

Advanced Dungeons & Dragons

Player's Handbook

Rules Supplement

The Complete Half-Dragon's Handbook

**BY TEMPEST - 1 AUGUST 1997
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FINAL VERSION (REVISED)**

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The list of sources below is not exhaustive due to the uncertainty about the origin of some works:
Betrayal at Kronedor from *Sierra* for its inspiring descriptions about weapons.
Wizard of the Coast for the *Council of Wyrms*™ adventure, proficiencies descriptions and general rules in AD&D.

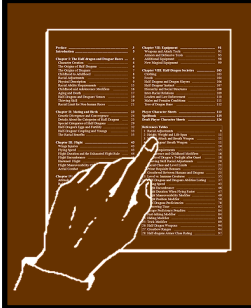


Table of Contents

Preface	4	Chapter V: Kits for Half-Dragons	66
Introduction	6	The Dragonlord	66
Chapter I: The Half-Drgn & Dragsar Races ...	7	The Exile	70
Character Creation	7	The Ward	71
The Origins of Half-Dragons	7	The Savage Dragon	72
The Origins of Dragsars	8	The Avenger Dragon	75
Childhood to Adulthood	9	The Dragon Knight	77
Racial Adjustments	10	The Dragon Slayer	79
Physical Description	11	Chapter VI: Proficiencies	83
Racial Ability Requirements	16	Weapon Proficiencies Description	85
Childhood and Adolescence Modifiers	17	Nonweapon Proficiencies Description	87
Aging and Death	18	Chapter VII: Equipment	96
Half-Dragons and Dragsars' Senses	21	Weapons and Attack Tools	96
Thieving Skill	21	Armors and Defensive Tools	100
Racial Limit for Non-human Races	23	Additional Equipment	103
Chapter II: Mating and Birth	25	New Magical Equipment	104
Genetic Divergence and Convergence	26	Chapter VIII: Half-Dragon Societies	109
Detailed Categories of Half-Dragons	27	Clothing	109
Special Categories of Half-Dragons	31	Food and Metabolism	110
Half-Dragon's Eggs and Fertility	34	Half-Dragons and Dragon Slayers	112
Half-Dragons' Coupling and Youngs	35	Half-Dragons' Instinct	113
The Racial Benefits	38	Hierarchy and Social Structures	114
Chapter III: Flight	46	Inter-Racial Relations	115
Learning How to Fly	46	Leaders and Law Enforcement	116
Wings Injuries	46	Males and Females Conditions	117
Flight Maneuverability Classes	47	Name and Lineage	118
Flying Speed	47	Tree of Dragon Bane	119
Flight Duration & the Exhausted Flying Rule ..	48	Player Character Sheets	120
Flight Encumbrance	49	Warrior	120
Hastened Flight	51	Priest	123
Aerial Combat	52	Rogue	126
Chapter IV: Role Playing	56	Wizard	129
Attitude of Others Toward the Half-Dragon	56	Spellbook	132
Role Playing Suggestions	63	Draft Player Character Sheets	133



References Tables

1: Racial Adjustments	10
2: Height, Weight and Lifespan	12
3: Natural Attacks and Breath Weapon	12
4: Half-Dragons' Breath Weapon Type	13
5: Aging	16
6: Racial Requirements	16
7: Adolescence and Childhood Modifiers	18
8: Effects of Dragon's Twilight After Onset	20
9: Thieving Skills Racial Adjustments	22
10: Racial Class and Level Limits	23
11: Prime Requisite Bonuses	24
12: Crossbreed Between Humans and Dragons ...	25
13: Level vs. Immune Creatures	38
14: Half-Dragons & Dragsars Abilities Listing ...	40
15: Flying Speed	48
16: Flight Encumbrance	50
17: Flight Duration When Flying Faster	51
18: Flight Maneuverability Modifiers	53
19: Flight Position and Distance Modifiers	53
20: Half-Dragon Proficiencies	83
21: Burrowing Time	88
22: Escape Proficiency Penalties	89
23: Fast-Talking Modifiers	90
24: Hiding Modifiers	92
25: Trick Modifiers	95
26: Half-Dragon Weapons	99
27: Crossbows Range	99
28: Half-Dragon Armor Class Ratings	103
29: Random Half-Dragon Type	104



Preface

Disclaimers and essential explanations about the rules contained in this handbook.

