewed out a cloud of contagious slime and wrapped his tail around Torivaxis, slowly beginning to crush her as the slime devoured her from the inside.

"Your shortsightedness will be your downfall, my old friend," the edict dragon smiled sadly, as a dragon made out of slashing paper swooped in from around a corner, tearing into her assailant.

"But how!? I saw you breathe fire!" Arttoxinal didn't understand how his old comrade had created this living breath, let alone without his knowledge.

"You should know me by now. I always plan things out in advance. I figured you would probably double cross me when I agreed to meet. Who's naive now?"

Welcome to *Battlezoo Ancestries: Dragons*! I've wanted to create a dragon race like this one for a while, and after I started working with Roll for Combat, I gained the resources to pull it off right. In fact, the book you're holding is even more comprehensive than I anticipated; I was thinking of doing a short PDF with the chromatic and metallic dragon heritages, followed by small expansions for the other dragon families later on. And some day, if it became popular, I could create a compendium. But instead of 10 dragons, this book has 45, right from the get-go! It might seem unbelievable that a dragon race and class can be fun and balanced to play alongside characters of other races and classes, but we've enlisted help from 5e veterans and playtesters, who affirmed the original design while adding tons of great ideas that made it into the final book.

Ultimately, roleplaying games are about telling stories that spark our imaginations, and playing as a dragon is an extremely common fantasy. The lux aeterna ritual not only allows you to play a dragon that makes sense in the narrative of the world while advancing at the rate of a normal character, it also gives you a great story hook that you can use to explore themes of agency, choosing your own destiny and lifestyle, using a fantasy backdrop. The use of metaphor makes it easier to explore those themes without as many attachments to the real world. This book contains enough dragon content for you to play dragon characters for years without ever repeating a concept, and I hope you'll use this book to create stories you tell for decades to come!

—Mark Seifter, Roll for Combat
Director of Game Design

BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Dragons and the Lux Aeterna Ritual

Hoards of Power

Appendix







Dragon Character Options



Dragon Character Options

Ancient beyond measure and mighty as legend, dragons awe, frighten, and inspire other ancestries the world over. To some cultures, dragons are the very symbol of power. To others, the heralds of rulership. But to dragons, it is simply who they are. This simple truth colors the relationship between dragons and other ancestries at a fundamental level. But not all dragons live like those in the pages of human storybooks, sleeping in a cavern full of treasure until some foolhardy adventurer dares to challenge them for their hoard. Sometimes the adventurer is the dragon!

New Race: Dragon

Dragons are beings of magic, suffused with so much power that it is sometimes difficult for other ancestries to recognize just how much of a dragon's arsenal depends on it. Even the greenest adventurer is likely to realize that a dragon's special breath weapon might be magical. But much of a dragon's magic is subtler, with dragons using magic for fundamental biological processes like a fish swims and breathes water. For instance, the incredible resilience that builds up in a dragon's scales arises from the constant flow of magic through the scales, growing their strength over time. This same principle applies to the rest of a dragon's body,

causing dragons to become more and more powerful as time goes on, unlike other creatures that grow to a physical peak and then decline past that point.

Furthermore, dragons use extreme amounts of magic in order to fly. Normally a creature of a dragon's size and mass wouldn't be able to stay aloft through the use of wings. Dragons, on the other hand, augment their wings with significant magical expenditures, allowing them to not only fly despite their mass, but also to fly extremely quickly.

The Lux Aeterna Ritual

The magical potential of a dragon is vast, and by using those magical pathways over and over again, day after day, year after year, century after century, dragons become inordinately powerful. But the process is slow. And wherever delayed gratification exists, so too will there always be impatient innovators seeking to find a way to achieve a goal faster and more easily. Most such efforts were either doomed to failure or produced dragons who quickly grew to immense power through unique and completely unreproducible means involving specific external factors. But the ritual known as lux aeterna stands out from all the others. Shrouded in mystery, the ritual has more conflicting stories purporting to describe its origin than there are opinions about proper hoard organization at a draconic moot.

While only some dragons know how to perform the ritual, all know its effects, both in terms of the incredible benefits it can offer a dragon, and the price the dragon must pay. The lux aeterna ritual is designed with several ingenious features, using a mix of physical transmutation, energy modulation reminiscent of the magic used to tap into ley lines, time magic, and spiritual magic, altering both the physical and metaphysical self.

Despite the many deeply advanced magical techniques needed to create the ritual in the first place, it is deceptively simple for any dragon to learn the secrets to perform the ritual. The best way to visualize the effect of the ritual is that the recipient, either the dragon casting the ritual or a willing participant dragon, attempts to reach out across time and fate and drag all of the magic that would run through their bodies' pathways in a lifetime through themselves all at once. If this seems incredibly dangerous and likely to have significant side effects and costs, that's because it is. But the rewards can be just as great.

Aeternal Dragons

If all goes according to plan, the magical pathways in the dragon's body permanently change, becoming slightly less efficient in some of their usual functions in the short term in exchange for greatly increasing the pathways' speed and capacity to learn and grow over time. Growth in power that might take an ordinary dragon centuries or millennia can happen across the space of just a few years, or even faster if the dragon participates in escalating stressful situations that flex their pathways to the limit.

Some dragons who are wary of the lux aeterna ritual claim that it shortens a dragon's natural lifespan, but there's been no way to prove this claim. It just seems intuitive to some that it must, since it's pulling power from your future, so doesn't that mean it must be at the expense of that future? Proponents of the ritual point to the lack of evidence, or to examples of dragons who have lived to become ancient after performing the ritual with no apparent issues. It is true that many dragons who receive the benefits of the ritual (known as aeternal dragons) die young, but the confounding factor is that the ritual incentivizes those dragons to take risky actions in order to gain power quickly, and it's been impossible to disentangle those two facts.

Subtle Differences

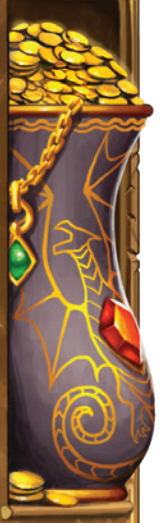
Aeternal dragons look mostly similar to dragons of the same ancestry who haven't performed the lux aeterna ritual. However, there are telltale signs, especially to creatures who can sense the flow of magic. An aeternal dragon's magic is weakened substantially at the moment of the ritual but becomes an unstoppable force, growing rapidly and adapting to every experience, and this is visible to those who can see magic's flow. Even to others, there are signs. For one thing, a larger dragon shrinks down to around the size

of an orc after the ritual, and it requires practice and exerted effort to grow further. This means that while adventurers can usually guess a dragon's strength based on the dragon's size, an aeternal dragon might be much more powerful than their size suggests, as well as older, smarter, and more emotionally mature.

An aeternal dragon's scales also very slightly reflect the new magical flow, in coloration patterns that are similar to but not identical to the dragon's coloration before the ritual. Noticing such a subtle difference, however, requires an incredibly keen eye, deep familiarity with the dragon's old scale coloration, or in most cases both. Of course, since aeternal dragons sometimes use armor and weapons, a practice nearly universally abhorred by traditionalist dragons, the dragon's equipment can sometimes be the most obvious clue to an aeternal dragon's identity at a glance.

Some ancestries are harder to distinguish than others, however. For instance, harlequin dragons' scale reflection is almost impossible to notice without extensive analysis, and so aeternal harlequin dragons who choose to remain at a smaller size can often pass as younger traditionalists. This potentially allows an extremely powerful aeternal harlequin dragon to pretend to be a weak traditionalist dragon, causing their foes to drastically underestimate them.





A Place of Their Own

Aeternal dragons haven't established a society of their own, and so they often take part in the society of other dragons, or of shorter-lived ancestries, enjoying both as long as they can find acceptance, but never quite fitting into either perfectly. The exact reception they receive from traditionalist dragons depends on the specifics of the dragon's community and varies by their draconic ancestry (see pages 12–19), though it's almost never exactly the same as it was before the ritual. Traditionalists of many dragon ancestries react with disapproval, disappointment, or outright hostility. A rare few traditionalist dragons don't treat their aeternal kith or kin any differently than before, or work to understand the differences between aeternal and traditionalist dragons and act with tolerance. Regardless of the situation with other dragons, aeternal dragons feel a special kinship with other aeternal dragons.

Interactions with humanoids and their ilk are even more varied depending on the dragon's attitude and ability to blend in with a humanoid shape. Nonetheless, while the separation is not always a bad thing, sometimes born out of awe and respect, ultimately a dragon is still considered an "other" compared to even the most well-meaning of humanoid cultures. In many

ways, an adventuring group is where an aeternal dragon can most feel at home, especially among other aeternal dragons. Fellow adventurers of other ancestries might not share an aeternal dragon's lived experience, but they share a mission, a great power that sets them apart from others, and an ambition to grow stronger.

An Aeternal Bond

A successful lux aeterna ritual flushes so many centuries of raw potentiality through the dragon's system that the process heals the dragon of all ailments, even life-threatening conditions. The dragon can also choose to use another dragon, or even a non-dragon, as a conduit for the energy, granting that creature the same benefit of being fully healed, and potentially increasing the creature's longevity if it wasn't a dragon. The conduit becomes metaphysically linked to the dragon through sharing the entirety of the dragon's former potential across the dragon's lifespan, which can have a variety of unusual side effects, such as adopting some of each other's mannerisms or an uncanny increased likelihood they run into each other again at random throughout their lives.

A Break From the Past

Aeternal dragons have a much weaker connection to specific alignments than traditionalist dragons of the same ancestry, and they can be of any alignment. However, whatever alignment other dragons of their ancestry usually possess has likely shaped the aeternal dragon's perceptions of others and how they might act, so it's useful to know what that alignment is. This weakened connection is even true for planar dragons, who erode their plane's influence over their minds and fates, and for void dragons, who cut the link to the void corruption that would normally be able to inevitably consume their reason.

Aeternal dragons who choose to worship a deity most typically worship dragon deities, but they are far more likely than other dragons to resonate with the teachings of a deity popular among other cultures instead. Their choice of religion fits their new role in life as an aeternal dragon, rather than the preconceived assumptions of traditionalist dragons who share their ancestry.

Dragon Names

Many aeternal dragons stick with the name they had before the ritual, typically a lengthy name in Draconic. However, a growing number have decided to take a new name after their rebirth as an aeternal dragon to signify a fresh start. This is more common for aeternal





dragons attempting to abandon their old ties among other dragons, as the new name makes it harder for their past to catch up to them. New names might be equally traditional to the original, but they might also be derived from any number of other means, such as a title gained for a great deed, or even a simple descriptive word in common.

Dragon Names: Aishivarenn, Demon's End, Invincible, Kallizandrex, Lichbane, Mountainshaker, Obsidian, Scribe, Shadow, Varvaxelyndrill.

Dragon Traits

Your dragon character possesses a number of traits, some of which depend on their draconic ancestry.

Ability Score Increase. One ability score of your choice increases by 1.

Age. Dragons of any age can perform the lux aeterna ritual, and thus even a fledgling aeternal dragon could be thousands of years old, technically speaking. However, the impressive magical energies of the ritual wipe away the effects of old age. Fledgling aeternal dragons emerge from the ritual brimming with youthful vigor and incredible potential. Though some scholars believe otherwise, aeternal dragons can live as long as their traditionalist counterparts, unless violence or some other tragedy cuts their life short.

Alignment. An aeternal dragon's ancestry strongly informs their beliefs, though far less so than traditionalist dragons of the same ancestry. Silver aeternal dragons, for example, are often champions of goodness, whereas black aeternal dragons tend to be conniving and mean-spirited. However, aeternal dragons know that their draconic blood need not determine their destiny. There's no reason any aeternal dragon can't abandon the ways of their ancestors and pursue a path of their own.

Size. Unless an aeternal dragon focuses their magic on increasing their size (which many do), they are no larger than members of the more common humanoid races. Your size is your choice of Small or Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You share the keen senses of traditionalist dragons. 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.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table (Table 1). Each draconic ancestry is associated with a specific damage type (red dragons, for example, are associated with fire). Furthermore, your ancestry determines the nature of your breath weapon (if any) and grants you additional dragon traits (see pages 12–19). If an ancestry lists multiple damage types with an “and,” that means half the damage for the breath weapon is of

Dragons and Dragonborn

The relationship between aeternal dragons and dragonborn is complicated to say the least. Like many traditionalist dragons, some dragonborn are skeptical of the lux aeterna ritual and the benefits it purportedly affords. While dragonborn can understand the motives of dragons who perform the ritual at a young age or to save a life, many simply can't fathom why a fully grown dragon would willingly sacrifice their expansive wings and devastating breath weapons, even if it's only for a time. To these dragonborn, the lux aeterna is a thoughtless waste at best, and at worst an outright betrayal of their proud and noble bloodline.

The disdain some aeternal dragons reserve for dragonborn who express such feelings does little to assuage these suspicions. While many aeternal dragons would just prefer to get along with dragonborn, some arrogant aeternals pity their “lesser” cousins, while others regard them with outright contempt. Still others are actually jealous of dragonborn, who are able to advance rapidly without the lux aeterna ritual and didn't have to struggle like the aeternal dragon did, potentially ruining relationships, to be this way.

As always when it comes to dragons, these attitudes vary wildly. Dragons and dragonborn who share a common ancestry can be quite friendly, each regarding the other as a member of their extended family. Even individuals who would traditionally be enemies—those descended from red and gold dragons, for example—have been known to overcome their ancestral prejudices and forge enduring bonds.

each type. If it lists an “or,” that means you choose one of the types at character creation, after which the decision can't be changed unless your ancestry says otherwise.

Draconic Gifts. You gain one draconic gift from those listed in the dragon class (see pages 26–59). If a gift has prerequisites, you must meet them to gain it.

Dragon. Your type is dragon, rather than humanoid.

Natural Weapons. In addition to your normal unarmed strike, you gain two natural weapon attacks: a bite attack and a claws attack. Your bite attack deals 1d6 piercing damage. Your claws attack deals 1d4 slashing damage. You must have at least one free hand to make a claws attack.

You can use Dexterity instead of Strength for the attack and damage rolls of your claws attacks, but not with your bite attack.

Languages. You can speak, read, and write Common and Draconic.



Draconic Ancestries

Each type of true dragon represents a unique dragon ancestry with a distinctive aesthetic, culture, and special abilities. Your draconic ancestry determines your dragon family: the broader category of dragons to which you belong (chromatic, esoteric, imperial, leshy, metallic, outer, planar, primal, or wild). Your ancestry also determines the nature of your breath weapon and grants you a bonus to one of your ability scores and one or more additional traits.

Amber Dragon

You are descended from a line of notorious gossips and information brokers.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Extra Language. You can speak, read, and write one extra language of your choice.

Hobnobber. You are proficient in Persuasion. Whenever you make a Charisma (Persuasion) check to pick up rumors or gossip, you can add twice your proficiency bonus, instead of your normal proficiency bonus.

Apocalypse Dragon

You are descended from a line of despoilers and destroyers.

Ability Score Increase. Your Strength or Constitution score increases by 2.

Extra Language. You can speak, read, and write your choice of either Abyssal or Infernal.

Plague Carrier. You have advantage on saving throws against disease.

Astral Dragon

You are descended from a line of proud psychic dragons from the Astral Plane.

Ability Score Increase. Your Strength or Intelligence score increases by 2.

Astral Native. Like all creatures, you are untouched by the passage of time while on the Astral Plane; however, time does not catch up for you when you leave the Astral Plane.

Psychic Resistance. You have resistance to psychic damage.

Black Dragon

You are descended from a line of mean-spirited loners who rule the swamps.

Ability Score Increase. Your Strength or Wisdom score increases by 2.

Acid Resistance. You have resistance to acid damage.

Amphibious. You can breathe water and air.

Swim Speed. You have a swim speed of 30 feet.



BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix



Bliss Dragon

You are descended from a line of serene healers.

Ability Score Increase. Your Strength or Charisma score increases by 2.

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

Natural Healer. You are proficient in Medicine. Whenever you roll a 1 on a Wisdom (Medicine) check to stabilize a dying creature, you can reroll the die and use the new result.

Blue Dragon

You are descended from a line of poised, cosmopolitan manipulators who seize power through webs of conspiracy.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Lightning Resistance. You have resistance to lightning damage.

Sound Mimicry. You can mimic sounds you have heard. While the sounds aren't distinct enough to mimic voices, you can create almost any other kind of sound, such as bird calls, footsteps, or the bang of a door being slammed shut. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check contested by your Charisma (Deception).

Brass Dragon

You are descended from a line of independent conversationalists with insatiable curiosity and short attention spans.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Fire Resistance. You have resistance to fire damage.

Garrulous. You are proficient in Persuasion.

Brine Dragon

You are descended from a line of dragons from the Elemental Plane of Water obsessed with rigid courtesy and discipline.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Amphibious. You can breathe water and air.

Courty. You are proficient in Persuasion.

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

Swim Speed. You have a swim speed of 30 feet.

Bronze Dragon

You are descended from a line of stoic scholars and guardians of lore.

Ability Score Increase. Your Strength or Intelligence score increases by 2.

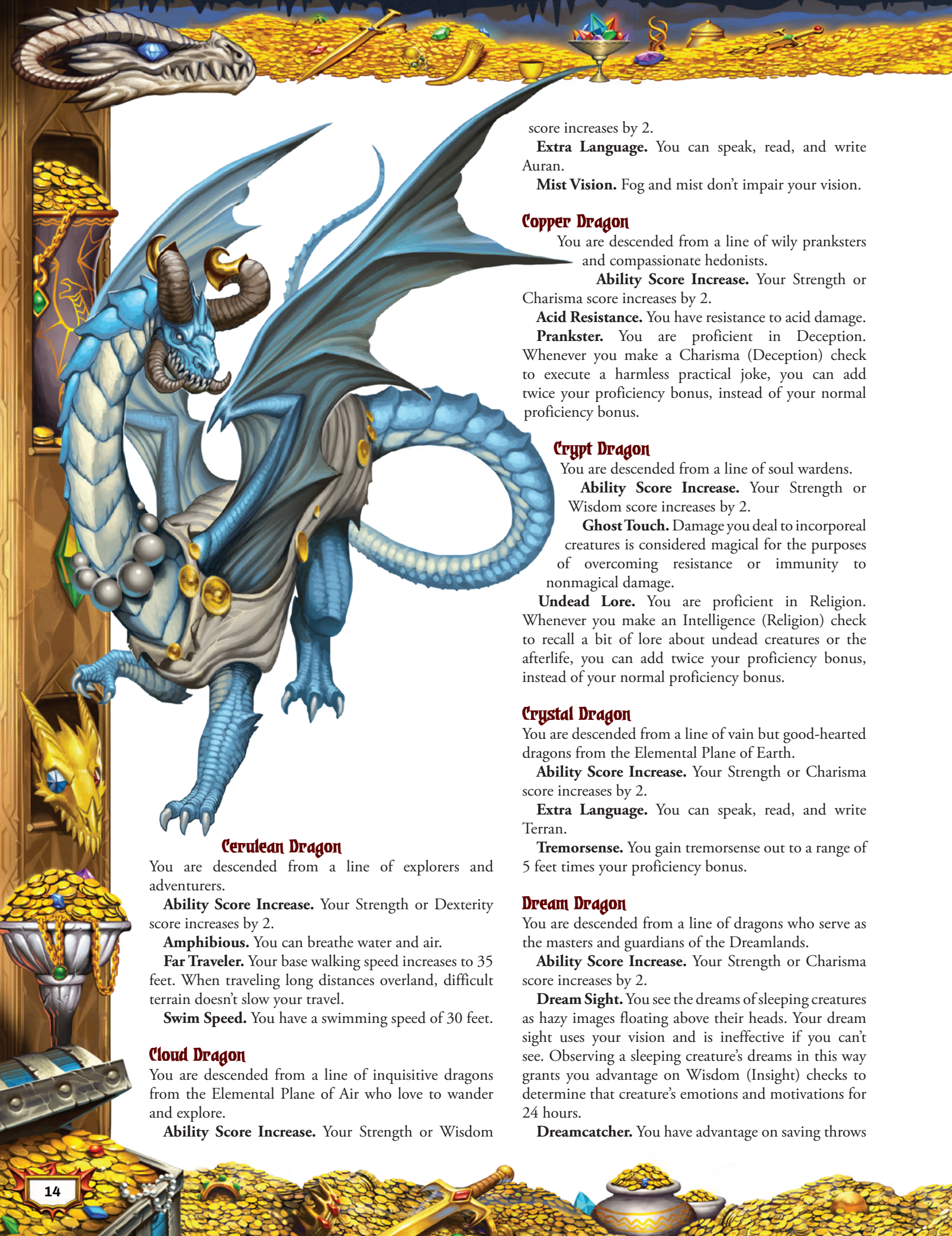
Amphibious. You can breathe water and air.

Lightning Resistance. You have resistance to lightning damage.

Swim Speed. You have a swim speed of 30 feet.

TABLE 1: DRACONIC ANCESTRY

Dragon	Family	Damage Type	Breath Weapon
Amber	Wild	Lightning	15 ft. cone (Dex. save)
Apocalypse	Planar	Cold	15 ft. cone (Con. save)
Astral	Esoteric	Psychic	5 by 30 ft. line (Int. save)
Black	Chromatic	Acid	5 by 30 ft. line (Dex. save)
Bliss	Planar	Lightning	5 by 30 ft. line (Dex. save)
Blue	Chromatic	Lightning	5 by 30 ft. line (Dex. save)
Brass	Metallic	Fire	5 by 30 ft. line (Dex. save)
Brine	Primal	Acid	5 by 30 ft. line (Dex. save)
Bronze	Metallic	Lightning	5 by 30 ft. line (Dex. save)
Cerulean	Wild	Bludgeoning	15 ft. cone (Con. save)
Cloud	Primal	Lightning	15 ft. cone (Dex. save)
Copper	Metallic	Acid	5 by 30 ft. line (Dex. save)
Crypt	Planar	Necrotic	15 ft. cone (Con. save)
Crystal	Primal	Piercing	15 ft. cone (Dex. save)
Dream	Esoteric	Psychic	15 ft. cone (Wis. save)
Edict	Planar	Slashing	5 by 30 ft. line (Dex. save)
Etheric	Esoteric	Force	5 by 30 ft. line (Con. save)
Forest	Imperial	Piercing	15 ft. cone (Con. save)
Gold	Metallic	Fire	15 ft. cone (Dex. save)
Green	Chromatic	Poison	15 ft. cone (Con. save)
Harlequin	Wild	Poison	15 ft. cone (Con. save)
Havoc	Planar	Thunder	15 ft. cone (Con. save)
Indigo	Wild	Piercing	15 ft. cone (Dex. save)
Infernal	Planar	Fire	5 by 30 ft. line (Dex. save)
Lunar	Outer	Cold	5 by 30 ft. line (Con. save)
Magma	Primal	Bludgeoning and Fire	15 ft. cone (Dex. save)
Nightmare	Esoteric	Psychic	15 ft. cone (Wis. save)
Occult	Esoteric	Cold or Fire	15 ft. cone (Dex. save)
Paradise	Planar	Force	5 by 30 ft. line (Con. save)
Red	Chromatic	Fire	15 ft. cone (Dex. save)
Rift	Planar	Acid	15 ft. cone (Con. save)
Sea	Imperial	Bludgeoning	5 ft. radius within 30 ft. (Dex. save)
Silver	Metallic	Cold	15 ft. cone (Con. save)
Sky	Imperial	Lightning	5 ft. radius within 30 ft. (Dex. save)
Solar	Outer	Fire	5 by 30 ft. line (Dex. save)
Sovereign	Imperial	Psychic	15 ft. cone (Wis. save)
Time	Outer	Lightning	15 ft. cone (Dex. save)
Toadstool	Leshy	Poison	15 ft. cone (Con. save)
Tumult	Planar	Acid, Cold, Fire, Lightning, or Thunder	15 ft. cone (Dex. save)
Umbral	Primal	Necrotic	15 ft. cone (Con. save)
Underworld	Imperial	Fire	5 ft. radius within 30 ft. (Dex. save)
Vermillion	Wild	Fire	15 ft. cone (Dex. save)
Void	Outer	Necrotic	15 ft. cone (Con. save)
Vortex	Outer	Fire	15 ft. cone (Dex. save)
White	Chromatic	Cold	15 ft. cone (Con. save)



score increases by 2.

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

Mist Vision. Fog and mist don't impair your vision.

Copper Dragon

You are descended from a line of wily pranksters and compassionate hedonists.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Acid Resistance. You have resistance to acid damage.

Prankster. You are proficient in Deception. Whenever you make a Charisma (Deception) check to execute a harmless practical joke, you can add twice your proficiency bonus, instead of your normal proficiency bonus.

Crypt Dragon

You are descended from a line of soul wardens.

Ability Score Increase. Your Strength or Wisdom score increases by 2.

Ghost Touch. Damage you deal to incorporeal creatures is considered magical for the purposes of overcoming resistance or immunity to nonmagical damage.

Undead Lore. You are proficient in Religion. Whenever you make an Intelligence (Religion) check to recall a bit of lore about undead creatures or the afterlife, you can add twice your proficiency bonus, instead of your normal proficiency bonus.

Crystal Dragon

You are descended from a line of vain but good-hearted dragons from the Elemental Plane of Earth.

Ability Score Increase. Your Strength or Charisma score increases by 2.

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

Tremorsense. You gain tremorsense out to a range of 5 feet times your proficiency bonus.

Dream Dragon

You are descended from a line of dragons who serve as the masters and guardians of the Dreamlands.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Dream Sight. You see the dreams of sleeping creatures as hazy images floating above their heads. Your dream sight uses your vision and is ineffective if you can't see. Observing a sleeping creature's dreams in this way grants you advantage on Wisdom (Insight) checks to determine that creature's emotions and motivations for 24 hours.

Dreamcatcher. You have advantage on saving throws

Cerulean Dragon

You are descended from a line of explorers and adventurers.

Ability Score Increase. Your Strength or Dexterity score increases by 2.

Amphibious. You can breathe water and air.

Far Traveler. Your base walking speed increases to 35 feet. When traveling long distances overland, difficult terrain doesn't slow your travel.

Swim Speed. You have a swimming speed of 30 feet.

Cloud Dragon

You are descended from a line of inquisitive dragons from the Elemental Plane of Air who love to wander and explore.

Ability Score Increase. Your Strength or Wisdom

against spells and magical effects that affect your dreams, such as *dream*. When you successfully save against a dream effect, you gain a vague sense of the identity and location of the entity that attempted to intrude upon your dreams.

Edict Dragon

You are descended from a line of orderly planners who exist to fight corruption.

Ability Score Increase. Your Strength or Wisdom score increases by 2.

Extra Language. You can speak, read, and write one extra language of your choice.

Ink Tail. Your tail produces ink and is capable of writing simple text and glyphs.

Unshakable. You have advantage on saving throws against effects that impose the frightened condition.

Ethereal Dragon

You are descended from a line of pragmatic survivalists from the Ethereal Plane.

Ability Score Increase. Your Strength or Constitution score increases by 2.

Ethereal Sight. While on the Material Plane, you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Ghost Touch. Damage you deal to incorporeal creatures is considered magical for the purposes of overcoming resistance or immunity to nonmagical damage.

Forest Dragon

You are descended from a line of jealous guardians of nature who loathe technology and civilization.

Ability Score Increase. Your Strength or Constitution score increases by 2.

Nature Warden. You are proficient in Nature.

Trackless Step. While in a forest or similar terrain, you leave behind no tracks or other traces of your passage. You gain advantage on Dexterity (Stealth) checks and can't be tracked except by magical means.

Gold Dragon

You are descended from a line of wise and powerful counselors and leaders.

Ability Score Increase. Your Strength or Wisdom score increases by 2.

Fire Resistance. You have resistance to fire damage.

Rich Diet. You can sustain yourself on a diet of coins and gemstones (but can eat normal food as well).

Green Dragon

You are descended from a line of obsessive and meticulous scholars.

Ability Score Increase. Your Strength or Intelligence score increases by 2.

Natural Scholar. You are proficient in your choice of Arcana, History, Nature, or Religion.

Poison Resistance. You have resistance to poison damage, and you make saving throws against the poisoned condition with advantage.





Harlequin Dragon

You are descended from a line of clever and insightful jesters.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Astute. You are proficient in Insight.

Impressive Performer. Your performances inspire admiration and win you fans. You have proficiency in Performance. Whenever you would make a Charisma (Persuasion) check to improve someone's attitude toward you, you can make a Charisma (Performance) check instead.

Havoc Dragon

You are descended from a line of passionate artists who can't help but cause trouble.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Soundproof. You have advantage on saving throws against effects that would deafen you.

Virtuoso. You are proficient in Performance and with one musical instrument of your choice.

Indigo Dragon

You are descended from a line of free-spirited partygoers.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Extra Language. You can speak, read, and write one extra language of your choice.

Life of the Party. You are proficient in Persuasion. Whenever you make a Charisma (Persuasion) check at a party, you can add twice your proficiency bonus, instead of your normal proficiency bonus.

Infernal Dragon

You are descended from a line of tyrannical deal brokers.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Closed Mind. You have advantage on saving throws against spells and magical effects that would read your emotions or reveal your alignment.

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

Lunar Dragon

You are descended from a line of nosy, interplanetary people watchers.

Ability Score Increase. Your Strength or Wisdom score increases by 2.

Clear Vision. You have advantage on saving throws against effects that would blind you.

Studious Spectator. You are proficient in your choice of History, Insight, or Perception.

Magma Dragon

You are descended from a line of brash, unpredictable dragons from the Elemental Plane of Fire.

Ability Score Increase. Your Strength or Charisma score increases by 2.

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

Fire Resistance. You have resistance to fire damage.

Nightmare Dragon

You are descended from a line of artists of terror from the Dreamlands.

Ability Score Increase. Your Strength or Constitution score increases by 2.

Dream Sight. You see the dreams of sleeping creatures as hazy images floating above their heads. Your dream sight uses your vision and is ineffective if you can't see. Observing a sleeping creature's dreams in this way grants you advantage on Wisdom (Insight) checks to determine that creature's

emotions and motivations for 24 hours.

Terrifying. You are proficient in Intimidation. If you have observed a creature's nightmares (using Dream Sight, for example), you have advantage on Charisma (Intimidation) checks against that creature for 24 hours.

Occult Dragon

You are descended from a line of eclectic scholars who spend most of their lives in a humanoid disguise.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Appraising Sight. You can cast *detect magic* without expending a spell slot. Your spellcasting ability for the spell is Charisma. Once you've cast *detect magic* in this way, you can't do so again until you finish a long rest.

Humanoid Disguise. You gain the Change Shape draconic gift.

Paradise Dragon

You are descended from a line of dragons who champion the cause of righteousness.

Ability Score Increase. Your Strength or Constitution score increases by 2.

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

Purity of Body. You have advantage on saving throws against effects that would poison or petrify you.

Red Dragon

You are descended from a line of proud and arrogant dragons who take control by force.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Fearsome. You are proficient in Intimidation.

Fire Resistance. You have resistance to fire damage.

Rift Dragon

You are descended from a line of rampaging dragons who love to break things.

Ability Score Increase. Your Strength or Constitution score increases by 2.

Break Bonds. You have advantage on Strength (Athletics) or Dexterity (Acrobatics) checks you make to escape a grapple or physical constraints such as manacles.

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

Sea Dragon

You are descended from a line of kindly but fickle masters of weather.

Ability Score Increase. Your Strength or Dexterity score increases by 2.

Amphibious. You can breathe water and air.

Swim Speed. You have a swim speed of 30 feet.

Weathersense. While near a large body of water such as a sea or ocean, you always know what the weather will be at your current location for the next 24 hours.

Silver Dragon

You are descended from a line of chivalrous champions of justice.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Cold Resistance. You have resistance to cold damage.

Sense Outsiders. You can cast *detect evil and good* without expending a spell slot. Your spellcasting ability for the spell is Charisma. Once you've cast *detect evil and good* in this way, you can't do so again until you finish a long rest.

Sky Dragon

You are descended from a line of religious traditionalists who offer advice and aid to those in need.

Ability Score Increase. Your Strength or Wisdom score increases by 2.

Mist Vision. Fog and mist don't impair your vision.

Religious Training. You are proficient in Religion. Whenever you make an Intelligence (Religion) check to recall knowledge of a religious nature, you can make a Wisdom (Religion) check instead.

Solar Dragon

You are descended from a line of arrogant dragons who believe they created all life.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Cantrip. You know the *light* cantrip. Your spellcasting ability for this spell is Charisma.

Sun Soul. You always know how many hours are left before the sun rises or sets.

Sovereign Dragon

You are descended from a line of subtle manipulators, negotiators, and kingmakers.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Kingmaker. You are proficient in your choice of Deception, History, or Persuasion.

Psychic Resistance. You have resistance to psychic damage.

Time Dragon

You are descended from a line of dragons who observe the course of history.

Ability Score Increase. Your Strength or Dexterity score increases by 2.

Eternal Observer. You are proficient in History. In addition, you always know exactly how much time has passed since any event you have personally experienced.

Timeless. You are timeless and only die due to violence, illness, and other dangers.

Toadstool Dragon

You are descended from a line of gourmands who live in large colonies.

Ability Score Increase. Your Strength or Constitution score increases by 2.

Bioluminescent. The fungus that grows on your body glows with natural bioluminescence. You constantly shed bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. You can use a bonus action to alter the glow's radius or stop the glow completely until you use another bonus action to activate it again.

Seasoned. You are proficient with alchemist's supplies and cook's utensils.

Tumult Dragon

You are descended from a line of capricious seekers of change.

Ability Score Increase. Your Strength or Constitution score increases by 2.

Bonus Proficiencies. You are proficient in one skill or tool of your choice.

Tumultuous Energy. The damage type associated with your dragon ancestry is your choice of acid, cold, lightning, fire, or thunder. You have resistance to damage of your chosen type. Whenever you finish a long rest, you can change your chosen damage type.



BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna

Boards of Power

Appendix

Umbral Dragon

You are descended from a line of dragons that hunt undead on the Plane of Shadow.

Ability Score Increase. Your Strength or Wisdom score increases by 2.

Ghost Touch. Damage you deal to incorporeal creatures is considered magical for the purposes of overcoming resistance or immunity to nonmagical damage.

Shadow Sight. You don't have disadvantage on Wisdom (Perception) checks that rely on sight in areas lightly obscured by shadow.

Underworld Dragon

You are descended from a line of natural alchemists and hoarders.

Ability Score Increase. Your Strength or Wisdom score increases by 2.

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

Natural Alchemist. You are proficient with alchemist's supplies.

Smoke Vision. Smoke doesn't impair your vision.

Vermillion Dragon

You are descended from a line of thrill seekers who love to tell tall tales.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Confabulator. Even when caught in a falsehood, you pile lie upon lie. You are proficient in Deception. Whenever you roll a 1 on a Charisma (Deception) check to lie, you can reroll the die and use the new result.

Extra Language. You can speak, read, and write one extra language of your choice.

Void Dragon

You are descended from a line of corrupted destroyers.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Extra Language. You can speak, read, and write Deep Speech.

Necrotic Resistance. You have resistance to necrotic damage.

Vortex Dragon

You are descended from a line of interplanetary messengers.

Ability Score Increase. Your Strength or Dexterity score increases by 2.

Extra Language. You can speak, read, and write one extra language of your choice.

Post Haste. Your base walking speed increases to 35 feet.

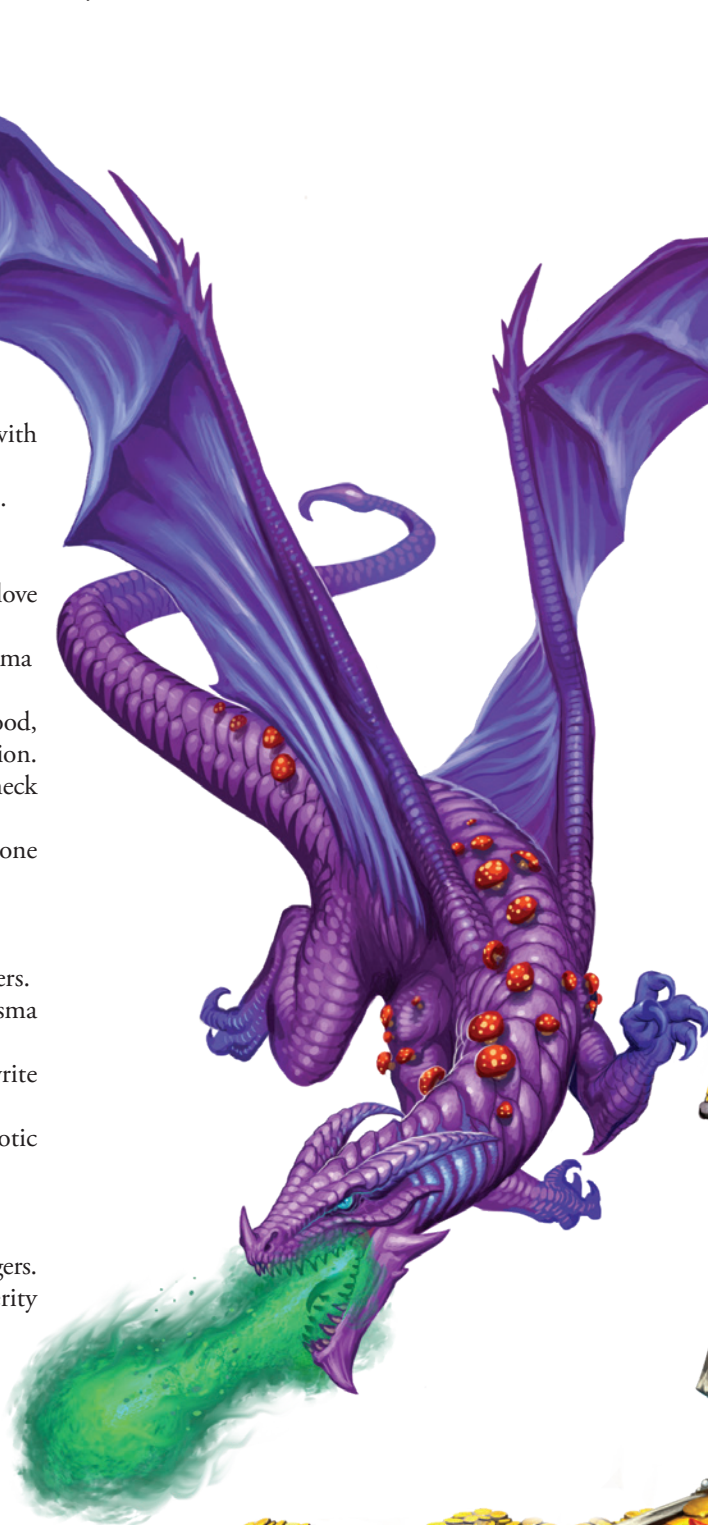
White Dragon

You are descended from a line of brutish and predatory survivalists.

Ability Score Increase. Your Strength or Constitution score increases by 2.

Cold Resistance. You have resistance to cold damage.

Snow Vision. Falling or blowing snow doesn't impair your vision.





New Class: Dragon

The mysterious magic that flows in the blood of every dragon means they don't have to train or study to realize their maximum potential: they simply have to wait. Dragons who undertake the lux aeterna ritual, on the other hand, sidestep this requirement, but in return their latent abilities must be actively awakened through rigorous exercise and hard-won experience. To put it another way, in order to develop the powers that traditionalist dragons take a millennium or more to attain, an aeternal dragon must go on adventures!

Mages and Monsters

How an aeternal dragon's power manifests depends greatly on how they choose to apply their magic once the lux aeterna ritual is complete. Dragon mages, as their name implies, focus their abilities into the casting of spells, performing complex rituals to protect their hoards and calling forth maelstroms of elemental energy to devastate their foes. As their abilities develop, dragon mages learn to channel the power of their spells into their claws, their teeth, and even their breath weapons. Indeed, for many dragon mages, the pinnacle of achievement is the ability to animate their breath weapon, imbuing it with such magic that it takes on a life of its own.