Up to now, the genetics in fantasy worlds work in a very illogical manner: only three types of metallic dragons can produce half-dragon offspring and the resulting offspring are all alike (no serious variations in their anatomy). The first rule that this handbook will change is that a polymorphed dragon can't produce offspring. Without this, there are simply too many logical flaws in fantasy worlds like those in *ad&d*; imagine how a half giant could ever exist if there was no polymorph spell that could result in viable offspring. I don't think a 12 feet high giant could even possibly mate with a barely 6 feet high human... Another point for invalidating this rule is that dragons can mate amongst themselves thus they are in fact a single species with great variations like human beings (no one would say that people with lighter skin tones do not belong to the same race as people with darker ones). Therefore, if gold, silver and bronze dragons can produce offspring with demihumans, then the other types of dragons (red, amethyst, etc) are no exception to this. Also, there is no difference between the innate power to polymorph and the polymorph spell; they do the same thing, they are of the same level, and therefore one is not better than the other. The only difference is that innate abilities do not need to be cast and do not require any spell component; the explanations given in the *Dungeon Master Guide* clearly state this in *Chapter 9: Innate Abilities*. The reason they created this rule is that the *Council of Wyrms Adventure* was setting designed to explain how create dragon player characters; half-dragons were an after thought and creating more than two dozen of sub-species would have require it own book. They put this rule in without explaining it and anyone who has read the little disclaimer at the beginning of every book in the game, rules are only there to provide guidelines, therefore, they must be set aside if they obstruct role-play. In any case, if the original rules allow one of the most powerful half-type to exist (i.e. the half-gold), I don't really see how it could unbalance a setting to allow less powerful half-types to exist as well (i.e. like the half-brass, half-black, etc). The second thing this handbook will disagree with, is the unique outcome from crossbreeding a human or demihuman with a dragon. This handbook describes eight other possibilities. Here again, the *Council of Wyrms Adventure* fails to explain why all half-dragons are anatomically similar.

I have played a 16 year old half-gold named Hasai Belmont (Str 17, Dex 11, Con 14, Int 13, Wis 13 and Cha 15), with wings, a tails and a scaly hide, for many years and I must say that these characters can be very interesting if they are played young (i.e. with low abilities scores). The character itself has very good ability scores but he had only a Str of 9, an Int of 10, a Wis of 8 and a Cha of 17 because of his young age. It was truly entertaining to play a character having difficulties to wield a long and heavy bastard sword. So I think this kind of characters can be a formidable role-playing experience in the hands of proficient players.



While all dragons type can produce half-dragon offspring, some dragons have no interest in doing so, and actively avoid it. This is the case of most chromatics and gems dragons. Other dragons are simply too rare to produce a significant quantity of half-dragons, this is the case of the platinum, adamantite, and radiant dragons. Though while this is possible, the resulting half-dragon would be almost unique. For example, you have almost as much "chances" to encounter the tarrasque as to meet one of these creatures. How this can happened you might wonder? Well, very powerful beings sometimes act illogically in the eyes of mortals; the king of the gods, Zeus, had mated with a human even when he knew all the trouble this would cause (remember, he is the king of the gods so he was supposed to know or at least being able to correctly predict the consequences of doing this better than mere mortals like us). A caveat here: dragons mate only with humans and demihumans; this includes humans, dwarves, gnomes, elves, drows, halflings and similar human-like races. This does not include orcs, giants, ogres, half-orcs, goblins, centaurs and non-human races. Dragons either do not want to have anything with them or are simply infertile with those races.

One last thing, I would like to make clear is that this handbook contains guidelines, I strongly encourage you to change some rules, add and modify kits, the penalties and the benefits of each race, as long as the campaign allows the half-dragon to be balanced with the other player characters and with the setting of the game. Your DM may reduce your abilities scores to make your character fit into the group; there's nothing more frustrating to have a very powerful character among weak characters. The player of the strong character will consider the others to be useless while the weaker characters will only want to get rid of someone who spoils all the fun out of the game. Note that this handbook do not cover all types of half-dragons and while I tried my best to cover all the "standard" types, other half-dragons can be easily deduced by the basic rules listed here. If not, I will make a revision to include them.

Oh, yes, and lest I forget, the author of this thingy retains full copyright of the material, while hereby granting full permission for it to be reprinted in any format whatsoever, with the provisos that the author's name be forever attached to it, the text of the document unaltered, and if anyone manage to figure out to make big buck out of it, the above mentioned author wants a cut. This notice must remain attached to the main text.

This little disclaimer is based on the text "Half-Dragon PCs For All Worlds" by Roger E. Moore and the article that first appeared in DRAGON (R) issue #206 (June 1994): "Part Dragon, All Hero."

Yours truly,
Tempest



Introduction

Why make a handbook for half-dragon characters some of my friends asked me when I wrote this document? The only answer that I can give them is that metallic dragons can polymorph into humans and demihumans and often they make close friends amongst them. Therefore, it is not surprising that this can sometimes result in the birth of a half-dragon. I also wrote this new race for those players who have a dragon-like personality and cannot play full-fledged dragons in ad&d because that race is simply too powerful. So with this said, I present you with the solution to this problem: the half-dragon player character. This handbook is based on the half-dragons described in the *Council of Wyrms Adventure*, re-written with a lot of modifications because the descriptions and goals for the half-dragons in the original boxed-set were coming up short.

Also try to use this handbook wisely and as guidelines: there're a lot of new rules (flight for example) that you probably never heard before. Secondly, try to have your DM's permission to play that kind of character since half-dragons are not appropriate for all campaigns.

For the lame acknowledgments; I want to credit my DM who was bold enough to let me play a half-dragon in his campaign and Hasai Belmont, my character, who has inspired me during all these years when I wrote this handbook. As well as the dragsar race that was created later on, for less epic campaigns.

Just before I end this foreword, you should remember that the purpose of ad&d is to have fun, so don't be a *rule maker*: this handbook is here to provides answers and solutions if problems occur between a player and the DM but remember that your DM have the final word and s/he has the right to modify and put some additional restrictions or advantages to the rules included in this handbook.

Now that you are ready (or bored of this introduction), let your imagination free and continue reading in order to create your character...

I sincerely hope you will enjoy this handbook!



Hasai Belmont, the Dragonlord

Chapter I: The Half-Dragon and Dragsar Races

Character Creation

The game mechanics for playing half-dragons are similar to role-playing any other standard race in ad&d; a half-dragon depending of his/her humanoid parent can become almost any class except for the *paladin*, *druid* and *bard* that are eligible only for humans (and half-elves), and special kits for half-dragons are described in this handbook to give them some aspirations specific to their race. All ability scores are obtained using one of the character-creation methods described in *Chapter 1: Player Character Ability Scores* of the *Dungeon Master Guide (DMG)*, before applying the appropriate ability-score modifiers specific to each half-dragon type (given here in *Table 1: Racial Adjustments*). Half-dragons use character-class Hit Dice and follow all standard rules for playing human and demihuman characters.

Character classes available to half-dragons are listed in this section and half-dragons of any type can become multiclassed. Half-dragons do not have to use kits, but kits are recommended for adding flavor to the PCs. Kits require the use of the proficiency rules outlined in the *Player's Handbook* and in *Chapter Two* of *Book One: Rules of the Council of Wyrms* adventure. A half-dragon PC can use any kit allowed by his/her class and by his/her human or demihuman parent's race (including kits from *The Complete Handbook* series). A number of kits from *The Complete Book of Humanoids* are also available: (Warrior) Sellsword, Wilderness Protector; (Wizard) Hedge Wizard, Humanoid Scholar, Outlaw Mage; (Priest) Oracle, War Priest, Wandering Mystic; (Rogue) Scavenger, Tramp. Two new half-dragon kits were given in the *Council of Wyrms* adventure; they are repeated here and adapted for their use in other ad&d campaigns (see *Chapter 5: Kits for Half-Dragons* for more details).

The Origins of Half-Dragons

Four species of metallic dragons have the natural ability from birth to polymorph into human and demihuman forms: gold, silver, bronze and steel dragons. While in these polymorphed forms, dragons can enjoy the company of the humans and demihumans (this is especially true for steel and silver dragons) and these encounters sometimes produce offspring of mixed heritage – the half-dragons. These four types tend to be the more common (if any) half-dragon types encountered in a campaign. Note that half-dragons are only born from human or demihuman females; polymorphed female dragons never produce offspring from dalliance with human or demihuman males. In addition to dragons with the natural ability to turn into humans/demihumans, a male dragon using a *polymorph self* spell can also produce half-dragon offspring: this explain the origin of half-chromatic and half-gem dragons. Half-chromatic dragons are produced by rogue chromatic dragons; those rare dragons who tend to go against their fundamental nature either by being neutral or good, or by seeking humanoid mates. However, because chromatic dragons are by their nature very possessive, dominant and evil, the humanoid females they have chosen to couple with, are often slaves or females who may not necessarily have agreed to be the intimate companion of the polymorphed dragon.

Few physical features definitively mark some newborn babes as a half-dragon, though there are telltale signs of a dragon parent involvement in their birth – usually hint of gold, silver, bronze, red, etc. in their hairs and skin or eyes with oval pupil or of characteristically draconic color (ex: having a purple iris). Usually half-golds tend to have blond hair, half-reds tend to have red hair, half-amethysts will tend to have deep purple-blue eyes, etc. However, all normal available colors and shades for hairs, eyes and skin are possible. If the colors of their hair and eyes are not those of the dragon parent, they usually give a faint reflection of the color of his or her draconic engender. On the other hand, some half-dragons will definitively show evident signs of their draconic



heritage from birth: wings, a tail and horns above the temples. As they reach adulthood, all half-dragons grow tall and lean, no matter what human or demihuman blood is mixed with their draconic heritage. During late childhood and the adolescence, draconic abilities begin to manifest themselves. These abilities become stronger and more pronounced with time and use, until a half-dragon has reached his/her full development. Physical changes accompany the appearance of these abilities, eventually metamorphosing a half-dragon into a captivatingly beautiful and unique being.

However, half-dragons are generally subjected to considerable prejudices in many realms of many worlds, making the majority of them exiles and outsiders. The idea of creatures as different as dragons and demihumans (or dragons and humans) having offspring is generally considered at best, strange and aberrant and at worst, repugnant by most individuals of civilized species. Even among those dragons who willingly engage in intimate relations with human or demihuman mates, producing half-dragon young is still considered contemptible to the moral senses; a dragon may truly love their mate, but dragon societies of almost any worlds, will find the idea of creating half-dragons repulsive. Thus, half-dragon children are usually quite rare.