Draconic ravagers, on the other hand, choose not to channel their magic into spells, but into their own bodies. At the same time, they undergo periods of intense martial training, honing their skills on the

battlefield until they rival those of the greatest mortal tacticians. While some draconic ravagers take up swords and other weapons to combat their foes, and may even wear armor to protect themselves, just as many rely on their claws, teeth, and scales. The most powerful draconic ravagers often grow to monstrous size and may be nearly indistinguishable from the great wyrms of their traditionalist counterparts.

Class Features

Special: Your race must be dragon to gain levels in the dragon class.

As a dragon, you gain the following class features.

Hit Points

Hit Dice: 1d8 per dragon level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per dragon level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two skills from Acrobatics, Animal Handling, Arcana, Athletics, History, Intimidation, Nature, Perception, and Survival

Equipment

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

- (a) a martial weapon (if proficient) or (b) any simple weapon
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) leather armor or (b) chain mail (if you are proficient)
- (a) a dungeoneer's pack or (b) a scholar's pack

Instead of this starting equipment and the equipment granted by your background, you can choose to start with 3d4 x 10 gp, which you can use to purchase your starting equipment.



BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix

Breath Weapon

You have regained your breath weapon, the devastating signature of draconic might. You can take an action to exhale a blast of destructive energy. Your draconic ancestry determines the size, shape, and damage type of your breath weapon.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw is equal 8 + your proficiency bonus + your Constitution modifier. A creature in the area of your breath weapon takes 2d6 damage on a failed save, or half as much damage on a successful one. The damage increases to 3d6 at 3rd level and every 2 levels thereafter, to a maximum of 11d6 at 19th level. Once you use your breath weapon, you can't use it again until you complete a short or long rest.

Draconic Surge

When you make claw attacks, you can surge to attack again, albeit with less force. If you use the Attack action to attack only with your claws on your turn, you can make one claws or bite attack as a bonus action. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Evolutions

Your growth mirrors that of traditionalist dragons who refuse to perform the lux aeterna ritual, albeit at a greatly accelerated rate. Depending on how you chose to focus your innate magic, you might develop the sturdy scales, terrifying presence, or devastating breath weapon of the most ancient of wyrms.

At 1st level, choose one of the following options and gain the benefit listed under lesser evolution. You can choose an additional evolution, or advance an evolution you already chose to the next tier of power, at 3rd, 6th, 10th, 14th, 18th, and 20th level. Other sources, such as your dragon archetype, might grant you additional evolution advancements. You can't take an evolution more than once.

When you select an evolution, you gain certain benefits. As you increase in dragon levels, you become capable of more powerful forms of your evolutions, using your evolution advancements. At 6th level, you can take moderate evolutions, at 10th level, you can take greater evolutions, at 14th level, you can take major evolutions, and at 18th level, you can take supreme evolutions. When advancing an evolution, you must do so in order; for instance, you couldn't skip straight from the lesser evolution of size to the supreme evolution, you have to take each one, one at a time. While some evolutions have all five tiers of advancement, many evolutions only have three of the five tiers, which vary by evolution.

TABLE 2: THE DRAGON

Proficiency		Features	Evolutions		Gifts
Level	Bonus				
1st	+2	Breath Weapon, Draconic Surge, Dragon Archetype, Evolution	1	—	
2nd	+2	Draconic Gift	1	2	
3rd	+2	Archetype Feature	2	2	
4th	+2	Ability Score Improvement	2	2	
5th	+3	Extra Attack	2	3	
6th	+3	Archetype Feature, Moderate Evolution	3	3	
7th	+3		3	4	
8th	+3	Ability Score Improvement	3	4	
9th	+4		3	5	
10th	+4	Archetype Feature, Greater Evolution	4	5	
11th	+4		4	5	
12th	+4	Ability Score Improvement	4	5	
13th	+5		4	6	
14th	+5	Archetype Feature, Major Evolution	5	6	
15th	+5		5	6	
16th	+5	Ability Score Improvement	5	7	
17th	+6		5	7	
18th	+6	Supreme Evolution	6	7	
19th	+6	Ability Score Improvement	6	8	
20th	+6		7	8	

Draconic Resistance

Your scales protect you against a type of damage determined by your ancestry.

- **Lesser Evolution (Level 1):** You have resistance to the damage type associated with your draconic ancestry. Magma dragons gain resistance to fire damage, and occult and tumult dragons gain resistance to the type of damage they chose.
- **Moderate Evolution (Level 6):** You can use an action to become immune to the damage type associated with your draconic ancestry for 1 minute. Once you use this ability, you can't do so again until you finish a long rest.
- **Supreme Evolution (Level 18):** You are immune to your associated damage type.

Dragon Scales

Over time, your scales become as strong as adamantite.

- **Lesser Evolution (Level 1):** When you aren't wearing armor, your AC equals 13 + your Dexterity modifier. If you are proficient in heavy armor, you can instead choose to have your AC equal 16.
- **Greater Evolution (Level 10):** When you aren't wearing armor, your AC equals 17 + your Dexterity modifier (maximum of +2). When you

A large red dragon with orange and yellow scales is breathing fire in a treasure-filled cave. The cave is filled with gold coins, gems, and various treasures. The dragon is the central focus, with its wings spread and fire coming from its mouth. The background shows a cave wall with a treasure chest and a small dragon head. The floor is covered in gold coins and gems.

are subjected to a critical hit, roll a d20. On a roll of 15 or higher, the critical hit becomes a normal hit.

- **Supreme Evolution (Level 18):** When you aren't wearing armor, your AC equals 21. When you are subjected to a critical hit, you no longer need to roll a d20: any critical hit against you becomes a normal hit.

Flight

You surge your power through your wings. Though at first they are too weak to support your weight for long, you grow stronger as you continue.

- **Lesser Evolution (Level 1):** The distance of both your running long jump and running high jump is doubled. You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your dragon level.
- **Moderate Evolution (Level 6):** You gain a fly speed of 30 feet, but you fall if you don't end your turn on a solid surface.
- **Major Evolution (Level 14):** You gain a fly speed of 60 feet.

Frightful Presence

You may be small, but you can be as terrifying as your larger dragon kin.

As an action, you can project your awe-inspiring might onto those around you. Each target of your Frightful Presence that is aware of you must make a Wisdom saving throw. The DC for this saving throw is equal 8 + your proficiency bonus + your Charisma modifier. On a failure, the target is frightened of you until the end of its next turn. If a target's saving throw is successful or the effect ends for it, the target is immune to your Frightful Presence for the next 24 hours.

You can use Frightful Presence a number of times equal to your Charisma modifier (minimum 1). You regain any expended uses when you finish a long rest.

- **Lesser Evolution (Level 1):** Your Frightful Presence affects one creature you choose within 30 feet of you.
- **Greater Evolution (Level 10):** Your Frightful Presence affects up to three creatures you choose within 60 feet of you. In addition, you now regain all expended uses of Frightful Presence when you finish a short or long rest.
- **Supreme Evolution (Level 18):** Your Frightful Presence affects every creature you choose within 120 feet of you.

Improved Natural Weapons

Your body is a natural killing machine, and every part of you can end your enemies' lives.

- **Lesser Evolution (Level 1):** You gain an additional natural weapon attack. Choose from horn, tail, or wings. Your horn attack deals 1d6 piercing damage, and your tail and wings attacks deal 1d4 bludgeoning damage. You can use Dexterity instead of Strength for the attack and damage rolls of your tail or wing attacks. Dragons from the imperial dragon family don't have wings, so if you're a dragon from that family, you can't gain wing attacks.
- **Moderate Evolution (Level 6):** The damage die of all natural weapons you gained from the dragon race or class increase one step (from a d4 to a d6, for example, to a maximum of d12). In addition, your natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- **Greater Evolution (Level 10):** Choose an additional natural weapon. The damage die of all natural weapons you gained from the dragon race or class increase an additional step (to a maximum of d12).
- **Major Evolution (Level 14):** The damage die of all natural weapons you gained from the dragon race or class increase an additional step (to a maximum of d12).

- **Supreme Evolution (Level 18):** Choose an additional natural weapon (if you're a dragon from the imperial family, there aren't any more to choose). You gain a +2 bonus to damage rolls with all natural weapons you gained from the dragon race or class.

Size

As your power grows, so too does your physical stature, which also increase your hardiness.

- **Lesser Evolution (Level 1):** Your dragon class hit die increases to a d10. If you took this evolution after 1st level, to make up for previous levels where you used a d8 hit die instead of a d10, increase your hit points by 1, plus another 1 for each such level.
- **Moderate Evolution (Level 6):** Your size becomes Large. If you have a tail natural weapon, the reach of that attack increases to 10 feet.
- **Greater Evolution (Level 10):** Your dragon class hit die increases to a d12. To make up for the levels where you had a d10 hit die, increase your hit points by an additional 9 (or by 1 for each dragon class level where you used a d10, if you took this evolution advancement after 10th level).
- **Major Evolution (Level 14):** Your size becomes Huge. If you have a tail natural weapon, its reach increases to 15 feet. The reach of all your other natural weapons increases to 10 feet.
- **Supreme Evolution (Level 18):** Your size becomes Gargantuan. If you have a tail natural weapon, its reach increases to 20 feet. The reach of all your other natural weapons increases to 15 feet.

Unconquerable

So long as you live, no enemy can defeat you.

- **Lesser Evolution (Level 1):** You gain proficiency in your choice of Strength saving throws or Intelligence saving throws.
- **Moderate Evolution (Level 6):** When you fail a saving throw, you can reroll the die and use the new result. Once you have used this ability, you must finish a long rest before you can use it again.
- **Greater Evolution (Level 10):** You gain proficiency in a second saving throw in which you are not already proficient.
- **Major Evolution (Level 14):** You can reroll a saving throw twice between rests.
- **Supreme Evolution (Level 18):** You can reroll a saving throw three times between rests.

Draconic Gifts

The ways in which dragon magic manifests differ from dragon to dragon, and this is particularly true for dragons who undertake the lux aeterna ritual.

At 2nd level, you gain two draconic gifts of your

Multiiclassing and the Dragon

Follow these guidelines if you use the multiclassing optional rule to gain a level in the dragon class.

Ability Score Minimum. To take a level in the dragon class, or to take a level in another class if you are already a dragon, you must have a Constitution score of at least 13 or a Charisma score of at least 13.

Proficiencies Gained. You gain proficiency with simple weapons and light armor when you take your first level as a dragon.

Spell Slots. If you choose dragon mage as your Dragon Archetype, add half your dragon levels (rounded up) to the levels from other spellcasting classes to determine your available spell slots.

choice. Your draconic gift options are detailed at the end of the dragon class description. When you reach certain dragon levels, you gain additional gifts of your choice, as shown in the Gifts column of the Dragon table (Table 2).

Dragon Archetype

At 1st level, you choose a dragon archetype: Draconic Ravager or Dragon Mage. Your choice grants you features at 1st level and again at 3rd, 6th, 10th, and 14th level.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. If you are a dragon mage, you can cast a cantrip on your dragon mage spell list that you gained from the dragon class in place of one of those attacks.

Dragon Archetypes

Your dragon archetype determines whether you choose to focus on developing your physical might or magical prowess.

Draconic Ravager

As a draconic ravager, you understand that the fastest way to end a conflict is through the application of immediate and inexorable force. You focus your magical power into enhancing your muscles, scales, natural weapons, and martial prowess.

Additional Evolution

At 1st level, you gain an additional lesser evolution of your choice.

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons, medium armor, heavy armor, and shields. You gain proficiency in your choice of Acrobatics, Athletics, or Intimidation.

BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix



Prerequisites:

Fighting Style

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

AERIALIST

You gain the Flight evolution, or a different evolution of your choice if you already have the Flight evolution. You gain a +1 bonus to attack rolls you make while flying or jumping.

CATACLYSM

The damage dice dealt by your Breath Weapon increase from d6 to d8, and the number of damage dice dealt by your Breath Weapon increase by 1 die (4d8 damage at 3rd level, 5d8 at 5th level, and so on).

JUGGERNAUT

You gain the Dragon Scales evolution, or a different evolution of your choice if you already have the Dragon

Scales evolution. While you aren't wearing armor, you gain a +1 bonus to AC.

TOOTH AND CLAW

You gain the Improved Natural Weapons lesser evolution, or a different lesser evolution of your choice if you already have the Improved Natural Weapons lesser evolution. When you use Draconic Surge, you add your ability modifier to the damage of the bonus attack.

Additional Draconic Gift

At 6th level, you gain an additional draconic gift of your choice. The gift must have the Draconic Ravager Archetype as a prerequisite, and you must meet all of the gift's other prerequisites.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Second Additional Evolution

At 12th level, you gain an additional lesser evolution of your choice. You can advance one of your existing evolutions instead, but you must meet the level requirements of that advancement to do so.

Natural Strike

At 14th level, your natural weapons deal an additional die of damage (2d6 instead of 1d6, for example) of the same type dealt by the natural weapon. At 20th level, your natural weapons deal two additional dice of damage (3d6 instead of 2d6, for example).

Dragon Mage

As a dragon mage, you have perfected the magic that races through you, gaining the ability to cast spells alongside your other magical abilities.

Bonus Proficiencies

At 1st level, you gain proficiency in your choice of Arcana, Nature, or Religion.

Spellcasting

You have developed your natural affinity for magic, allowing you to cast magical spells. When you gain this feature, choose cleric, druid, or sorcerer. The spell list of that class becomes your dragon mage spell list.

CANTRIPS

At 1st level, you know four cantrips of your choice from your dragon mage spell list. You learn additional dragon mage cantrips of your choice at higher levels, as

shown in the Cantrips Known column of the Dragon Mage Spellcasting Table (Table 3). At 5th level, when you gain the extra attack feature from the dragon class, you can cast a cantrip on your dragon mage spell list that you gained from the dragon class in place of one of the two attacks.

SPELL SLOTS

The Dragon Mage Spellcasting table (Table 3) shows how many spell slots you have to cast your spells of 1st level and higher to a maximum of 5th level. 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 *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level dragon mage spells of your choice.

The Spells Known column of the Dragon Mage Spellcasting table (Table 3) shows when you learn more dragon mage 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 dragon mage spells you know with another spell of your choice from your dragon mage spell list. The new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Your spellcasting ability for your dragon mage spells is whichever of Intelligence, Wisdom, or Charisma your dragon ancestry can grant a +2 increase, or Charisma if your dragon ancestry doesn't allow you to increase any of those three ability scores. You use that ability whenever a spell refers to your spellcasting ability. In addition, you use that ability modifier when setting the saving throw DC for a dragon mage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your spellcasting ability modifier

Recover Power

At 3rd level, you can use a bonus action to recover an expended spell slot. Once you have used this ability to recover an expended spell slot, you must finish a short rest before you can do so again.

TABLE 3: DRAGON MAGE SPELLCASTING

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

Additional Draconic Gift

At 6th level, you gain an additional draconic gift of your choice. The gift must have the Dragon Mage Archetype as a prerequisite, and you must meet all of the gift's other prerequisites.

Bespell Natural Weapon

At 10th level, you learn how to imbue magic into your natural weapon attacks. When you hit a creature with one of your natural attacks, you can expend one dragon mage spell slot to deal extra damage to the target, in addition to the natural attack's damage.

The type of this extra damage is the same type of damage that's associated with your draconic ancestry (for instance, fire damage for red dragons). The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8 for a 4th- or 5th-level dragon mage spell slot.

Breath Magic

At 14th level, you learn to imbue magic into your breath weapon. When you use your breath weapon, you can expend one dragon mage spell slot to deal extra damage to all targets in the area of your breath weapon.

The type of this extra damage is the same type of damage associated with your draconic ancestry (for instance, fire damage for red dragons). The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6 for a 4th- or 5th-level dragon mage spell slot.

BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoards of Power

Appendix

Draconic Gifts

If a draconic gift has prerequisites, you must meet them to gain it. You can gain the gift at the same time that you meet its prerequisites.

Some draconic gifts grant you the ability to cast a spell. To cast one of these spells, you must use its normal casting time and follow the general rules for spellcasting, unless otherwise noted. Your spellcasting ability for spells granted via draconic gifts is whichever of Intelligence, Wisdom, or Charisma your dragon ancestry can grant a +2 increase, or Charisma if your dragon ancestry doesn't allow you to increase any of those three ability scores. You use your spellcasting ability when setting the spell's saving throw DC and when making attack rolls with it.

Spell save DC = 8 + your proficiency bonus +
your spellcasting ability modifier

Spell attack modifier = your proficiency bonus +
your spellcasting ability modifier

1ST LEVEL GIFTS

Amphibious Ease

Prerequisite: *You must have a swim speed.*

You channel your magic through your body, allowing you to move through water with ease. Your swim speed increases by 10 feet.

Animal Shape

Prerequisite: *bliss or havoc ancestry*

You can use an action to magically polymorph into a Tiny beast or back into your true form. You revert to your true form if you fall unconscious, drop to 0 hit points, or die. Any equipment you are wearing or carrying is absorbed into your beast form. While in beast form, you retain your ability to speak but can't cast spells or use any ability that would be prevented by the nature of your new form (typically, any benefit you gain from an evolution).

Animal Speaker

Prerequisite: *bliss or havoc ancestry*

You possess an unusual affinity for animals. You gain proficiency in Animal Handling. In addition, you can cast *speak with animals* without expending a spell slot. You must finish a long rest before you can do so again.

Burning Poison

Prerequisites: *Breath Weapon, vermillion ancestry*

You can choose not to ignite the spice in your breath weapon, exposing your foes to the spice's chemical irritant instead. When you use your breath weapon, you can choose to deal poison damage instead of fire damage. If you do, the saving throw changes from a Dexterity to Constitution, and a creature that fails the saving throw by 5 or more is also poisoned until the end of its next turn.

Camouflage

Prerequisite: *brine, green, sea, or white draconic ancestry*

You've learned to blend in seamlessly with your natural terrain. If you're a green dragon, you have advantage on Dexterity (Stealth) checks to hide in forest terrain. If you're a white dragon, you have advantage on Dexterity (Stealth) checks to hide in snowy terrain. If you're a brine or sea dragon, you have advantage on Dexterity (Stealth) checks to hide while underwater.

Change Shape

You can use an action to magically polymorph into a specific Small or Medium humanoid, or back into your true form. Your game statistics remain the same in either form, although your size may change, and you lose any abilities that rely on a part of your body that you don't have in your humanoid form (typically, any benefit you gain from an evolution). You revert to your true form if you die. Any equipment you are wearing or carrying is absorbed or borne by your new form (your choice).



Collective Aid

Prerequisite: *paradise or toadstool ancestry*

You can draw upon the collaborative nature of Heaven (if you're a paradise dragon) or the memories of your communal upbringing (if you're a toadstool dragon) to aid your companions. You can use the Help action as a bonus action.

Draconic Advance

Prerequisite: *Draconic Ravager archetype*

You surge into battle with a rush of speed. When you use your action to Dash, you can use a bonus action to make one natural weapon attack at the end of the movement.

Draconic Cantrip

You learn one cantrip from the cleric, druid, or sorcerer spell list.

Draconic Pride

Prerequisite: *Unconquerable evolution*

You are unbeatable, insurmountable, monumental, and more than a mere mortal—that's what you tell yourself at least. As a bonus action, you can convince yourself that you are nigh immortal. For the next minute, you have advantage on saving throws against effects that impose the frightened condition. However, if you fail a saving throw against a frightening effect while Draconic Pride is active, you suffer a catastrophic wave of anxiety. Your Draconic Pride ends, and you have disadvantage on saving throws against frightening effects for the next minute.

Once you've used this ability, you must finish a short or long rest before you can do so again.

Draconic Verve

Your innate magic grants you the ability to shake off torpor, making it harder for others to force you to sleep or paralyze you. Magic can't put you to sleep, and you have advantage on saving throws against effects that impose the paralyzed condition.

Dragon Lore

You gain proficiency in Arcana and History. Whenever you make an Intelligence (Arcana or History) check related to dragons, add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Dragon Scent

You have proficiency in Perception. You have advantage on Wisdom (Perception) checks related to smell.

Dragon's Endurance

You can use a bonus action to surround yourself with a magical protective force field, preventing harm before it can reach you. You gain temporary hit points equal to twice your dragon level. The temporary hit points last for 1 minute. Once you've used this ability, you must finish a long rest before you can do so again.

Variant: More Common Shapechanging

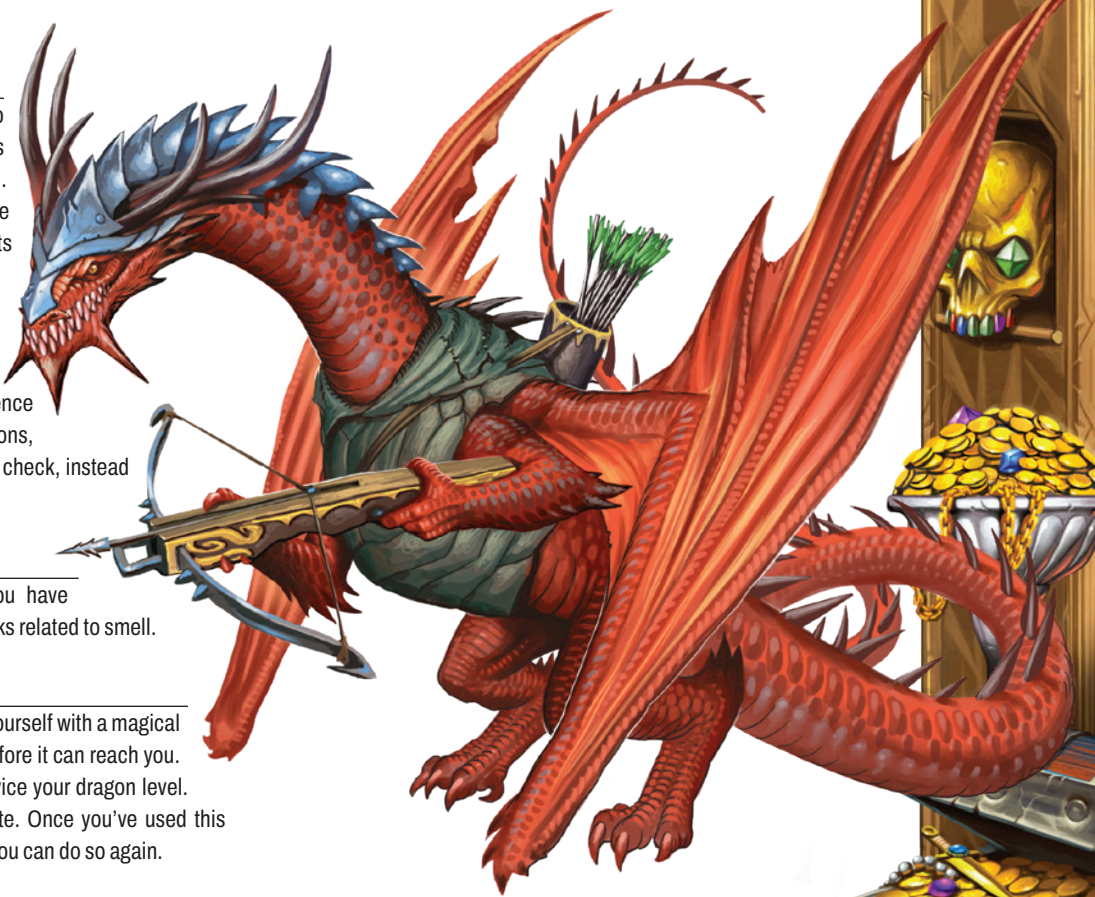
This book assumes that aeternal dragons are rare but don't suffer from any particular disadvantages related to their race. In campaigns where dragon characters must hide their draconic blood, or where dragons typically disguise themselves amidst humanoid settlements, consider allowing dragon characters to gain the Change Shape gift in exchange for not having darkvision, or for free (though if you make it free, remember to give occult dragons an additional benefit).

Elysian Performer

Prerequisites: *Dragon Mage archetype, havoc ancestry*

You perform inspirational magic infused with the power of Elysium. When you take this gift, you learn one spell from the bard spell list. The spell you choose must be of a level you can cast, as shown on the Dragon Mage table (Table 3), or a cantrip. The chosen spell counts as a dragon mage spell for you but doesn't count against the number of dragon mage spells you know.

In addition, whenever you learn a dragon mage spell, you choose from the bard spell list, in addition to the list you selected when you took the Dragon Mage archetype.





Exaggerate Strength

Prerequisite: *vermillion ancestry*

In dire situations, you can talk yourself into believing you are a tall tale version of your lesser self. When you fail a Wisdom saving throw, you can reroll the die and use the new result. Once you've used this ability, you can't do so again until you finish a long rest.

Fool's Wisdom

Prerequisite: *harlequin ancestry*

As an action, you can study a creature you can see within 60 feet of you by making a Wisdom (Insight) check contested by the creature's Charisma (Deception). If you win the contest, you learn a piece of information about the target, such as one of their immunities, weaknesses, or vulnerabilities; their lowest or highest ability score; or some special ability they possess. The GM determines what information you learn. Once you've used this ability to study a target, you can't study that target again for 24 hours.

Forest Shape

Prerequisite: *forest ancestry*

You can use an action to magically polymorph into a tree of your size. While in tree form, you gain resistance to nonmagical bludgeoning and piercing damage but are vulnerable to slashing and fire damage. You remain aware of your surroundings, but you can't move or take actions, bonus actions, or reactions, except to use an action to return to your true form.

Ghostbane Breath

Prerequisites: *Breath Weapon, crypt or umbral ancestry*

A creature that takes damage from your breath weapon can't benefit from the Incorporeal Movement trait until the end of its next turn.

Hellfire

Prerequisite: *infernal ancestry*

Whenever you deal fire damage, you can choose to deal half fire damage and half necrotic damage instead.

Hoard Hauler

Years spent carrying your hoard from place to place has made it easier to lift and carry burdensome loads. You gain proficiency in Athletics, and your carrying capacity doubles.

Hoard Warder

Prerequisite: *Dragon Mage archetype*

You've learned to use abjurations to alert you of burglars coming after your hoard. You can cast *alarm* without expending a spell slot. You must finish a long rest before you can do so again.

Infernal Aid

Prerequisites: *Dragon Mage archetype, infernal ancestry*

You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast *find familiar*, you can choose one of the normal forms for your familiar or the special form of an imp. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

Insightful Jest

Prerequisite: *harlequin ancestry*

Your jokes cut to the heart of the matter but may inspire others to overcome their faults. When a creature you can see within 30 feet of you fails an ability check, you can use your reaction to playfully poke fun at that creature's failings. If the creature can hear and understand your jests, it gains a +1d4 bonus to ability checks until the end of its next turn. Once a creature has been the target of your Insightful Jest, you can't target them again for 24 hours. (There's only so much self reflection someone can perform in a single day.)

Leshy Roots

Prerequisite: any ancestry from the leshy family (such as toadstool)

When you make a saving throw against an effect that would forcibly move you or knock you prone, you can use your reaction to gain advantage on the save.

Magma Swim

Prerequisite: magma ancestry

You can swim through magma like a fish, even though magma is so dense that most creatures couldn't. You gain a swim speed equal to your speed while submerged in magma. In addition, you are immune to fire damage caused by environmental magma.

Nirvana's Redeemer

Prerequisite: bliss ancestry

You can channel the bliss of Nirvana through your hands, using that power to heal yourself or others. You have a pool of magical healing power that replenishes when you finish a long rest. With that pool, you can restore a total number of hit points equal to your dragon level times 3.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, starting at 2nd level, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of this ability, expending hit points separately for each once.

This ability has no effect on undead or constructs.

Planar Infusion

Prerequisite: any ancestry from the planar dragon family

You can infuse the area around you with planar energy, creating a planar infusion. You can have two planar infusions active at any given time: a hoard infusion and a campsite infusion. When you create a planar infusion, you infuse a small location, such as a cavern or glade, with power related to your plane, causing creatures from an opposing plane to have disadvantage on attack rolls and Intelligence, Wisdom, or Charisma ability checks within the area.

Hoard. Your hoard infusion requires you to remain in continuous residence for 7 days at a location with no other owners, or whose owners allow you to infuse the area. The infusion remains until you infuse another lair elsewhere, though it might disperse if you remain away for an extended period of time. Every 30 days you don't return to your lair, roll a d20. On a 9 or lower, your hoard infusion ends.

Campsite. Whenever you remain in a safe location for at least 2

hours, you can choose to make that area your campsite infusion. The infusion lasts only as long as you remain within the area. The moment you leave, the campsite infusion ends.

Quenching Breath

Prerequisites: Breath Weapon, cerulean or sea ancestry

Your breath floods the area with so much water that it instantly quenches normal flames. Nonmagical fires within the area of breath weapon are extinguished.





Read the Threads

Prerequisite: *time ancestry*

Your preternatural awareness of the flow of time allows you to react before anyone else. When you roll initiative, you can make a Wisdom (Perception) check instead of a Dexterity check. In addition, you can't be surprised while you are conscious.

Reptile Speaker

Prerequisite: *black, brass, or bronze draconic ancestry*

While the claim that dragons are related to reptiles is preposterous, you nonetheless have a strong affinity for scaly animals. Using sounds and gestures, you can communicate simple ideas with Small size or smaller reptilian beasts such as snakes, lizards, and tortoises.

Resilient Mind

Prerequisites: *astral ancestry, Unconquerable evolution*

You gain proficiency in Wisdom saving throws. In addition, whenever you fail a Wisdom saving throw against an enchantment spell, you can use your reaction to reroll the die and use the new result. Once you've used this ability, you must finish a long rest before you can do so again.

Ride the High

Prerequisite: *indigo ancestry*

You ride the rush of emotion, holding it in your heart just a tad longer. When a beneficial, ongoing magical effect (such as a *bless* spell) currently affecting you with a duration of 2 rounds or longer would end, you can use your reaction to extend the duration of the effect on you (and only you) until the end of your next turn. Once you've used this ability, you must finish a long rest before you can do so again so that you can maintain the benefits for just a few seconds.

Rumormonger

Prerequisite: *amber ancestry*

While anyone can start a rumor, you can influence rumors even across large settlements over the course of a single day. If you spend at least 8 hours to influence a rumor, you can make a Charisma (Persuasion) check. The GM determines the DC of the check based on the size of the community, how perceptive or invested the community members are, and any efforts by other rumormongers. The DC typically starts at DC 15 for a small village and increases to DC 20 for a town, DC 25 for a city, and DC 30 for a metropolis.

Second Chance

Prerequisite: *time ancestry*

After a fatal mistake, you turn back time to allow yourself to try again. Whenever you roll a 1 on a saving throw, you can reroll the die and use the new result. Once you've used this ability, you must finish a short or long rest before you can do so again.

Soaring Leap

With a flap of your wings, you make a mighty leap. As an action, you jump up to 30 feet in any direction, but you fall if you don't end the jump on a solid surface. Once you've used this ability, you must finish a long rest or short rest before you can do so again.

Weren't You at That Party?

Prerequisite: *indigo ancestry*

No matter where you go, you always know a few people from some party you've attended. If you spend 8 hours in a settlement, you can make a Charisma (Persuasion) check to arrange a meeting with one of your contacts. The GM determines the DC of this check based on your contact's prominence and the size of the settlement.

5TH LEVEL GIFTS

Adapt Resistance

Prerequisites: 5th level, Draconic Resistance evolution, tumult ancestry

You can adapt your resistance to protect yourself against further damage of the same type. When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to that damage type until the end of your next turn. This resistance only applies after you take the damage the first time.

Aeternal Stride

Prerequisite: 5th level

You can tap into the lingering magic of the lux aeterna ritual to move in the blink of an eye. As an action, you can move up to twice your speed without provoking opportunity attacks. Once you've used this ability, you must finish a short or long rest before you can do so again.

Antipodal Duality

Prerequisites: 5th level, Draconic Ravager or Dragon Mage archetype

While most dragons focus their magic toward either combat techniques or advanced spellcasting, the unique way you've progressed after the lux aeterna ritual makes you especially suited to learn it all. If your archetype is Draconic Ravager, you gain proficiency in your choice of Arcana, Nature, or Religion. If your archetype is Dragon Mage, you gain proficiency in your choice of Acrobatics, Athletics, or Intimidation. In addition, you are considered both a Draconic Ravager and a Dragon Mage for the purposes of meeting the prerequisites of draconic gifts.

Astral Eyes

Prerequisites: 5th level, astral ancestry, Dragon Mage archetype

You can imbue your eyes with thought-forms from the Astral Plane, temporarily allowing you to see the unseen. You can cast *see invisibility* without expending a spell slot. You must finish a long rest before you can do so again.

Bite of Opportunity

Prerequisites: 5th level, Draconic Ravager archetype

When you hit a creature with an opportunity attack using your bite attack, the creature's speed becomes 0 for the rest of the turn.

Cerulean Hazard Sense

Prerequisites: 5th level, cerulean ancestry

Your adventurous cerulean dragon instincts have honed to the point that you can notice any hazard you come across. You gain proficiency in Investigation and Perception. You have advantage on saving throws against traps and similar hazards.

Coiling Frenzy

Prerequisites: 5th level, Draconic Ravager archetype, Improved Natural Weapons evolution (tail), any ancestry from the imperial dragon family

You can use an action to make a claws attack and a tail attack, in either order, against a single target. If either attack hits, you can also grapple the target with either your claws or your tail.



BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix



you do, your breath weapon deals two additional dice of damage. In addition, the area of your breath weapon increases to a 60-foot line if it was a 30-foot line, a 30-foot cone if it was a 15-foot cone, or a 10-foot burst within 60 feet if it was a 5-foot burst within 30 feet. Once you've used Deep Breath, you must finish a long rest before you can do so again.

Desert Wind

Prerequisites: 5th level, brass ancestry, Dragon Mage archetype

You call forth a magical wind to blast your foes and blow sand in their eyes. You can cast *gust of wind* without expending a spell slot. When you cast the *gust of wind* in this way, a creature that ends its turn in the area must make a Constitution saving throw against your spell save DC or be blinded until the end of its next turn. Once you've used this ability, you must finish a long rest before you can do so again.

Devastating Bite

Prerequisites: 5th level, Draconic Ravager archetype

Your bite attack scores a critical hit on a roll of 19 or 20, assuming it hits the target's AC.

Dive and Exhale!

Prerequisites: 5th level, Breath Weapon, Flight evolution

As an action, you can fly up to half your speed to an unoccupied space on a solid surface, unleashing your breath weapon as you land. Each creature within 10 feet of the space where you land is affected by your breath weapon, if it is available. This uses your breath weapon, making it unavailable until the next time you take a short or long rest.

Divine Lightning

Prerequisites: 5th level, Breath Weapon, sky ancestry

You can channel divine power into your breath, making it more effective against fiends and undead. When you use your breath weapon, you can change the damage from lightning to radiant. If you do, fiends and undead in the area take an additional two dice of damage.

Draconic Frenzy

Prerequisites: 5th level, Draconic Ravager archetype

You can thrash at your foes with a frenzy of natural attacks. As an action, you can make three attacks with any combination of your claws attack, bite attack, or another natural weapon you've gained from the Improved Natural Weapons evolution. At most, one of these attacks can be from each of your bite, horn, or tail attacks, and at most two of the attacks can be from each of your claw or wing attacks. You can make the attacks in any order. For example, you could attack with your bite once and your claws twice, or with your bite once, your tail once, and your claws once, but you couldn't attack with your bite twice and claws once, or with your claws three times.

Conductive Scales

Prerequisites: 5th level, Dragon Mage archetype, Dragon Scales evolution

When you cast spells, magical power surges through your scales, briefly granting you increased protection. Whenever you cast a dragon mage spell of 1st-level or higher, you also gain a bonus to your AC equal to half the spell's level (rounded down, minimum 1) until the start of your next turn.

Constrict

Prerequisites: 5th level, Draconic Ravager archetype, Improved Natural Weapons evolution (tail), any ancestry from the imperial dragon family

When you hit a creature with your tail attack, you can choose to grapple the target. While the target is grappled, you can't make tail attacks against another target, but you have advantage on tail attacks against the grappled creature.

Deep Breath

Prerequisites: 5th level, Breath Weapon

You can breathe in deep to deliver a more powerful breath. When you use your breath weapon, you can choose to take a deep breath. If



BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix

Draconic Haste

Prerequisites: 5th level, Dragon Mage archetype

You draw upon the power of the lux aeterna ritual to increase your physical speed. You can cast *haste* on yourself without expending a spell slot. You must finish a long rest before you can do so again.

Draconic Hubris

Prerequisites: 5th level, Draconic Pride gift

Your self image has reached dizzying heights, leading you to believe that nothing can harm you. While under the effects of Draconic Pride, you have advantage on all saving throws, not only those that impose the frightened condition. However, if you fail a saving throw, your hubris spells your undoing. Your Draconic Pride ends, and you have disadvantage on all saving throws for the next minute.

Draconic Secrets

Prerequisites: 5th level, Dragon Mage archetype

When you take this gift, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Dragon Mage table (Table 3), or a cantrip. The chosen spells count as dragon mage spells for you but don't count against the number of dragon mage spells you know.

You learn an additional spell at 10th, 14th, and 18th level.

Dragon's Instincts

Prerequisite: 5th level

Your draconic instincts alert you to danger. When you make an initiative roll, you can choose to gain advantage on the roll. Once you've used this ability, you must finish a long rest before you can do so again.

Dragon's Tenacity

Prerequisite: 5th level

You pull forward the strength of your future self in order to avoid the first bit of damage you take each day. Each time you finish a long rest, you gain temporary hit points equal to your dragon level. These temporary hit points last until the next time you finish a long rest.

Dream Shimmer

Prerequisites: 5th level, Dragon Mage archetype, dream ancestry

When a creature you can see within 30 feet of you hits you with an attack, you can use your reaction to surround yourself with magical dream images, confusing your foe and potentially foiling the attack. You gain a +1d4 bonus to your AC against the triggering attack. This ability has no effect if the attacker doesn't rely on sight (if it has blindsight, for example) or can see through illusions (as with truesight).

Earthbound

Prerequisites: 5th level, Dragon Mage archetype

Your inability to fly makes it particularly satisfying to bring flying creatures low. As an action, you can use your magic to force a creature you can see within 300 feet of you to make a Strength saving throw against your spell save DC. On a failure, the creature's flying speed is reduced to 0 for 1 minute. If it is in the air when you use this ability, the creature descends at a rate of 60 feet per round until it reaches the ground, where it lands without taking damage. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

Once you've used this ability, you must finish a long rest before you can do so again.





Eccentric Infusion

Prerequisites: 5th level, Planar Infusion gift, tumult ancestry

Your planar infusions disrupt magical energies, occasionally causing bizarre effects instead of the expected result of a spell. Whenever a creature casts a spell of 1st-level or higher in the area of one of your planar infusions, it must roll a d20. If the result is equal to or lower than the spell's level, instead of the spell's normal effect, the spell creates a random effect determined by the GM (the GM might consider using the list from sorcerer's surge).

Exaggerate Weakness

Prerequisites: 5th level, vermillion ancestry

You've learned to lean into your failures, playing up how helpless you are to distract your foes. When you fail a saving throw or are hit by an attack, you can use your reaction to grovel and whine, forcing creatures you choose within 10 feet of you to make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, the target is distracted until the end of your next turn. While distracted, attacks against the target are made with advantage. Once you've used this ability, you can't do so again until you finish a short or long rest.