As such, half-dragons do not automatically learn their draconic parent's language. However, if the dragon parent is present during the half-dragon's childhood, whatever draconic languages the parent knows may be learned, and the human or demihuman parent's native tongues may also be picked up.

The Origins of Dragsars

Half-dragons need to be strong in order to survive the difficult conditions they face merely for existing but sometimes plagues, cataclysms, wars and others events affecting large parts of a world will allow half-dragons to thrive where normal humans and demihumans would not, making it possible for half-dragons to colonize an entire area. For example, half-dragons could be immune from a plague spread by fleas since the parasite could either be unable to bite through their scales or not find the half-dragons suitable as hosts, or the half-dragons may survive because they can eat and thrive on food that would be inedible to humans and demihumans.

Despite all this, half-dragons do not really have a true purpose in the destiny of their world; they are creatures the gods didn't intended to be. How half-dragons turn into dragsars is relatively unknown, some say a half-dragon society will naturally shift toward dragsarhood, others say higher powers are involved and seek to restore the equilibrium to a world destabilized by the presence of a growing number of half-dragons. In the latter case, this higher power has granted the ability to its priests to perform a ceremony to “cleanse” a half-dragon of his/her more or less inherent human and demihuman origin and turn him/her into a dragsar. Most of the time, these ceremonies are performed on willing subjects wishing to finally find their proper place in their world but it's not unheard that some of these ceremonies are performed on unwilling subjects as well, especially when carried out by overzealous priests (who can also be dragsars themselves believing deeply they are purifying their own race and doing a great service to the half-dragon).

Regardless on how dragsars came to be, they are what scholars could consider to be a natural evolution of half-dragons race. They are very gifted and creative magic users. They are also smaller creatures than half-dragons and have a much less threatening appearance in their unruffled state (note however that a growling dragsar showing claws and teeth still looks like a fierce creature). As such, they usually do not suffer much prejudice by human and demihuman societies who sometimes seek to buy their magical creations and other



goods. Dragsars usually speak neodraconic amongst themselves, which is an amalgamation of high draconic, chromatic, metallic and gem dragons' languages (see *Chapter 6: Proficiencies*). Usually, the gist of the conversation when using this dialect can generally be understood by their draconic cousins speaking only one of these draconic languages.

Childhood to Adulthood: Half-Dragons Metamorphosis

A half-dragon infant can be born right away with his/her definitive appearance (see *Chapter 2: Mating and Birth*). Thus a woman demihuman could give birth to let says, a lizard-like creature with a tail and wings or even laid an egg to the astonishment of people around her and her own. However, this is not the way all half-dragons are born. Take notes that both possibilities can coexist within the same campaign; half-dragons are part dragon and as such they are intrinsically magical creatures. This rule can also be a fair compromise to make sure a half-dragon does not unbalance the group or the setting; strange skin and eyes color do not give any special advantage over the other players and the physical advantages the half-dragon will gain can easily be balanced by the storyteller as the other players advance in levels.

The other possibility is that the half-dragon infant has the physical form and appearance of his/her human or demihuman parent. In such cases, there are only a few physical features that would identify a newborn babe as a half-dragon, though there are telltale signs that a careful observer could not miss. As stated before, the half-dragon newborn would usually have eyes or hairs that are (or have hints of) the color of his/her draconic parent's scales color, such as gold, silver, bronze, etc. As the half-dragon slowly make his/her way toward adulthood, the dragon heritage will begins to develop and overwhelms "lesser" genes. S/he will grow tall and lean no matter what human or demihuman blood mixes with his/her draconic heritage. During adolescence, dragon-like powers will manifest themselves; these are called "discretionary abilities" in ad&d game terms, as they are chosen by the player during the character's progression (see *Chapter 2: Mating and Birth* for more details). Physical changes will accompany the appearance of these abilities, eventually metamorphosing the young creature into a beautiful and unique being – but the beauty is an alien one, not entirely comparable to human or demihuman standards.

For example, if a half-dragon would be destined to have wings, horns, claws and dragon shaped hind legs, the character would begin his/her life as a normal human/demihuman but with an unusual skin and/or eyes color. Then his/her body would grow a tail, claws and horns during his/her adolescence and once reaching adulthood, s/he would have wings and dragon shaped legs (i.e. digitigrade legs like the hind legs of a cat or a dog). S/he would be able to use his/her breath weapon when reaching the 7th level; before this level and assuming the half-dragon is mature, the breath weapon is not usable in combat as a proper weapon. However, some signs can tell which breath weapon the half-dragon possesses inside his/her body (such as wisps of smoke for half-dragons with a fire breath weapon). Take note that maturation can also be counted in levels instead of age. As the half-dragon gain levels, age or both, his/her draconic origin will manifests itself more and more until the metamorphosis is completed. The specifics age and level for the different stages of metamorphosis are up to the storyteller.

On the other hand, dragsar children, unless they are the result of the transformation of a half-dragon, always emerge from eggs and as fully draconic-like creatures with relatively small wings, a tail and plantigrade legs (i.e. human/demihuman's legs). Their development follows the same path as any other human or demihuman with an adolescence stage of more rapid growth until they finally reach their adult form. When they



are born, dragsar bear no marking on their body, but during their adolescence, hair highlights, strips or other patterns that are of lighter or darker colors will appear on their body showing others they are no longer children. A dragsar will always have at least one marking exactly like his/her father, another exactly like his/her mother, in addition to a few other random markings.

Racial Adjustments

Each half-dragons type have specific physical and mental adjustments due to the differences in their draconic heritage. However, all half-dragons tend to be naturally stronger than normal humans and demihumans and they have other physical and mental advantages that will prove to be invaluable in a world where they will be misunderstood because of what they are and where people will judge them as mistakes of nature. The adjustments by half-dragon type are listed on the table below.

Table 1: Racial Adjustments

A: Metallic Half-Dragons

<u>Half-Gold</u>	<u>Half-Silver</u>	<u>Half-Bronze</u>	<u>Half-Copper</u>	<u>Half-Brass</u>
Str +2	Str +1	Str +1	Str +1	Wis +1
Wis -1	Con +1	Dex +1	Dex +1	Cha +1
Cha +1	Int +1	Wis +1	Int +1	

B: Gem Half-Dragons

<u>Half-Amethyst</u>	<u>Half-Sapphire</u>	<u>Half-Emerald</u>	<u>Half-Topaz</u>	<u>Half-Crystal</u>
Str +1	Str +1	Str +1	Str +1	Wis +1
Int +1	Wis +1	Wis +1	Wis +1	Cha +1
Wis +2	Cha -1		Cha -1	

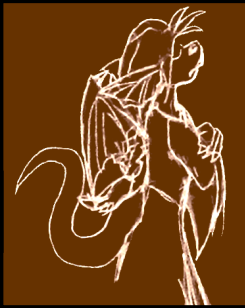
C: Chromatic Half-Dragons

<u>Half-Red</u>	<u>Half-Blue</u>	<u>Half-Green</u>	<u>Half-Black</u>	<u>Half-White</u>
Str +2	Str +1	Str +1	Str +1	Dex +2
Int +1	Int +1	Int +1	Dex +1	Int -1
Wis -1	Wis -1		Con +1	Wis -1

D: Other Half-Dragons and Dragsars

<u>Half-Cloud</u>	<u>Half-Deep</u>	<u>Half-Mercury</u>	<u>Half-Mist</u>	<u>Half-Shadow</u>
Str +1	Str +1	Str +1	Int +1	Str +1
Int +1	Dex +1	Dex +1	Wis +1	Int +1
Wis +1	Wis -1	Con +1		

<u>Half-Steel</u>	<u>Half-Yellow</u>	<u>Half-Pseudodrgn</u>	<u>Dragsar</u>
Str +1	Str +1	Dex +1	Int +1
Dex -1	Con +1		Cha +1
Int +2	Cha -1		



Physical Description

All half-dragons and dragsars tend to have a slender appearance and their above than average strength is not especially apparent. They also tend to be light; this is due to the fact that they share (to various degrees) both the magical nature of their dragon genitors as well as their specific biological adaptations that facilitate their flight (regardless if the half-dragon actually has wings). They can live for a long time, sometimes to their advantage and sometimes to their disadvantage. Their Strength and Constitution remain strong until the last few years of their life before dying in the same manner of true dragons. Each half-dragon has a specific set of features that makes their appearance more or less draconic. For the purpose of classification, they are divided into “categories” ranging from 1 to 9; showing a progression from having no draconic feature at all to be practically undistinguishable from true dragons. For the categories 4 to 7 (see *Chapter 2: Mating and Birth*), they can perform a breath weapon attack for the damage listed on Table 3. Note that half-dragons of categories 8 and 9 physically look like true dragons and as such use the damages, hit dices and racial adjustments listed in the *Monstrous Manual* and in the *Council of Wyrms* setting.

The different half-dragon types mature at different point of their life. For example, half-golds tend to become mature over a longer period of time than half-coppers and thus if all things were equal, the number of half-golds in a campaign would usually be less than the number of half-coppers. However, a mature half-gold, being more powerful, has less difficulties to remain alive than a mature half-copper. Moreover, their longevity is not the same for every category of half-dragons; category 1 half-dragons for example, live as long as their humanoid parent while category 8 and 9 live as long as a true dragon (see *Chapter 2* for more details).

As in human societies, half-dragons make the distinction between social and sexual maturity. However, this unwritten rule may be contentious since the half-dragon societies that could apply such rule properly are, to say the least, not very numerous. As such, the half-dragon can receive more independence and autonomy at a much younger age than s/he normally should. This is especially true for half-gold/red/amethyst, half-silver/sapphire/blue and half-bronze/emerald/green since they are taller than normal humanoids thus look to have reached the typical adult height of their humanoid parent much sooner. Sometimes, when reaching the age at which their parent race is considered mature, the half-dragon will be expected to be socially mature as well even if in reality, s/he could still mentally acts like an 8 years old kid. As a consequence of this, it is not unusual to have a half-dragon gold (for example) starts his/her career as an adventurer at the age of 16 even if s/he is still a young kid.