Exhale Spell

Prerequisites: 5th level, Breath Weapon, Dragon Mage archetype

Magic fuels every dragon's breath, and in studying that process, you've learned how to deliver your spells through your breath. When you cast a dragon mage spell with an area and without a duration, you can expend your breath weapon to change the area of the spell to that of your breath weapon. The spell's other effects remain unchanged. If you have a gift that alters the size of your breath weapon, such as Deep Breath, you can choose to apply it to change the shape of your spell.

Ghost Stride

Prerequisites: 5th level, ethereal ancestry

You phase in and out of existence, allowing you to move through solid creatures and small objects. As an action, you can move up to your speed without provoking opportunity attacks. During this movement, you can move through the spaces of other creatures, or through small solid objects, but not through walls, doors, ceilings, floors, or the like, as if they were difficult terrain. You return to your normal form once you stop moving. If you end your movement in the same space as a solid object or creature, you are shunted to the nearest unoccupied space and take force damage equal to twice the number of feet you are moved. Once you've used this ability, you must finish a long rest before you can do so again.

Grave Breath

Prerequisites: 5th level, Breath Weapon, ethereal ancestry

Your breath weapon is imbued with the overwhelming essence of death itself. When damage dealt by your breath weapon reduces a creature to a number of hit points equal to your dragon level or lower, that creature is reduced to 0 hit points instead. Constructs and undead are immune to this effect.

Hoard Deposit

Prerequisite: 5th level

The magical connection you maintain with your hoard allows you to deposit items into your hoard from afar. You can spend 10 minutes to perform a magical ritual, allowing you to teleport up to 30 pounds of nonmagical nonliving matter you touch to your hoard. Once you've cast this ritual, you must finish a long rest before you can do so again.

Horn Parry

Prerequisites: 5th level, Draconic Ravager archetype, Improved Natural Weapons evolution (horn)

When a creature within 5 feet of you makes a melee attack, you can use your reaction to impose disadvantage on the attack roll. You must be able to see the triggering creature.

Ice Walk

Prerequisites: 5th level, white draconic ancestry

You can move across and climb icy surfaces without needing to make an ability check. Additionally, you ignore difficult terrain composed of ice or snow.

Incredible Palette

Prerequisites: 5th level, toadstool ancestry

You have advantage on Wisdom (Perception) checks related to taste. In addition, you gain resistance to poison damage and make saving throws against poison effects with advantage.

Inscribe Disorienting Glyph

Prerequisites: 5th level, Draconic Ravager archetype, edict ancestry, Improved Natural Weapons (tail)

When you hit a creature with your tail attack, instead of dealing damage, you can mark the target with a magical, disorienting glyph. While marked by the glyph, the target makes attack rolls with disadvantage, and attack rolls against the target are made with advantage. The glyph lasts until the end of your next turn, or for 1 minute if the tail attack was a critical hit. A creature can end the effect early by using an action to rub off the glyph.

Invoke Nightmare

Prerequisites: 5th level, Dragon Mage archetype, nightmare ancestry

You reach into a deep well of nightmare fuel and overwhelm a creature with horror and despair. You can cast *fear* without expending a spell slot. When you cast the spell in this way, you can target only one creature within the spell's range. Once you've used this ability, you must finish a long rest before you can do so again.

Jester's Jeer

Prerequisites: 5th level, harlequin ancestry

Your wicked barbs rattle your foes until they land a blow against your sneering visage. When a creature you can see misses you with an attack, you can use your reaction to mock that creature's incompetence. If the creature can hear and understand you, it must make a Wisdom saving throw against a DC equal to 8 + your proficiency

bonus + your Charisma modifier. On a failure, the creature makes attack rolls with disadvantage for 1 minute or until it hits you with an attack. The effect also ends if the creature ends its turn more than 60 feet away from you. Once a creature successfully saves against the effect or the effect ends for it, it is immune to your Jester's Jeer for 24 hours.

Jester's Trick

Prerequisites: 5th level, Dragon Mage archetype, harlequin ancestry

You excel at shell games, mimicry, and other tricks involving misdirection. You can cast *mirror image* without expending a spell slot. You can't do so again until you finish a long rest.





Join Dreamscape

Prerequisites: 5th level, *dream* or *nightmare* ancestry

You can cast *dream* without expending a spell slot. When you cast *dream* in this way, only you can act as the messenger. You can appear monstrous to the dreamer, but you can't spawn nightmares that disturb the dreamer's rest or cause it to take psychic damage upon awakening. Once you've used this ability, you must finish a long rest before you can do so again.

Majestic Spell

Prerequisites: 5th level, *Dragon Mage* archetype

Dragon magic is older and more awe-inspiring than the magic of other creatures. When you cast a dragon mage spell, you can suffuse the spell with draconic majesty, causing it to manifest with outlandishly powerful visuals, roaring sounds, and other effects. For instance, your *fireball* might take the form of a sinuous dragon made of flame that launches itself towards your foes, curls up into a compact coil, and then explodes in a shower of fireworks. Alternatively, it might appear as a miniature sun that explodes in a supernova.

In addition to the spell's normal effects, until the end of your turn you can use a bonus action to frighten those who see the spell's effects. When you choose to do so, each creature you choose that can see the spell's effects must make a Wisdom saving throw against your spell save DC. On a failure, the target is frightened until the end of its next turn. Once you have used this ability, you must finish a long rest before you can use it again.

Mentalist's Counterspell

Prerequisites: 5th level, *Dragon Mage* archetype, *sovereign* ancestry

You can use your magic to disrupt an enemy's mental spells. When you are targeted by a spell that forces you to make a Wisdom saving throw, you can use your reaction to cast *counterspell* against the triggering spell without expending a spell slot. You must finish a long rest before you can do so again.

Moonsilver

Prerequisites: 5th level, *lunar* ancestry

Your body is imbued with the power of the moon. Your natural weapon attacks are treated as silvered for the purposes of overcoming a creature's resistances or immunities. Additionally, your natural weapons deal 2d6 additional damage to creatures that are resistant to weapons that aren't silvered.

Nirvana's Mercy

Prerequisites: 5th level, *bliss* ancestry, *Dragon Mage* archetype

Your mercy for all creatures grants you the ability to relieve their ailments. You can cast *lesser restoration* without expending a spell slot. Starting at 14th level, you can cast *greater restoration* instead. Once you've used this ability, you must finish a long rest before you can do so again.

Party Crasher

Prerequisites: 5th level, *indigo* ancestry

You can work your way into any party, no matter how prestigious, and once there, it's easy for you to make new friends. With 1d4 hours work, you can secure entry for you and up to five companions into any social event you would otherwise be denied access to, such as a coronation or royal gala. The GM determines the details of your entry: you might find invitations, accompany guests looking for fashionable dates, disguise yourself as caterers, and so on. At the GM's discretion, private gatherings with no staff or other outsiders involved may be impossible to crash.



BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix

Penetrating Breath

Prerequisites: 5th level, Breath Weapon

The damage dealt by your breath weapon ignores resistance to that damage type.

Peregrinate

Prerequisites: 5th level, cerulean ancestry, Draconic Ravager archetype

When a foe strikes you, you can maneuver to a safer location or reposition yourself to strike. When a creature you can see hits you with a melee attack, you can use your reaction to move up to half your speed without provoking opportunity attacks. The attack hits you first, and then you move.

Piezo Ink

Prerequisites: 5th level, amber ancestry, Dragon Mage archetype

You can spend 10 minutes mixing piezoelectric sand with ink in order to create a hidden trap. The trap functions as a *glyph of warding*. When you cast *glyph of warding* in this way, the spell requires no valuable material components. When triggered, each creature in the area must make a Dexterity saving throw against your spell save DC, taking 5d8 lightning damage on a failed saving throw, or half as much damage on a successful one. Once you've used this ability, you must finish a long rest before you can do so again.

Sacred Space

Prerequisites: 5th level, paradise ancestry, Planar Infusion gift

Your planar infusions are warded with heavenly energies, speeding the recovery of those who rest within them. Whenever a creature spends a Hit Die to regain hit points inside the area, it can roll the die twice and use the greater result.

Scaled Bulwark

Prerequisites: 5th level, Draconic Ravager archetype, Dragon Scales evolution

Your scales protect you from harm, even when your reflexes aren't enough on their own. If you're not proficient in Dexterity saving throws, you gain a bonus to Dexterity saving throws equal to half your proficiency bonus (rounded down).

Shielding Wing

Prerequisites: 5th level, edict ancestry

Your wings are mighty parapets, and you can raise them to protect yourself from harm. When a creature you can see attempts to attack you, you can use your reaction to block the attack with your wing, causing them to gain disadvantage on the attack roll.

Stone Climb

Prerequisites: 5th level, copper ancestry

Your magical connection to stone allows you to climb it effortlessly. You gain a climb speed equal to your speed; you can use this climb speed only to climb stone.

Sudden Growth

Prerequisite: 5th level

Your burgeoning magical energy allows you to increase your size for a short time. You can cast *enlarge/reduce* on yourself without expending a spell slot. When you cast the spell in this way, you must choose the enlarge version of the spell. Once you've used this ability, you must finish a short or long rest before you can do so again.

Tail Swipe

Prerequisites: 5th level, Draconic Ravager archetype, Improved Natural Weapons evolution (tail)

You can swing your tail in an impressive arc, knocking creatures off their feet. As an action, you can make a tail attack against up to three different targets you can see. On a hit, in addition to taking damage, the target must make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, the creature is knocked prone.





Terrifying Rebuke

Prerequisites: 5th level, Draconic Ravager archetype, nightmare ancestry

When a creature you can see within 30 feet of you misses you with an attack, you can use your reaction to taunt that creature, terrifying them with nightmares of your inevitable victory. If the target can hear and understand you, it must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, the target is frightened of you until the end of your next turn. On a success, the target is immune to your Terrifying Rebuke for 24 hours.

Thought Travel

Prerequisites: 5th level, astral ancestry

You can plan out a movement in your mind's eye and then transform into thought, instantly moving to the end location without passing through the intervening space. You can use an action to magically teleport to an unoccupied space you can see within 30 feet of you. Once you've used this ability, you must finish a short or long rest before you can do so again.

Twisting Tail

Prerequisites: 5th level, Draconic Ravager archetype, Improved Natural Weapons (tail)

You can swing your tail to intercept your enemy's path. When you hit a creature with an opportunity attack using your tail attack, the creature's speed becomes 0 for the rest of the turn.

Underwater Mastery

Prerequisites: 5th level, Amphibious Ease gift

Your swimming abilities increase further, even as you learn to sense the currents of the waves around you. Your swim speed increases an additional 10 feet. In addition, while underwater you have blindsense out to a range of 30 feet.

Vital Radiance

Prerequisites: 5th level, Dragon Mage archetype, solar ancestry

You can channel the power of a star to heal your allies. You can cast *prayer of healing* at 3rd-level without expending a spell slot. You must finish a long rest before you can do so again.

Widen Breath

Prerequisites: 5th level, Breath Weapon

You can channel your breath to affect a much wider area. When you use your breath weapon, you can choose to increase its area up to a 30-foot cone, 60-foot line, or 10-foot burst (as appropriate). If you also use the Deep Breath gift, the area instead increases to a 60-foot cone, 120-foot line, or 20-foot burst, as appropriate.

Wing Deflection

Prerequisites: 5th level, Draconic Ravager archetype, Improved Natural Weapons (wings)

When you are hit by a ranged weapon attack, you can use your reaction to deflect the attack. When you do so, reduce the damage you take from the attack by an amount equal to your Dexterity modifier + your dragon level.

Woodland Stride

Prerequisites: 5th level, green or forest ancestry

Foliage and other plants part before you, as your magic encourages them to make your progress easier. You ignore difficult terrain as a result of plants such as bushes, vines, and undergrowth. In addition, you have advantage on saving throws against effects that would impede your movement as a result of magical plants, such as the vines created by the *entangle* spell.

9TH LEVEL GIFTS

Astral Sight

Prerequisites: 9th level, astral ancestry, Astral Eyes gift, Dragon Mage archetype

When you use Astral Eyes to cast *see invisibility*, the spell's duration increases to 8 hours.

Banishing Breath

Prerequisites: 9th level, Breath Weapon, paradise ancestry

You can infuse your breath with the power of Heaven. When you use your Breath Weapon, instead of the breath's normal effects, you can force each target that is native to a plane of existence other than the one you are currently on to make a Charisma saving throw against your breath weapon DC. On a failure, the target is banished to its home plane. At the end of its next turn, the target can repeat the Charisma saving throw if it wishes to return. On a success, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. On a failure, the target doesn't return.

Once you've used this ability, you must finish a long rest before you can do so again.

Beam of Light

Prerequisites: 9th level, solar ancestry

You can transform yourself into a beam of radiance, allowing you to move across a great distance at the speed of light. As an action, you can magically teleport to any unoccupied space you can see. On a clear day on a flat plane, you can see about three miles. However, solid objects or weather conditions such as clouds or fog might obscure your vision. Once you've used this ability, you must finish a long rest before you can do so again.

Brine Spit

Prerequisites: 9th level, Breath Weapon, brine ancestry

When a creature you can see within 15 feet of you casts a spell and your breath weapon is available, you can use your reaction to spit a glob of caustic spit at the creature. The creature must make a Dexterity saving throw against your breath weapon DC or take 4d6 acid damage. At 14th level, the range increases to 20 feet and the damage increases to 5d6 acid damage. At 18th level, the range increases to 30 feet and the damage increases to 6d6 damage. Brine spit uses your breath weapon, and as normal, you can't use it again until you take a short or long rest.

Bullying Bite

Prerequisites: 9th level, Draconic Ravager archetype

You can deliver even more powerful bites against foes caught in your clutches. Your bite attacks deal an additional die of damage to creatures you are grappling.

Bullying Frenzy

Prerequisites: 9th level, Draconic Frenzy, Draconic Ravager archetype

Your frenzied attacks batter foes who face your wrath. You can replace any number of attacks in your Draconic Frenzy with attempts to grapple or shove your foes.

Capsize

Prerequisites: 9th level, brine ancestry, Size evolution

You can use an action to capsize a sea vehicle within 5 feet of you that is your size or smaller. To do so, you must make a successful Strength (Athletics) check against a DC equal to 30 minus 5 for each size smaller the vessel is than you are. At the GM's discretion, your check may be contested by the pilot's Wisdom (sea vehicles) check instead.

BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix





Celebratory Cheer

Prerequisites: 9th level, indigo ancestry

You celebrate your ally's incredible success with a heady rush of contagious ardor. When one of your companions scores a critical hit against a target you can see within 30 feet of you, you can use your reaction to gain advantage on attack rolls against that target until the end of your next turn. If you score a critical hit against the target before the effect ends, you can use a reaction to choose a creature you can see within 30 feet of you. That creature gains advantage on attack rolls against the target until the end of its next turn.

Cloud Walk

Prerequisites: 9th level, cloud or silver ancestry

You can walk on clouds and fog as easily as on solid ground. This doesn't mean clouds are entirely solid to you; you can move through clouds when you wish, while still allowing the cloud to support your weight. Effectively, this allows you to walk through or into clouds, or even scramble up a cloud by walking upwards and treating the cloud like a set of stairs.

Commanding Breath

Prerequisites: 9th level, Breath Weapon, edict ancestry

You can change your breath so that it manifests as a single forceful command, instead of a line of slashing paper and symbols. When you use your breath weapon, instead of the breath's normal effects, you can force each target to make a Wisdom saving throw against your breath weapon DC. On a failure, the target must spend its next turn following the command you gave it (either to approach you, to drop an item, or to flee, or another command of similar power and scope at the GM's discretion). You must give the same command to each target. This version of your breath has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Once you've used this ability, you must finish a long rest before you can do so again.

Corona of Power

Prerequisite: 9th level

You can use a bonus action to surround yourself with a magical aura related to your draconic ancestry. The aura lasts for 1 minute, until you fall unconscious, or until you use another bonus action to dismiss it. While the aura is active, a creature that ends its turn within 10 feet of you takes 4d6 damage of the type associated with your draconic ancestry, or half as much damage with a successful Dexterity saving throw. The DC of this saving throw is 8 + your proficiency bonus + your highest ability score modifier. The damage dealt by your Corona of Power increases to 5d6 damage at 14th level and to 6d6 damage at 18th level.

Once you've used this ability, you must finish a long rest before you can do so again.

Corrupt Water

Prerequisites: 9th level, black draconic ancestry, Dragon Mage archetype

You can cast *blight* without expending a spell slot. When you cast *blight* in this way, instead of the spell's normal effects, you can choose to target a 10-foot-cube of nonmagical liquid you can see within the spell's range. If you do, the liquid becomes permanently undrinkable and unable to support water-breathing life. Once you've used this ability, you must finish a long rest before you can do so again.

Countless Chances

Prerequisites: 9th level, Second Chance gift, time ancestry

Most people have to take whatever the timeline gives them, and even time dragons can rarely turn back time to save themselves. You, on the other hand, have found a way to divert the timeline to your advantage. You can use Second Chance when you roll a natural 5 or lower on a saving throw, instead of only on a natural 1. You still can't use it again until you take a short or long rest, as normal.



BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoards of Power

Appendix

Damnation Flames

Prerequisites: 9th level, Breath Weapon, infernal ancestry

The fire of your breath consigns a creature's soul to Hell, damning it for all eternity. When you use your breath weapon, instead of the breath's normal effects, you can choose to change the damage to 3d6 fire and 3d6 infernal damage. This damage increases to 4d6 fire damage and 4d6 infernal damage at 14th level and to 6d6 fire damage and 6d6 infernal damage at 18th level. A creature reduced to 0 hit points by this damage can't be restored to life except by a *wish* spell or similar magic. In addition, if you reduce at least one creature to 0 hit points in this way, you gain temporary hit points equal to your dragon level. The hit points last until you finish a long rest.

Once you've used this ability, you must finish a long rest before you can do so again.

Dazzling Presence

Prerequisites: 9th level, Frightful Presence evolution, solar ancestry

You can surround yourself with brilliant energy that dazzles the senses of those nearby. When you use your frightful presence, instead of the presence's normal effects, you can force each target to make a Wisdom saving throw against your frightful presence DC. On a failure, the target is blinded for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to your Dazzling Presence for 24 hours.

Once you've used this ability, you must finish a long rest before you can do so again.

Delirium Breath

Prerequisites: 9th level, Breath Weapon, havoc ancestry

You can alter the pitch of your breath weapon to cause confusion instead of dealing damage. When you use your Breath Weapon, instead of the breath's normal effects, you can force each target to make a Wisdom saving throw against your breath weapon DC. On a failure, the target is confused. While confused, the target can't use reactions and rolls a d8 to determine what it does during each of its turns. On a 1 to 4, the target does nothing. On a 5 or 6, the target takes no action but uses all its movement to move in a random direction. On a 7 or 8, the target makes one melee attack against a random creature, or it does nothing if no creature is within its reach. At the end of each of its turns, the creature can repeat the Wisdom saving throw, ending the effect on itself on a success.

Once you've used this ability, you must finish a long rest before you can do so again.

Desert Thirst

Prerequisites: 9th level, blue ancestry, Dragon Mage archetype

You can cast *create or destroy water* as a 4th-level spell without expending a spell slot. You must finish a long rest before you can do so again.

Dissolving Breath

Prerequisites: 9th level, Breath Weapon, rift ancestry

You can increase the causticity of your breath in order to reduce a creature's resistance to acid and physical damage for a short time. When you use your breath weapon, instead of the breath's normal effects, you can force each target to make a Constitution saving throw against your breath weapon DC. On a failure, the target takes 4d6 acid damage and loses any resistance to acid damage, bludgeoning damage, piercing damage, or slashing damage it has for 1 minute. This damage increases to 5d6 acid damage at 14th level and to 6d6 acid damage at 16th level. On a failure, the target takes half as much damage and doesn't lose its resistances.

Once you've used this ability, you must finish a long rest before you can do so again.



Draconic Absorption

Prerequisites: 9th level, Breath Weapon, Dragon Mage archetype

You can absorb magic from your foes' spells to recharge your breath weapon. When you roll a natural 20 on a saving throw against a spell or magical effect, you regain use of your breath weapon as if you had finished a short or long rest. You can benefit from draconic absorption at most once until the next time you finish a short or long rest.

Draconic Blood

Prerequisite: 9th level

Your blood flows with the energy of your draconic ancestry. When a creature within 5 feet of you hits you with a melee attack that deals piercing or slashing damage, that creature must make a Dexterity saving throw. The DC of this saving throw is 8 + your proficiency bonus + your Constitution modifier. On a failure, the target takes 2d6 damage of the type associated with your draconic ancestry. This damage increases to 3d6 damage at 14th level and to 4d6 damage at 18th level.

Draconic Momentum

Prerequisites: 9th level, Breath Weapon, Draconic Frenzy or Coiling Frenzy gift, Draconic Ravager archetype

When your frenzy is especially effective, you draw on your momentum to spark your magic and recharge your breath weapon. When you score a critical hit with one of your natural attacks during a Draconic Frenzy or Coiling Frenzy, you regain use of your breath weapon as if you had finished a short or long rest. You can benefit from draconic momentum at most once until the next time you finish a short or long rest.

Energize Jaws

Prerequisites: 9th level, Breath Weapon, Draconic Ravager archetype

Whenever you deliver a telling bite, your jaws leave behind the lingering energy, mental aftereffects, or persistent poison of your breath weapon. When you score a critical hit with your bite attack, the target also takes 1d10 damage at the start of each of its turns. The damage type is the same as the one associated with your draconic ancestry. This damage increases to 2d10 damage at 14th level and to 3d10 damage at 18th level. The effect lasts for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw against your breath weapon DC, ending the effect on a success.

Enspelled Breath

Prerequisites: 9th level, Breath Weapon, Dragon Mage archetype, Exhale Spell gift

You are able to combine your breath weapon with a spell to deliver a devastating combination. When you use your breath weapon, you can also cast a dragon mage spell with a casting time of one action. Creatures in the area of your breath weapon are affected by both effects simultaneously. Once you've used this ability, you must finish a long rest before you can do so again.

Ethereal Hoard

Prerequisite: 9th level

You can spend 10 minutes to perform a magical ritual, at the end of which you send your hoard deep into the Ethereal Plane, or return your entire hoard to your current location. Each time you perform the ritual, you can transport an amount of nonliving material weighing a number of pounds equal to 10 times your dragon level. Though unlikely, it's possible for a creature on the Ethereal Plane to stumble upon your hoard. Dragons with Ethereal Hoard often maintain hoards consisting of a few, small items of significant value—rather than mountains of copper or silver coins—so they can send their entire hoard to the Ethereal Plane at once.



Faerie Ring Transport

Prerequisites: 9th level, Dragon Mage archetype, toadstool ancestry

You have developed a way to transport yourself via rings of mushrooms, also known as faerie rings or faerie circles. You can cast *tree stride* without expending a spell slot. When you cast *tree stride* in this way, instead of moving between two trees, you must move between two faerie rings. Once you've used this ability, you must finish a long rest before you can do so again.

Flexible Breath

Prerequisites: 9th level, Breath Weapon

Each time you use your breath weapon, you can choose for its shape to be either a 30-foot line, a 15-foot cone, or a 5-foot-radius sphere within 30 feet of you. Other than the fact that you can choose between the shapes freely, the area of your breath weapon functions normally and increases with effects such as Deep Breath and Widen Breath.

Gouging Claws

Prerequisites: 9th level, Draconic Ravager archetype, rift ancestry

When your claws dig deep, they leave behind vicious wounds. When you score a critical hit with your claws, the target also loses 1d8 hit points at the start of each of its turns due to a bleeding wound. This damage increases to 2d8 at 14th level and to 3d8 at 18th level. Any creature can use an action to stanch the bleeding wound with a successful DC 10 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Ground Slam

Prerequisites: 9th level, Draconic Ravager archetype, Size evolution

You can use an action to slam into the ground with great force, creating a shockwave that damages your foes and potentially knocks them over. If you're flying within 10 feet of the ground, you can use this ability by landing, which you can do as a part of the action; you can also use this ability when you're on the ground. Each creature on the ground within 10 feet of you must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failure, the target takes 2d6 bludgeoning damage and is knocked prone. On a success, the target takes half as much damage and isn't knocked prone. If you were flying, the area increases from a 10-foot radius to a 15-foot radius, and the bludgeoning damage increases from d6s to d8s. At 14th level, the bludgeoning damage increases to 3d6, and at 18th level the bludgeoning damage increases to 4d6.

Lashing Tail

Prerequisites: 9th level, Draconic Ravager archetype, Improved Natural Weapons evolution (tail), black draconic ancestry

When your foe tries something, you can swat them with your tail, hindering their action. When a creature you can see makes an attack roll or ability check while within reach of your tail, you can use your reaction to make a tail attack against that creature. If your tail attack hits and deals damage, the target makes the attack roll or ability check with disadvantage. You can't use Lashing Tail again for 1 minute.

Laughing Gas Breath

Prerequisites: 9th level, Breath Weapon, harlequin ancestry

You can transform your breath to create a laughing gas, rather than a cone of deadly poison. When you use your breath weapon, instead of the breath's normal effects, you can force each target to make a Wisdom saving throw against your breath weapon DC. On a failed save, the target falls prone, becoming incapacitated and unable to stand up for 1 minute. A creature with an Intelligence score of 4 or less is immune to this effect.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends for it.

Once you've used this ability, you must finish a long rest before you can do so again.

Lignifying Bite

Prerequisites: 9th level, forest ancestry

You can infuse natural energies into those you bite, magically transforming them into living but non-sapient wooden effigies of themselves. When you score a critical hit with your bite attack against a target made of flesh, you can force the target to make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your highest ability score modifier. On a failed save, the target is restrained as its flesh begins to transform into wood. On a successful save, the target isn't affected.

A creature restrained by this effect must make another Constitution saving throw at the end of each of its turns. If it successfully saves three times, the effect ends. If it fails its save three times, it is turned to wood and subjected to the petrified condition. The successes and failures don't need to be consecutive. A *greater restoration* spell or similar effect ends the effect.

Lingering Breath

Prerequisites: 9th level, Breath Weapon

Whether with burning flames, clouds of poison, storm bolts from above, or swirling snowflakes, you can modify your breath weapon to leave behind an area hazardous to those who linger within its confines. When you use your breath weapon, you can cause the breath's area to become hazardous until the end of your next turn. A creature that ends its turn within the area must make a saving throw against your breath weapon DC. On a failed save, the target takes 4d6 damage of the type normally dealt by your breath weapon, or half as much damage on a successful save. This damage increases to 5d6 damage at 14th level and to 6d6 damage at 18th level.

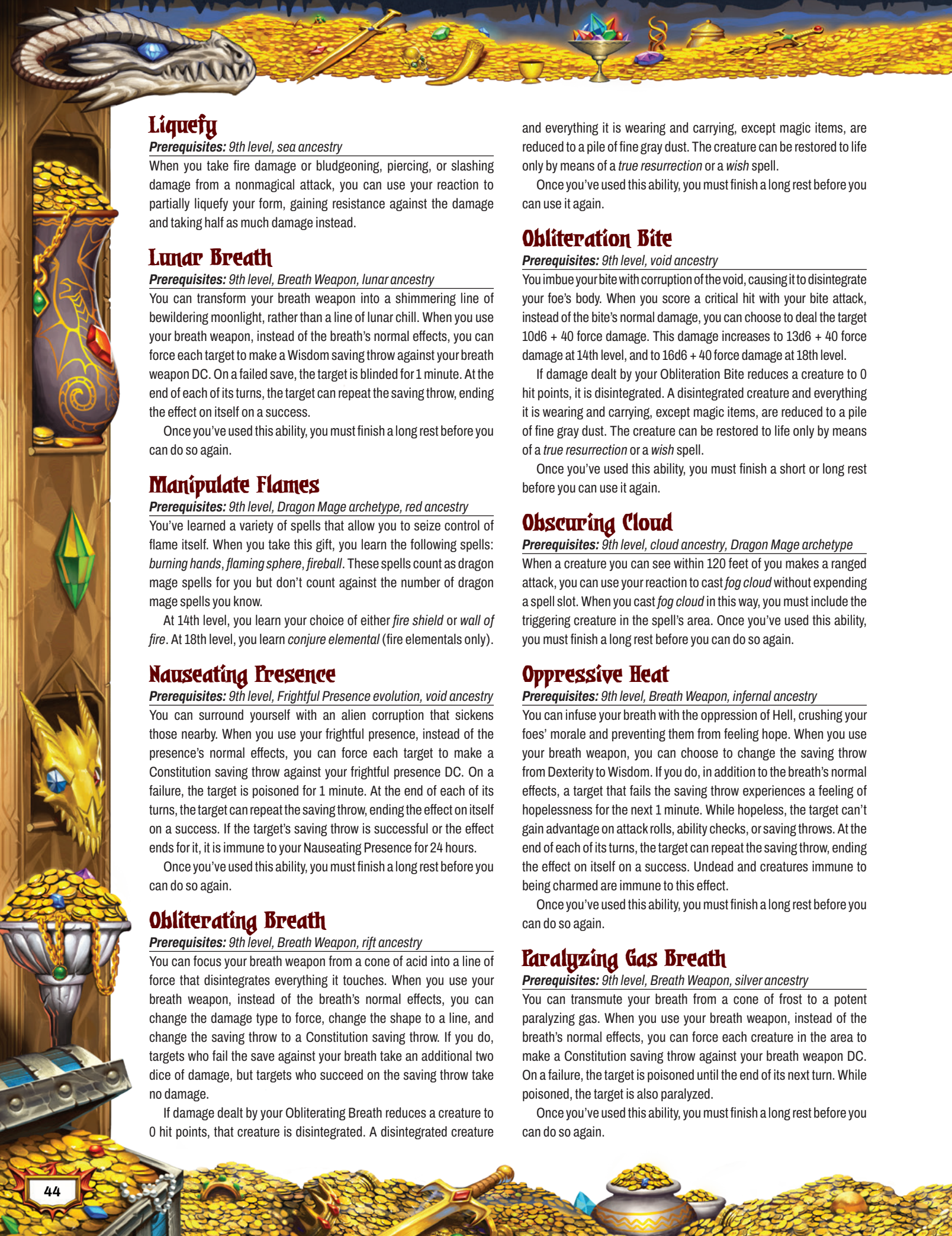
Once you've used this ability, you can't do so again until you finish a long rest.

Lingua Franca

Prerequisites: 9th level, edict ancestry

Thanks to the linguistic properties of your runic scales and edicts, you magically understand all spoken languages. Moreover, any creature that can magically understand a language can understand what you say.





Liquefy

Prerequisites: 9th level, sea ancestry

When you take fire damage or bludgeoning, piercing, or slashing damage from a nonmagical attack, you can use your reaction to partially liquefy your form, gaining resistance against the damage and taking half as much damage instead.

Lunar Breath

Prerequisites: 9th level, Breath Weapon, lunar ancestry

You can transform your breath weapon into a shimmering line of bewildering moonlight, rather than a line of lunar chill. When you use your breath weapon, instead of the breath's normal effects, you can force each target to make a Wisdom saving throw against your breath weapon DC. On a failed save, the target is blinded for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Once you've used this ability, you must finish a long rest before you can do so again.

Manipulate Flames

Prerequisites: 9th level, Dragon Mage archetype, red ancestry

You've learned a variety of spells that allow you to seize control of flame itself. When you take this gift, you learn the following spells: *burning hands*, *flaming sphere*, *fireball*. These spells count as dragon mage spells for you but don't count against the number of dragon mage spells you know.

At 14th level, you learn your choice of either *fire shield* or *wall of fire*. At 18th level, you learn *conjure elemental* (fire elementals only).

Nauseating Presence

Prerequisites: 9th level, Frightful Presence evolution, void ancestry

You can surround yourself with an alien corruption that sickens those nearby. When you use your frightful presence, instead of the presence's normal effects, you can force each target to make a Constitution saving throw against your frightful presence DC. On a failure, the target is poisoned for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to your Nauseating Presence for 24 hours.

Once you've used this ability, you must finish a long rest before you can do so again.

Obliterating Breath

Prerequisites: 9th level, Breath Weapon, rift ancestry

You can focus your breath weapon from a cone of acid into a line of force that disintegrates everything it touches. When you use your breath weapon, instead of the breath's normal effects, you can change the damage type to force, change the shape to a line, and change the saving throw to a Constitution saving throw. If you do, targets who fail the save against your breath take an additional two dice of damage, but targets who succeed on the saving throw take no damage.

If damage dealt by your Obliterating Breath reduces a creature to 0 hit points, that creature is disintegrated. A disintegrated creature

and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Once you've used this ability, you must finish a long rest before you can use it again.

Obliteration Bite

Prerequisites: 9th level, void ancestry

You imbue your bite with corruption of the void, causing it to disintegrate your foe's body. When you score a critical hit with your bite attack, instead of the bite's normal damage, you can choose to deal the target 10d6 + 40 force damage. This damage increases to 13d6 + 40 force damage at 14th level, and to 16d6 + 40 force damage at 18th level.

If damage dealt by your Obliteration Bite reduces a creature to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Once you've used this ability, you must finish a short or long rest before you can use it again.

Obscuring Cloud

Prerequisites: 9th level, cloud ancestry, Dragon Mage archetype

When a creature you can see within 120 feet of you makes a ranged attack, you can use your reaction to cast *fog cloud* without expending a spell slot. When you cast *fog cloud* in this way, you must include the triggering creature in the spell's area. Once you've used this ability, you must finish a long rest before you can do so again.

Oppressive Heat

Prerequisites: 9th level, Breath Weapon, infernal ancestry

You can infuse your breath with the oppression of Hell, crushing your foes' morale and preventing them from feeling hope. When you use your breath weapon, you can choose to change the saving throw from Dexterity to Wisdom. If you do, in addition to the breath's normal effects, a target that fails the saving throw experiences a feeling of hopelessness for the next 1 minute. While hopeless, the target can't gain advantage on attack rolls, ability checks, or saving throws. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success. Undead and creatures immune to being charmed are immune to this effect.

Once you've used this ability, you must finish a long rest before you can do so again.

Paralyzing Gas Breath

Prerequisites: 9th level, Breath Weapon, silver ancestry

You can transmute your breath from a cone of frost to a potent paralyzing gas. When you use your breath weapon, instead of the breath's normal effects, you can force each creature in the area to make a Constitution saving throw against your breath weapon DC. On a failure, the target is poisoned until the end of its next turn. While poisoned, the target is also paralyzed.

Once you've used this ability, you must finish a long rest before you can do so again.

Peacemaker

Prerequisites: 9th level, bliss ancestry, Dragon Mage archetype

By calling upon the blessings of Nirvana, you can calm your enemies long enough to reason with them. You can cast *calm emotions* without expending a spell slot. You can't do so again until you finish a short or long rest.

Piezo Breath

Prerequisites: 9th level, amber ancestry, Breath Weapon

You've learned how to leave the electricity of your piezoelectric sand unactivated, so as to lay a trap for unwary creatures. Whenever you use your breath weapon, if you use it on an area such that the breath doesn't impact a wall or a creature or object of Small size or larger, you can choose to leave the sand unactivated on the ground. If you do, the first time a creature or object of Small size or larger enters the area, the pressure they place on the sand activates the delayed effects of your breath weapon throughout the area. If the sand isn't activated after 1 hour, the electricity from your breath dissipates harmlessly. While there is obviously sand in the area after you use Piezo Breath, it might not be obvious that the sand will produce electricity when a creature steps on it. Creatures unfamiliar with the nature of your sand or amber dragons in general can determine that the sand is a trap by making a successful Intelligence (Investigation) check against your breath weapon DC.

Planar Artist

Prerequisites: 9th level, havoc ancestry, Planar Infusion gift

You can shape your planar infusion with objects you imagine and bring to life through art, decorating it with all sorts of elysian whimsy. While within either your hoard or campsite infusion, you can cast *creation* without expending a spell slot. You can create only one object using this ability at a time; if you use this ability again, any previously created item disappears. When you cast *creation* in this way, the spell's duration is permanent so long as the object you create remains inside your planar infusion. If the item would leave the planar infusion, or if you move your planar infusion somewhere else, the object disappears after an amount of time determined by its material, as normal.

Once you've used this ability, you must finish a short or long rest before you can do so again.

Reflect Spell

Prerequisites: 9th level, Dragon Mage archetype

You can cast *counterspell* as a 5th-level spell without expending a spell slot. You must finish a long rest before you can do so again. If you roll a natural 20 on your spellcasting ability check while casting this spell, you interrupt the spell's casting and can reflect the spell back at the caster as though it had originated from you, turning the caster into the target.

Reflective Scales

Prerequisites: 9th level, Dragon Scales evolution

You can use an action to concentrate magical energy into your scales, surrounding yourself with an aegis of shimmering, reflective magic. The aegis lasts for 1 minute. While the aegis lasts, whenever you are targeted by a *magic missile* spell, a line spell, or a ranged spell attack, roll a d20. On a 10 or higher, you are unaffected. On a 20, you are unaffected, and the spell is reflected back at the caster as though it had originated from you, turning the caster into the target. Once you've used this ability, you must finish a long rest before you can do so again.





Repulsion Gas Breath

Prerequisites: 9th level, Breath Weapon, bronze ancestry

You can transform your breath to produce a powerful repelling gas. When you use your breath weapon, instead of the breath's normal effects, you can force each creature in the area to make a Wisdom saving throw against your breath weapon DC. On a failure, the target must flee from you for the next minute. While fleeing, the target must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. Undead and creatures immune to being charmed are immune to this effect.

At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success. The effect also ends if the target takes damage.

Once you've used this ability, you must finish a long rest before you can do so again.

Rising Nightmare

Prerequisites: 9th level, Dragon Mage archetype, Invoke Nightmare gift, nightmare ancestry

You can cast *phantasmal killer* as a 5th-level spell without expending a spell slot. You must finish a long rest before you can do so again.

Rotting Breath

Prerequisites: 9th level, Breath Weapon, crypt ancestry

You can transform your breath into a blast that causes your enemies to rapidly decay. When you use your breath weapon, instead of the breath's normal effects, you can force each creature in the area to make a Constitution saving throw against your breath weapon DC. On a failure, the target begins to rot for 1 minute. While rotting, the target suffers a level of exhaustion at the start of each of its turns, even if it is otherwise immune to exhaustion. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Once you've used this ability, you must finish a long rest before you can do so again.

Seeking Breath

Prerequisites: 9th level, Breath Weapon, paradise ancestry

You can cause your breath to bend and twist, seeking out the wicked. When you use your breath weapon, at one point during the line after hitting a fiend or undead, you can change the line trajectory up to 90 degrees for its remaining length. A creature can't be affected by your breath weapon more than once, even if the new trajectory causes the line to intersect a creature multiple times.

Sepulcher

Prerequisites: 9th level, crypt ancestry, Dragon Mage archetype

You can use an action to entomb your foe in a sepulcher of magical stone. One creature you can see within 60 feet of you must make a Constitution saving throw against your spell save DC. On a failure, the creature is entombed. While entombed, the target has total cover and everything else has total cover from it. The sepulcher is an object with AC 15, 30 hit points, and immunity to poison and psychic damage. Shattering the sepulcher frees the trapped creature.

At the end of each of its turns, the target must repeat the Constitution saving throw. If it successfully saves against this effect three times, the sepulcher is reduced to 0 hit points and the effect ends. If it fails its saves three times, it is permanently petrified, even if the sepulcher is destroyed.

The successes and failures don't need to be consecutive.

Once you've used this ability, you must finish a long rest before you can do so again.

Shadow Breath

Prerequisites: 9th level, Breath Weapon, umbral ancestry

You can transform your breath into a blast of swirling shadows, instead of a cone of devouring darkness, obscuring your foes' vision and shrouding them in darkness. When you use your breath weapon, instead of the breath's normal effects, you can force each creature in the area to make a Constitution saving throw against your breath weapon DC. On a failure, the target is shrouded by clinging shadows for 1 minute.