The humanoid parent of the half-dragon may also have great difficulties to determine the gender of her child (only if s/he belongs to categories 5 to 9). She can raise her child as a male and the child could be female and vice-versa. This is for the most part because these half-dragons show very subtle external differences between males and females and determining their gender is almost impossible for the humanoid parent who may not recognize such differences (even when having a male and a female half-dragon side by side). Their voices do not help either since even after reaching adulthood, it's slightly different from what humans and demihumans are used to hear and it won't mature until adolescence thus making no difference between a female and a male's voice during their long childhood. The humanoid parent however can go with her feeling to raise her child but this does not guaranty anything and in the case of a wrong assumption, the half-dragon will simply invert the meaning of male and female since s/he can recognizes his/her own gender and the one of other half-dragons. This is done through scent (which only creatures with a well-developed sense of smell can detect) and through subtle visual and behavioral cues as well.



The parents of half-dragons of lesser category (1 to 4) do not have this problem since their gender can easily be identified in the same way as any other human/demihuman children. Half-dragons of categories 8 and 9 do not have this problem either since these “half-dragons” are considered to be dragons which would make their gender rather meaningless for their humanoid parent and obvious for their draconic one.

Dragsar parents also do not have any difficulties to tell the gender of their own children as well as children from half-dragons and true dragons. They would even be able to figure out this information once an egg has reached the late stage of its incubation period, well before it hatches. Again this is due to a faint but unambiguous scent emanating for the creature growing inside the egg that dragsar parents would be able to perceive. However, a humanoids raising a dragsar orphan would not be able to see any distinction between male and female dragsars before adolescence when females will develop breasts and retain a higher pitched voice than males.

The general characteristics of half-dragons and dragsars are summarized on the following tables. Note that for tables 2, 3, 5 and 7:

- Half-Amethyst and Half-Red use the same numbers as Half-Gold.
- Half-Blue, Half-Cloud, Half-Deep, Half-Sapphire use the same numbers as Half-Silver.
- Half-Emerald, Half-Green, Half-Mercury, Half-Shadow and Half-Steel use the same numbers as Half-Bronze.
- Half-Black, Half-Mist, Half-Topaz and Half-Yellow use the same numbers as Half-Copper.
- Half-Crystal and Half-White use the same numbers as Half-Brass.

Table 2: Height, Weight and Lifespan

Half-Dragon Type	Height in Inches		Weight in Pounds		Age Range	
	Base*	Modifier	Base*	Modifier	Base	Mid / Old / Ven
Half-Gold	78 / 72	2d8	180 / 150	4d8	300 + 5d10	150 / 200 / 300
Half-Silver	76 / 70	2d6	160 / 130	3d8	250 + 3d20	125 / 167 / 250
Half-Bronze	74 / 68	2d4	150 / 120	3d8	200 + 4d10	100 / 133 / 200
Half-Copper	72 / 67	2d4	140 / 115	2d8	175 + 4d10	88 / 117 / 175
Half-Brass	70 / 66	2d4	130 / 110	2d8	150 + 4d10	75 / 100 / 150
Half-Pseudodrg	64 / 61	1d6	100 / 90	2d6	120 + 3d10	60 / 80 / 120
Dragsar	58 / 56	1d6	75 / 70	2d6	200 + 5d10	100 / 133 / 200

* Females tend to be lighter and shorter than males. Thus, the base numbers are divided into male/female values.

Note that the modifier still allows for a broad range in each category.

Table 3: Natural Attacks and Breath Weapon

Half-Dragon Type	Claw	Bite* ¹	Breath Weapon		Breath Range	
			Base	Modifier* ²	Base	Modifier* ²
Half-Gold	1d6 / 1d6	1d8	3d6	+1d6 / 2 levels	10 feet	+1' / level
Half-Silver	1d4 / 1d4	1d8	4d4	+1d4 / 2 levels	8 feet	+1' / level
Half-Bronze	1d4 / 1d4	1d8	3d4	+1d4 / 2 levels	8 feet	+1' / level
Half-Copper	1d4 / 1d4	1d8	3d4	+1d4 / 2 levels	8 feet	+1' / level
Half-Brass	1d4 / 1d4	1d8	2d4	+1d4 / 2 levels	8 feet	+1' / level
Half-Pseudodrg	1d3 / 1d3	1d6	N/A	N/A	N/A	N/A
Dragsar	1d3 / 1d3	1d6	2d4	+1d4 / 2 levels	6 feet	+1' / level

*1 Bite damage listed here only applies to half-dragons with a snout. Note that many half-dragons are civilized enough to consider biting as lowering themselves to the level of mere animals and depending on the background, dragsars are quite unlikely to bite unless in self-defense and unless they see no other ways to save themselves from the predicament they found themselves in.