While shrouded in shadows, the target's space is heavily obscured, even if it moves to another space. A creature with darkvision can't see through the shadows, and nonmagical light can't illuminate them. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Once you've used this ability, you must finish a long rest before you can do so again.

Shape Ice

Prerequisites: 9th level, Dragon Mage archetype, white draconic ancestry

You can magically alter the shape of ice into all sorts of forms. You can cast *stone shape* without expending a spell slot. When you cast the spell in this way, you must shape ice instead of stone. Once you've used this ability, you must finish a short or long rest before you can do so again.

Sleep Gas Breath

Prerequisites: 9th level, Breath Weapon, brass or dream ancestry

You can concentrate your breath to produce an incapacitating sleep gas, knocking weak or injured foes unconscious instantly. When you use your breath weapon, instead of the breath's normal effects, roll your breath weapon's damage but don't apply it; the total is how many hit points of creatures your breath can affect. Starting with the creature that has the lowest current hit points, each creature in the area of your breath falls unconscious for 1 minute, until it takes damage, or until someone uses an action to shake it awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed are immune to this effect.

Once you've used this ability, you must finish a long rest before you can do so again.

Slime Breath

Prerequisites: 9th level, apocalypse ancestry, Breath Weapon

You can transform your breath into a cone of slime that rots your victims' flesh like a disease. When you use your breath weapon, instead of the breath's normal effects, you can change the damage from cold to necrotic. If you do, a creature that fails the saving throw against your breath weapon is also diseased. While diseased in this way, the target can't regain hit points.

Once you've used this ability, you must finish a long rest before you can do so again.

Slowing Gas Breath

Prerequisites: 9th level, Breath Weapon, copper ancestry

You can alter your breath to create a slowing gas, rather than a line of viscous acid. When you use your breath weapon, instead of the breath's normal effects, you can force each creature in the area to make a Wisdom saving throw against your breath weapon DC. On a failure, the target is slowed for 1 minute. A slowed creature's speed is halved, it suffers a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Once you've used this ability, you must finish a long rest before you can do so again.

Slowing Presence

Prerequisites: 9th level, Frightful Presence evolution, time ancestry

Your terrifying presence magically alters the flow of time for those nearby. When you use your frightful presence, instead of the presence's normal effects, you can force each target to make a Wisdom saving throw against your frightful presence DC. On a failure, the target is slowed by alien energy for 1 minute. A slowed creature's speed is halved, it suffers a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to your Slowing Presence for 24 hours.

Once you've used this ability, you must finish a long rest before you can do so again.

Soul Drinker

Prerequisites: 9th level, apocalypse ancestry

When you have a creature in your grasp and at your mercy, you can drink from their soul, granting you power and preventing them from returning from the dead. When you reduce a grappled creature to 0 hit points with your claws attack, you can use your reaction to drink their soul, gaining a number of temporary hit points equal to the creature's level or challenge rating (minimum 1). The temporary hit points last for 1 hour. In addition, the creature can't be restored to life except by a *wish* spell or similar magic.

Spirit Eater

Prerequisites: 9th level, etheric ancestry

Your bites chew right past the body and latch onto a creature's spirit, even on the Ethereal Plane. While on the Material Plane, you can make bite attacks against creatures on the Ethereal Plane. Your bites can also target a creature projecting its consciousness (such as via a *project image* spell). Finally, when you bite a creature that is being possessed by another creature, you can choose for the possessing creature to take the damage, instead of the host.

Spore Breath

Prerequisites: 9th level, Breath Weapon, toadstool ancestry

You can exhale a cone of spores that cause a variety of potential effects, though if you do, even you can't predict the results. When you use your breath weapon, instead of the breath's normal effects, you can release a cone of random spores. Roll a d12 and consult the table below to find the name of another gift that changes Breath Weapon to a different effect. The effect caused by your breath weapon is the result of spores rather than gas, moonlight, or another catalyst indicated in the listed gift.

Once you've used this ability, you must finish a long rest before you can do so again.

TABLE 4: SPORE BREATH RANDOM EFFECT

Roll Result	Gift Effect
1	Commanding Breath (page 40)
2	Delirium Breath (page 41)
3	Laughing Gas Breath (page 43)
4	Lunar Breath (page 44)
5	Paralyzing Gas Breath (page 44)
6	Repulsion Gas Breath (page 46)
7	Rotting Breath (page 46)
8	Sleep Gas Breath (page 47)
9	Slime Breath (page 47)
10	Slowing Gas Breath (page 47)
11	Stupefying Breath (page 48)
12	Weakening Gas Breath (page 50)

Stunning Frenzy

Prerequisites: 9th level, Draconic Frenzy gift, Draconic Ravager archetype

The full power of your frenzy is too much for one opponent to handle. If all the attacks of your Draconic Frenzy hit and deal damage to the same target, that target must also make a Constitution saving throw. The DC of this save is 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, the target is also stunned until the end of your next turn.

Stunning Venom Breath

Prerequisites: 9th level, Breath Weapon, forest ancestry

You can imbue the insects that comprise your breath with a painful venom that temporarily stuns creatures overwhelmed by your breath weapon. When you use your breath weapon, instead of the breath's normal effects, you can change the damage from piercing to poison damage and the saving throw to a Constitution saving throw. If you do, a creature that fails the saving throw by 5 or more is poisoned until the end of its next turn. While poisoned, the target is also stunned.

Once you've used this ability, you must finish a long rest before you can do so again.

Stupefying Breath

Prerequisites: 9th level, astral ancestry, Breath Weapon

You can transform your breath into an overwhelming stream of information that temporarily overloads the minds of creatures in the area instead of harming them. When you use your breath weapon,

instead of the breath's normal effects, you can force each creature in the area to make a Wisdom saving throw against your breath weapon DC. On a failed save, the target is befuddled for 1 minute. While befuddled, the target can't use reactions and has disadvantage on Intelligence, Wisdom, or Charisma-based attack rolls, saving throws, and ability checks. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Once you've used this ability, you must finish a long rest before you can do so again.

Stupefying Presence

Prerequisites: 9th level, Frightful Presence evolution, lunar draconic ancestry

Your terrifying presence befuddles those nearby with mysterious and inscrutable alien energies. When you use your frightful presence, instead of the presence's normal effects, you can force each target to make a Wisdom saving throw against your frightful presence DC. On a failed save, the target is befuddled for 1 minute. While befuddled, the target can't use reactions and has disadvantage on Intelligence, Wisdom, or Charisma-based attack rolls, saving throws, and ability checks.

At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to your Stupefying Presence for 24 hours.

Once you've used this ability, you must finish a long rest before you can do so again.

Suffocating Breath

Prerequisites: 9th level, Breath Weapon, void ancestry

You can change your breath to a corrupting void that suffocates other creatures. When you use your breath weapon, instead of the breath's normal effects, you can force each creature in the area to make a Constitution saving throw against your breath weapon DC. On a failed save, the target begins to choke for 1 minute. While choking, the target can't speak and takes 2d6 poison damage at the start of each of its turns. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success. Creatures that don't breathe are immune to this effect.

Once you've used this ability, you must finish a long rest before you can do so again.

Summon Draconic Servitor

Prerequisites: 9th level, Dragon Mage archetype

You can use an action to summon a weaker dragon to serve you. Although it appears to be a dragon of your ancestry, the dragon uses stats for a **silver dragon wyrmling**, with the following changes:

- Its immunity to cold damage is replaced with resistance to the damage type associated with your draconic ancestry.
- Instead of its normal Breath Weapons action, the dragon's breath weapon deals 4d6 damage of the type associated with your ancestry. The size of its breath weapon is the same as your ancestry's breath weapon.

BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix



The dragon appears in an unoccupied space within 90 feet of you that you can see. The dragon is friendly to you and your companions. Roll initiative for the dragon, which has its own turns. The dragon obeys your verbal commands, which you can issue to it without using an action, as long as they don't violate its alignment. If you don't issue any commands to the dragon, it defends itself from hostile creatures but otherwise takes no actions. The dragon remains for 1 hour, until you or the dragon are reduced to 0 hit points, or until you dismiss the dragon as a bonus action.

Once you've used this ability, you must finish a long rest before you can do so again.

Sweeping Scrawl

Prerequisites: 9th level, Draconic Ravager archetype, edict ancestry, Improved Natural Weapons evolution (tail), Inscribe Disorienting Glyph gift

With a sweep of your tail, you can inscribe disorienting glyphs on everything you can reach. You can use an action to make a tail attack against up to three different targets. Each creature you hit is inscribed with a disorienting glyph, instead of taking damage.

Temporal Breath

Prerequisites: 9th level, Breath Weapon, time ancestry

You can alter your breath into a cone of temporal energy that briefly displaces your foes. When you use your breath weapon, instead of the breath's normal effects, you can force each creature in the area to make a Charisma saving throw against your breath weapon DC. On a failed save, the target is banished to a harmless demiplane.

While there, the target is incapacitated. At the start of your next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Once you've used this ability, you must finish a long rest before you can do so again.

Thundering Bite

Prerequisites: 9th level, cloud ancestry, Draconic Ravager archetype

Your devastating bites are accompanied by the roar of thunder. When you score a critical hit with a bite attack, a thunderclap radiates from the target in a 5-foot radius. Creatures in the area of the thunderclap (other than you and the original target) each take 2d8 thunder damage.

Vacuum Breath

Prerequisites: 9th level, Breath Weapon, vortex ancestry

You can render your breath into a sucking void, instead of a cone of flame. When you use your breath weapon, instead of the breath's normal effects, you can force each creature in the area to make a Strength saving throw against your breath weapon DC. On a failed save, the target is pulled up to 20 feet straight toward you. If a creature enters a space within 5 feet of you during this forced movement, you can use your reaction to make a bite attack against that creature.

Once you've used this ability, you must finish a long rest before you can do so again.



Vexing Wings

Prerequisites: 9th level, *Draconic Frenzy*, *Draconic Ravager* archetype, *Improved Natural Weapons* (wings)

Repeatedly buffeting a foe with your wings sends them off balance. A creature hit by two wing attacks during your *Draconic Frenzy* must also make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, the target is knocked prone.

Warping Presence

Prerequisites: 9th level, *Frightful Presence* evolution, *vortex ancestry*

You can surround yourself with alien energy that warps the physical space around you. When you use your frightful presence, instead of the presence's normal effects, you can force each target to make a Dexterity saving throw against your frightful presence DC. On a failure, the target is knocked prone. In addition, the ground in the area

of your frightful presence becomes difficult terrain for creatures other than you. The difficult terrain remains for 1 minute, at which time the affected spaces return to their original condition.

Once you've used this ability, you must finish a long rest before you can do so again.

Water Mastery

Prerequisites: 9th level, *bronze ancestry*, *Dragon Mage* archetype

You can call upon your mastery of water, allowing your allies to breathe underwater and travel safely and comfortably in underwater environments. You can cast *water breathing* without expending a spell slot. When you cast *water breathing* in this way, creatures affected by the spell also gain a swim speed equal to their walking speed. Once you've used this ability, you must finish a long rest before you can do so again.

Wave Breath

Prerequisites: 9th level, *Breath Weapon*, *cerulean ancestry*

You can change your breath weapon into a seemingly endless torrent of rushing water that pushes your foes away from you until you choose to stop the boundless cascade. When you use your breath weapon, instead of the breath's normal effects, you can exhale a line of gushing water that is 60 feet long and 10 feet wide. Each creature that starting its turn in the line of cascading water must succeed on a Strength saving throw against your breath weapon DC or be pushed directly 15 feet away from you.

In addition, any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

On each of your turns, you can use an action to continue exhaling water. The torrent ends if you use your action to do anything else, or after 1 minute, whichever comes first. As a bonus action on each of your turns, you can change the direction in which the line of water blasts from you.

Once you've used this ability, you must finish a long rest before you can do so again.

Weakening Gas Breath

Prerequisites: 9th level, *Breath Weapon*, *gold ancestry*

You can render your breath into weakening gas, instead of a cone of flame, enfeebling your foes and ablating their attacks. When you use your breath weapon, instead of the breath's normal effects, you can force each creature in the area to make a Strength saving throw against your breath weapon DC.

On a failed save, the target is weakened for 1 minute. While it is weakened, the target deals only half damage with weapon attacks that use Strength. At the end of each of the target's turns, the target can repeat the saving throw, ending the effect on itself on a success.

Once you've used this ability, you must finish a long rest before you can do so again.



13TH LEVEL GIFTS

Aura of Fear

Prerequisites: 13th level, Frightful Presence evolution

Your presence billows from you in fearsome waves, creating a 30-foot-radius aura that terrifies creatures who dare approach you. Whenever a creature enters your Aura of Fear or starts its turn inside the aura, you can force that creature to make a Wisdom saving throw against your frightful presence DC. On a failure, the target is frightened of you until the end of its next turn. If the target's saving throw is successful or the effect ends for it, the target is immune to your Aura of Fear for the next 24 hours.

Blasting Bite

Prerequisites: 13th level, Breath Weapon gift, Draconic Ravager archetype

You can accompany your bite attack with an explosion of power that blows your foe backward. When you hit a target with a bite attack, you can use your breath weapon if it is available. If you do, instead of the breath's normal effects, the target takes an additional 5d6 damage of the type normally dealt by your Breath Weapon. This damage increases to 6d6 at 18th level. In addition, the target must make a Strength saving throw against your breath weapon DC. On a failed save, you can push the target up to 10 feet directly away from you and knock it prone.

Blight Coils

Prerequisites: 13th level, apocalypse ancestry, Draconic Ravager archetype, Constrict gift, Slime Breath gift

Your coils are infected with the same pestilent slime as your breath, allowing you to expose creatures in your grasp to the disease. While you are grappling a creature with your tail, you can use an action to force that creature to make a Constitution saving throw against your breath save DC. On a failure, the target takes 5d6 necrotic damage and is diseased. While diseased in this way, the target can't regain hit points. On a success, the target takes half as much damage and isn't diseased.

Blizzard

Prerequisites: 13th level, Breath Weapon, white draconic ancestry

When you use your breath weapon, you can surround yourself in a momentary blizzard of swirling snow. The blizzard lasts until the end of your next turn. The blizzard surrounds you in a 30-foot radius and moves with you when you move.

The area is heavily obscured. A creature that ends its turn

in the area takes 5d6 cold damage, or half as much damage with a successful saving throw against your breath weapon DC. This damage increases to 6d6 cold damage at 18th level.

Cloud Form

Prerequisites: 13th level, cloud ancestry

You can transform yourself between your physical body and a body formed of vapors and mists. You can cast *gaseous form* on yourself without expending a spell slot. You can't do so again until you finish a short or long rest.

Draconic Reflexes

Prerequisites: 13th level; Draconic Ravager archetype; Bite of Opportunity, Horn Parry, Lashing Tail, Twisting Tail, or Wing Deflection gift

Your body reacts to your foes almost faster than you can think, lashing out to punish their mistakes or to guard you against assault. You can take an additional reaction each round, which can be used only to use one of the following gifts: Bite of Opportunity, Horn Parry, Lashing Tail, Twisting Tail, Wing Deflection.

BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix





Draining Bite

Prerequisites: 13th level, umbral ancestry

Your devastating bite drains strength from a living foe, invigorating you with a temporary boost to your own health. When you score a critical hit with a bite attack, you gain temporary hit points equal to half the damage dealt, so long as the target isn't a construct or undead. The temporary hit points last for 1 minute.

Draining Blight

Prerequisites: 13th level, Dragon Mage archetype, forest ancestry

You can draw moisture from the living creatures surrounding you, using the energy to heal your wounds. As an action, you can force each creature you choose who you can see within 30 feet of you to make a Constitution saving throw against your spell save DC. Constructs and undead are immune to this effect. A creature takes 7d10 necrotic damage on a failed saving throw, or half as much damage on a successful one. You regain hit points equal to half of the highest damage a single creature takes from this effect (rounded down).

In addition, all nonmagical plants within 30 feet of you wither and die, eliminating difficult terrain as a result of undergrowth or similar

foliage. Water is also consumed in the same way, typically lowering any standing body of water fully within the area by 1 foot.

Once you've used this ability, you must finish a long rest before you can do so again.

Exodus of Dreams

Prerequisites: 13th level, Join Dreamscape gift, dream ancestry

You can travel through dreams to transport yourself a great distance. When you use Join Dreamscape to cast *dream*, if the creature receiving the message allows you to do so, you can teleport to that creature's location after delivering the message.

Expanded Resistance

Prerequisites: 13th level, Draconic Resistance evolution

When you gain this gift, choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage. Your Draconic Resistance also applies to the damage type you choose.

Fragmented Strike

Prerequisites: 13th level, Draconic Ravager archetype, void ancestry, Warping Presence gift

While you are standing on the difficult terrain created by your Warping Presence, you can make melee attacks against any creature in the area, even if that creature would otherwise be beyond your reach. This effect doesn't actually increase your reach, so it doesn't cause creatures to trigger opportunity attacks when they move out of the area.

Gather Frenzy

Prerequisites: 13th level, Draconic Frenzy or Coiling Frenzy gift, Draconic Ravager archetype

You can use a bonus action to surround yourself with the energy corresponding to your draconic ancestry. Until the end of your turn, attacks you make with your natural weapons during a Draconic Frenzy or Coiling Frenzy deal an additional 1d6 damage of the type associated with draconic ancestry. This additional damage increases to 2d6 damage at 18th level.

Hindering Shards

Prerequisites: 13th level, Breath Weapon, edict ancestry

Whenever you use your breath weapon, you can leave behind shards of words and symbols on the ground in the breath's area. The shards last until the end of your next turn. While the shards remain, creatures other than you treat the area as difficult terrain and take 1d6 piercing damage each time they enter a space inside the area. The damage dealt by the shards increases to 2d6 piercing damage at 18th level.

Hyperfocus Speed

Prerequisites: 13th level, Dragon Mage archetype

You've learned to move quickly in exchange for temporarily restricting your access to magic. You can use a bonus action to magically double your speed. The effect lasts for 10 minutes or until you use another bonus action to dismiss the effect. While the effect lasts, you can't cast spells.

Invoke Hell

Prerequisites: 13th level, Dragon Mage archetype, infernal ancestry

You can cast *flame strike* without expending a spell slot. When you cast *flame strike* in this way, the spell deals fire and necrotic damage (instead of fire and radiant damage). Once you've used this ability, you must finish a long rest before you can do so again.

Item Mastery

Prerequisites: 13th level, occult ancestry

You can fiddle with magic items to make them work, allowing you to use scrolls, wands, and other items imbued with unfamiliar magic. You ignore all class, race, and level requirements regarding the use of magic items.

Lashing Constrict

Prerequisites: 13th level, Constrict gift, Draconic Ravager archetype, Improved Natural Weapons evolution (tail)

While grappling a creature with your tail, you can make tail attacks against targets within 5 feet of the grappled creature without ending the grapple. When you do, you can also attack the grappled creature with the same tail attack.

Magma Tomb

Prerequisites: 13th level, Breath Weapon, magma ancestry

When you use your breath weapon, instead of the breath's normal effects, you can spit a molten boulder at a target you can see within 120 feet of you. The target must make a Dexterity saving throw against your breath weapon DC. On a failure, the target takes 5d6 bludgeoning damage and 5d6 fire damage. This damage increases to 6d6 bludgeoning and 6d6 fire at 18th level. In addition, the magma instantly cools and hardens around the target, encasing it in a magma tomb. While encased in magma, the creature has total cover and everything else has total cover from it. The magma tomb is an object with AC 17, 40 hit points, and immunity to poison and psychic damage. Shattering the magma tomb frees the trapped creature. On a successful save, the target takes half as much damage and isn't encased in magma.

Once you've used this ability, you must finish a long rest before you can do so again.

Magic Resistance

Prerequisite: 13th level

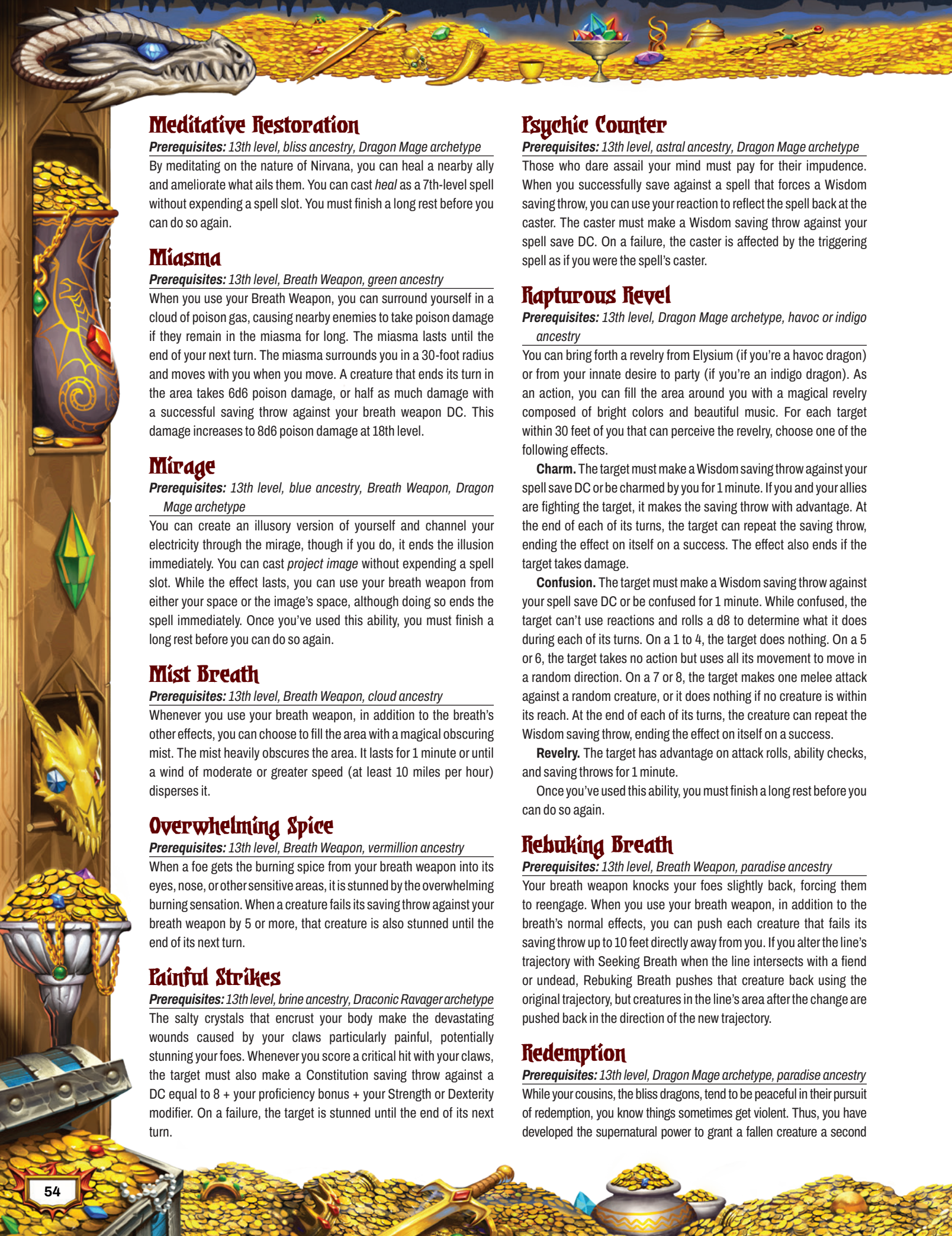
You have advantage on saving throws against spells and magical effects.

Mass Laughter

Prerequisites: 13th level, copper ancestry, Dragon Mage archetype

Your jokes are so transcendently funny that everyone around you must laugh. You can cast *hideous laughter* without expending a spell slot. When you cast *hideous laughter* in this way, the spell affects each creature you choose within the spell's range. Once you've used this ability, you must finish a long rest before you can do so again.





Meditative Restoration

Prerequisites: 13th level, bliss ancestry, Dragon Mage archetype

By meditating on the nature of Nirvana, you can heal a nearby ally and ameliorate what ails them. You can cast *heal* as a 7th-level spell without expending a spell slot. You must finish a long rest before you can do so again.

Miasma

Prerequisites: 13th level, Breath Weapon, green ancestry

When you use your Breath Weapon, you can surround yourself in a cloud of poison gas, causing nearby enemies to take poison damage if they remain in the miasma for long. The miasma lasts until the end of your next turn. The miasma surrounds you in a 30-foot radius and moves with you when you move. A creature that ends its turn in the area takes 6d6 poison damage, or half as much damage with a successful saving throw against your breath weapon DC. This damage increases to 8d6 poison damage at 18th level.

Mirage

Prerequisites: 13th level, blue ancestry, Breath Weapon, Dragon Mage archetype

You can create an illusory version of yourself and channel your electricity through the mirage, though if you do, it ends the illusion immediately. You can cast *project image* without expending a spell slot. While the effect lasts, you can use your breath weapon from either your space or the image's space, although doing so ends the spell immediately. Once you've used this ability, you must finish a long rest before you can do so again.

Mist Breath

Prerequisites: 13th level, Breath Weapon, cloud ancestry

Whenever you use your breath weapon, in addition to the breath's other effects, you can choose to fill the area with a magical obscuring mist. The mist heavily obscures the area. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Overwhelming Spice

Prerequisites: 13th level, Breath Weapon, vermillion ancestry

When a foe gets the burning spice from your breath weapon into its eyes, nose, or other sensitive areas, it is stunned by the overwhelming burning sensation. When a creature fails its saving throw against your breath weapon by 5 or more, that creature is also stunned until the end of its next turn.

Painful Strikes

Prerequisites: 13th level, brine ancestry, Draconic Ravager archetype

The salty crystals that encrust your body make the devastating wounds caused by your claws particularly painful, potentially stunning your foes. Whenever you score a critical hit with your claws, the target must also make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, the target is stunned until the end of its next turn.

Psychic Counter

Prerequisites: 13th level, astral ancestry, Dragon Mage archetype

Those who dare assail your mind must pay for their impudence. When you successfully save against a spell that forces a Wisdom saving throw, you can use your reaction to reflect the spell back at the caster. The caster must make a Wisdom saving throw against your spell save DC. On a failure, the caster is affected by the triggering spell as if you were the spell's caster.

Rapturous Revel

Prerequisites: 13th level, Dragon Mage archetype, havoc or indigo ancestry

You can bring forth a revelry from Elysium (if you're a havoc dragon) or from your innate desire to party (if you're an indigo dragon). As an action, you can fill the area around you with a magical revelry composed of bright colors and beautiful music. For each target within 30 feet of you that can perceive the revelry, choose one of the following effects.

Charm. The target must make a Wisdom saving throw against your spell save DC or be charmed by you for 1 minute. If you and your allies are fighting the target, it makes the saving throw with advantage. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success. The effect also ends if the target takes damage.

Confusion. The target must make a Wisdom saving throw against your spell save DC or be confused for 1 minute. While confused, the target can't use reactions and rolls a d8 to determine what it does during each of its turns. On a 1 to 4, the target does nothing. On a 5 or 6, the target takes no action but uses all its movement to move in a random direction. On a 7 or 8, the target makes one melee attack against a random creature, or it does nothing if no creature is within its reach. At the end of each of its turns, the creature can repeat the Wisdom saving throw, ending the effect on itself on a success.

Revelry. The target has advantage on attack rolls, ability checks, and saving throws for 1 minute.

Once you've used this ability, you must finish a long rest before you can do so again.

Rebuking Breath

Prerequisites: 13th level, Breath Weapon, paradise ancestry

Your breath weapon knocks your foes slightly back, forcing them to reengage. When you use your breath weapon, in addition to the breath's normal effects, you can push each creature that fails its saving throw up to 10 feet directly away from you. If you alter the line's trajectory with Seeking Breath when the line intersects with a fiend or undead, Rebuking Breath pushes that creature back using the original trajectory, but creatures in the line's area after the change are pushed back in the direction of the new trajectory.

Redemption

Prerequisites: 13th level, Dragon Mage archetype, paradise ancestry

While your cousins, the bliss dragons, tend to be peaceful in their pursuit of redemption, you know things sometimes get violent. Thus, you have developed the supernatural power to grant a fallen creature a second

chance. You can cast *raise dead* without expending a spell slot. The dead creature can choose whether to accept your offer of redemption and a new life. If it does, in addition to the normal effects of *raise dead*, the creature's alignment shifts one step towards good, or one step towards lawful if it was already good. If the dead creature refuses the bargain in order to preserve its alignment, the spell's material components aren't consumed, and this ability is not expended. Once you've used this ability, you must finish a long rest before you can do so again.

Return Fire

Prerequisites: 13th level, *Dragon Mage* archetype, *red ancestry*

You can attempt to seize control of flames created by a spellcaster foolish enough to cast fire magic in your presence. When a creature you can see within 60 feet of you casts a spell that deals fire damage, you can use your reaction to cast *counterspell* against the triggering spell without expending a spell slot. If you successfully interrupt the spell, you can seize control of the triggering spell, deciding the spell's targets and using your attack bonus or spell save DC, as if you had cast the spell.

Once you've used this ability, you must finish a long rest before you can do so again.

Ride the Breath

Prerequisites: 13th level, *Breath Weapon*, *Dragon Mage* archetype

You concentrate your breath into a powerful line and then transform your body into the energy or matter that composes your breath, traveling along with the attack. When you use your breath weapon, instead of the breath's normal effects, you can exhale in a 5-foot-wide line that is 120 feet long. Creatures in that area must make a Dexterity saving throw against your breath weapon DC, taking 8d6 damage of the damage type associated with your draconic ancestry on a failed saving throw, or half as much damage on a successful one. This damage increases to 10d6 damage at 18th level. You then teleport to an unoccupied space at the end of the line. Once you've used this ability, you must finish a long rest before you can do so again.

Scintillating Aura

Prerequisites: 13th level, *crystal ancestry*

You can use a bonus action to surround yourself in a shimmering, magical aura of reflected color and light. The aura lasts until you fall unconscious or you use another bonus action to dismiss it. When a creature ends its turn within 10 feet of you and can see you, you can force that creature to make a Wisdom saving throw. The DC of this saving throw is 8 + your proficiency bonus + your highest ability score modifier. On a failure, the target is blinded for 1 round. If the target's saving throw is successful or the effect ends for it, it is immune to your Scintillating Aura for the next 24 hours.

Scorched Earth

Prerequisites: 13th level, *Draconic Ravager* archetype, *underworld ancestry*

Pressing against the ground to build up friction and heat, you can rush forward and scorch the earth around you. While you are in contact with the ground, you can use an action to move up to your speed. At the end of this movement, each creature within 60 feet of you, including creatures that are burrowing 10 feet or less below the surface of the superheated ground, take 7d6 fire damage, or half as much damage with a successful Dexterity saving throw. The DC of this saving throw is equal to 8 + your proficiency bonus + your Constitution modifier. This damage increases to 8d6 fire damage at 18th level. Once you've used this ability, you must finish a long rest before you can do so again.





Sedating Sparks

Prerequisites: 13th level, bliss ancestry, Breath Weapon

You can infuse the electricity of your breath with magical wisps of Nirvana's energy, which jolt and punish those with bloodshed in their hearts. When you use your breath weapon, in addition to the breath's normal effects, a target that fails its saving throw is also surrounded by sedating sparks for 1 minute. While surrounded by sparks, the target takes 2d6 lightning damage whenever it makes an attack. This damage increases to 4d6 lightning damage if the attack is against an unconscious target. At the end of each of its turns, the target can repeat the saving throw against your breath weapon DC, ending the effect on itself on a success.

Sickening Bite

Prerequisites: 13th level, Breath Weapon, brine or sea ancestry

You accompany your devastating bite with sickening brine (if you're a brine dragon) or excess water that floods the target's body and causes hyponatremia (if you're a sea dragon). When you score a critical hit with your bite attack, you can inject brine or dangerous amounts of water into the creature's wound. If you do, the target must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, the target is poisoned for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Star Flight

Prerequisites: 13th level; Flight evolution; lunar, solar, time, void, or vortex ancestry

You have regained the full power of star flight, allowing you to soar among the stars. You can survive in the vacuum of space and move quickly between celestial bodies, bringing along other creatures. It usually takes a few days to reach distant locations in the same solar system, and months or years to reach other locations, though the timing and speed varies dramatically. For example, locations within the same solar system are usually 10,000 times closer than the nearest other solar systems, but it doesn't take decades or centuries to reach them. You can bring along one creature up to one size smaller than you, two creatures up to two sizes smaller than you, or four creatures up to three sizes smaller than you, and they are likewise protected from the vacuum of space.

Trample

Prerequisites: 13th level, Draconic Ravager archetype, Size evolution

You trample through everything that gets in your way. While standing on a solid surface, you can use an action to move up to twice your speed. During this movement, you can move through the spaces of creatures smaller than you, trampling each creature whose space you enter. You can't trample the same creature more than once in a single turn. When you enter a creature's space during the trample, it must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failure, the creature takes 2d12 bludgeoning damage and is knocked prone. On a success, the creature takes half as much damage and isn't knocked prone. This damage increases to 4d12 bludgeoning damage at 18th level.

Transforming Breath

Prerequisites: 13th level, Breath Weapon, tumult ancestry

You can infuse strange protean energy into your breath weapon and transmute one of your victims into a harmless form. When you use



BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix

your breath weapon, in addition to the breath's normal effects, one target you choose must make a Constitution saving throw against your breath weapon DC. On a failure, the creature is magically polymorphed into a new form you choose, as if by the *polymorph* spell.

Once you've used this ability, you must finish a long rest before you can do so again.

Violent Retort

Prerequisites: 13th level, Draconic Ravager archetype, sovereign ancestry

When a creature you can see critically hits you with an attack, you can use your reaction to take revenge against the creature who dared land such a fearsome blow against your august countenance. After the critical hit is resolved, you can make a claws attack against the triggering creature. If you have a tail attack, you can make a tail attack against the triggering creature instead.

Void Gaze

Prerequisites: 13th level, Dragon Mage archetype, void ancestry

As an action, you can stare deeply into a creature's eyes, magically pouring void corruption into its mind. Select one creature within 60 feet of you. If you and the target can see each other, the target must make a Wisdom saving throw against your spell save DC. On a failure, the target is stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. The effect also ends if you and the creature can't see each other.

Once you've used this ability, you must finish a long rest before you can use it again.

Volcanic Furge

Prerequisites: 13th level, Breath Weapon, magma ancestry

You can cause the magma you exhale to cling to your foes. When you use your breath weapon, in addition to the breath's normal effects, you can cover each creature that fails the saving throw with clinging magma. While covered in magma, the target's speed is halved and it takes 2d6 fire damage at the start of each of its turns. This damage increases to 3d6 fire damage at 18th level. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Once you've used this ability, you can't do so again until you finish a long rest.

Vortex

Prerequisites: 13th level, bronze or sea ancestry

You can magically stir the waters around you, making it difficult for others to escape your wrath. While underwater, you can use a bonus action to surround yourself with an aura that swirls the water around you in a 10-foot radius. The aura lasts until you fall unconscious or use another bonus action to dismiss the aura. The aura is difficult terrain for creatures swimming in the area.

Whenever a creature tries to leave the aura, you can force the target to make a Strength saving throw. The DC of this save is 8 + your proficiency bonus + your highest ability modifier. On a failure, the target's speed becomes 0 for the rest of the turn.

Star Flight and Time Travel

Outer dragons' star flight ability is a powerful effect that can have a major effect on your game. It's listed as a 14th level gift, but in truth, in most campaigns, it would be disruptive or unhelpful, and in a campaign where the group would want to make use of it, where the whole point is to travel between the stars, it might be more of a mandatory plot device than a power up. In those cases, consider deciding as a group to give star flight to the outer dragon PC for free at a lower level, and allow it to bring more people along. After all, if it's mandatory for the story you want to tell, the outer dragon PC shouldn't need to spend a gift for it.

Similarly, legends tell of the most powerful great wyrm time dragons being able to travel through time a limited number of times in their millennia-long lifespan. This time travel ability isn't listed as a gift anywhere in this book. This is because it's also a plot device, one that's likely even more disruptive or mandatory than space flight, and one that is strictly limited throughout a dragon's life and thus would burn a gift slot once expended (or equally problematically, if retraining was allowed, the dragon would just retrain it). Thus, it's recommended for the group to decide together if they want to add a time travel plotline and just give the ability to the time dragon PC for free when needed. This also allows an element of uncertainty if the time dragon doesn't know when they'll receive their next time warp, meaning the PCs might be stranded for a period, or for good, in the other time.

If for some reason your group really wants time travel to be a gift, make it an 18th level gift, as normally only the most powerful great wyrms among time dragons can perform it, and even then only a few times in their life. Even as a gift, the ability should be unpredictable and extremely limited.

19TH LEVEL GIFTS

Abyssal Vengeance

Prerequisites: 19th level, Breath Weapon, Draconic Ravager archetype, rift ancestry

When a creature you can see hits you with an attack, you can use your reaction to use your breath weapon if it is available. You must include the triggering creature in the breath's area.

Adamantine Claws

Prerequisites: 19th level, Draconic Ravager archetype, underworld ancestry

You use powerful internal alchemy to infuse your claws with adamantite. Your claw attacks deal 2 additional damage. In addition, your claws deal double damage to objects.





Crystallize Flesh

Prerequisites: 19th level, crystal ancestry, Dragon Mage archetype

You can cast *flesh to stone* without expending a spell slot. You can't do so again until you finish a long rest. When you use crystallize flesh to cast *flesh to stone*, the target turns into crystal instead of stone, but the effects are otherwise the same.

Furious Momentum

Prerequisites: 19th level, Breath Weapon, Draconic Momentum gift, Draconic Ravager archetype

When you regain your breath weapon as a result of Draconic Momentum, you can use your reaction to use it immediately.

Gleaming Armor

Prerequisites: 19th level, Dragon Mage archetype, sovereign ancestry

You can cast *holy aura* without expending a spell slot. You must finish a long rest before you can do so again.

Golden Luck

Prerequisites: 19th level, gold ancestry

You draw upon incredible power—and incredible luck—to save yourself from disaster. When you fail a saving throw, you can choose to succeed instead. Once you've used this ability, you can't do so again until you finish a long rest.

Inspire Envoy

Prerequisites: 19th level, Dragon Mage archetype, sovereign ancestry

You have gained the vaunted ability of sovereign dragons to select a heroic envoy, granting that creature incredible strength and leadership abilities. When you observe a mortal perform an exceptional act, you can offer your august blessing in exchange for that creature carrying out a specific directive, such as defeating a tyrant or protecting a sacred site.

You can cast *geas* as a 9th-level spell without expending a spell slot. The affected creature becomes your heroic envoy. You can have only one heroic envoy at a time. While affected by the *geas*, your heroic envoy gains advantage on attack rolls and Wisdom and Charisma ability checks. Once you've used this ability, you must finish a long rest before you can do so again.

Lethal Claws

Prerequisites: 19th level, Draconic Ravager archetype, Improved Natural Weapons evolution

When you attack with your claws, whenever you roll a 1 or 2 on a damage die, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2.

Living Breath

Prerequisites: 19th level, Breath Weapon, Dragon Mage archetype

You can grant your breath weapon a spark of life, allowing it to continue acting as you command. When you use your breath weapon, after its initial effects, the breath coalesces into the form of a dragon made out of the energy or matter that composes your breath weapon. The living breath appears in a 10-foot-square area you choose within the area of your breath weapon. Creating the living breath requires concentration (as if you were concentrating on a spell).

A creature that ends its turn inside the living breath takes 6d6 damage of your breath weapon's type, or half as much damage with a successful Dexterity saving throw against your breath weapon DC or spell save DC (whichever is higher). Each round on your turn, you can use a bonus action to move your living breath up to 60 feet. The living breath remains for 1 minute, until you lose concentration, or if you and the living breath are ever more than 120 feet away from each other.



Slow Aura

Prerequisites: 19th level, copper ancestry

You can use a bonus action to surround yourself with a magical aura that bedevils those around you. The aura lasts until you fall unconscious or use another bonus action to dismiss it. When a creature ends its turn within 10 feet of you, you can force that creature to make a Wisdom saving throw. The DC of this saving throw is 8 + your proficiency bonus + your highest ability score modifier. On a failure, the target is slowed for 1 minute. A slowed creature's speed is halved, it suffers a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to your Slow Aura for the next 24 hours.

Spellturning Scales

Prerequisites: 19th level, Dragon Scales evolution

You have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a natural 20 for the save and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Stunning Electricity

Prerequisites: 19th level, Dragon Mage archetype, sky ancestry

As an action, you can unleash a spiral of magical lightning that stuns all around you. Each creature you choose within 60 feet of you must make a Constitution saving throw against your spell save DC. On a failure, the target takes 4d12 lightning damage and is stunned until the end of its next turn. On a success, the target takes half as much damage and isn't stunned. Once you've used this ability, you must finish a long rest before you can do so again.

Tidal Wave

Prerequisites: 19th level, Draconic Ravager archetype, sea ancestry, Size evolution

While submerged in a body of water at least 30 feet on a side, you can use an action to slam your body down into the water, creating a tidal wave. Each creature in the water within 90 feet of you must make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failure, the target takes 6d6 bludgeoning damage and is pushed 30 feet directly away from you. On a success, the target takes half as much damage and isn't pushed away.

Undetectable Essence

Prerequisites: 19th level, Dragon Mage archetype, occult ancestry

You are virtually undetectable to divination magic. You can cast *nondetection* on yourself at will, without expending a spell slot.



BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix







Dragons and the Lux Aeterna Ritual



Dragons and the Lux Aeterna Rítual

Congratulations! By acquiring a copy of this esteemed tome, you've proven yourself a most discriminating scholar. Pat yourself on the back! Within these remarkable pages, you'll find a treasure trove of information about dragons and their relationship with the lux aeterna ritual. More knowledge, I daresay, than has been collected in one place before! I should know: as an aeternal green dragon myself, I know what I'm talking about.

While any author brings certain biases to their work, I have done my utmost to present a dispassionate view of the dragons herein. Nonetheless, I find color commentary can provide insights, so I've included my unvarnished opinions as well. Of course, clearly delineated; I'm a scholar, not some gossip. I'll trust you, a reader of refined tastes, to separate my opinions, informed and brilliant as they may be, from the facts, unusual as they may be.

Before we begin, a brief summary on why this book is so important. The lux aeterna ritual has allowed some dragons to grow in power at a rate more rapid than ever before. Dragons who perform this ritual are known as "aeternal" dragons, as opposed to the "traditionalist" dragons who, for reasons of their own, refuse to undertake the rite. Every culture in our world is rife with friction, especially regarding nascent societal constructs that challenge the establishment's orthodoxy. The aeternal versus traditionalist split is one of many fault lines found in dragon culture. I hope that you, dear reader, are free of such tawdry notions.

While certain tendencies exist among all the dragon heritages, every individual is different. Don't take my generalizations as gospel, especially if your observations differ from mine. Instead, engage in the practice employed by scholars since ancient times: annotate your conflicting data. Write it in the margins. Evaluate it over time and compare it to other data you've collected. If you notice a significant trend—and can prove it empirically—send your observations to the address found on this volume's title page. My publisher will forward the information to me, and if your speculations can be verified, I will give credit where it is due in the next edition of my work.

—Kallizandrex, Sage Aeternal

Amber Dragons

BATTLEZOO
ANCESTRIES
DRAGONS

Introduction

Dragon
Race

Dragon
Class

Draconic
Gifts

Dragons
and the
Lux Aeterna
Ritual

Hoard of
Power

Appendix

Amber dragons are chatty gossips who enjoy learning all sorts of juicy details, peeping into people's businesses to assist with problems, and spreading rumors. As a result, the lux aeterna ritual fits perfectly into their usual routine. The ritual helps them maintain a fast-paced lifestyle that can keep up with the shifting tides of gossip and the rise and fall of trends, all the while testing their limits and growing their magic. Plus, the ritual gives them the perfect excuse to meddle, and amber dragons *love* meddling. Like most traditionalist wild dragons, traditionalist amber dragons get along exceptionally well with aeternal amber dragons. Mixed friend groups intermesh their gossip techniques seamlessly so that the traditionalists can cover certain more elusive rumors. At the same time, the aeternal dragon recovers their aptitude, and the aeternal amber dragon's enthusiasm and pace can drive up the group's ability to sniff out large quantities of more overt rumors. All that's left is to hash all the rumors out in a rap session and decide which ones are the most interesting to spread. This determination is often completely independent of any attempt to verify the rumors, if the amber dragon even decides to do so.

Aeternal amber dragons love joining up with adventuring parties, as the typical adventuring party represents the ideal vessel for all of an amber dragon's favorite activities. Treasures and secrets are discovered by adventurers, which is exactly what amber dragons enjoy. Not only that, but adventurers are notorious for intruding into people's businesses to fix things or take command of a situation without authority. Amber dragons adore the party's cover because it corresponds to their own interests. Adventurers tend to be a hive of activity for rumors and the like, whether they move from place to place, or quest to quest, or set up a home base for their missions, their constant momentum gives the aeternal amber dragon numerous opportunities to spread rumors of their own. Plus, the fast-paced excitement and danger are sure to supercharge their magic. In general, aeternal amber dragons get along well with any type of group willing to accept the dragon's preferences, and they quickly fall in love with groups that *want* them to gather and spread intelligence for their next mission as well as misinformation to keep their enemies guessing. An amber dragon would follow such a group to the ends of the earth... at least as long as there are rumors to find or tell out there. Aeternal amber dragons favor classes that allow them to blend in, gather information, and spread rumors until they snowball into lives of their own. Bards and rogues handle these sorts of tasks in a more straightforward fashion.

VALUE OF CIRCULATION

Most of us just can't abide the thought of someone else getting their grubby paws on our hoards. You know how it is. The better the condition, the rarer, safer, and more hidden, the more valuable. But amber dragons have an unusual take on that based on their experience sharing and spreading rumors. Information is part of their hoards, and to them it gains value from spreading in a way they choose. So they sometimes do the same with their other treasures, lending them to museums to increase the public's awareness and awe, and increase the value of their hoard.





Apocalypse Dragons

EDGY OR SENSITIVE?

I doubt you're surprised that a dragon with a name like "apocalypse" and a natural disposition for universal annihilation leads to all sorts of cognitive dissonance for those who buck the trend and become aeternal.

While every individual is unique, there are two behaviors that are often common. Some aeternal apocalypse dragons, despite throwing off the utter evil of Abaddon, act incredibly edgy and engage in all sorts of over-the-top behavior. Others become particularly sensitive and go out of their way to be kind to others, forming a reaction that is diametrically opposed to their planar nature. Rather than two distinct emotions, the two reactions could be triggered by two sides of the same coin.

Covered in gangrenous wounds and possessed with souls of pure evil, traditionalist apocalypse dragons are as tied to the plane of Abaddon as daemons. They seek to despoil life, crush hope, and create a twisted homage to their native plane. However, not all apocalypse dragons enjoy that aspect of their nature, and a rare few find this aspect of their nature unappealing and seek to move beyond it. The lux aeterna ritual represents a way out, as the apocalypse dragon weakens or even severs the ties to Abaddon's blight in the process of the ritual. This leaves aeternal apocalypse dragons in a position to choose their own fates, and many decide to walk away from the blighted path set before them. That being said, while they might have strongly felt that they could do more than just ravage and despoil, they don't always know what else they want to do after the ritual. Some choose to turn their natural talents towards a productive cause, such as eliminating rampant growth that is actively detrimental to an area, such as plagues, infestations of devouring insects, invasive species, Abyssal blights, or marauding monsters. Others try to put their past further behind them by building things up instead of tearing them down. However, the dual impetuses of their lingering nature and the lux aeterna ritual rarely let them find a sedate or peaceful life. Plus, traditionalist apocalypse dragons represent an additional threat to any thought of an idyllic existence. Traditionalists already love to corrupt and destroy, their hearts beating with the nihilism of Abaddon, and what better way to spread their apocalyptic desires than to crush the dreams of one who seeks to avoid their doom? Their aeternal brethren quickly learn that they have a large target painted on their backs.

Aeternal apocalypse dragons frequently band together with other adventurers not only to share strength and protect themselves from a surprise attack by their traditionalist kin, but also to find a purpose for themselves. The aeternal dragon somehow knew that destroying all life for its own sake wasn't the limit of their potential, but sometimes it comes down to others to help the dragon explore what else they can be. That doesn't mean the aeternal apocalypse dragon was consciously *aware* of the need. It can take some time for them to come to terms, during which they might subconsciously seek answers while

seeming to reject the answers given, at least on the surface. Surprisingly, this means they can work together well and learn more from gentle, patient, and wise allies, all traits the apocalypse dragon would have deeply disdained before the ritual. Regardless of

their newfound desires, many aeternal apocalypse dragons gravitate toward classes that allow them to ravage and destroy, such as barbarian, fighter, or sorcerer. Those who wish to understand the cycle of creation and destruction might broaden further to classes like artificer, allowing them to create something new that still holds great destructive potential.



Astral Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Astral dragons are especially private and proud, and in normal circumstances, they live solitary existences, soaring across the endless expanse of the Astral Plane and hunting amidst the ennosites and strange thoughtforms of the Silver Sea. This combination makes them the least likely to perform the lux aeterna ritual among esoteric dragons. Nonetheless, sometimes an unusual phenomenon or other odd occurrence calls an astral dragon so strongly to the ritual that even the haughty and reticent dragon can't deny it, or a terminal condition, most likely of mental origin, forces the astral dragon's claw to perform the ritual. Perhaps they encountered a psychic imprint on their journey that led them to a deeper mystery they couldn't seem to shake, or they came across a memory that seemed to lead to an incredible treasure, but they lacked the ability to pursue it. Stranger stories still speak of aeternal astral dragons who arose not from proper astral dragons performing the lux aeterna ritual but instead, somehow, from successful lux aeterna rituals performed by the disembodied astral echoes of dragons known as dragon eidolons. According to the stories, these former eidolons might have originally remembered being from any heritage—or none—and while they look like any other aeternal astral dragon after the transformation, they can be easily spotted due to the vast divergence in attitude. Whatever the case, traditionalist astral dragons regard aeternal astral dragons with disdain, as those who are too impatient and uncouth for their own good. For their part, aeternal astral dragons see traditionalist astral dragons as hopelessly calcified and stuck in their ways, unable to see the potential. Even so, that view is little solace when so few astral dragons become aeternal to begin with.

For all these reasons and more, aeternal astral dragons make their way off the Astral Plane and onto other planes, especially the Material Plane, where adventures and adventurers are plentiful. Unlike an aeternal astral dragon's judgmental kindred on the Astral Plane, most Material Plane folks are simply awed by an aeternal astral dragon, which suits the dragon's pride especially well. Aeternal astral dragons may be exceptionally haughty, as are most astral dragons, but underneath that pride often lies a layer of deep insecurity. Thus, befriending an aeternal astral dragon is not difficult if you have a little patience and remain supportive and complimentary to the dragon. Just don't engage in shameless flattery, as an astral dragon can usually spot that coming a mile away. Adventurers who take the time and effort to do so find that they have made a loyal friend for life, albeit perhaps an extraordinarily arrogant and reserved one. Aeternal astral dragons often become spellcasters who use astral essence in their work, such as bards, sorcerers, and wizards.

MIND PALACES

Astral dragons sometimes keep hoards of thoughts, memories, and images in mind palaces stored only within their own memories. Even though my own hoard is similar in that I keep it in tomes of knowledge, I still find this practice bizarre. Do they actually own anything if it's all in their heads? They can't really show it off easily either, like I do with my books in my self-portrait before the foreword. So, is it even really a hoard at all at that point? Astral dragons claim that this makes it almost impossible for people to steal from them without memory magic, and they point out that in the Astral Plane, thought is reality.





Black Dragons

DRACONIC SNARK

Black dragons take snark to an art form, providing sarcastic quips that infuriate or demoralize their opponents, their rivals, or just people who annoy them. Black dragons rarely waste time with insults based purely on crude physical appearance.

Instead, they strive for a more nuanced and cutting insult that attempts to undermine a creature's confidence and expose their deeper insecurities. If a foe is too shallow for that, of course, a black dragon can reluctantly go for cheap shots.

Aeternal black dragons are at extreme risk from their traditionalist brethren from the moment they complete the lux aeterna ritual. Traditionalist black dragons are full of fervent hatred toward them for becoming different and a hidden fear that the ritual might make the aeternal dragon more powerful, subjecting the traditionalist dragon to the same fate someday. Fortunately, black dragons are usually quite solitary, staying away from even their own families unless necessary. So, by the time another black dragon finds out what happened, it might be too late for them to take action, as the aeternal black dragon might have exploded in power and prominence. A prospective aeternal black dragon with an unusually large number of other dragons in or close to their territory might be best served to engage in subterfuge in order to disguise the fact that they have performed the lux aeterna ritual. Faking their own death, pretending to go into a long slumber, or other means of explaining a long absence is the easiest way to earn a reprieve, but sometimes that won't suffice, especially if they don't have a good place to hide themselves and their hoard. In situations like these, the black dragon might arrange for something else to distract their neighbors' attention, such as an infestation of monsters or an adventurer raid.

Aeternal black dragons channel their desire to win at all costs and their exultation in defeating their opponents

into the strategies and tactics they use while adventuring. Many begin their adventuring careers as loners but quickly learn the lesson that teamwork keeps one alive when taking the kinds of risks that spur the growth of their magic. By the time they are ready to join an adventuring group, they are ready to cooperate with the other members of the group, but that doesn't mean there isn't any friction between them. Black dragons are acerbically sarcastic and deeply competitive. This combination doesn't always make for pleasant company for fellow adventurers, and it can become more explosive if one of their companions engages in an escalation with the dragon in either insults or contests, leading to ever-growing challenges between the two adventurers as the black dragon refuses to back down. In a group content to simply let the dragon's tendencies pass, however, the black dragon eventually builds a rapport with their fellow adventurers and turns their biting wit and competitive nature more towards the group's foes instead. When incorporated fully into a group, aeternal black dragons are unparalleled ambushers, skilled in the use of quick in-and-out raids, skirmishing, stealth, and subterfuge on behalf of the party's objectives. The aeternal black dragon might deliver a withering one-liner just before delivering the coup de grâce that ruins their enemy's plans, the better to rub it in. Aeternal black dragons love classes that let them weave in and out of combat, deliver ambushes, and insult their foes at the moment of defeat, such as bard, ranger, rogue, and monk.

Bliss Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hordes of
Power**

Bliss dragons radiate warmth and serenity as they create healing sanctuaries deep within the unspoiled wilderness, protecting wildlife and innocents while driving out malevolent beings. Deeply content with their lot, and transcendent with the enlightenment of Nirvana, they rarely see a need to perform the lux aeterna ritual on their own behalf. However, every now and then, a hero or other being with great future potential stumbles upon a bliss dragon's sanctuary in desperate need of healing beyond what the bliss dragon can provide on their own. In this case, when the life in the balance outweighs the bliss dragon's role in the sanctuary, the lux aeterna ritual provides an answer. The bliss dragon performs the ritual to save the mortal's life, changing the dragon's nature and binding the two together for the rest of the mortal's life. While other aeternal dragons who save a mortal's life or heal their ailments often go their separate ways, aeternal bliss dragons almost always choose to continue traveling with the mortal they saved. Traditionalist bliss dragons are wise enough to recognize that the aeternal dragon's decision was the better of two bad options at the time. They don't hold aeternal bliss dragons responsible or stigmatize them; instead, they seek to provide them with love, support, and sympathy, but only in the amount that the aeternal bliss dragon requires. For their part, aeternal bliss dragons value their kin's understanding, especially when they know that many other aeternal planar dragons find their traditionalist brethren unsupportive or outright hostile.

Aeternal bliss dragons are highly likely to adventure alongside the mortal they saved on the fateful day they decided to perform the lux aeterna ritual. While this companionship often leads to a strong friendship or even familial or romantic love, the relationship can also have bumps, spikes, or profound disasters. These tragic cases typically come about when either the dragon or the mortal begins to resent the other. Aeternal bliss dragons have cut themselves off from the pure serenity and enlightenment of Nirvana, and so, just as planar dragons from evil planes can develop their own sense of morality, so too can bliss dragons lose sight of their original principles. If the mortal the bliss dragon saved, who seemed so full of future potential on that day, starts acting churlish, ungrateful, or in a way that seems like they are wasting their life and thus the dragon's sacrifice, the aeternal bliss dragon can grow more and more resentful. Meanwhile, if the mortal begins to feel oppressed by the dragon's omnipresence, especially given the immense pressure placed on the mortal and the implicit reminder that the dragon sacrificed so that the mortal could live, the mortal may begin to resent the dragon. When this happens to one, it frequently spreads to the other. Even then, there's still hope that the two can talk things out, work things out, and save their relationship. However, if the situation is allowed to fester, it can lead to devastating tragedy, with one, the other, or both falling off their path, potentially leading to deep evil. Aeternal bliss dragons tend to prefer classes that facilitate healing or respect nature. While druid is chief among these, cleric, paladin, ranger, and certain kinds of sorcerer are close behind.

IGNORANCE IS BLISS

Some bliss dragons are foolish enough to seed their own misfortune through their blind benevolence, weakening themselves while saving a mortal who is broken by the pressure of the dragon's sacrifice and becomes their eventual nemesis. One technique bliss dragons can use to prevent this future is to ensure the mortal's ignorance of the true details of their salvation. If they stay unconscious, the mortal might never truly realize why their condition vanished. This allows them to fill in their own explanation. While this can help with stress, it can lead to even worse problems if the mortal feels they are invincible.



The background of the page is a detailed illustration of a treasure hoard. At the top, a large blue dragon's head with a single blue eye and sharp teeth is visible. The floor is covered in gold coins, with various treasures scattered around, including a sword, a horn, a chalice, and a small pot. On the left, a large blue dragon is depicted, wearing gold armor and a red sash. It holds a staff and a book, and its wings are spread. The dragon's body is covered in gold coins and gems. The overall scene is one of wealth and magic.

Blue Dragons

AZURE PUPPETMASTERS

Blue dragons think they are so clever, always one step ahead of everyone else. And, well, sometimes they are, but there are some patterns you can use to discover their schemes fairly easily. They don't like to use valuable pieces unless they have to, so you have to pay attention to how their pawns move. Look for someone who appears to be acting against their own self-interest, and you may have found a pawn. By tracing the pawn's actions through a few levels of indirection, you can figure out what the dragon wants, and from there, you can chase down the movements of other pawns and more valuable pieces.

Manipulative, cultured, and highly social, blue dragons tend to play subtle mind games with each other to resolve disagreements about the lux aeterna ritual, rather than engage in direct combat, conflict, or debates. The end goal of the scheme is to prove their preferred stance on the ritual to the other dragons indirectly and without needing to stoop to advocating it directly one way or the other. As such, to an outsider, interactions between blue dragon traditionalists and aeternal blue dragons can seem especially civil, while in the background, multiple plots and schemes are unfolding, barreling together towards a collision course with all the other gambits.

Aeternal blue dragons amplify the already formidable blue dragons' predilection for social events and venues. Thus, they are highly likely to live in humanoid societies and settlements, often in an incognito alternate form. Not only do they join adventuring groups in an attempt to flex their magical power and grow stronger faster from the ritual, they often take the effort to form such groups themselves. Meticulously and subtly gathering just the right mix of adventurers to ensure the maximum

chance of success. At their most blatant, they are the sketchy cloaked figure in the tavern offering an exciting adventure to would-be heroes, but most blue dragons are subtler than that, capable of putting together the group without anyone realizing they've done so. Once they've formed a party, blue dragons rarely attempt to take a direct leadership role in such fellowships, preferring instead to control things from behind the scenes and let someone else, or the group as a whole, think they are in charge. Blue dragons value competence and loyalty in their fellow adventurers, and if they find a party member has betrayed the group, especially by stealing from the rest of the party, the blue dragon typically schemes tirelessly to pull off a plan that conclusively proves the wrongdoer's guilt to the other party members, allowing the dragon to humiliate the traitor, build consensus, and inflict severe punishment. The most straightforward plots involve tricking a would-be thief into stealing from the party while the rest of the party is surreptitiously able to see them attempt the theft, but their plots can involve significantly more complex steps and plans. Often the more profound the betrayal, the more complex the scenario. The flip side is that blue dragons who arrange a loyal and competent adventuring party consider their fellow adventurers to be metaphorically part of their own hoards—after all, didn't the dragon work just as hard to collect and arrange them as any dragon does their hoard—and so they tend to be fiercely protective and loyal in return. It is for this reason that a betrayal cuts so deep; it's not merely an act against the dragon and the dragon's hoard; it's an insult to the dragon's skill in gathering the party in the first place that they would choose someone who would later betray them.

Adventuring blue dragons excel in classes involving social manipulation and illusion magic, making them especially adept as Charisma-based spellcasters such as bards and sorcerers. However, their love of schemes and gambits, and their desire to win stylishly, fits well with classes like rogue.

Brass Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Brass dragons are playful conversationalists who love experiencing and understanding the cultures and customs of shorter-lived races. This sometimes draws them to perform the lux aeterna ritual as part of a plan to experience these things firsthand, joining an adventuring party either in disguise or in their true forms. Because of their extreme libertarian attitude and belief that any creature should have the right to make its own decisions so long as they do not harm others, traditionalist brass dragons don't really have a problem with aeternal brass dragons, or vice versa. Carefree, emotional, and almost childlike in their curiosity, brass dragons adapt exceptionally well to the lux aeterna ritual, and their short attention spans pair perfectly with the relatively breakneck (by dragon standards) pace that the ritual encourages in order to exercise and grow their magic. Brass dragons tend towards depression as they grow old, and while many distract themselves by taking care of pets or friends, some turn to the lux aeterna ritual to reinvigorate them and make their life exciting again. This is a dangerous proposition, though; the initial loss of power is dramatic for an older, more powerful dragon, as it puts them on the same level as younger dragons, and the ultimate payoff in terms of power might not even be worth it. Nonetheless, for these depressed venerable brass dragons, power isn't the point; the ability to feel the fast-paced excitement of being young again as they face deadly challenges to grow their magic is its own reward.

Brass dragons love to form information networks, using their many lengthy conversations to gain targeted intelligence and build connections. Aeternal brass dragons take this a step further, always finding new quests and opportunities for their adventuring parties to pursue. Brass dragons' strong love of freedom of choice means that they always leave the decision of which avenue to pursue up to the group as a whole. However, the brass dragon still has extreme power in the decision-making process, as they have no particular compulsion to report every lead they hear. This means if a quest is particularly vile or repugnant to the brass dragon's sensibilities, the dragon can simply leave it out of the list of options when presenting to the group. Thereby having the ultimate veto power over the group's activities, assuming the group uses the dragon's information network exclusively to determine its next move. Brass dragons prefer a democratic process in all aspects of their adventuring group and chafe at a group with a single leader who makes decisions unilaterally. However, they recognize that if the rest of the group prefers a single decision-making voice to simplify the process and votes to have one leader, this too is their choice—as long as they can overturn that decision at any time should the leader abuse the privilege. Brass dragon adventurers tend to be charismatic classes and face characters who can take an active part in any conversation.

BRASS TACTS

Brass dragons might be carefree in their worldview, but that doesn't mean they are careless in conversation. They have a way about them that puts people at ease during conversations, even people who are ordinarily shy or who might otherwise be put off by conversing with dragons. This ability to understand others and approach them with tact stems from the same source as their incessant belief in the freedom of choice. If they couldn't understand others, they wouldn't be able to ensure that they respected another's true wishes rather than their surface level words.





Brine Dragons

PARTY FUND PURCHASES

When brine dragons gather party funds from their complicated adventuring party charters, they tend to make purchases that they feel are in the party's best interests. This often includes items that other party members might have overlooked on their path to an expensive purchase, especially consumable items or items that help handle a worst-case scenario. A cleric with a scroll of *breath of life* in hand can save a life, and a humble *owlbear claw*, a pittance for all but the lowest level adventurers, can provide a crucial effect in a difficult battle. Opinions certainly vary about these tactics.

Brine dragons are compulsive about upholding a routine steeped in strict standards of behavior and courtesy. As a result, few of them perform the lux aeterna ritual, as it represents a disruption to that routine. The few aeternal brine dragons are shunned by traditionalists, to whom they represent something out of place, an inefficiency that makes the orderly bigger picture feel jarring. But for an aeternal brine dragon, the lux aeterna ritual is part of their new life and new routine. It's just different than before. Because brine dragons are so opinionated, aeternal brine dragons believe that their view is correct, which leads them to try to correct their traditionalist kin's "wrong" opinions when they could have been better off ignoring traditionalist brine dragons and finding a group of like-minded individuals instead.

Aeternal brine dragons typically seek to establish their own adventuring party, drawing up an extensive charter for the group that usually places the brine dragon in charge but always imposes rules, guidance, and fee structures on the group as a whole. The brine dragon's rules are typically intended to promote the overall strength and success of the adventuring party, keeping it running like clockwork, but this means they don't typically make exceptions for individual needs or compassion. This can lead to friction with more individually-minded members of the adventure group, thus brine dragons try to avoid teaming up with such allies if they can. If necessary, they make allowances to the charter to reach the point where their companions will follow them. It's a hard lesson for a perfectionist, but many aeternal brine dragons have learned that an imperfect set of rules that are closely followed is superior to a perfect set of rules that no one follows.

As one might expect, the fee structure built into the charter can sometimes be off-putting to fellow adventurers. Many potential allies are deeply skeptical of the idea of anything but an even split between members or communal sharing of items, assuming the brine dragon means to embezzle the wealth collected in fees in order to build a bigger hoard. However, brine dragons put party funds to good use, purchasing useful consumables, securing items to help remove dangerous conditions and afflictions, and creating an emergency fund for when the party suddenly needs a purchase, bribe, or even a resurrection. Thus, most groups that can learn to deal with the brine dragon's obsessive and perfectionist nature and desire for rules find that the dragon provides a significant benefit in handling inventory management and infrastructure tasks that no one else wants to deal with. Edict dragon and brine dragon adventurers often get along marvelously, with love for each other's organizational schemes at first sight. When they don't, however, they clash irreconcilably due to conflicting tastes, causing each to constantly poke at the other's perfection, in a back and forth that can never be satisfied for either dragon. Brine dragons love classes that make it easier for them to convince others to follow their opinion, such as Charisma-based classes.

Bronze Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Bronze dragons are among the most likely metallic dragons to perform the lux aeterna ritual, in the same way that they are the most likely to become intertwined in the affairs of shorter-lived races. It's true that bronze dragons have a natural inclination towards a life of esoteric scholarship, guardianship, or custodianship over a site of great import. However, bronze dragons of all kinds, aeternal and traditionalist, can't help but heed the call of a good quest, joining others to see it through. This contradiction is what leads them to the lux aeterna ritual. If the quest is too much for them as they currently are, they might need their magic to grow more quickly, relying on their allies to protect them through the early stages of the ritual's aftereffects. Traditionalist bronze dragons rarely look at an aeternal dragon differently after the ritual than they did before. Each has their own path to take and truths to discover. While it's more common for a bronze dragon to perform the lux aeterna ritual at the start of a great quest that requires more from them, this story has many variations. Some bronze dragons begin their quest without the ritual, only to perform it along the way to save their own life or the life of an adventuring comrade. In this case, the bronze dragon might not even prefer the aeternal lifestyle to that of a traditionalist dragon, but chose to accept it rather than allow a life to slip away.

While many other dragons perform the ritual first and then find an adventuring group and quest, aeternal bronze dragons are more likely to have found a worthy cause and a group of like-minded allies in advance. Traditionalist metallic and chromatic dragons don't get along as a rule, but aeternal bronze dragons and aeternal green dragons have been known to bond over a shared voracious love for lore and scholarship. However, this friendship can quickly break down into a massive argument if the two dragons are proponents of rival scholarly theories on a topic important to both of them. Fortunately, unlike with a similar tension between two green dragons, the situation is likely to de-escalate when the bronze dragon calms down and apologizes (as it is unlikely the green dragon would do the same). Bronze dragons tend towards classes that allow them to gather unusual lore, like bard, warlock, and wizard, or classes that allow them to protect others most easily, like paladin. As part of an adventuring group, they tend to help research and plan the party's next moves while enriching and fortifying the party's home base. Even for a party that travels to distant lands, a bronze dragon member typically tries to convince the group of the importance of having a place they call home, where they can return to be safe and de-stress after a dangerous journey.

THE LESSER SCHOLARS

Bronze dragons are impressive scholars when compared to non-dragons, but they can never hold a candle to a green dragon's depth of scholarship. That's not really their fault, but rather the result of their worldview. By believing themselves to be custodians and guardians of knowledge, they sealed their own fates. Scholarship is not merely passive, it requires actively engaging with the world, devising theories, and testing them.



Cerulean Dragons

THE ULTIMATE CAT'S-PAWS

Cerulean dragons have an innate need for adventure, and they can't help but explore anything that catches their interest. The way they bite into any sort of lead makes them perfect cat's-paws for manipulators. Just dangle a lead in front of them and watch them go.

Even traditionalist cerulean dragons love to travel, adventure, and explore all sorts of unusual sites and wonders, even to the point of foregoing a lair to make it easier to stay on the move. This lifestyle is one of the most obvious matches for the lux aeterna ritual of all dragons, and many cerulean dragons participate in the ritual as a result. If they're going to go on all kinds of crazy and dangerous adventures just for fun, they might as well let their magic grow and learn from it so they can increase their power along the way. The rhythm of adventuring and advancing in power is so natural to wandering cerulean dragons that they barely miss the power lost when performing the initial ritual. However, cerulean dragons who remain traditionalists often have a good reason for doing so. Some traditionalists stay out of love or friendship, having found close friends or life partners who are themselves traditionalist dragons and who want to live and grow together at the same pace. Others simply wound up procrastinating the ritual so long that it felt like it wasn't worth it anymore, somehow failed

the ritual and weren't able to retry, or are simply so ancient that they've lived since a time when knowledge of the ritual was less common. That's not to say that a traditionalist cerulean dragon must have a reason, however.

Some remain traditionalists for no particular reason.

It's the default status quo, and so all it takes is inaction or apathy to remain so. Aeternal and traditionalist cerulean dragons tend to get along famously well, and it's sometimes hard for other races to tell them apart, even after a conversation with a cerulean dragon. It takes skill and knowledge

about the differences that arise from the ritual, combined with a careful assessment of the dragon's age compared to their power, to reach the appropriate conclusion.

Aeternal cerulean dragons just keep doing what they do best: exploring and adventuring at breakneck speed. They often join adventuring groups, as long as those groups are sure to explore new places rather than be too attached to one specific location. Meeting new adventurers isn't quite as exciting as discovering new locations for an aeternal cerulean dragon, but the process is still exciting. As a result, an aeternal cerulean dragon may be willing to join a stationary group for a short time. This allows them to switch from group to group until they find the perfect fit, a group that shares their wanderlust, or at least humors it by traveling often. Aeternal cerulean dragons enjoy classes that make their adventures and travels feel fast-paced and exciting. Monks, rogues, and other mobile classes are favorites, as well as rangers and other classes skilled at exploring.



Cloud Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Cloud dragons are adventurers at heart, wandering and exploring the world as they travel through various areas. Their lifestyle is such a great match for an aeternal dragon that perhaps the only reason they don't adopt the lux aeterna ritual more often is the deep sense of loss they feel when the ritual ends, and their magic temporarily weakens to the point they can no longer fly. As beings of air, more so than any other dragon, they feel this loss keenly and consider themselves trapped by their earthbound predicament until they build up enough power to soar through the air once again. Traditionalist cloud dragons don't bear any particular ill will towards aeternal cloud dragons, but hearing about a dragon they knew becoming aeternal typically makes a traditionalist cloud dragon wince in a moment of sympathetic pain akin to the way it feels to see someone suffer a terrible injury, as they imagine that loss being inflicted on themselves. This makes traditionalist cloud dragons uncomfortable around aeternal cloud dragons who can't fly, often enough to be visibly unsettled in those situations. Once an aeternal cloud dragon regains their wings, this reaction evaporates like mist, and they no longer run into any such setbacks interacting with their traditionalist kin.

Cloud dragons live in the moment, so they are well suited to an aeternal dragon's fast-paced lifestyle; in fact, it isn't all that different from how they normally live! The main difference is that most cloud dragons spend most of their adventures just traveling, often safely above any possible danger, and only briefly interact when something catches their fancy. In contrast, aeternal cloud dragons get into the thick of things much more often. To exercise their magic and increase their power, they need to engage in stressful situations that push them to the limit, and just cruising past threats doesn't cut it. But their roving nature and collection of various eclectic pieces of treasure don't change a bit. Aeternal cloud dragons tend to team up with adventuring parties who aren't too tied down to any one given location, and they prefer to avoid adventuring for too long underground, where they can't see the sky. Other than that, they're extremely flexible, and they get along well with most other aeternal dragons and members of other races. While cloud dragons live in the moment and often make snap decisions, they do so with great wisdom and judgment, so this tendency rarely causes friction with their fellow adventurers in the same way that making unwise snap decisions might. This is even usually the case when traveling with fellow adventurers who like to think things through, as many appreciate that the cloud dragon can find a good solution quickly. The trouble comes when the cloud dragon chooses the best of several options but still meets a bad or mixed outcome, while the results of the other choices can never be known. This can lead more methodical allies to worry that the cloud dragon's hasty choice might have been the wrong one. Aeternal cloud dragons often become especially mobile classes, like monk, or classes good at exploring, such as rogue or warlock, to reflect their love for collecting assorted esoterica.

PATHS TO THE SKY

Aeternal cloud dragons sometimes become overly obsessed with the sky. They're torn up from sacrificing their flight for even a brief time, and that feeling grows to fill an increasingly large portion of their life. Treasure and decorations with sky aesthetics can help, as do magics or technologies that allow them to take to the air, if only for a short time. Levitation and flight magic, or even vehicles like hang gliders, are extremely popular among aeternal cloud dragons overcome with their yearning for the sky. In due time and with enough effort, they regain their flight and the feelings ebb.





Copper Dragons

COPPER PRANKS

Copper dragons have senses of humor that vary from dragon to dragon. Some are complex and truly funny, others puerile and childish. Aeternal copper dragons have their own variations. Some tend towards complex pranks that create a deeper humor after a buildup period, in a trajectory mirroring the lux aeterna ritual. Others live in the moment, pulling pranks entirely centered around getting the quick and cheap laugh. This latter form of prank is tiresome to many, myself included. However, the aeternal copper dragons who prefer these pranks believe that they embody the fast-paced lifestyle of an aeternal dragon.

Copper dragons are capricious tricksters known for their distinctive and sometimes shocking senses of humor. Additionally, they love to enjoy the finer things in life, indulging in the most delicious flavors, experiencing the greatest sensations, and surrounding themselves with the finest treasures. While this might make it seem like copper dragons are flighty and likely to make a life-changing decision on a whim, the truth is that copper dragons don't jump to hasty conclusions or choices. Instead, they stop to examine every possible angle before making a big decision. While their epicurean pleasure-seeking and pranks rarely lead them to the lux aeterna ritual, copper dragons still occasionally partake in the ritual to earn freedom from an otherwise incurable affliction, for themselves or another. Traditionalist copper dragons respect the freedom of other copper dragons to make their own choices, including the choice of whether or not to perform the lux aeterna ritual. At most, a traditionalist copper dragon might take the opportunity to perform a series of lighthearted pranks while the aeternal dragon's defenses are down. In this case, the pranks are opportunistic, not out of any desire to rub in the downsides of the ritual. And what's more, the traditionalist dragon would expect to be pranked in turn when the aeternal copper dragon's power grows to exceed their own.

Aeternal copper dragons go on adventures to test the limits of their magic's new adaptability, to fight for the freedom of others, and to gain a wider stage upon which to perform their pranks. They often join adventuring parties, taking the role of tricksters or comic relief on a day-to-day basis. Thus, it is crucial for a copper dragon to join a group with members who have a good sense of humor, or at least who are tolerant of the dragon's antics. While a copper dragon's pranks are meant in good fun and tend to be ultimately harmless, those who don't have a taste for those kinds of jokes can become offended, leading to tension in the group. Copper dragons aren't particularly more or less likely to adventure with other dragons, and they enjoy spending time with energetic and fun-loving races, such as gnomes, and with fey pranksters, such as pixies and draxies. When copper dragons have several alternatives, they prefer to indulge their passions by joining groups that promote the cause of freedom, fighting against tyranny, slavery, and those who impose unwanted restrictions on the people around them. Despite their usual lighthearted demeanor, copper dragons are roused to great anger by the injustices around them. As a result, they often choose classes that help them play pranks and live it up, like bard and rogue, but a few copper dragons become barbarians, mastering that passionate anger and channeling it towards combat prowess.

Crypt Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Crypt dragons patrol the planes beyond Purgatory for signs of foul play involving the dead and their souls. Sometimes, however, they come across something too big for them to resolve at their current age and power level. In these cases, the lux aeterna ritual offers an opportunity to grow rapidly, outpace the necromantic or spiritual malfeasance, and put a stop to it. Thus, crypt dragons are more likely than most other planar dragons to perform the ritual for reasons similar to those of non-planar dragons. Crypt dragons are typically solitary in their patrols and investigations. This independence and lack of infrastructure are major contributing factors to the need to use the lux aeterna ritual to prepare for and overcome a major threat. On the other hand, it means that crypt dragons trust each other to operate independently and exercise their own discretion to deal with any problems they might encounter in the best way that they see fit. As a result, traditionalist crypt dragons rarely waste time second-guessing an aeternal crypt dragon's decision to perform the ritual. What's done is done, and ultimately all shall pass, even for dragons someday. This leads to the two types of crypt dragons getting along relatively well. Though they remain at a distance from each other, that's to be expected even before the lux aeterna ritual comes into the picture.

Aeternal crypt dragons usually have an important mission that inspired them to perform the lux aeterna ritual, and based on their nature, it's typically something threatening a vast number of the dead or their souls. These types of threats tend to involve necromancers, sahkil, or undead, but not always. There are a variety of other calamities and disasters that could pique the interest of an aeternal crypt dragon. Just after performing the ritual, an aeternal crypt dragon knows they aren't quite ready to handle the larger threat, so they often try to do something outside of their comfort zone from their traditionalist lifestyle: make some friends and allies and work to build up strength together. If the crypt dragon's chosen threat offers some weaker opposition along the periphery with which to sharpen the group's skills, all the better, but if not, the crypt dragon is fine with the idea of helping out their allies with their petty problems first and moving on to more important matters later when they are all ready to do so. Aeternal crypt dragons gravitate towards classes with connections to life and death, as well as those skilled at protecting souls and destroying undead. Often this includes classes like cleric or paladin. Sorcerer or warlock are also especially fitting choices.

TALES FROM THE CRYPT DRAGON

Crypt dragons travel far and wide in pursuit of their mission, and so they tend to wind up with interesting stories as a side effect, rather than an intentional goal. When it comes to aeternal crypt dragons, who desperately needed power quickly, they build up adventuring anecdotes much faster than other crypt dragons. For taleseekers out there, crypt dragons would be an excellent potential source, if only they were more interested in actually *telling* their stories. They don't necessarily enjoy the process in the way a vermillion dragon would, so it might take some negotiation, but the result is worth it. I recommend offering items for the crypt dragon's hoard. They tend to enjoy fancy funereal items.