*2 Modifier are counted from level 7th for half-dragons and from level 5th for dragsars: all levels before that are not considered in the modifier. Thus, a 12th level half-gold would do 5d6 points of damage (3d6_{Base} + 2d6_{Modifier}) with his/her breath weapon and the range would be 15 feet (10'_{Base} + 5'_{Modifier}). For multi-classed half-dragons, the breath weapons (damage & range) modifiers are calculated by considering only his/her highest level; so in what strictly concern his/her breath weapon modifiers, a level 9th wizard / 11th fighter half-dragon gains no advantage from his/her wizard class (in this case).

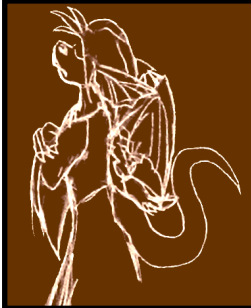
Table 4: Half-Dragons' Breath Weapon Type

A: Metallic Half-Dragons

Half-Dragon Type	Breath Weapon Type	Breath Weapon Characteristics
Half-Gold	1 st : A spray of fire 2 nd : A cloud of potent chlorine	<ul style="list-style-type: none"> · The spray forms a cone that is half the length wide at the end. · The cloud is half the length high and half the length wide.
Half-Silver	1 st : A spray of cold 2 nd : A cloud of paralyzation	<ul style="list-style-type: none"> · The spray forms a cone that is half the length wide at the end. · The cloud is half the length high and half the length wide. Creatures caught in the gas must save vs. breath weapon or be paralyzed for 1d8+1 minutes.
Half-Bronze	1 st : A bolt of lightning 2 nd : A cloud of <i>repulsion</i> gas	<ul style="list-style-type: none"> · The bolt strikes in a ½ foot wide linear path. · The cloud is half the length high and half the length wide. Creatures caught in the gas must save vs. breath weapon or move away from the half-dragon for 1d6+2 minutes.
Half-Copper	1 st : A spurt of acid 2 nd : A cloud of <i>slow</i> gas	<ul style="list-style-type: none"> · The spurt strikes in a ½ foot wide linear path. · The cloud is half the length high and half the length wide. Creatures caught in the gas must save vs. breath weapon or be slowed for 3 minutes. Affected creatures move and attack at half their normal rates, they also have a +4 penalty on AC and a -4 penalty on attack rolls, all Dexterity bonus are also negated.
Half-Brass	1 st : A cloud of blistering heat 2 nd : A cone of <i>sleep</i> gas	<ul style="list-style-type: none"> · The cloud is half the length high and half the length wide. · The gas forms a cone that is half the length wide at the end. Creatures caught in the gas, regardless of Hit Dice or level, must save vs. breath weapon or fall asleep for 10 minutes.

B: Gem Half-Dragons

Half-Dragon Type	Type of Breath Weapon	Breath Weapon Characteristics
Half-Amethyst	A faceted, exploding violet lozenge	The lozenge is spit away into the midst of enemies, up to the maximum breath range. The lozenge explodes with concussive force causing damages in a radius of half the total breath range. In addition to damages, creatures smaller than a typical human (i.e. 4' tall or less) must save vs. paralyzation or be knocked down. Any creature taking damage from the blast has a 25% chance of being knocked unconscious for 1d8+1 rounds.



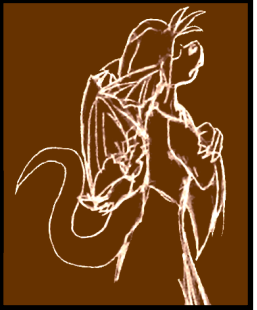
Half-Sapphire	A cone of high pitched, almost inaudible sound	The cone is half the length wide at the end. In addition to damages, creatures caught in the cone must make an additional save vs. breath weapon or be affected by fear and flee in panic for 1d6+2 rounds. This is a metabolic effect, and creatures unaffected by magical fear still suffer from the effect if they fail their save. Deafness does not protect from the breath's damage, though it prevents the fear effect.
Half-Emerald	A loud, keening wail which sets up a sonic vibration	It affects all creatures around the half-dragon in a radius the size of the breath range. In addition to damages, victims make an additional save vs. breath weapon or be stunned for 1d4+3 rounds. Deafness does not protect one from vibratory damage, but prevents stunning.
Half-Topaz	A spray of dehydration	The spray forms a cone that is half the length wide at the end. When directed against liquids, one cubic foot of water dries up per hit point of damage. In addition to damages, the creatures roll a second saving throw against breath weapon, those who fail the save loss 1d3+3 points of Strength (not permanent). A successful saving throw reduces the Strength lost by half. One point of Strength is restored every day with adequate attention and hydration. Any creature reduced to a Strength of 0 die instantly.
Half-Crystal	A spray of glowing shards	The spray forms a cone that is half the length wide at the end. In addition to damages, the creatures caught in the breath make a second saving throw against breath weapon or are blinded [-4 penalties to attack rolls, saving throws and armor class while sight-related damage bonuses (backstabbing, etc.) are negated] by the dazzling shards for 1 turn. The shards shine as bright as daylight and can be seen from relatively far away. Creatures within 30 feet must save vs. breath weapon or be dazzled, incurring a penalty of -2 to attack rolls for a duration of 1 turn.