Crystal Dragons

CRYSTAL DRAGON ART

Not every crystal dragon has a talent for creating art of their own, but just about all of them are huge fans of fine art. This leads crystal dragon hoards to tend strongly towards collections of artwork, whether paintings, sculptures, tapestries, fine jewelry, or any other form of visual art. Crystal dragons have a particular love for art made using crystals, as well as pieces of art with a reflective surface, so they can admire their own visages.

The height of vanity really. The only creature vainer than a crystal dragon is one with something to prove. Thus, it's best not to insult the art in a crystal dragon's hoard, or especially their appearance, if you don't want to become embroiled in some sort of petty crystal dragon tantrum.

Crystal dragons are extremely vain and easily angered, and so, even though most traditionalist crystal dragons are benevolent, they are incredibly likely to get into epic arguments with aeternal crystal dragons. The result of the lux aeterna ritual, with the flow of magic altered, has a visible effect on the crystalline body structure of a crystal dragon. This leads to rancor because a crystal dragon's appearance is a major point of pride, but also their biggest emotional vulnerability. Add to that a tendency to see insults where none are intended, and you have a recipe for disaster. The tragedy of the situation is that the crystal dragons trapped in this cycle don't intend to antagonize and escalate with each other; it's just their nature. Even in the absence of direct malice or prejudice, the escalation of conflict over time can result in the severing of ties between an aeternal crystal dragon and former friends and family.

Aeternal crystal dragons are quick to make new friends to replace any broken bonds from their past, and they especially enjoy teaming up with other adventurers who shower them with praise. They enjoy being surrounded by the finer things and prefer adventures in fancy or beautiful surroundings rather than getting covered in muck in a dreary swamp. Aeternal crystal dragons' love of physical beauty does not hinder their choice of companions, as they can find beauty in all appearances, shapes, and sizes. Neither are they jealous of others' appearances; another's beauty does nothing to diminish a crystal dragon's own. This leads crystal dragons to team up with allies of all races, with no particular draw towards fellow aeternal dragons. However, some other dragons, such as black dragons with their mocking insults, are particularly bad matches for an aeternal crystal dragon.

While they often get along exceptionally well with every member of their adventuring group at any given moment, crystal dragons' ability to find insults in innocuous words or actions can lead to tension in a group. When the crystal dragon takes umbrage with an innocent comment, it can leave the other adventurers scrambling to try to explain or make amends.

Fortunately, given time to calm down, the crystal dragon is likely to forgive and forget. Trouble arises, however, if their fellow adventurers aren't willing or able to do the same.

Aeternal crystal dragons are easily distracted and work best on sustained tasks in a controlled environment. However, the same traits that lead them to be easily distracted also make them great at multitasking when necessary in a complex, fast-paced situation. Their love of shiny things and praise means that aeternal crystal dragons often become rogues or Charisma-based characters like bards and sorcerers.

Dream Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Dream dragons are wanderers, hunters, masters, and guardians of the Dreamlands, and so perhaps it might seem bizarre that any would choose to perform the lux aeterna ritual. It's true that they rival astral dragons for their unwillingness to give up on their traditional role as self-styled rulers of their plane, which initially led to few adopters. Indeed, rumors say that the first dream dragons to perform the lux aeterna ritual weren't doing so for themselves, but rather to spy on aeternal nightmare dragons. It was rumored that nightmare dragons were leaking onto the Material Plane and potentially pursuing a plot that could have ramifications back in the Dreamlands. Whether or not that's strictly true, the first aeternal dream dragons headed out to the Material Plane and returned to report back what they'd felt and experienced to their traditionalist brethren. The experiences they found and the things they learned altered their perspectives on the Dreamlands and the nature of the sleepers who generated the various bubbles of dream realms within the ever-shifting dimension. The traditionalist dragons found that these new perspectives were not only valid, but they were also fresh and insightful. While this didn't convince many to perform the lux aeterna ritual, per se, the idea of taking a stretch on the Material Plane before returning to "rule" the Dreamlands became more and more popular. In turn, there was no particular need for many to perform the ritual. The traditionalist dragons could gain the aeternal dragons' perspectives without the ritual's inherent drawbacks by simply living on the Material Plane for a short period of time. Eventually, this led to an arrangement where certain families and social groups of aeternal dream dragons moved permanently to the Material Plane, setting up adventurer's guilds and other infrastructure partially paid for by traditionalist dream dragons. The traditionalists would then send their children to live as wards, fostered by aeternal dream dragons for a short while before returning home. In practice, this usually works out well, resulting in a one-of-a-kind interaction between traditionalists and aeternal dream dragons among all dragon heritages. Sometimes young dream dragons take a liking to their foster home and choose to stay, often performing the lux aeterna ritual themselves. However, this isn't something that particularly thrills their parents, and an aeternal dream dragon with a penchant for converting their wards to an aeternal lifestyle might find the patronage swiftly revoked.

While they aren't showing young traditionalist dream dragons what life is like on the Material Plane, aeternal dream dragons love adventures; the more fanciful and varied, the better. When choosing companions, they typically select not for demeanor, philosophy, or even skill set. Instead, they want to know what drives their potential companions and their biggest dreams in life. Those who dream big earn the dragon's approval, so long as the dream isn't especially repugnant. Furthermore, an aeternal dream dragon ally is among the best an adventurer can hope for to stand steadfast alongside them when faced with great difficulties in pursuit of that dream. Aeternal dream dragons tend toward classes that allow them to innovate, adapt, and dream up new strategies. That doesn't just include classes that interact with traditional magic like bards and wizards, but also classes that dream in completely different ways, like artificer.

NO MORE YIELDING

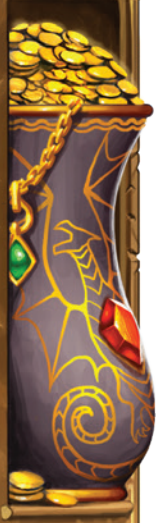
Most ancestries consider dreams to be fleeting, but dream dragons feel that there's nothing more enduring or real. A person's actions, emotions, and even memories fade with time, but true dreams last a lifetime, at least unless they are crushed by an outside force. One of the key reasons that dream dragon parents send their children to live for a time with aeternal cousins is to learn exactly these kinds of insights into how other creatures interact with their dreams. What births a true dream, as opposed to a passing fancy? To what lengths will dreamers go to make their dreams a reality? And what can kill even a dream?





Edict Dragons

EDICT DRAGON SOCIETIES



What exactly does an edict dragon's ideal society look like? I'm sure you won't be shocked if I told you that they uphold strict hierarchies and the rule of law. What's more surprising is that they actually don't all converge on some sort of shared framework based on the societal structure of Utopia. Turns out, edict dragons have an inventive streak, and they each think they've come up with a system of governance that has advantages even over the eternal order of Utopia itself. It's more than a little arrogant, but that's how some dragons are. Myself excluded, of course. My achievements are earned.

Edict dragons are lawbringers who travel the Material Plane in search of lawless regions or societies with corrupt law enforcement. There, they seek to excise corruption and build functioning structures in order to create a perfectly ordered society. Unfortunately, sometimes the region's lawlessness or the corruption in the society is too much for an edict dragon to overcome. The first recourse in such a situation is for edict dragons to resolve these conflicts by building up infrastructure and alliances, inching ever closer towards their ultimate goals. Sometimes, however, these first steps meet failure, or the threat facing order is much more powerful than the dragon and any potential allies, so the edict dragon needs to take more extreme measures. The lux aeterna ritual gives an edict dragon a way to perform the same kind of incremental progress internally within their own bodies, magic, and spirits as they ordinarily might externally by building alliances. As such, it's a sensible option when external incrementalism is unsuccessful, unpromising, or insufficient on its own. Aeternal edict dragons feel that this is a perfectly natural progression of the natural tendencies shared by all edict dragons to work hard and build things up until they can succeed. However, traditionalist edict dragons often consider the choice drastic, rash, and potentially disorderly, given that it is irreversible and cuts the aeternal edict dragon off from some of the connections to Utopia that tie them to a life of pure order. Aeternal edict dragons are happy to engage in

spirited debates on the matter, and they point out that will and determination can lead to a more profound respect for order than sheer determinism on its own. An aeternal and traditionalist edict dragon may even seek out a lawful mortal to serve as a neutral arbiter in such a debate.



Aeternal edict dragons actively seek allies willing to help advance their cause of bringing order to lawless regions or corrupt settlements. That doesn't mean that all their allies must themselves be lawful; anyone with a sincere wish to develop a perfect functioning society can contribute to an edict dragon's dreams. This typically starts small, on the scale of an adventuring party taking missions while progressing the aeternal edict dragon's magic via the pathways from the lux aeterna ritual. Aeternal edict dragons, on the other hand, rarely stop there; they frequently form alliances with other local inhabitants, organizations, governments, mercantile groups, distant allies, and others who are eager to work for a better life. As the web of connections and alliances grows, so do the chances of success, as does the aeternal edict dragon's drive. Edict dragons like to think deeply about which sorts of classes and skills are available in their adventuring party and their broader alliance and then choose to pursue a class

that fits into that greater machine, providing exactly what the team needs to succeed. If left to their own devices, with truly no niche or role needed to balance the party, they often choose classes that allow them to either protect and bring order, like paladin, or refine and improve things, like artificer.

Etheric Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Etheric dragons typically dwell in the distant and isolated reaches of the Ethereal Plane, far from the areas that overlap with the Material Plane. There they focus on extreme pragmatism, practicality, and raw survival above all other pursuits. Given the other denizens of the Ethereal Plane, including marauding sahkils, this is a prudent and cautious approach. In turn, this allows ethereal dragons to live until they grow strong enough that they no longer need such caution, though by then, the lessons have been long ingrained within them. These two competing aims, pragmatism and survival instincts, represent a push and pull towards and away from the lux aeterna ritual.

On the one hand, performing the ritual might allow the dragon to grow strong enough to survive more threats in weeks or months than they could otherwise live through without decades or centuries of growth. On the other hand, the side effects just after performing the ritual make an ethereal dragon feel uniquely vulnerable and wary; it's exposing a weakness that's just asking for an ambush at their lowest point. Some etheric dragons handle the contradiction by realizing the fallacy of seeing only two paths: they can either refrain from the ritual and hope to survive the centuries without it, or they can travel to a safer backwater, like the Material Plane, and perform the ritual there, only returning to their home when they are strong enough to stand tall against its threats. This strategy has met with considerable success among ethereal dragons, and as a result, the majority of ethereal dragons seen on the Material Plane are, in fact, aeternal. While traditionalist dragons have determined that the ritual is impractical for them, if an aeternal dragon performs it, survives, and thrives, they clearly chose the right path, and that should be respected. But that's for a dragon who succeeds. As to the rest, etheric dragons are quick to mock those who met a ruinous fate after a foolhardy use of the lux aeterna ritual left them in such a vulnerable situation, making them a sitting duck for danger. However, it isn't only the traditionalist dragons who do so; aeternal etheric dragons will often join their traditionalist brethren in considering such failures to be lessons in the sort of behavior they should never repeat.

Etheric dragons are eminently practical when it comes to choosing their companions. They don't want a group with the best fit for their personality or principles—they want the group most likely to survive, period. Often, this means a special focus on finding allies who can protect and recover, such as champions and clerics, but etheric dragons also know that too much defense and too little offense gives your enemies too many chances to bring forth calamity. Since survival is paramount and the rest is flexible, etheric dragons try their best not to rock the boat once they've found a good group. Instead, they try to fit in and make themselves indispensable so that the group will want to be sure to continue including them, even going so far as putting themselves on the line for the others so that they will do so for the dragon as well.

Nonetheless, an etheric dragon has no desire to throw himself on the pyre for a lost cause. If the battle is lost and the choice is between dying with their comrades or making their escape, an etheric dragon chooses the latter, attempting to help fellow survivors escape as well if it's feasible. Etheric dragons take well to cautious, mobile, and well-defended classes such as monk, allowing them to potentially survive and escape a losing fight.

INTO THE ETHER

I can admire the extreme pragmatism of etheric dragons in most circumstances, but for some people it takes some getting used to. One of their most divisive practices is the tendency to feel that discretion is the better part of valor, retreating from a losing conflict to regroup, learn, and prevail later if they can. I find this refreshing, as those who attempt to barrel through an obviously lost cause deserve what happens to them. But some who speak of pretty lies like "honor" consider the actions of etheric dragons cowardly. It's best not to let an etheric dragon hear that, though.



The page is framed by a border of treasure. At the top, a dragon's head with a blue eye and sharp teeth is on the left, and various items like a sword, a horn, and a bowl of gems are on the right. On the left side, a vertical panel shows a treasure chest, a green gem, and a yellow dragon head. At the bottom, there are more treasure items, including a sword, a bowl of gems, and a small pot. The main illustration is a large green dragon with a sword and a glowing orb.

Forest Dragons

FOR THE TREES

Forest dragons like to claim their actions are on behalf of nature, and that their disdain for civilization comes from a greater cause. However, we green dragons, who share some qualities with forest dragons, have quickly determined that this is no more than a convenient excuse. You can't see the forest, the saying goes.

Forest dragons prefer the old ways of doing things, eschewing technology and civilization in favor of a simpler life in tune with nature. Thus, many forest dragons first saw the lux aeterna ritual as something to be disdained. For decades after the ritual began to spread among dragons, no forest dragon would perform it. But slowly, ever so slowly, as a few had to use the ritual out of dire need, it managed to enter the world of the forest dragon and began to gain a foothold. Currently, the lux aeterna ritual is still too newfangled for most forest dragons, but for others, it has become comfortably entrenched and understood enough to become part of their accepted view on life. After all, lux aeterna is a magical ritual, not technology or another trapping of civilization. Thus, it could have merit.

Nonetheless, forest dragons who hold this point of view are in the minority and tend to be on the younger side. They might find that their elders hold them in deep contempt and scorn, but such isn't necessarily unheard of between the youngest and oldest forest dragons, even without as polarizing a life choice as the lux aeterna ritual to draw out the animosity. Since forest dragons already spend much of their time with animals, this isolation doesn't necessarily bother them. Still, it can lead to a dangerous confrontation between an ancient traditionalist forest dragon and a younger aeternal forest dragon grown strong, potentially with an adventuring party in tow.

Aeternal forest dragons are incredibly particular about their adventuring groups. They vastly prefer animalistic, bestial, and monstrous allies who are as eager as the forest dragon to stay far away from civilization. While they're willing to accept allies of any race, the wrong background or class could be an immediate dealbreaker. Artificers, for instance, are overlooked except in the direst of circumstances. The most important thing to an aeternal forest dragon is that their adventures take place in the wilderness, not in settlements,

farmlands, or other places tamed by civilization. An ideal mission might be to explore some ancient ruins, loot the treasure, and then destroy the offending structure in a way that allows nature to reclaim the site. A close second is a quest to hunt down poachers, slash and burn foresters, or others who harm or exploit the environment for its riches. A group that satisfies a forest dragon's desires finds their forest dragon compatriot to be eminently reasonable and easy to get along with, helpful to other members, and even sometimes generous as the forest's bounty. But when a forest dragon is forced to travel with someone who irritates them, perform missions they don't like, or visit civilization, they become extremely irritable and petty in interactions, as harsh and unforgiving as the forest in winter. Forest dragons are more likely to be a druid or ranger than any other class.

Gold Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Dragons
and the
Aeterna
Ritual**

Meditative, patient, and wise, gold dragons often live in seclusion, contemplating the greater implications of every action and taking the broader view. Thus, when a gold dragon performs the lux aeterna ritual, changing themselves to require fast-paced, stressful action, their traditionalist brethren have great difficulty understanding their rationale and perspective. After all, directly intervening in the breakneck world of shorter-lived races is the polar opposite of the slow, deliberate counsel offered in service of longer-term goals and a wider perspective. Traditionalist gold dragons can't help but feel that their aeternal counterparts are shortsighted, becoming too engrossed in the particulars of whatever circumstance they felt required the ritual and thus incapable of understanding the greater implications of their actions. Nonetheless, traditionalist gold dragons remain polite and compassionate when speaking with a gold dragon considering the ritual. They seek to offer gentle advice and wisdom to subtly steer the other dragon away from the ritual while still allowing them to make their own choice. With aeternal gold dragons, they see little point in a debate since the ritual is over and the process irreversible. It's more important to help guide and support other dragons than to be "right." For their part, aeternal gold dragons can sense the unspoken disapproval and are more likely to attempt to engage in discourse to persuade other gold dragons that their actions were appropriate and well-considered. The fact that this frequently results in the traditionalist dragon politely disengaging rather than engaging in an argument can be even more frustrating to an aeternal gold dragon trying to prove themselves.

Aeternal gold dragons tend to eschew the solitude of their traditionalist kindred, instead joining up with groups of adventurers in order to exercise their magic's explosive potential for growth. They tend to choose adventuring groups with tremendous future potential, but likely in need of guidance and wise counsel to stay on the right path. After all, guiding talented but troubled individuals to become heroes of an age not only produces a great good, it could also protect against the danger of such talented adventurers being led astray along the wrong path and, in so doing, prevent the rise of a great villain. This is not to say that they don't get along well with righteous adventuring groups; everyone needs someone to lean on and offer advice every once in a while. Aeternal gold dragons tend towards classes that make it easier for them to provide a guiding support role to others without taking too much of the spotlight themselves. Clerics and monks are especially common, which allows them to protect or heal their comrades, both physically and psychologically. Gold dragons, on the whole, are used to taking things slow and reacting, protecting, and healing. Aeternal gold dragons, on the other hand, can surprise both foes and friends when they act quickly and decisively.

ALL THAT GLITTERS

Of the most commonly encountered dragons, the chromatic and metallic dragons, gold dragons are the most powerful. But that doesn't mean they're better than the rest of us. If anything, it just makes them the most aggravating form of arrogance, where they pretend to be modest but their true arrogance is exposed by their aloof actions.





Green Dragons

OBSESSIVE STUDY

We green dragons tend to have a small number of narrow fields of research that we consider the most interesting to study. Many green dragons focus on only a single such topic. However, topics vary wildly from dragon to dragon, across all fields of study. One green dragon might prefer to chronicle the genealogies of nobility and royalty, another to examine the movements of the stars and other celestial bodies, and a third to understand the migration patterns of woolly mammoths. As a discerning reader such as yourself must have determined by now, my obsession is with the lux aeterna ritual and the aeternal dragons who perform it. How does the ritual work? Who created it? And why? How is it reshaping our society? I must know!

Green dragons' obsessive search for knowledge has often led a green dragon to perform the lux aeterna ritual to further that pursuit. After all, it is not merely physical and magical strength that increases rapidly after applying the ritual, but knowledge as well. Green dragons who haven't performed the ritual tend to be more accepting of those who have, unlike other chromatic dragons. Disputes are much more likely to form over scholarly disagreements on pet theories and hypotheses, the interpretation of various ambiguous bits of text, or the scope of what constitutes canon on a particular topic. Many aeternal green dragons take up the mystery of the lux aeterna ritual as an area of interest in their research. They figure that learning more about its origin will reveal deeper secrets of the ritual and perhaps the path to a superior version of the ritual, one that will lead other dragons to recognize their brilliance.

While most green dragons prefer isolation to perform their research and correspond with other scholars only by written correspondence using a pen name, those who have performed the ritual are much more likely to mingle with other scholars who have earned their respect in person, often in a humanoid guise. Aeternal green dragons stir themselves from isolation out of the knowledge that they must push themselves to the limit to experience the full benefits of the ritual. But their caution leads them to travel in adventuring groups with other aeternal dragons, or even humanoids and other non-dragons, rather than risk such dangers on their own. Green dragons are able to get over their tendencies towards a solitary life, albeit often with reticence, but fellow adventurers with scholarly interests can help them open up towards friendship... so long as they don't disagree on scholarly topics and begin a rivalry instead. Such rivalries can be particularly tempestuous for a fellow adventurer, as failing to hold their own

might cause the green dragon to lose interest altogether, but there is no quicker way to earn a green dragon's ire than soundly thrashing the green dragon in their own obsessive specialty.

Their love of nature causes them to prefer quests and adventures in a wilderness setting, and they are surprisingly willing to help assist against threats that blight the area near where they adventure and live, as they see such things as unsightly and a blemish on their reputation. On the other hand, lost knowledge or strange and wondrous antiquities are the greatest motivators for an adventuring green dragon. These two

predilections often intersect in jungle-choked ruins of civilizations long past, and so such places are favorites of adventuring green dragons. Green dragons tend towards classes based on research, such as wizard, though they likewise often specialize in classes with a connection to nature, like druid.

Perhaps no class combines the two more completely than a warlock with an archfey patron, and so aeternal green dragons willing to pledge to a patron often find that calling especially suits their nature.

Harlequin Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Harlequin dragons engage in biting jokes and pranks that ultimately reveal deeper truths and a greater understanding of other people than one might expect from a light-hearted prankster. Like all wild dragons, they are likely to perform the lux aeterna ritual, but they are the least likely of the bunch. Traditionalist harlequin dragons grow in power and insight slowly over time, engaging in sagacious folly as the muse strikes them, and they still represent a significant majority of harlequin dragons. Even traditionalist harlequin dragons use items as props or to gain their benefits and sometimes wear fool's motley, costumes, or other outfits. This suits aeternal harlequin dragons just fine, though. Not only do they get the opportunity to take their observations and quips on the road, testing their insights to the limit to grow more powerful rapidly, they also get to play one more trick on everyone else. After all, since most harlequin dragons are traditionalists, an aeternal harlequin dragon who keeps their equipment similar to that of a traditionalist can choose to disguise their true power. By explicitly choosing to remain at a relatively smaller size, others might expect that a harlequin dragon who has maxed out the potential of their magic is a mere youngling at a glance, when in fact, the dragon's true power rivals that of ancient wild dragons. These kinds of surprises, wherein someone else underestimates a harlequin dragon to their ultimate dismay, delight and amuse them. Because it takes both types of dragon to play this trick, aeternal harlequin dragons are incredibly fond of traditionalist harlequin dragons. They hope that their traditionalist brethren will remain the notable majority, lest it spoil their fun. Aeternal harlequin dragons' antics amuse traditionalists, and they consider it a true expression of their goal to enlighten through mockery and wit. After all, the aeternal dragon is teaching the lesson not to judge a book by its cover.

Aeternal harlequin dragons couldn't imagine any other way to adventure than with a party of fellow adventurers. Someone needs to appreciate their pranks, tricks, jokes, and epic snark, and their adversaries aren't likely to last long enough to reach that deeper level of appreciation that takes time and reflection. Some groups just can't mesh with a harlequin dragon if they are too straitlaced, serious, and self-important to be able to introspect and realize that the dragon's comedy act holds a deeper meaning that can help them grow. Most parties, however, have at least one member who is able to figure out what the harlequin dragon is doing, and in the worst case, they can hopefully convince the others to play along. A harlequin dragon's dream group, however, is full of members who, by and large, have a great sense of humor, the grace to laugh along when they're knocked down a few pegs, and the wisdom to use the opportunity to gain insights into the mirror of their inner self that the harlequin dragon has shown them. Harlequin dragons tend towards bards, sorcerers, warlocks, and other classes that specialize in comedy and deeper meanings.

FOOL'S WISDOM

Harlequin dragons play the fool, but they like to think of themselves as the smartest person in the room. They aren't, of course, but they do manage to gain some fascinating insights. However, instead of just revealing what they've discovered directly, they misdirect through humor. This obscures their point, making it harder for anyone else to understand what the harlequin dragon is trying to say. Seems like a fool's errand, right? But it has a point. Harlequin dragons try to reveal a person's own shortcomings through their humor. But there's a funny thing about our shortcomings: people don't like hearing things that challenge our deeply held beliefs. When we do, we tend to entrench. By making us search for the answer, harlequin dragons make us more receptive.





Havoc Dragons

HOT MESSES



Havoc dragons are walking disasters, and I'd never personally associate with one from anywhere but a distance. I recommend the same for you, dear reader. But you might be wondering, how do they keep finding comrades given their sheer propensity for calamity? The truth is that their earnest enthusiasm, cheerful upbeat attitude, even in the face of failure, and zest for life can make their personalities quite attractive to others. They often find enablers who consider them too charming to truly blame them for their mistakes.

Havoc dragons try to make the world around them into playful and fantastic vistas full of wonder and new experiences. While this is marvelous in theory, in practice, havoc dragons have earned their name because they wind up making messes and being a bit of a mess themselves. Havoc dragons' whimsical schemes are so varied and unpredictable that it's hard to predict exactly why or when they'll use the lux aeterna ritual. It's for any of a thousand different reasons that the havoc dragon chooses to try the ritual out, from complex reasons related to a particular desire or goal, to simpler rationales like that it seemed like a good idea at the time, or simply because it was there. With many other dragons, their kin can look back at their decision and, even if they vehemently disagree, they can at least see the line of reasoning that led their aeternal brethren to perform the ritual. But with havoc dragons, sometimes looking at the timing or the choice, it just seems like a mystifying decision with timing that doesn't make sense.

Did they perform the ritual to stop a disaster but then didn't get strong fast enough before the disaster hit? Sure enough, there are many aeternal havoc dragons who have fallen into that trap. Or perhaps the ritual looked interesting, so they leapt without looking, but the next day they realized they needed some of the powers they lost to the ritual for a critical task? Many aeternal havoc dragons have done that too. Traditionalists and aeternal havoc dragon kin can both sympathize; after all, whether or not it involved the lux aeterna ritual, what havoc dragon hasn't caused some unintended collateral damage or unintended consequences in their days? Havoc dragons don't even really tend to make a distinction between aeternal and traditionalists, treating each other exactly the same as before. As is normal among havoc dragons, they spend most of their time tacitly and supportively ignoring each other's biggest blunders, only occasionally descending into light, good-natured teasing long enough after the fact that the wound is no longer raw.

Aeternal havoc dragons are enthusiastic, energetic go-getters who are eager to please. Their enthusiastic attitude, relentless optimism, and strong loyalty and passion quickly endear them to fellow adventurers of almost all stripes. However, when the havoc dragon's blunders wind up creating mayhem for their fellow adventurers, that's when their bonds together are truly tested. Some groups can't abide the dragon's good-natured bumbling and banish their former friend to look for another party. For this reason, aeternal havoc dragons, always maintaining their optimism, might be on their third, fourth, fifth, or even sixth (or later) adventuring group before they find the right fit who will become their true boon companions. A group that can learn to accept the dragon, mistakes and all, has a loyal, hard-working best friend for life. Havoc dragons tend to prefer classes that give them a variety of options to help solve problems, whether of their own making or not, though it's this same tendency that gives them exactly the right tools to get themselves into trouble. These especially include spellcasters like sorcerer, creative or improvisational classes like artificers, or classes with a mix of spells and other talents like bard.

Indigo Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Indigo dragons are the life of the party, working hard but then partying hard and celebrating their successes. As such, even traditionalist indigo dragons fit right into humanoid settlements as friendly, helpful, but sometimes raucous neighbors. A district or section of a settlement home to indigo dragons has some kind of festival every few days, so it's a perfect vacation spot for visiting tourists who want to enjoy a special occasion, and that, plus indigo dragons' consumption of local products, makes them good for the economy... if you can handle the noise and spectacle. Aeternal indigo dragons are hard to tell apart from their traditionalist brethren. They continue to live life fast, hard, and joyously, filling their days with thrilling adventures and their nights with exuberant celebrations of their victory. Due to their shared perspectives, even if they take them in different directions, aeternal and traditionalist indigo dragons get along famously. They actively try to form friend groups that include dragons of both types in order to experience a wider variety of parties and perspectives. While other races have difficulties even telling the difference between aeternal and traditionalist indigo dragons, indigo dragons have no such trouble, and they celebrate their differences with pride.

Aeternal indigo dragons might have a friend group of traditionalists with whom they like to hang out and throw parties, but they understand that when it comes to adventuring and empowering themselves with the lux aeterna ritual, they need to find a different group. They tend to be delighted by the fact that a group of adventurers is known as an "adventuring party," though mildly disappointed that an adventuring party is not some kind of giant party at all. Nonetheless, aeternal indigo dragons are hard workers during the adventure as long as they have plenty of time to blow off steam and celebrate afterwards. They try to rope their entire group into their carousing and wild parties, even fellow adventurers who are more reserved or introverted. They do, however, have enough social awareness to tell the difference between a companion who is truly offended and upset by the constant invitations and pressures to socialize and one who is simply reticent and reluctant but ultimately enjoys themselves when they let loose and join in the fun. Aeternal indigo dragons will stop attempting to entice allies who truly despise parties, but with reluctance and sadness. While they are incredibly easy-going companions who can get along with almost any group, indigo dragons won't last long in an adventuring party entirely composed of extremely serious adventurers who repeatedly refuse to celebrate and socialize. It's not that the indigo dragon can't just keep it professional and go party with someone else; it's more that they don't want to share their exciting adventures with a group of people when they can't also share any of the rest of themselves as well. Aeternal indigo dragons prefer charismatic and exuberant classes such as bard and rogue.

LIFE OF THE PARTY

Indigo dragons are well known for their extreme love of parties, but they don't just treat parties as a background leisure activity to crash when they have some spare time. Indigo dragons take parties seriously. They party hard wherever they go, but they don't do so in ways that disrupt the party for short-term enjoyment. Instead, they act in pursuit of greater partying over the course of the entire party, by creating spectacles that help build the party's intensity and make the party a smashing success. When an indigo dragon throws a party themselves, you know it's going to be a must-attend if you're the partying sort. I prefer a quiet book.





Infernal Dragons

DEVIL'S IN THE DETAILS

You might wonder, dear reader, why people keep making bargains with infernal dragons if they always turn out badly in the end. The answer is rather more pedestrian than you might think, having been raised on fearmongering tales of infernal contracts gone wrong: they don't. Not always.

Sometimes, yes, they are quite the disaster for the one who signs them, maybe even often. But if you can pay attention to the details, you can wind up with a mutually beneficial arrangement with an infernal dragon. That doesn't mean the dragon doesn't still get something they want, but you might do so as well, without some fatal hidden catch.

Infernal dragons love to make bargains and deals, gaining something in exchange for unusual costs. They are usually more comfortable on the supply side of bargains, offering mortals what they desire in exchange for service, favors, or more. However, the lux aeterna ritual is a riddle of a bargain demanding an infernal dragon's attention from the other perspective, that of the person receiving the offered bargain. Infernal dragons wonder how they can game the system to get the maximum benefits from the ritual's effects at the minimum cost to themselves. Ultimately, many choose not to accept the deal; they've seen too many bargains go sour. But many others seek to seize the advantage by performing the ritual under maximally beneficial terms. For example, they might search for a mortal with an incurable or terminal condition and negotiate a great price in servitude and riches in exchange for a miracle cure from the lux aeterna ritual. Having a powerful ally when they are at their weakest, or the wealth to purchase additional protective items, could spell the difference between success and failure in those crucial early stages. And if they survive those stages, they will only grow in power and influence until they rapidly outpace their prior capabilities and emerge as a true power player. Traditionalist infernal dragons tend to look askance at aeternal infernal dragons in the same way a drug dealer might shake their head when hearing that a rival dealer was getting high off their own supply. In the business of contracts, bargains, and mysterious rituals, traditionalist infernal dragons imagine, it's better not to muddy the waters.

Aeternal infernal dragons try to gather many allies to their cause, forming adventuring groups or even greater alliances to protect themselves and provide them with assistance, favors, and services in their rapid rise via the lux aeterna ritual. Ideally, all of these allies owe the infernal dragon favors, service, and obedience. However, allies with some specific personality types don't take well to that particular impression. When dealing with those, it's easier to ensnare them with honey than vinegar, allowing them to believe themselves to be more of the infernal dragon's equal or partner, and even act with friendship towards them, and even build a real mutual friendship as much as possible to cement the ties and earn their loyalty. There will always be countless bowing masses willing to debase themselves before the infernal dragon's might, after all, but powerful allies who can stand alongside the dragon are few and far between. Therefore, it's worth going outside the dragon's comfort zone and treating those allies with respect in order to cultivate the relationship. Infernal dragons who managed to secure a powerful ally via a bargain for the healing powers of their

lux aeterna ritual have hit the jackpot, as this ally can help carry them through the first steps of accelerating the rapidly-growing powers of their magic. Aeternal infernal dragons prefer charismatic classes that help them wheedle and bargain, like bard or rogue, though warlock is also a favorite.

Lunar Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Lunar dragons are passionate observers of mortalkind. Even traditionalists flit about to planets that amuse them in order to watch what's going on. They treat mortal drama like one might treat an ongoing improvised play on a grand stage. What unexpected plot twist will happen next? Aeternals, however, come from the ranks of lunar dragons who want to take a deeper plunge and break the "fourth wall" between themselves and the events playing out before them. The ritual is their best recourse when the dragon feels the need to insert themselves into the narrative. This might occur because someone is in trouble, needs some help, or is making a bad decision, much as audience members might heckle a play's characters with advice like "Wait, don't open that door!" If events are about to kill off their favorite mortal "character," a lunar dragon might perform the ritual to save that person's life. This can be a disconcerting event for the grateful mortal. From their perspective, a dragon appears out of nowhere and makes a sacrifice to save their life. But when they recover, they realize the dragon knows all sorts of details about them somehow and now wants to follow them around, excited by all sorts of events in their daily life. This is especially disconcerting for mortals who were otherwise relatively unknown. Traditionalists find it rude when aeternals perform the ritual and intervene, but with a potential to be amusing depending on how the aeternal acts. It's akin to how someone might react if they were in an audience at a play and another audience member leapt onto the stage and began to ad lib themselves into the performance. If these antics lead to an entertaining performance, all is forgiven. But if a traditionalist feels the intervention ruined the ending by altering the fate of the "characters" or the relationships between them, they could become angry enough to remove the aeternal dragon violently.

Aeternal lunar dragons almost always join mortals whom they were already watching before the ritual. If their favorite mortals weren't already an adventuring group, the lunar dragon might convince them to join together and form such a fellowship. How these fellow adventurers react to the aeternal lunar dragon depends on how much they value their privacy. On the one hand, having this weird dragon who seems to know their private moments can be extremely unnerving. On the other hand, having someone who feels like you're one of the most important people in the world, someone who will always be in your corner, and for whom your every success is worthy of exultation, can be a great feeling. In the end, it isn't necessarily much different from having a nosy but affectionate uncle or auntie... who just happens to be a dragon. Lunar dragons tend towards classes good at Perception that let them watch over things unnoticed, like ranger or rogue, those that will help them act out their own stories, like bard, or those based on connections to those around them and understanding the weight of stories, beliefs, and traditions, like cleric.

OVER THE MOON

Newly aeternal lunar dragons sometimes possess an unusually over-the-top starstruck exuberance, almost a childlike wonder that others find difficult to understand. The source is simpler than you might think: essentially, up until the moment they performed the ritual and crashed upon the mortal stage, our world, the mortal world, wasn't fully "real" to them. It was like a make-believe realm in a book or play that they could watch but never enter. Actors call the separation between the performance and the audience the "fourth wall" because there is an imaginary wall at the edge of the stage. By breaking the fourth wall aeternal lunar dragons open up a world of wonder.





Magma Dragons

RECKLESS VIOLENCE

Personally, I don't recommend magma dragons as acquaintances, aeternal or otherwise. However, there are ways to mitigate their tendency towards property destruction, capricious violence, and overall reckless behavior. Which is good because, otherwise, aeternal magma dragons would have died a long time ago, along with their fellow adventurers. Keep a sharp eye out for a restless look in their eyes or a twitch in their arms or wings. It's a sign that they're about to do something terrible that will get your whole team killed. When you see it, stop planning, debating, or whatever else you're doing and just make the best decision you can. Otherwise, the magma dragon will probably make the worst possible decision for you.

Magma dragons are unpredictable and full of confidence and barely constrained violence, ready to tear off at the slightest provocation and find themselves a piece of the action. The lux aeterna ritual is yet another risk that an aeternal magma dragon may take rashly, oblivious to the dangers that may result. Their love of fighting and challenges combines well with the need to test and push their magic after the ritual is complete. Other magma dragons almost never fault an aeternal magma dragon for that choice, but it does provide an excuse for a fight, and potentially an interesting one. Attacking an aeternal magma dragon right after they perform the ritual is pointless because they are too weak to pose a challenge. But once the ritual's magic has allowed the aeternal magma dragon to rebuild their strength, other magma dragons start becoming interested in conflicts and scraps to show dominance, or just to blow off steam. For better or worse, however, this is barely different from how magma dragons normally treat each other, and it is a prime reason for the solitary lifestyles of most magma dragons.

Aeternal magma dragons are eager to join groups that engage in plenty of challenging combat, which is most adventuring groups, but they can get a reputation as unpredictable loose cannons. Magma dragons' actions sometimes seem random to onlookers, but a magma dragon can always justify why they made a certain decision; they just typically choose not to do so. With fellow adventurers they trust, however, an aeternal magma dragon can learn to explain things in order to build consensus... at least sometimes. Other times, they might still act on the spur of the moment, explaining and asking for forgiveness later. Another tendency of magma dragons that some fellow adventurers can find off-putting is their love of intense practice matches against allies. A magma dragon willing to explain their desire to battle their allies can deftly articulate the value of knowing each other's strengths and weaknesses and potentially helping each other with pointers to close gaps in their defenses. But the other part of the truth is that they just love to fight, and training battles allow a magma dragon to channel that energy into something productive. All this means that while magma dragons are powerful allies well-suited to the fast-paced aeternal lifestyle, they are still quite a handful to deal with, and only adventuring groups with the right attitude can incorporate a magma dragon member smoothly. Particularly orderly or peaceful groups who like to talk things through and avoid conflict are particularly poorly suited for a magma dragon. Magma dragons love classes that let them channel their frenetic energy into explosive force, such as barbarian and sorcerer. The more explosions or grievous strikes, the better!

Nightmare Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Nightmare dragons are artists and auteurs when it comes to horror, dread, and, occasionally, catharsis. Traditionalists thus spend much of their time flitting about the Dreamlands, molding and sculpting the nightmares of mortal and immortal sleepers alike, seeking to outdo the others in the skill, style, and elegance of the horrors they weave. While they occasionally make deals with other beings such as night hags, nightmare dragons usually spend more time working on their art and, when necessary, showing it off to their peers. The lux aeterna ritual throws a wrench in the usual plans of nightmare dragons, as it makes it harder for the dragons to enter and sculpt nightmares, especially in the immediate aftermath. Because of this, few nightmare dragons choose to perform it. Those who do become aeternal dragons make the choice either out of desperation or out of boredom and a desire to innovate in their art in an avante-garde direction. By denying themselves the intrinsic ability to sculpt nightmares, they must learn to work with other media, and the ritual makes them incredibly quick learners. This potentially allows them to create something so distinct that they will stand out from all the rest. For their part, traditionalist nightmare dragons scoff at aeternals' rejection of the accepted medium of artistic expression. That's what they care about, not that the other dragons performed a potentially dangerous and life-changing ritual. Aeternal nightmare dragons usually quickly find that while the Dreamlands are the perfect place to build art and stories out of dreams, for those determined to work in other media, it's far better to go visit those sleeping beings in their home realms and explore the limitless possibilities. The Material Plane is an especially popular choice for aeternal nightmare dragons, as it is home to a wide variety of settings and characters that nightmare dragons recognize via spying on various nightmares.

Aeternal nightmare dragons on the Material Plane usually start by setting up an isolated studio and experimenting with various media to get their bearings, but they quickly realize they won't be able to advance their magic and reap the benefits of the ritual unless they go on an adventure. However, the world works in ways they don't necessarily expect based on their experience from nightmares. All sorts of things they thought were commonplace are actually rather rare, such as falling from a great distance, being chased by a relentless predator, or being forced to deliver a speech while unexpectedly naked. As such, they team up with locals to help them understand, keep them safe in their early adventures, and serve as confidantes or test canvases for their art. Nightmare dragons get along extremely well with groups that include members who enjoy horror or being frightened. Grouping with adventurers who don't is possible, and a nightmare dragon can turn their skills more towards foes than allies, but this leads to a great deal of friction: The dragon's art continues to unnerve their allies, while the dragon is aggravated that these uncultured fools can't appreciate their brilliance. Nightmare dragons tend towards classes that let them evoke fear in unique ways, especially through art and dreams. Bard and warlock are especially common, but even classes as different from those as barbarian can be a good choice for an atypical display of the art of fear.

WAKING NIGHTMARES

Nightmare dragons' art is somewhat eccentric by most of our tastes, but they truly believe in what they do, as grotesque as it might seem to cultivate nightmares into an art form. Aeternal nightmare dragons, bereft of the ease of painting nightmare vistas in the Dreamlands, express that creativity in an astounding way. Rather than simply imagining something into existence, they have to plan, consider, and then build it. These "waking nightmares" show off the artist's resourcefulness.





Occult Dragons

OCCULT DRAGONS OR THAUMATURGE DRAGONS?



Neither the name occult dragon nor thaumaturge dragon is quite right, in my opinion. That doesn't mean I have a great alternative though. Esoteric dragon would be fine if it wasn't already the name for the entire family of heritages that includes these dragons. I've interviewed quite a few of them about this, and they can't decide among themselves whether they should be called occult dragons, thaumaturge dragons, or something else. Both names are confusing, but at least occult dragon isn't such a mouthful to pronounce!

Sometimes called thaumaturge dragons, occult dragons routinely live in mortal societies. Even the most hardened traditionalists hardly ever roost in distant caverns, grottos, or glades. An occult dragon's lair is a city, and their hoard is an archive of secrets and objects with thaumaturgical meaning. Since occult dragons live a life so atypical of the common dragon experience, it comes as little surprise that they are especially likely to perform the lux aeterna ritual. By exploring all the possibilities within themselves, an occult dragon hopes to uncover untold secrets, and the temptation of the unknown is considerable. Occult dragons aren't so proud as to assume one of their kind must have created the ritual, but given the way it works with and influences connections, up to and including the ability to spill off excess energy to heal another creature and form a lifelong bond, they certainly consider an occult dragon's influence to be a strong possibility. One popular occult dragon theory is that several dragons of different heritages might have created the ritual, rather than a single solitary genius. For their part, traditionalist occult dragons don't really associate the ritual with any sort of stigma or negative opinion. Instead, they'd rather explore the way the ritual changed the connections and occult impressions left on the aeternal dragon, especially if they knew the dragon both before and after the ritual. This means that occult dragon social groups can, in theory, have mixed aeternal and traditionalist dragons with little to no social disharmony, though in practice, occult dragons weren't likely to congregate with many other dragons to begin with.



While the views and overall predilections of aeternal and traditionalist occult dragons are widely the same, where they differ most is in the relative pace, urgency, and danger level of their actions. While traditionalist occult dragons can certainly understand the aeternal viewpoint, living as they do among mortals, they still tend to act a little more cautiously and take a longer view. Meanwhile, aeternal occult dragons join adventuring parties with relish and great frequency. After all, what better way to build on the magic of the ritual while establishing and testing powerful bonds and connections with other like-minded individuals? Besides, adventurers tend to both possess and unearth secrets and objects with incredibly historical and thaumaturgical significance. Occult dragons aren't especially picky about their companions, in most cases, but they can't abide by adventuring groups that crash and burn their way through archaeological sites, archives, and lost dungeons without regard for the history and secrets they are crushing underfoot. Occult dragons work hard to form strong bonds with the other members of their adventuring parties, but they also seek to examine and test those bonds, meaning that while they are stalwart friends, they sometimes poke into others' secrets or boundaries more than they might be comfortable with. While wizard is the most obvious class for an occult dragon, in truth, occult dragons find themselves well-suited to inquisitive and magical classes of all types. After wizards, bards, sorcerers, and warlocks are most common.

Paradise Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Paradise dragons seek to create impregnable sanctuaries to protect allies and ward off enemies. Normally, a paradise dragon can keep out dangers in their area, but that depends on their relative power compared to the other denizens. When a paradise dragon senses enemies approaching far beyond their current abilities, the lux aeterna ritual is a natural choice. Aeternal paradise dragons perform the ritual swiftly upon learning of the encroaching threat, allowing themselves time to keep to a strict schedule of adventuring and heroism, the better to accelerate their growth. While this pushes them out of their usual pattern and onto the offensive, it's all in pursuit of the goal of defending the area from the imminent calamity. But traditionalist paradise dragons don't see it that way. They feel aeternal paradise dragons have grown feral, going off on quests half-cocked rather than staying the course. What if the predicted disaster arrives sooner than expected and now the aeternal paradise dragon is even less able to prevent it? There could be far greater devastation than if the paradise dragon had remained at their post and sacrificed themselves to limit the damage and give others time to escape. Or worse, what if the danger never comes, and the ritual was a wasted effort? There are too many variables for traditionalists' tastes, and they feel aeternals have acted too rashly. For their part, aeternal paradise dragons look down on the idea that the right choice was to accept defeat, sacrifice themselves, and try to mitigate damage, when instead the path they chose has a good chance of stopping the threat entirely. The dueling philosophies of maximizing the worst case scenario versus improving the expected outcome are nearly impossible to reconcile conclusively, so paradise dragons continue to debate long after the threat is done. How the results actually turned out in the end hardly matter to the argument, as this one case, according to the side whose views the outcome fails to support, was simply an anecdote.

In order to progress fast enough to stop the incoming threat, aeternal paradise dragons need to go on the offensive in a strategic sense, aggressively pursuing quests and overcoming challenges that push their magic to the limit. However, on a tactical level, they still prefer to handle each mission and battle defensively, bringing allies and keeping those allies meticulously protected and safe from harm, taking each inch of an enemy's stronghold methodically and with the minimum chance of losing any of their companions along the way. This leads them to gather together with like-minded groups of adventurers, serving as an implacable guardian for their allies. While paradise dragons are tolerant towards those willing to work towards a good cause, they have little patience for anyone who would create dissension in the ranks and allow interpersonal feuds to leak over onto the battlefield. Going on tilt and acting against the plan increases the danger for all and makes even the simplest mission potentially deadly. Aeternal paradise dragons have a strong preference towards classes that are well-defended and can help them protect their allies. While paladin is an obvious choice, other options include fighters and monks, or even classes that can provide indirect protection like healers or spellcasters with battlefield control and wall spells.

PARADISE LOST

Uppity traditionalist paradise dragons believe that the lux aeterna ritual makes dragons, particularly their own kin, lose something precious, undefinable, and irreplaceable. Preposterous! This is the same kind of fearmongering and obsession that leads some to blindly stick to the old ways instead of using what works best.





Red Dragons

BOASTFUL TITLES

Red dragons' arrogance leads them to invent titles for themselves corresponding to their deeds, and that is especially true for aeternal red dragons, who tend to rack up impressive feats at a faster pace.

Rather than replace titles with the most impressive, they usually append them all together. It makes them sound ridiculous.

The sheer power of red dragons is rivaled only by their incredible egos. Thus, it's little wonder that red dragons count amongst their number many who would perform the lux aeterna ritual—and many more too proud to sacrifice their current might in return for future rewards. Most traditionalist red dragons deride aeternals, opining that only the weak or desperate would resort to such magic to increase their strength. But beneath this bluster are red dragons who fear the potential of those who participate in the ritual, and often work to snuff it out before it can be realized.

Across the land, red dragons settle this debate as they always have, putting aside words and allowing combat to determine who amongst them must submit.

During these conflicts, traditionalist red dragons rely on abilities the lux aeterna ritual hampers, such as flight, to taunt their opponents into making tactical mistakes. However, aeternals typically have enough tricks up their sleeves to level the playing field. And even if they can't win the battle today, they have the ultimate trick up their wing—the ability to return to fight again, always growing stronger while the traditionalist dragon remains stagnant. Unless they plan on ending their rival's life immediately, wise traditionalist red dragons remain guarded in their criticism while in the company of aeternals, lest a heedless insult or failed challenge returns to haunt them in the future.

Most aeternal red dragons believe the lux aeterna ritual must have been created by red dragons. In their minds, it's only logical: the lux aeterna connects power to light, which in turn is connected to fire. And what creature is more associated with flame than a red dragon? Aeternal red dragons tend to get along well with other aeternals—even those who would traditionally be their enemies—so long as their egos remain properly stroked. Red dragon adventurers can even cooperate with other races, although they usually insist on taking a leadership role within their party. Whether or not one of their companions is the group's de facto leader makes little difference to the dragon. To them, a prestigious title is often preferable to the burdens of true leadership.

Typically, a red dragon in an adventuring group is willing to entertain the equitable division of treasure, demanding no special compensation for themselves. However, many parties find it's best to let the red dragon have its pick of any spoils. The dragon will remember the deference shown to it and be more reasonable when entertaining future requests. A red dragon deprived of a bauble it had its heart set on is likely to grow irritable and a potential detriment to the party as a whole.

Red dragons excel in any class they choose to pursue, but they are often drawn to those that either demonstrate their physical dominance or allow them to cow others with their innate charisma.

Thus, red dragons often become barbarians, fighters, paladins, or sorcerers.

Rift Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Rift dragons exist only to destroy. Endlessly impatient for the opportunity to break things, rift dragons often pursue the lux aeterna ritual early in life, so as to more rapidly increase their destructive potential. In their minds, the ritual simply encourages them to engage in the sort of continual rampage they were likely to perform anyway. It's a perfect marriage of action and intent, as a rift dragon's lifestyle is one of the few among dragons that's naturally fast-paced enough to match the frenetic pace required by the lux aeterna. If they hesitate to undertake the ritual, it is only because they fear becoming vulnerable in the magic's aftermath. After all, death is not only deeply unpleasant, but it also means an end to their frenzy of destruction.

Aeternal rift dragons know that they can't rely upon their traditionalist kin for protection, and not because traditionalists bear any particular prejudice against the ritual's use. Interacting with any rift dragon is always a risk, and weakness is exactly the sort of excuse a traditionalist rift dragon needs to set upon a young aeternal. According to the traditionalist, if they do not attack their rival now, when they are weak, they may not be able to defeat them later, when the aeternal has had a chance to emerge as a real threat.

In general, those who love to destroy things have a reputation for being unintelligent brutes. But aeternal rift dragons are actually quite clever, and they recognize the conundrum that the lux aeterna poses. While the power offered by the ritual is tempting, the dangers it creates are great. For many rift dragons, the best way forward is to gather allies whose appetite for destruction rivals the dragon's own. The camaraderie created by their shared love of destruction should prevent their new allies from turning on them. While the concept of loyalty doesn't come naturally to rift dragons, that doesn't mean a young aeternal can't see the value in it.

In their search for companions, rift dragons invariably encounter those who fit the bill perfectly: adventurers. Endlessly destructive yet often quite loyal, adventurers routinely find themselves in situations where they must defeat hordes of enemies or dismantle devious traps. Though reckless, adventurers rarely turn on their own. Thus, for their own protection, aeternal rift dragons work their way into adventuring parties, where they can cause havoc while benefiting from their companions' bonds of loyalty. Though their reasons for others might initially be selfish, the lux aeterna ritual instills in them a great capacity for change. Over time, many rift dragon develop a genuine affection for their new friends.

Aeternal rift dragons love classes that allow them to create maximum destruction. This need not involve carnage or suffering—many rift dragons find that causing collateral damage to their environment is equally satisfying. If a plan calls for the adventurers to collapse a lich's ancient crypt, lest its unspeakable secrets tempt others to pursue the same path, the rift dragon wants to be the one to blow it up. Artificers, barbarians, and spellcasters with impressive firepower often possess the complement of skills the rift dragon requires. Dragons more concerned with reestablishing their connection to the Abyss, however, may become warlocks instead.

RIFTS INTO THE UNKNOWN

Traditionalist rift dragons may be chaotic, but if you ask me, they are still utterly predictable. If you build something up and one comes along, they'll inevitably tear it down, like a child throwing a tantrum. Aeternal rift dragons are a different story. Their flexibility means you can't really predict how they'll react. Sure, some will wreck everything around them, just like a traditionalist, but they might also pass by peacefully or even help build. Some find this uncertainty even more disconcerting.





Sea Dragons

SEA CHANGE

Living as an adventurer is a shock to the system for many sea dragons, who are more used to lives of lazy benevolence, praise, and luxury than they are to a hard day's work with a dash of risking their life. Don't tell them this, because they think of themselves as religious icons and living divinities, but I feel that often they were little more than powerful pets and mascots for their regions. However, for better or for worse, I suppose they do seem rather adaptable after being thrown into the deep end of the tide pool.

One thing fits right in with most adventurers, at least: that feeling of being special and deserving of praise and reward for their "good deeds."

The lux aeterna ritual represents a significant disruption to a typical sea dragon's lifestyle, but given their fickle and capricious nature, a disruption is sometimes just what a sea dragon is looking for. Nonetheless, sea dragons are used to a life of worship and veneration from farmers, sailors, and all those who depend on weather, wind, and waves for their livelihoods, and so losing the power to elicit that awe, even temporarily, represents a mighty blow to a sea dragon's self. For this reason, it is often younger or less established sea dragons who perform the lux aeterna ritual, or those who live in regions that don't know as much about sea dragons and thus haven't established a tradition of veneration towards them. A young sea dragon might seize on the ritual as a way to quickly gain greater powers and thus earn the admiration traditionally reserved for their elders. For their part, traditionalist sea dragons don't really care that aeternal sea dragons have performed the lux aeterna ritual. However, they do love offering all sorts of well-intentioned but ultimately off-base advice to their aeternal kith and kin, as the traditionalist dragon does not share the aeternal dragon's experiences and perspective, and so can't truly understand the situation.

Aeternal sea dragons usually go on adventures to help others and earn their praise and admiration, particularly traditional groups that worship sea dragons, such as sailors or farmers. As such, they often join a party that owns a ship and sail the seas in search of adventure. In general, they get along especially well with groups willing to venerate them, though this need not take the form of a heavily slathered encomium. Unlike arrogant red dragons and vain crystal dragons, sea dragons equally prefer simple, quiet worship and reflection and a sincere expression of thanks. In general, sea dragons prefer good-natured groups who will help others, as they wish to be revered out of love and appreciation, not fear. Other than that, they place few qualifiers on fellow adventurers and are equally likely to join a group composed entirely of aeternal dragons, a mixed group with all different races, or a group where all other members except the sea dragon are chochori. That said, groups that can't appreciate a sea dragon's fickle moods might grow to wear on the dragon over time. Those who keep an open mind, on the other hand, find it easy to remain friends with an aeternal sea dragon, even if they have no desire to worship the dragon. Mercurial and swift, sea dragons prefer classes that allow them to perform nimble feats of acrobatics and move across the battlefield swiftly, such as monk or rogue. They might also tap into divine magic as a cleric or paladin in order to grant the boons of divinity to those who seek to exalt them.

Silver Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Silver dragons are often champions of justice. Even when they aren't, they have causes they hold deeply in their hearts. And such a cause is what most often leads a silver dragon to the lux aeterna ritual. When a silver dragon's potential for growth is just too slow to act on behalf of their cause and the danger is beyond the dragon's power, the lux aeterna ritual is a tempting alternative to giving up or charging into the threat unprepared. This requires a particular kind of timing by draconic standards, where a few weeks or months are available for the dragon to grow after the ritual supercharges their potential, but centuries to age and grow in power naturally would be too long a wait. Silver dragons make such a decision after careful deliberation, during which time they are likely to seek out another creature with a terminal condition whom they can save with the ritual's aftereffects, potentially related to their cause if possible, but just as often a relatively unknown innocent. For this reason, aeternal silver dragons are more likely than other aeternal dragons to have a bond with another creature through the ritual, potentially with someone who was previously a stranger. This can potentially lead to a bond of lifelong friendship in thanks for the dragon's magnanimity, or a simple parting of ways. Most tragic are the situations where the person the dragon saved becomes a villain and harms others, as the silver dragon then feels honorbound to track down and defeat this person who shares a bond with them as penance for accidentally enabling their deeds.

Traditionalist silver dragons don't usually debate or express negativity towards their aeternal kin, even if they think the aeternal silver dragon has made a grave and short-sighted error. However, an aeternal dragon tuned into the emotions of those around them can sense the quiet disapproval. If pressed, a traditionalist silver dragon might say something like, "I'm not angry, I'm just disappointed."

Aeternal silver dragons almost always try to join adventuring groups, knightly orders, or other established societal groups that share the silver dragon's cause. Having a group for support only makes sense, as they can help protect the silver dragon during a period of relative weakness, allowing the dragon to work towards their cause right away, and together they can grow alongside the dragon into a major force for change. Silver dragons aren't picky about whether their group is made of dragons or non-dragons; the unity of cause is paramount. As such, they are more likely to share a group with non-dragons than they are with other dragons, just because there are so many members of the shorter-lived races around. A silver dragon's group also has a fair chance to host the silver dragon's boon companion, the person whom the silver dragon saved via the incidental benefits of the lux aeterna ritual. This can add an interesting dynamic to an adventuring party, as the minor magical bond between the two adds a twist to their relationships with the other members of their group.

SILVER LININGS

Silver dragons seek out justice in all its forms out of a naive sense of righteousness. This means they're well aware of the trade-offs of the lux aeterna ritual, unlike some of the more irresponsible sorts of dragons who might perform it on a lark. That's why they look to add as many silver linings as possible in order to make the benefits of the ritual outweigh the drawbacks. While you might think that they'd be hyperfocused on the particular brand of justice they seek, this practice actually leads them to delve into completely unrelated places in search of the best benefit to others. The upshot is that, unless they are possessed with very unusual circumstances, they usually wind up diluting their intentions in order to do so. The quintessential example is when they save some unrelated person from a terminal condition with the ritual's magic.



Sky Dragons

REACH FOR THE SKY

Sky dragons have a strong belief that anything truly valuable requires a trial, journey, or ordeal to achieve that goal. It's the same metaphor that leads them to live following the tired old trope of "ancient wise being on a mountaintop which you must ascend to gain their enlightenment."

As you might imagine, they have sharp disagreements as to how the lux aeterna ritual fits in. Aeternal sky dragons think the ritual and its reset are the journey, while traditionalists feel that it skips the journey.

Sky dragons share a robust religious tradition, but even among those who worship wildly disparate deities, there is great debate as to whether the lux aeterna ritual is in keeping with their common teachings. Thus far, there have been no definitive answers, and the dissension has led to numerous theological summits in isolated aeries, where the liturgical arguments can become surprisingly heated.

Three main viewpoints currently exist. The slight plurality of sky dragons believe that nothing in their teachings speaks either for or against the lux aeterna ritual or the changes it makes to a dragon's body and life. A somewhat less prominent group has deemed the ritual taboo, as it leads to even greater violations of tradition down the line. The smallest faction, made up almost entirely of aeternal sky dragons, insists that their teachings actually encourage dragons to perform the lux aeterna, so that they might better offer guidance to others. Needless to say, members of this last group are those most likely to come into conflict with other sky dragons. Outside theological summits, these clashes of belief often result in one sky dragon either excusing themselves from the conversation or expelling the other dragon from their presence, effectively sidestepping the need for confrontation. While these tactics work well for traditionalist dragons, who are used to simply banishing those who disrespect them from their isolated mountain courts, it still often leads to a widening fissure between them and their aeternal rival. Not only does the evasion mean the dragons never lance the wound between them, but the aeternal can sense they are being treated in a way the traditionalist would a rude or presumptuous supplicant, a slight they are not quick to forgive.

Aeternal sky dragons are all too happy to share their wisdom with adventuring groups who treat them with respect. Companions who constantly pester them earn the sky dragon's ire, however, leaving the dragon no other choice but to ignore the annoying party member or abandon the group entirely. Aside from that, sky dragons enjoy adventuring in groups of almost any sort, so long as their ethical beliefs are not anathema to the dragon's own. If a request is delivered respectfully, aeternal sky dragons find it hard to deny a plea for help from someone in genuine need, even if there isn't much offered in the way of reward.

On the other hand, an obnoxious patron faces an uphill battle in convincing a sky dragon to undertake a quest, despite any payday they might offer. In either case, sky dragons are always willing to listen to the opinions of their allies before making a decision.

Sky dragons often choose classes of a religious or spiritual nature, particularly cleric, monk, or paladin. They typically serve deities of weather, especially those that grant life-sustaining rain to the mortals who revere them. Those who eschew religion may become sorcerers or wizards instead, drawing their arcane power from gale-force winds and ground-shattering thunderstorms.



Solar Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Those who believe that astral, red, or sovereign dragons must surely be the most arrogant of all dragons have never met a solar dragon. Solar dragons see themselves as the source of all light in the vastness of the universe. Thus, all living beings, including dragons from other heritages, are ultimately their creations. This perspective—a view contrary to that of just about every other creature in the universe—tends to earn amused sighs from other dragons. Though perhaps not to the solar dragon's face.

Not surprisingly, solar dragons also believe their kind created the lux aeterna ritual. As evidence, they point out that since they made all living things, it would be a trivial thing for them to create a ritual that transformed their creations as well. They also embody light, which is half the ritual's name! While solar dragons hold themselves above dragons of other heritages, they rarely display the same arrogance when dealing with their own kin. After all, other solar dragons are also members of the heritage that created life. Elder solar dragons, in particular, are worthy of respect since they are that much closer to their ancestors. Because of this, there's a split between solar dragons who feel the lux aeterna ritual must be performed and those convinced that doing so separates a solar dragon from their original, and therefore perfect, form.

Swathed in cloaks of unshakable arrogance, solar dragons of both camps are convinced they are correct, and that arguments to the contrary are poppycock. Fortunately, solar dragons rarely allow their differences of opinion to become violent. Perhaps paradoxically, their saving grace is their arrogance, which leads them to prefer a smug sense of superiority over a desire to crush those who disagree. Violence, after all, is a sign of insecurity, a weakness behind a mere facade of confidence. Solar dragons are quite happy to let those who disagree with them continue on their way, certain that in time they will see the error of their ways.

Aeternal solar dragons have a challenging task ahead of them, as even they acknowledge that the lux aeterna ritual temporarily reduces their strength, prodigious as it is. To regain their former standing as the greatest of all dragons, solar dragons must either test themselves as a solitary adventurer or find a way to ask for help without admitting to their weakened state. Fortunately, solar dragons can be especially creative when it comes to hiding their shortcomings. They can fabricate all sorts of reasons why they must join a party without denying their own greatness. One common rationale is that solar dragons created all life, including those of their new companions, and so it falls to the dragon to protect their handiwork.

Their powerful egos lead many solar dragons to pursue classes with Charisma as its key ability, such as bard and sorcerer. Solar dragons aligned with mortal deities of the sun may be clerics, while those more interested in creation or the study of the stars are often artificers or wizards.

SOLAR POWER

You might think, based on their unparalleled arrogance, that solar dragons must be more powerful than any other dragon to sustain themselves to that sheer insufferable degree. But that's the odd thing. They're not. They're even tied for the weakest dragons in the outer dragon family. No, their true greatest power isn't their actual strength; it's the sheer perseverance of their arrogance against all facts and harsh realities. It may sound like I'm mocking them, and I am, but there's something real there too.





Sovereign Dragons

SOVEREIGN SECRET

Of all the dragons who claim their ancestors must have been the ones who created the lux aeterna ritual, sovereign dragons have one of the soundest claims simply because of the rumor of the as-yet undiscovered secret magic for which they traded away their connection to earth.

That they lack that connection is simply a fact. I think it's likely the magic they gained for their earth affinity was something else entirely, but the fact remains that it *could* be the lux aeterna ritual.

Whereas nothing but sheer arrogance could lead red dragons to assert that their ancestors created the lux aeterna ritual, aeternal sovereign dragons believe they have an actual right to such a claim. First of all, sovereign dragons—even traditionalist ones—are among the only dragons to routinely wear armor, an idiosyncrasy almost unheard of before the ritual's creation. A second, and far more pertinent, bit of evidence suggests that sovereign dragons long ago severed themselves from the cycle of elements that both empowers and restricts other imperial dragons. Scholars of all races have long whispered that this was done so that sovereign dragons could “attain forbidden magic.” Though even sovereign dragons can't be certain of the truth, it's plausible that this forbidden magic included the lux aeterna ritual. If so, then sovereign dragons sacrificed their connection to the element of earth in part to ground the lux aeterna ritual for all dragons.

Many traditionalist sovereign dragons find the suggestion that they traded away their elemental connection for taboo magic insulting. And yet, aeternal sovereign dragons speak with such an air of authority that it's easy to become convinced they are correct. Add to this the tendency of sovereign dragons to engage in convoluted political maneuvering, and you have a surprisingly robust amount of intrigue surrounding what might otherwise be a dusty academic thesis. Even other dragons are sometimes surprised by the effort sovereign dragons devote to discrediting those who disagree with them over the matter.

Aeternal sovereign dragons take well to lives of adventure, but they possess a quirk that makes them indispensable to some parties and a nuisance to others. In whatever situation they find themselves, sovereign dragons feel compelled to play the role of impartial judge, absorbing all the facts, weighing them carefully, and then issuing a verdict, often in the form of an impassioned speech. They are happiest when serving as figurative kingmakers, breaking ties and building consensus. It's when they act as literal kingmakers that sovereign dragons often find themselves at odds with the rest of their group. Sovereign dragons can't help but express their opinion as to who should lead. But even in groups inclined to want a single leader, some people simply avoid such roles. In cases where the group balks even after the sovereign dragon's eloquent oration, the dragon might appear to acquiesce. However, as the dragon is thoroughly convinced of their selection, this is merely the beginning of a series of subtle schemes designed to install their chosen candidate into their proper role.

Sovereign dragons radiate an air of authority that seems to demand obedience from those in their presence. Most are wise enough, however, to know when to use this clout as a tool, and when to wield it as a weapon. They prefer classes that leverage their ability to influence others and allow them to shift between the background and forefront as they choose. As such, they make excellent bards, rogues, and spellcasters devoted to enchantment or illusion magic. Sovereign dragons with a more martial bent might choose to become fighters or paladins instead.

Time Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Their role as the guardians of history gives each and every time dragon a unique perspective on the lux aeterna ritual. Though their attitudes regarding the ritual range from unbounded exuberance to open aggression, all time dragons agree that the lux aeterna's creator must have been a time dragon themselves. The ritual, which draws upon a dragon's future to accelerate its current growth, has all the signatures of a time dragon's mastery of chronomancy. If the lux aeterna's origins are murky, these dragons claim, it is because the creator was a time dragon from either the primordial past or distant future.

While time dragons agree about the ritual's origins, they argue fiercely over whether the ritual should be performed. Aeternal time dragons believe that the dragon who developed the ritual would not have risked endangering the time stream for no purpose. These dragons perform the lux aeterna in preparation for a cataclysmic event they believe must be inevitable. Traditionalist time dragons, on the other hand, point out that even time dragons can lose their way, so placing blind faith in the ritual's anonymous creator seems foolhardy. They exhort all dragons to consider the unnatural way in which the lux aeterna distorts their future. By drawing all their potential into a single moment, a dragon risks forever losing access to the legendary powers they might have gained had they traveled their timelines naturally. Aeternal time dragons find these arguments unconvincing. Traditionalists, they insist, reject the ritual's benefits in the same way they claim aeternal dragons ignore its risks.

Given the certainty both sides feel about the issue, it's no wonder that debates between aeternal and traditionalist time dragons often end in violence. Typically, the spark for this conflict occurs when a traditionalist deems an aeternal dragon's actions a threat to the timeline, causing them to condemn the dragon as a vile abomination. Needless to say, such harsh reactions represent a marked departure from the normally implacable demeanor for which time dragons are renowned.

The lux aeterna ritual affects time dragons in a way unlike other dragons. While some time dragons maintain their ageless patience, many others experience a startling shift in personality after undergoing the ritual. These dragons recognize that the lux aeterna demands intense challenges in a shortened time frame, causing them to seek out allies with a similar sense of urgency. They often flit from one adventure to the next, pressing onward even when stopping for rest would prove more prudent. Time dragons, more than any other aeternal, feel their mortality closing in around them. Death—perhaps in the form of the great calamity that led to the lux aeterna's creation—is coming, and when it does, the dragon must be ready.

TIME IS OUT OF JOINT

Time dragons have an unusual belief that they are somehow “guardians” of history. Think deeply about what that implies, and you will realize that they believe that there is a version of history that is “right” and other, alternate versions that are “wrong.” That is a dangerous philosophy that could be used to justify just about any atrocity in the name of maintaining the “right” path of history. Thus, do not be fooled by the time dragon's claims of pure neutrality. They aren't neutral; they've chosen favorites, and they will kill for their beliefs.





Toadstool Dragons

FERMENTATION OR ROT?

Toadstool dragons have extremely expanded senses of taste even compared to other dragons, making them capable of analyzing and enjoying meals that would make even other dragons nauseous to smell or taste, and for good reason. Their digestion works differently, more like a hybrid of fungi and dragons really. They are knowledgeable enough to tell the difference, though. While a toadstool dragon might enjoy drinking a tonic of moldy rotten barley and juniper berries, they would be able to tell you and I wouldn't like it, and so they'd serve us a perfectly concocted ginky delicious spirit instead.

Bioluminescent toadstool dragons are a study in contrasts. On the one hand, they are consummate gourmands, famous throughout the world as both culinary geniuses and masters of fermentation. On the other hand, they enjoy the taste of rotting and decomposing food, "delicacies" that would make most other creatures sick. The source of this contradiction lies in their enhanced sense of taste. Toadstool dragons taste not only with their tongues, but with hyphae extending across a vast mycelial network, allowing them to distinguish flavor palettes wider than those of other creatures, including other dragons. Drawing upon the knowledge they've collected over the centuries, though, toadstool dragons have cataloged which flavors put off other races, allowing them to cook a dish sure to wow even the most discerning opok.

While many other dragons live relatively solitary lives, perfectly happy to drowse in their remote lairs with only their hoards for company, toadstool dragons are more communal. Sometimes, they even share a common stockpile of treasure, a concept that would be blasphemous to almost any other kind of dragon. What's more, toadstool dragon colonies don't always consist solely of toadstool dragons. More open-minded groups welcome other dragons, or even non-dragons, to join them.

However, this tradition of camaraderie and connection doesn't guarantee that every toadstool dragon feels like they fit into their community. These dragons are especially likely to perform the lux aeterna ritual in order to disconnect from their family group and begin their adventures on their own. While this means that aeternal toadstool dragons tend to be outsiders, it's not because toadstool dragons deliberately ostracize their aeternal kin. In fact, the situation is often the reverse of that of other types of dragon, where performing the ritual causes tension with other dragons of their kind. For toadstool dragons, the tension already existed, and it's what led the dragon to perform the ritual in the first place. Of course, it's also possible for a toadstool dragon to be on great terms with their colony and still perform the ritual for another reason, such as to save their own life or the life of another. And sometimes, at the end of an aeternal toadstool dragon's journey, they realize they have come to miss the home they left behind. When these dragons return to their old colony, they are always welcomed home with open arms.

An aeternal toadstool dragon who sets off on their own often find themselves lonely without a colony to keep them company. This makes them quick to join up with any sort of adventuring group. Their new friends provide the toadstool dragon with the constant communication and engagement they are accustomed to, even as they share in the daring adventures the dragon needs to exercise their magic and grow their power. This "leap before you look" approach to making friends sometimes means the aeternal toadstool dragon joins the first adventuring group they encounter, even if it's an extremely poor fit. When this occurs, it sometimes takes a toadstool dragon weeks or months to realize that they need to leave. Fortunately, aeternal toadstool dragons have already proven they possess the mental fortitude to strike out on their own. Burned once, aeternal toadstool dragons are much more discerning when choosing their second group. However, sometimes the dragon's original party reappears as rivals or even foes, leading to an awkward situation for the dragon as they attempt to fit in with their new companions.

Aeternal toadstool dragons love classes that allow them to use cooking, brewing, or herbalism as part of their routine, whether that be artificer, druid, or wizard.

Tumult Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Tumult dragons seek one thing above all else: change. Indeed, the only reason each and every tumult dragon hasn't already performed the lux aeterna ritual is their nagging sense that the burst of rapid change engendered by the ritual might eventually lead to stagnation once the dragon has prematurely reached the pinnacle of their power. The desire to spread wonder over the span of millennia, instead of a few weeks, is understandable. Doing so staves off the boredom tumult dragons spend their entire lives trying to avoid. But it also relies heavily on patience, a concept all but foreign to most tumult dragons.

While vast swaths of tumult dragons perform the lux aeterna ritual, the few traditionalists among them typically regard their aeternal brethren as overeager, predicting that they will eventually come to regret their rash decision once the lux aeterna has had the chance to exact its changes on them. Secretly, however, these traditionalists aren't trying to change anyone's mind. More often than not, the traditionalist is merely attempting to convince themselves that the choice to remain on their current trajectory is the right one. These feeble justifications rarely last long. Groups of tumult dragons routinely undergo the ritual in rapid succession, as one dragon takes the plunge and others follow.

Because they often perform the lux aeterna ritual together, tumult dragons are more likely than any other type of dragon to form adventuring parties made up entirely of aeternals. Of course, the ritual does nothing to dull a tumult dragon's enthusiasm for change and variety, leading groups of aeternal tumult dragons to specifically invite adventurers of other heritages into their fold. Lone aeternal tumult dragons just go with the flow, joining any type of party. What matters most is that they can experience a wide variety of adventures in dynamic and unusual locations. They avoid working with parties that stay in one place too long or go on the same type of adventure over and over again. For example, a group that performs repetitive quests, such as exterminating the same kinds of monsters in the same kinds of places, is simply unacceptable. If they see their companions falling into a rut, tumult dragons take it as a personal challenge to shake things up. Other adventurers don't always appreciate the dragon's efforts to keep their lives from growing stale, and parties that seek consistency might push back. Even in cases such as these, though, a compromise is usually possible. Learning to work with others, after all, requires change, and tumult dragons are nothing if not adaptable.

Aeternal tumult dragons like classes that allow them to switch up what they're doing from day to day and adapt to new experiences as they come. Thus, prepared spellcasters are often perfect classes for them.

WELL THAT WAS RANDOM

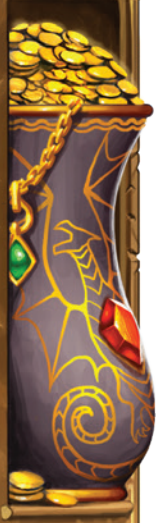
Tumult dragons revel in change, not in complete and utter randomness in any given situation. It's easy to misunderstand this. If someone brought a die along with them and always rolled it to determine how they would act, you might think it was chaotic, but it's in fact an act of utter law. Chaos adapts to the situation and remains flexible. Law prescribes a way of handling things and follows it no matter what.





Umbral Dragons

THE SHADOW KNOWS



Umbral dragons' focus on their families can actually make them a bit adorable, at least as far as undead-munching dragons go. If they invite you to meet their parents, that means they're serious about you. They like to think of the way they owe their ancestors as "standing in their ancestors' shadows," except in a good way, more like the rest of us might say we were standing on someone's shoulders.

Traditions, inheritance, and heirlooms are especially important to umbral dragons, guiding each umbral dragon through its life from hatchling to great wyrm. This means that umbral dragon families, in particular, react disastrously when they learn about an aeternal umbral dragon. This break with tradition is seen as spitting on the dragon's inheritance from their parents, and so most aeternal umbral dragons are disowned and left to their own devices. Due to this fact, umbral dragons are not particularly likely to perform the lux aeterna ritual unless they already feel estranged from the traditions of their family. However, one particular exception in the opposite direction comes in the form of families of aeternal umbral dragons, who typically induct their children in the lux aeterna ritual as a coming of age ritual, passing on the tradition to the next generation.

Aeternal umbral dragons are especially happy to join adventurers focused on battling undead, given that undead are their absolute favorite snack. Such groups are often all too happy to recruit a dragon capable of dealing force damage to handle challenging incorporeal opponents. On the flip side, aeternal umbral dragons in areas with very few undead might become necromancers in order to cook themselves up some tasty treats for later. While umbral dragons absolutely take the danger of adventuring seriously, they are quite playful when a mission is going well, tending to treat things a little less seriously and more like a game, even when there is a deep emotional stake for their fellow adventurers or the patrons who hired the adventuring group. This attitude can sometimes cause tension, but few would deny that while an umbral dragon might think

of a quest as a game, they absolutely play to win. Umbral dragons train their fellow party members to avoid tactical blunders like running up to a melee opponent and swinging wildly until one side falls. Instead, they recommend the group engage in the use of shadow ambushes, gambits, misdirection, proxies, and cat's paws. Play to the enemy's weaknesses, make them come to you, and fight them on your terms. Confuse them as to the exact extent of what they are facing, and they will make mistakes.

This means they often get along splendidly with aeternal black dragons, who are in the same headspace when it comes to tactics. Aeternal umbral dragons aren't especially picky in their adventuring companions, although undead adventurers can become unsettled by the way their umbral dragon ally sometimes gazes at them as if they smelled especially delicious. Aeternal umbral dragons prefer stealthy and swift classes that allow them to set traps and engage in ambushes, such as rogue, ranger, and monk.

Underworld Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

Underworld dragons spend much of their time building their hoards with gems and precious minerals, or studying the interactions of alchemy and magic, and so it would seem on the surface that they wouldn't have much need to perform the lux aeterna ritual. However, a growing movement among underworld dragons has come to believe that the way the ritual works, disrupting the inherent internal alchemy of a dragon's body and the flow of magic, could only have been discovered by another underworld dragon. As such, a surprising number of underworld dragons have engaged in the ritual as a point of pride, or to research and attempt to learn more about the ritual by experiencing it themselves within their own bodies. Their innate understanding of alchemical reagents and magical catalysts, they speculate, will allow them to analyze the ritual's effects as they feel those effects coursing through their own magic. Thus far, no underworld dragon has been able to crack the ritual's secrets, but that certainly doesn't stop further underworld dragons from attempting it. Underworld dragons' family groups and research circles tend to promote all sorts of daring experimentation more so than snub reckless endangerment, and so even traditionalist underworld dragons who feel that the lux aeterna ritual is a risk or a poor trade-off typically still respect their aeternal peers' attempts to further magical science. That said, if the aeternal underworld dragon's post-ritual enervation makes it impossible for them to live up to a responsibility to their family or peer group while they are still weakened, the failure in follow-through can potentially lead to tension and resentment.

Aeternal underworld dragons particularly enjoy joining groups with aeternal dragons who aren't underworld dragons, as this allows them to secretly gather data on their allies and try to determine how the reactions to the ritual differ across various dragon types, thus allowing them to understand the ritual better than they could with only themselves as a test subject. That's not to say they disdain the company of other races if no other aeternal dragons are available. To aeternal underworld dragons, adventuring is all a grand experiment, and they love trying new tactics, strategies, and techniques and seeing which ones work best. In this way, they feel they can grow and expand their minds at the same time they are flexing and rapidly increasing their magic with the ritual's help. Adventuring parties who can deal with the dragon's constant experimentation and view of others as test subjects find underworld dragons to be remarkably useful, flexible, and adaptable allies. However, it's always a good idea to let the underworld dragon have first pick of any gem or mineral treasure, as nothing raises their ire quite like a fellow adventurer demanding such a treasure when the underworld dragon feels an alchemical affinity for it and has their heart set on it.

Underworld dragons most commonly become spellcasters who dabble in alchemy, such as artificers, druids, or wizards.

UNDERWORLD ALCHEMY

Underworld dragons engage in peculiar forms of alchemy that go beyond the strange science's basic precepts and blend elemental techniques and site-based geomancy into the mix. Things like the exact configuration and placement of an underworld dragon's hoard and laboratory are important to underworld dragon alchemists, and they believe such factors can influence their results. If you ask me, a chemical reaction should either work or not; it shouldn't depend upon exactly where you place a particular tapestry within a room. But then again, I suppose alchemy has never been mere chemistry in the first place.





Vermillion Dragons

VERMILLION WHOPPERS

If you're anything like me, your main concern with vermillion dragons is figuring out how to gain the oftentimes extremely valuable truth out of the sheer exaggerated fiction of their distorted narratives. From hard-earned personal experience, my suggestion is to just ignore adjectives and descriptors and instead count words.

Vermillion dragons love telling all sorts of stories, especially tall tales based on things that happened to them or someone they know. Excitement is the spice of life for vermillion dragons, but even so, many vermillion dragons would rather not move things at quite as fast a pace as the lux aeterna ritual demands in order to grow their magic and their power. That said, the sorts of amazing stories that adventuring aeternal vermillion dragons experience are exactly the kinds of stories that traditionalist vermillion dragons want to learn, embellish, and retell. This leads to an effect unique among the different heritages of dragons where sometimes traditionalist vermillion dragons encourage their friends or relatives to become aeternal dragons, even though they themselves remain traditionalists. From their perspective, this allows them to experience the best of both worlds as they can take things at their own pace while still being guaranteed a steady stream of outlandish adventure stories from their intrepid associate. Of course, as the story passes from reality through the

aeternal vermillion dragon's retelling and then through the traditionalist vermillion dragon's interpretation, the tale has a tendency to grow and grow. Once it passes through the filters of enough vermillion dragons, even an adventure as pedestrian as clearing out dire rats in a sewer could become an epic saga to prevent a plague swarm of millions of intelligent rats from devouring the entire kingdom. Even so, the stories tend to keep the central details accurate, if exaggerated, and they're always entertaining to hear.

While vermillion dragons could go off on adventures alone, thus becoming the sole corroborating witness for their own heroic tales, they prefer to join adventuring groups instead, as tales of fellowships of adventurers tend to make better stories. Aeternal vermillion dragons prefer to join groups that are planning exciting adventures that sound like they'll lead to great stories. A group with too humble or passive a goal is much less attractive to a vermillion dragon than one that's a bit overambitious in its aims. When it comes to the party's individual members, vermillion dragons appreciate groups with varied personalities, differing opinions rather than a group that acts in perfect lockstep, and complicated histories and relationships that often intrude upon their adventures in interesting ways. All of them make for a better story. But if the group they find doesn't have those, not to worry! The vermillion dragon can embellish some of their own in the retelling. Vermillion dragon adventurers particularly enjoy classes that are good at telling and embellishing stories, such as bard. Classes that let them perform over-the-top antics, such as monk, rogue, or sorcerer, are a close second.

Void Dragons

**BATTLEZOO
ANCESTRIES
DRAGONS**

Introduction

**Dragon
Race**

**Dragon
Class**

**Draconic
Gifts**

**Dragons
and the
Lux Aeterna
Ritual**

**Hoard of
Power**

Appendix

The lux aeterna ritual means something different to void dragons than it does to any other dragon. For most, it's an opportunity that comes at a great cost. But for void dragons, it represents something deeper—salvation. Void dragons' inborn corruption by alien entities is destined to consume them in an encroaching void, transforming them into a tide of annihilation, able to do little more than consume and destroy. Most void dragons struggle against this fate for a time, but eventually all fall victim to it. However, the lux aeterna ritual removes conditions afflicting a dragon, even some that can't be removed in any other way. Thus, void dragons are certain one of their own kind created the ritual as a lifeline to allow them to avoid their heritage's tragic and inevitable fate. Performing the lux aeterna ritual completely reverses the process of void corruption, and furthermore, it limits the corruption's spread beyond that point to strictly voluntary increases the dragon accepts by focusing their magic on void abilities. However, crucially, accepting a limited amount of corruption in exchange for void power doesn't begin the slippery slope of gradual corruption again. The clock has stopped, and if the void dragon never focuses on improving void powers again, the corruption won't grow any further. Thus, a void dragon is able to take exactly as much corruption as they feel they can handle in exchange for power, and that amount could be none. This is a life-changing discovery, and after the spread of the lux aeterna ritual, a huge percentage of void dragons who retained their will to fight the corruption chose to perform it. Even so, there are dragons who procrastinate the ritual and fall to corruption, or whose will is weak enough that the tide of annihilation takes them before they are even capable of performing the ritual. Aside from that, there are a great number of void dragons that have already fallen to corruption, typically the older and more powerful dragons. Worse still, their corrupted brethren's destruction isn't mindless, and corrupted traditionalists seek out and destroy aeternal void dragons with a relish overshadowing all other prey.

Aeternal void dragons join adventuring parties to protect themselves while they increase their strength. They usually don't tell their fellows that an outlandishly powerful void dragon might come and kill them all, an omission that has more than once led to great tragedy. While shadier groups might seem to fit in better with an aeternal void dragon's temptation to take in a little more corruption, aeternal void dragons sometimes intentionally choose redemptive or understanding companions with a strong moral compass to help them make decisions and keep a watch on them. Aeternal void dragons tend to classes that let them focus on improving their will, the better to stave off corruption, and those who seek to avoid corruption entirely might even become clerics or paladins of good-aligned deities. Warlock makes a lot of sense, as they're already used to power being a double-edged sword.

FILLING THE VOID

One of the techniques aeternal void dragons use to help them stave off void corruption is something they colloquially call "filling the void." Essentially, they become passionate about some other topic, hobby, or pursuit, which helps them gain a purpose or understand their desires. This, in turn, makes it easier to avoid the temptation to dive right back into the corruption and the power it can bring them. Even if they can't fill the void with anything else, the lux aeterna ritual still helps them from falling right down the slippery slope.





Vortex Dragons

A MESSAGE FOR YOU

It's ironic that after rebelling against the entities that forced them to act as messengers and seizing the option to do whatever they wanted, a decent number of vortex dragons decided to continue delivering messages. Not as their main job any more, sure, but as a side job, or as they say in the adventuring business, a "sidequest." If you have a vortex dragon in your group, don't be shocked if they pick up some mail to deliver to your next destination.

Vortex dragons are messengers and observers par excellence. Those who develop a wanderlust to make their own choices on where to travel, wherever, rather than deliver a message or watch over something on behalf of another, often perform the lux aeterna ritual as a means of seizing their own destiny. In so doing, they sever the ties binding them to whatever patron of the void demands their service, both metaphysically and because they are physically incapable of completing any such missions for a time. Even so, this is an extreme measure, as a vortex dragon becomes essentially trapped in a given mortal world for quite some time while they recover from the ritual. For a being used to being able to flit about between worlds, this loss is significant enough that only the extreme desire to be able to make their own decisions can outweigh it. Traditionalist vortex dragons look upon such an action with intense horror. To them, it is akin to maiming oneself out of a desire to get out of work due to injury: irresponsible, self-destructive, and disgusting. Thus, traditionalist vortex dragons tend to treat aeternal vortex dragons as draco non grata, snubbing them and pretending they are beneath notice. The situation worsens if an aeternal vortex dragon intervenes in a situation that a traditionalist vortex dragon was supposed to observe.

While the traditionalist continues to hold their role as observer as sacrosanct, some believe the aeternal vortex dragon's actions, an interloping violation of that observer status, must be prevented in order to maintain the overall neutral observer status of vortex dragons as a whole. This typically means attempting to extricate the aeternal vortex dragon from the situation without disturbing anything or anyone else around them if possible, even through the use of violence. Of course, if a little disturbance is necessary to prevent greater disturbances from the aeternal vortex dragon, so be it.

Aeternal vortex dragons love to explore all over the little mortal world that has become the limit of their previously endless playground. They inevitably gravitate towards groups with a wanderlust in equal measure, especially those seeking to explore unknown or undiscovered dungeons, lands, and areas. Nonetheless, they find the idea that anything on such a small stage can truly be "undiscovered" quite laughable. When you can soar past entire worlds, you have a view of their totality. Nothing is truly unexplored, and there's always someone who has been there first, even for the most remote locations. Vortex dragons quickly tire of adventuring parties who set up a single base camp in a particular settlement or location and stay there for all their adventures. Nonetheless, they also appreciate groups that are

methodical in their approach. Vortex dragons serve as excellent scouts, and they appreciate classes focused on movement and travel, as well as those that can facilitate their ability to explore and observe on their own terms, such as monk, ranger, or rogue.

White Dragons

BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix

White dragons are especially likely to perform the lux aeterna ritual, as it speaks to their situations and their mindsets in a way so deeply that other types of dragons can't completely understand. As the weakest chromatic dragons and among the weakest of all true dragons, white dragons feel a deeper pressure to eke out every possible advantage. After all, their competition among other white dragons would otherwise be on an even footing, and they'd start from behind against anyone else. And so, a strange ritual that grants the possibility of much faster power? That's the best possible way to outpace other white dragons or even more powerful types of dragons. And the drawback is that you have to get into a series of dangerous situations in order to exercise your magical energy and grow it more rapidly? For most dragons, that's a significant stumbling block, as their cultures tend towards a slower, methodical accumulation of power. But for white dragons, the raw visceral thrill of the hunt is an old friend, as they claw and scabble for advantage, surviving purely by cunning and instinct. Traditionalists and aeternal white dragons don't tend to insult or deride each other socially. There's no point and no reason to make enemies unnecessarily. It's better not to leave a potential enemy who could become a threat later, whether that means leaving things be and going separate ways, or whether it means killing that aeternal white dragon just after the ritual while they're still weak, before they outpace you and present a true threat.

Aeternal white dragons don't really need any complicated schemes or goals to get them to go adventuring. They just want to fight, and the ritual has changed their magic, so their magic needs them to fight. It's a win-win. The simplicity of this credo might lead other dragons to underestimate aeternal white dragons as simpleminded or shortsighted, but in truth, while they have a high mortality rate, they are also among the dragons that rise the fastest after completing the ritual, a fact that many an arrogant red conveniently ignores. Aeternal white dragons recognize that they are in a vulnerable state, however, and so they are less likely to go it alone, themselves against the world, than other white dragons. They join groups of companions only if those companions prove that they are strong, sometimes by defeating the white dragon in combat, only to have the white dragon pledge loyalty on the spot. While would-be traveling companions might be understandably worried that the dragon they just defeated might turn on them, aeternal white dragons who join an adventuring party after being defeated in combat are typically sincere and have no plans to backstab the group later, at least unless they have a reason to believe the group is planning on doing the same to them. It all comes back to the idea of avoiding a potential threat. If this group are the white dragon's allies, it would be foolishly to make enemies of them, but if they're already a threat to the white dragon, it's a different story.

WHITE LIES

Sometimes aeternal white dragons have a little trouble expressing how they really feel, especially if those feelings are positive. Having learned from a young age that vulnerability or softness means weakness and weakness means death, they've socialized that they can't be vulnerable around anyone. And expressing affection or admiration implies vulnerability. You can sometimes find them out when they make an over-the-top denial of a positive feeling (maybe even one that no one else was even implying) and then try to make an angry or scary face and meet your gaze until you look away first.





Hoard of Power

While many aeternal dragons use the same tools of the trade as other adventurers—swords, armor, bows, and the like—there are quite a few who prefer traditional techniques of claw and scales. It's a fact, however, that concentrating magic for the purpose of building up an aeternal dragon's scales and unarmed attacks diverts efforts best used elsewhere. This contradiction led an aeternal underworld dragon to create a novel form of geomancy tied to the shared draconic obsession with accumulating a hoard. By building and arranging a hoard just so, an aeternal dragon would be able to easily regain a few specific sorts of power possessed by their traditionalist kin, power which adventurers normally attain via the use of magic items.

What Are Hoards of Power?

Hoard of power is an optional subsystem for dragon characters. Though there's nothing that especially prevents other characters from using hoards of power too, the system is most thematic for dragons. If your group decides to use hoards of power, you will need to reference the *Battlezoo Bestiary* monster parts system. You can use the hoards of power system with one character, even if the rest of the group isn't using it. Doing so won't disrupt the game play or treasure distribution for anyone else.

Designing Your Hoard

Once you and your group have decided to use hoards of power, you've chosen to increase the importance of your dragon's hoard. Think about where you keep your hoard, what it looks like, and how it is arranged. A green dragon might have a vast library filled with treasures, while an underworld dragon might prefer a laboratory full of gems, minerals, and alchemical reagents. Whatever you choose, your hoard's physicality is important to you. You need to return to your hoard and rest in its splendor every so often to retain the benefits, typically at least once every 30 days, though going that long away from your hoard makes you feel anxious, and you prefer to return to it as often as possible.

Upgrading Your Hoard

Upgrading your hoard is simple! Whenever you gain treasure, you can choose to add it to your hoard. If you do, you calculate the full value of appropriate coins, art objects, gemstones, and the like, and half the value of any magic items. As the total value of your hoard increases, you can use the value to refine and imbue your natural weapons and your scales.

For the purposes of refining and imbue, your natural weapons are considered handwraps, so the upgrade's effects apply to all of your natural weapons (your claws, bite, and any additional weapons you gain via the Improved Natural Weapons evolution). Similarly, your scales are treated as a set of bracers, meaning the upgrade's effects apply only while you are not wearing armor or using a shield.

Though you aren't creating items out of monster parts, refining and imbuing works as it normally does in the monster parts system. For instance, if you increase the total value of your hoard by 3,000 gp, you could refine your scales, granting yourself a +1 bonus to AC, as if you had refined a set of bracers in the monster parts system. Alternatively, you could use that same 3,000 gp to imbue your natural attacks with a fire might 4 imbue, or any number of other choices.

All Hoards All the Time

With one or even two characters in a party using the hoard rules, a group gets excellent mileage out of having characters who aren't using the hoard rules grab any items that are keepers while putting weaker items they would sell anyway in the dragon's hoard. Even dragons using the hoard rules can choose to keep magic items they especially like, though they have less incentive to do so given the benefits granted by their hoards might overlap with the item's bonuses. But what if the entire party is using these rules and doesn't want to keep any magic items? In that case, they're going to throw even the fun, higher-level items into their hoards, selling everything for half value. There are a few ways to avoid this.

The first and simplest method is to hand out magic items that specifically don't overlap with the hoard benefits. Typically, this means focusing on items that provide utility or grant benefits other than bonuses to AC or attack and damage rolls. That way, the dragon characters can keep some of those items around instead of putting all of them into their hoards.

Alternatively, you can stop giving out magic items entirely, converting the magic items you didn't hand out into 75 percent of their value in rare gems, books, art objects, and other loot dragons might collect. This method accounts for the fact that the characters no longer have the option to keep and use such items.

Finally, you can perform the adjustment on the hoard side rather than in distribution. This method is particularly useful if you are running a pre-published adventure. If the players announce their intention never to use the magic items they find, you can just hand out the items stated in the adventure and grant 75 percent of their value, instead of half, when the characters put those items in their hoards. This is easy for you, but it runs the risk of causing an issue if the players change their minds and decide they want to start keeping the stronger magic items they find.

Hoard Burglars

Once an object makes its way into a dragon's hoard, it tends to stay there, and dragons are incredibly irritated when they lose something from their hoard, with the psychological response far outweighing an object's actual value. No self respecting dragon would voluntarily

remove objects from their hoard to buy or sell them, and indeed, doing so intentionally typically destabilizes the entire hoard's strange geomancy, resulting in a loss of all benefits. In a dire situation, you can remove an item intentionally with great care, and usually only by accepting a trade of an item of equal or greater value.

What happens if a burglar sneaks into your hoard to abscond with a prized treasure? GMs should consider carefully whether and how to use this plotline, as NPC burglars don't often need to go through the same effort as characters would. If there's a reason this would happen, perhaps your group could play a side session where the players take the roles of the NPC burglars, performing a heist to make it past your dragon character's prodigious defenses.

Whatever the case, unintentional theft isn't as catastrophic to a hoard as simply giving items away. The hoard loses value, which could weaken your dragon if the new value isn't high enough to provide all the same benefits, and your dragon is strongly compelled by their own impulses to seek out the burglars and retrieve the lost item. Nonetheless, you might choose to roleplay resisting those urges in order to continue on a time-sensitive mission. There's no Wisdom saving throw to do so; it's an opportunity for some interesting roleplaying and interplay between party members.



BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoards of Power

Appendix





Appendix

Alternatives to Lux Aeterna

The lux aeterna ritual is a mix of lore and mechanics that suits the lifestyle of adventuring dragons perfectly, providing a variety of interesting plot hooks and character ideas, as well as a catalyst to examine the effects on dragon society. However, it's not perfect for every possible concept for a dragon character. Below are 10 possible stories and origins for dragon player characters who exhibit the same patterns as aeterna dragons without the lux aeterna ritual, and you can feel free to invent more of your own. The rules work the same either way!

- You were born unusually frail but with power brimming beneath the surface, potentially marked with a glowing array of magical runes or other strange birthmark.
- A reckless researcher captured you and attempted to steal your draconic power and grant it to a mortal recipient. This process might have resulted in the death of the other creature, or even in the creation of a dragonborn or half-dragon. Either way, you found that even as the link drew upon your abilities, you gained some of the mortal's limitless ambition and potential to grow.
- A magical mutation due to an exposure to wild magic or another similar surge of uncontrolled energy shorted out your dragon's power but began to change you rapidly, granting you new and bizarre possibilities.
- Whether you deserved it or not, a dying mortal foe or a mortal you wronged placed a curse upon you to try to force you to see their perspective. While initially the curse laid you low, they didn't realize that in time, due to the exact wording, the curse would allow you to grow like mortals do and make you stronger than you had ever been before.
- You found a powerful symbiote or entity that bonded to your soul, offering you the potential for great power as long as you fed it and kept it alive within you. While adjusting to its needs has taken some getting used to, soon you will become more powerful than any other dragon.
- Eager to fill your hoard with only the greatest treasure, you sought out a special relic, said to grow with its wielder. But after the relic bound itself to you, you realized the effect worked both ways. In order to power the relic to its full potential and become more powerful than other dragons, you have to bring yourself to the relic's level and start from scratch. Fortunately, you're up to the challenge.
- You're a firm believer that to reach true power, you must place restrictions upon yourself, for instance, training to move around and fight while carrying heavy weights. That way, when you become used to the restrictions, you'll be even more powerful when you remove them. In keeping with this extreme philosophy, you intentionally limited certain aspects of your draconic power, building in an inherent decay to the limiter such that the more you train, the more the limits melt away. This will allow you to grow stronger much faster than dragons who laze about in their training.
- You have a secret. You're not really sure how you wound up in this dragon body. The last thing you remember, you were minding your own business and then... something happened. Was it an unintentional body swap? Were you reincarnated as a dragon, and if so, are you even originally from this world? Whatever the case, you're not really used to being a dragon, and you have to teach yourself what other dragons take for granted. But because you are willing to reexamine the expected limits, you realize that you're learning things that other dragons don't realize are possible.
- You died once and were magically resurrected, or perhaps resuscitated at the verge of death. Perhaps you saw visions that stuck with you when you returned and have shaped your destiny. Whether you remember it or not, your time in the afterlife changed you. You returned with different strengths and weaknesses, and a potential for growth unlike anything you had experienced before.
- A deity or other powerful being heard you boasting of your power and offered you a challenge: if you have true strength, then you should be able to prove it by starting from the bottom and earning your strength, rather than by gaining it purely from age. In exchange, you would receive the potential to become even more powerful still, as long as you were strong enough to earn it. You couldn't resist that offer, and so you took them up on their strange deal. Now you work to prove your strength and earn your reward.
- Does it have to be complicated? You're just not like the other dragons. You don't prioritize the same things they do. Who cares? If they try to point out the differences in what you can do, you just glare at them until they stop. You walk your own path, and one day, they'll see.

Dragon Index

The following entries list information about each of the 45 dragon heritages for easy reference.

DRAGON NAME

Dragon Family: The family to which the dragon belongs, such as chromatic for red dragons.

Breath Shape: The shape of the dragon's breath, **Damage Type:** The dragon's associated damage type. There might be additional notes if the damage type varies.

Alternate Boost: The ability score the dragon can choose to raise instead of Strength.

Gifts: The gifts available to the dragon that aren't available to every dragon.

AMBER DRAGON

Dragon Family: wild dragon

Breath Shape: cone, **Damage Type:** lightning

Alternate Boost: Charisma

Gifts: Piezo Breath (page 45), Piezo Ink (page 37), Rumormonger (page 30)

APOCALYPSE DRAGON

Dragon Family: planar dragon

Breath Shape: cone, **Damage Type:** cold

Alternate Boost: Constitution

Gifts: Blight Coils (page 51), Planar Infusion (page 29), Slime Breath (page 47), Soul Drinker (page 47)

ASTRAL DRAGON

Dragon Family: esoteric dragon

Breath Shape: line, **Damage Type:** psychic

Alternate Boost: Intelligence

Gifts: Astral Eyes (page 31), Astral Sight (page 39), Psychic Counter (page 54), Resilient Mind (page 30), Stupefying Breath (page 48), Thought Travel (page 38)

BLACK DRAGON

Dragon Family: chromatic dragon

Breath Shape: line, **Damage Type:** acid

Alternate Boost: Wisdom

Gifts: Amphibious Ease (page 26), Corrupt Water (page 40), Lashing Tail (page 43), Reptile Speaker (page 30), Underwater Mastery (page 38)

BLISS DRAGON

Dragon Family: planar dragon

Breath Shape: line, **Damage Type:** lightning

Alternate Boost: Charisma

Gifts: Animal Shape (page 26), Animal Speaker (page 26), Meditative Restoration (page 54), Nirvana's Mercy (page 36), Nirvana's Redeemer (page 29), Peacemaker (page 45), Planar Infusion (page 29), Sedating Sparks (page 56)

BLUE DRAGON

Dragon Family: chromatic dragon

Breath Shape: line, **Damage Type:** lightning

Alternate Boost: Charisma

Gifts: Desert Thirst (page 41), Mirage (page 54)

BRASS DRAGON

Dragon Family: metallic dragon

Breath Shape: line, **Damage Type:** fire

Alternate Boost: Charisma

Gifts: Desert Wind (page 32), Reptile Speaker (page 30), Sleep Gas Breath (page 47)

BRINE DRAGON

Dragon Family: primal dragon

Breath Shape: line, **Damage Type:** acid

Alternate Boost: Charisma

Gifts: Amphibious Ease (page 26), Brine Spit (page 39), Camouflage (page 26), Capsize (page 39), Painful Strikes (page 54), Sickening Bite (page 56), Underwater Mastery (page 38)

BRONZE DRAGON

Dragon Family: metallic dragon

Breath Shape: line, **Damage Type:** lightning

Alternate Boost: Intelligence

Gifts: Amphibious Ease (page 26), Reptile Speaker (page 30), Repulsion Gas Breath (page 46), Underwater Mastery (page 38), Vortex (page 57), Water Mastery (page 38)

CERULEAN DRAGON

Dragon Family: wild dragon

Breath Shape: cone, **Damage Type:** bludgeoning

Alternate Boost: Dexterity

Gifts: Amphibious Ease (page 26), Cerulean Hazard Sense (page 31), Peregrinate (page 37), Quenching Breath (page 29), Underwater Mastery (page 38), Wave Breath (page 50)

CLOUD DRAGON

Dragon Family: primal dragon

Breath Shape: cone, **Damage Type:** lightning

Alternate Boost: Wisdom

Gifts: Cloud Form (page 51), Cloud Walk (page 40), Mist Breath (page 54), Obscuring Cloud (page 44), Thundering Bite (page 49)

COPPER DRAGON

Dragon Family: metallic dragon

Breath Shape: line, **Damage Type:** acid

Alternate Boost: Charisma

Gifts: Mass Laughter (page 53), Slow Aura (page 59), Stone Climb (page 37), Slowing Gas Breath (page 47)

BATTLEZOO ANCESTRIES DRAGONS

Introduction

Dragon Race

Dragon Class

Draconic Gifts

Dragons and the Lux Aeterna Ritual

Hoard of Power

Appendix



CRYPT DRAGON

Dragon Family: planar dragon

Breath Shape: cone, **Damage Type:** necrotic

Alternate Boost: Wisdom

Gifts: Ghostbane Breath (page 28), Planar Infusion (page 29), Rotting Breath (page 46), Sepulcher (page 46)

CRYSTAL DRAGON

Dragon Family: primal dragon

Breath Shape: cone, **Damage Type:** piercing

Alternate Boost: Charisma

Gifts: Crystallize Flesh (page 58), Scintillating Aura (page 55)

DREAM DRAGON

Dragon Family: esoteric dragon

Breath Shape: cone, **Damage Type:** psychic

Alternate Boost: Charisma

Gifts: Dream Shimmer (page 33), Exodus of Dreams (page 52), Join Dreamscape (page 36), Sleep Gas Breath (page 47)

EDICT DRAGON

Dragon Family: planar dragon

Breath Shape: line, **Damage Type:** slashing

Alternate Boost: Wisdom

Gifts: Commanding Breath (page 40), Hindering Shards (page 52), Inscribe Disorienting Glyph (page 35), Lingua Franca (page 43), Planar Infusion (page 29), Shielding Wing (page 37), Sweeping Scrawl (page 49)

ETHERIC DRAGON

Dragon Family: esoteric dragon

Breath Shape: line, **Damage Type:** force

Alternate Boost: Constitution

Gifts: Ghost Stride (page 34), Grave Breath (page 34), Spirit Eater (page 47)

FOREST DRAGON

Dragon Family: imperial dragon

Breath Shape: cone, **Damage Type:** piercing

Alternate Boost: Constitution

Gifts: Coiling Frenzy (page 31), Constrict (page 32), Draining Blight (page 52), Forest Shape (page 28), Lignifying Bite (page 43), Stunning Venom Breath (page 48), Woodland Stride (page 38)

GOLD DRAGON

Dragon Family: metallic dragon

Breath Shape: cone, **Damage Type:** fire

Alternate Boost: Wisdom

Gifts: Golden Luck (page 58), Weakening Gas Breath (page 50)

GREEN DRAGON

Dragon Family: chromatic dragon

Breath Shape: cone, **Damage Type:** poison

Alternate Boost: Intelligence

Gifts: Camouflage (page 26), Miasma (page 54), Woodland Stride (page 38)

HARLEQUIN DRAGON

Dragon Family: wild dragon

Breath Shape: cone, **Damage Type:** poison

Alternate Boost: Charisma

Gifts: Fool's Wisdom (page 28), Insightful Jest (page 28), Jester's Jeer (page 35), Jester's Trick (page 35), Laughing Gas Breath (page 43)

HAVOC DRAGON

Dragon Family: planar dragon

Breath Shape: cone, **Damage Type:** thunder

Alternate Boost: Charisma

Gifts: Animal Shape (page 26), Animal Speaker (page 26), Delirium Breath (page 41), Elysian Performer (page 27), Planar Artist (page 45), Planar Infusion (page 29), Rapturous Revel (page 54)

INDIGO DRAGON

Dragon Family: wild dragon

Breath Shape: cone, **Damage Type:** piercing

Alternate Boost: Charisma

Gifts: Celebratory Cheer (page 40), Party Crasher (page 36), Rapturous Revel (page 54), Ride the High (page 30), Weren't You at That Party? (page 30)

INFERNAL DRAGON

Dragon Family: planar dragon

Breath Shape: line, **Damage Type:** fire

Alternate Boost: Charisma

Gifts: Damnation Flames (page 41), Hellfire (page 28), Infernal Aid (page 28), Invoke Hell (page 53), Oppressive Heat (page 44), Planar Infusion (page 29)

LUNAR DRAGON

Dragon Family: outer dragon

Breath Shape: line, **Damage Type:** cold

Alternate Boost: Wisdom

Gifts: Lunar Breath (page 44), Moonsilver (page 36), Star Flight (page 56), Stupefying Presence (page 48)

MAGMA DRAGON

Dragon Family: primal dragon

Breath Shape: cone, **Damage Type:** bludgeoning and fire

Alternate Boost: Charisma

Gifts: Magma Swim (page 29), Magma Tomb (page 53), Volcanic Purge (page 57)



NIGHTMARE DRAGON

Dragon Family: esoteric dragon

Breath Shape: cone, **Damage Type:** psychic

Alternate Boost: Constitution

Gifts: Invoke Nightmare (page 35), Join Dreamscape (page 36), Rising Nightmare (page 46), Terrifying Rebuke (page 38)

OCCULT DRAGON

Dragon Family: esoteric dragon

Breath Shape: cone, **Damage Type:** cold or fire (your choice)

Alternate Boost: Charisma

Gifts: Item Mastery (page 53), Undetectable Essence (page 59)

PARADISE DRAGON

Dragon Family: planar dragon

Breath Shape: line, **Damage Type:** force

Alternate Boost: Constitution

Gifts: Banishing Breath (page 39), Collective Aid (page 27), Planar Infusion (page 29), Rebuking Breath (page 54), Redemption (page 54), Sacred Space (page 37), Seeking Breath (page 46)

RED DRAGON

Dragon Family: chromatic dragon

Breath Shape: cone, **Damage Type:** fire

Alternate Boost: Charisma

Gifts: Manipulate Flames (page 44), Return Fire (page 55)

RIFT DRAGON

Dragon Family: planar dragon

Breath Shape: cone, **Damage Type:** acid

Alternate Boost: Constitution

Gifts: Abyssal Vengeance (page 57), Dissolving Breath (page 41), Gouging Claws (page 43), Obliterating Breath (page 44), Planar Infusion (page 29)

SEA DRAGON

Dragon Family: imperial dragon

Breath Shape: radius, **Damage Type:** bludgeoning

Alternate Boost: Dexterity

Gifts: Amphibious Ease (page 26), Camouflage (page 26), Coiling Frenzy (page 31), Constrict (page 32), Quenching Breath (page 29), Liquefy (page 44), Sickening Bite (page 56), Tidal Wave (page 59), Underwater Mastery (page 38), Vortex (page 57)

SILVER DRAGON

Dragon Family: metallic dragon

Breath Shape: cone, **Damage Type:** cold

Alternate Boost: Charisma

Gifts: Cloud Walk (page 40), Paralyzing Gas Breath (page 44)

SKY DRAGON

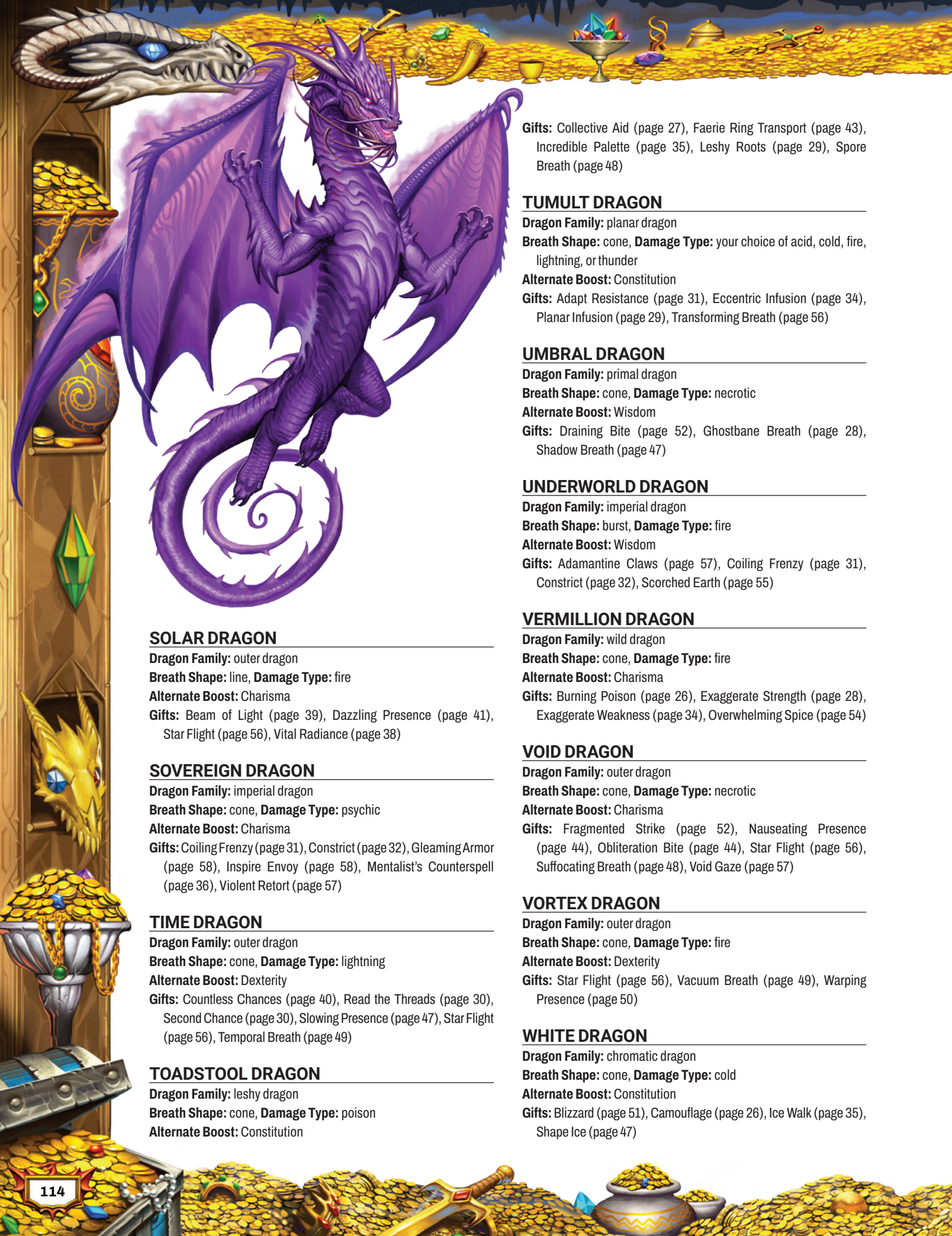
Dragon Family: imperial dragon

Breath Shape: burst, **Damage Type:** lightning

Alternate Boost: Wisdom

Gifts: Coiling Frenzy (page 31), Constrict (page 32), Divine Lightning (page 32), Stunning Electricity (page 59)





Gifts: Collective Aid (page 27), Faerie Ring Transport (page 43), Incredible Palette (page 35), Leshy Roots (page 29), Spore Breath (page 48)

TUMULT DRAGON

Dragon Family: planar dragon

Breath Shape: cone, **Damage Type:** your choice of acid, cold, fire, lightning, or thunder

Alternate Boost: Constitution

Gifts: Adapt Resistance (page 31), Eccentric Infusion (page 34), Planar Infusion (page 29), Transforming Breath (page 56)

UMBRAL DRAGON

Dragon Family: primal dragon

Breath Shape: cone, **Damage Type:** necrotic

Alternate Boost: Wisdom

Gifts: Draining Bite (page 52), Ghostbane Breath (page 28), Shadow Breath (page 47)

UNDERWORLD DRAGON

Dragon Family: imperial dragon

Breath Shape: burst, **Damage Type:** fire

Alternate Boost: Wisdom

Gifts: Adamantine Claws (page 57), Coiling Frenzy (page 31), Constrict (page 32), Scorched Earth (page 55)

VERMILLION DRAGON

Dragon Family: wild dragon

Breath Shape: cone, **Damage Type:** fire

Alternate Boost: Charisma

Gifts: Burning Poison (page 26), Exaggerate Strength (page 28), Exaggerate Weakness (page 34), Overwhelming Spice (page 54)

VOID DRAGON

Dragon Family: outer dragon

Breath Shape: cone, **Damage Type:** necrotic

Alternate Boost: Charisma

Gifts: Fragmented Strike (page 52), Nauseating Presence (page 44), Obliteration Bite (page 44), Star Flight (page 56), Suffocating Breath (page 48), Void Gaze (page 57)

VORTEX DRAGON

Dragon Family: outer dragon

Breath Shape: cone, **Damage Type:** fire

Alternate Boost: Dexterity

Gifts: Star Flight (page 56), Vacuum Breath (page 49), Warping Presence (page 50)

WHITE DRAGON

Dragon Family: chromatic dragon

Breath Shape: cone, **Damage Type:** cold

Alternate Boost: Constitution

Gifts: Blizzard (page 51), Camouflage (page 26), Ice Walk (page 35), Shape Ice (page 47)

SOLAR DRAGON

Dragon Family: outer dragon

Breath Shape: line, **Damage Type:** fire

Alternate Boost: Charisma

Gifts: Beam of Light (page 39), Dazzling Presence (page 41), Star Flight (page 56), Vital Radiance (page 38)

SOVEREIGN DRAGON

Dragon Family: imperial dragon

Breath Shape: cone, **Damage Type:** psychic

Alternate Boost: Charisma

Gifts: Coiling Frenzy (page 31), Constrict (page 32), Gleaming Armor (page 58), Inspire Envoy (page 58), Mentalist's Counterspell (page 36), Violent Retort (page 57)

TIME DRAGON

Dragon Family: outer dragon

Breath Shape: cone, **Damage Type:** lightning

Alternate Boost: Dexterity

Gifts: Countless Chances (page 40), Read the Threads (page 30), Second Chance (page 30), Slowing Presence (page 47), Star Flight (page 56), Temporal Breath (page 49)

TOADSTOOL DRAGON

Dragon Family: leshy dragon

Breath Shape: cone, **Damage Type:** poison

Alternate Boost: Constitution

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity,

including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 © 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Battlezoo Bestiary (5E) © 2022, Skyscraper Studios, Inc.; Authors: William Fischer, Stephen Glicker, Paul Hughes, Patrick Renie, Sen.H.H.S., and Mark Seifter.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: The Open Content in this book includes Dragon Race, Dragon Class, and Hoards of Power. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Battlezoo Ancestries: Dragons (5E) © 2022, Skyscraper Studios, Inc.; Authors: Mark Seifter, William Fischer, and Ginny Di.
Printed in China.

BATTLE ZOO ELDAMON

BEFRIEND, TRAIN, BATTLE, EVOLVE



**ROLL FOR
COMBAT**

ELDAMON.COM

5^E
PATHFINDER
COMPATIBLE



JEWEL OF THE INDIGO ISLES

SEARCH FOR PIRATE TREASURE!

Prepare to set sail for the Indigo Isles! Mysteries abound in the pirate town of Rumplank, but none is as well known as the legend of Poppy von Barnacle's lost treasure. Will the characters rise to the challenge and return to Rumplank with pockets full of gold? Or will the dangers of the Indigo Isles claim yet one more party of would-be privateers? A mega adventure taking characters from level 1 to 11!

**ROLL FOR
COMBAT**

BATTLEZOO.COM

5^E

BATTLEZOO BESTIARY

UNLEASH THE HORDE!

Inside the *Battlezoo Bestiary*, discover a treasure trove of over 100 new monsters and villains for your players to confront and overcome at your next game!

The *Battlezoo Bestiary* also includes the new Monster Parts system, allowing players to craft weapons, armor, and magic items from the foes they defeat. Plus, two new character archetypes allow you to become one with your slain monsters! The monster mage can master the spells of any defeated foe, and the vestige hunter can wear trophies claimed from slain monsters to gain incredible powers!

Seize the Power of Dragons!

With *Battlezoo Ancestries: Dragons*, the power of dragons is in your hands. With the dragon race and class, play as a dragon who used a special ritual to gain power quickly by adventuring, rather than by waiting millennia to grow into it. Over 45 dragon ancestries allow you to play a huge variety of true dragons.

With the draconic ravager and dragon mage subclasses, you can specialize your character with martial or magical draconic powers. Hundreds of special draconic gifts and evolutions mean the only limit is your imagination!

With lore and lavish art for each of the 45 dragon ancestries, you can learn more and choose the dragon that best fits your personality. And what better way to decorate than with *Hoard of Power*, a subsystem allowing dragons to power up by building their hoards instead of shopping!



**ROLL FOR
COMBAT**
rollforcombat.com



\$39.99
ISBN 978-1-7374609-5-4
53999>

9 781737 460954

Printed in China