C: Chromatic Half-Dragons

Half-Dragon Type	Type of Breath Weapon	Breath Weapon Characteristics
Half-Red	A spray of fire	The spray forms a cone that is half the length wide at the end.
Half-Blue	A bolt of lightning	The bolt strikes in a ½ foot wide linear path.
Half-Green	Cloud of poisonous chlorine gas	The cloud is half the length high and half the length wide.
Half-Black	A stream of acid	The stream is ½ foot wide and strikes in a linear path.
Half-White	A spray of frost	The spray forms a cone that is half the length wide at the end.

D: Other Half-Dragons and Dragsars

Half-Dragon Type	Type of Breath Weapon	Breath Weapon Characteristics
Half-Cloud	An icy blast of air	The blast is half the length high and half the length wide. Creatures caught in the blast suffer damage from cold and flying ice crystals. All tiny creatures (i.e. 2' tall or less) are blown head over heels for 2d12+3 feet. Creatures who can grab solid objects won't be carried away unless they fail Strength check; creature with claws, suction cups, etc., can avoid the effect if they have a suitable surface to cling to.



Half-Deep	A cloud of flesh-corrosive gas	The cloud is half the length high and half the length wide. The breath does not affect cloths, metal and wood. If the creatures have dry, exposed skin, they save against the flesh eating gas at -1 penalty. Leather is treated as dry, exposed skin.
Half-Mercury	A beam of brilliant yellow light	The beam is ½ foot wide and strike in a linear path for heat damage. The heat of the beam is intense enough to ignite flammable objects that fail saving throws vs. magical fire with a +1 bonus.
Half-Mist	A cloud of scalding vapor	The cloud is half the length high and half the length wide. In still air, the vapor persists for 1d2+2 round. On the second round, it condenses into a clammy, smothering fog that blind [-4 penalties to attack rolls, saving throws and armor class while sight-related damage bonuses (backstabbing, etc.) are negated] air-breathing creatures for 1d4 rounds and inflict 1d4 points of drowning damage per round for as long as the creature remain in the cloud (a successful saving throw vs. breath weapon negates both effects).
Half-Shadow	A cloud of blackness	The cloud is half the length high and half the length wide. Creatures caught in the cloud are blinded [-4 penalties to attack rolls, saving throws and armor class while sight-related damage bonuses (backstabbing, etc.) are negated] for 1 round and lose ½ (round up) of their life energy (levels or Hit Dice); a successful save vs. breath weapon reduce the lost to ¼ (round up). The damages indicated on Table 3, are the amount of rounds the energy lost last. Negative plane protection spells prevent this life energy loss. Any creature that is reduced to 0 or fewer levels lapses into a coma for the duration of the cloud's effect.
Half-Steel	A cube of toxic gas	The half-dragon can monitor the amount of gas released so closely that s/he can make the cube as small as s/he wish or as big as the breath length. In addition to damages, creatures caught in the gas save vs. poison with a +2 bonus or die instantly (a roll of 1 is always considered as a failed saving throw). The gas is quickly absorbed through the skin and is just as lethal if inhaled. Coating all exposed skin with lard or grease offer some protection (additional +2 bonus on the creature's saving throw).
Half-Yellow	A high-velocity blast of scorching air mixed with sand	The blast is half the length high and half the length wide. In addition to damages, creatures caught in the blast must make an additional saving throw vs. breath weapon or be blinded [-4 penalties to attack rolls, saving throws and armor class while sight-related damage bonuses (backstabbing, etc.) are negated] for 1d2+1 rounds due to damages done to their eyes by the abrasive sand.
Half-Pseudodragon Dragsar	None A sphere of pure magical energy	Half-pseudodragons do not have a breath weapon. The sphere resembles a shooting star and strikes in a ½ foot wide linear path for magical damage.



Table 5: Aging

Race	Childhood	Adolescence	Adult	Middle Age ^{*3}	Old Age ^{*4}	Venerable ^{*5}
<i>Human</i>	0 – 12	13 (11) ^{*1} – 17	18 ^{*2} – 44	45 – 59 ^{*6}	60 – 89 ^{*6}	90 – 130 ^{*6}
Half-Gold	0 – 25	26 (22) ^{*1} – 35	36 ^{*2} – 149	150 – 199	200 – 299	300 – 350
Half-Silver	0 – 22	23 (19) ^{*1} – 31	32 ^{*2} – 124	125 – 166	167 – 249	250 – 310
Half-Bronze	0 – 19	20 (17) ^{*1} – 27	28 ^{*2} – 99	100 – 132	133 – 199	200 – 240
Half-Copper	0 – 17	18 (15) ^{*1} – 24	25 ^{*2} – 87	88 – 116	117 – 174	175 – 215
Half-Brass	0 – 15	16 (13) ^{*1} – 21	22 ^{*2} – 74	75 – 99	100 – 149	150 – 190
Half-Pseudo.	0 – 13	14 (12) ^{*1} – 19	20 ^{*2} – 59	60 – 79	80 – 119	120 – 150
Dragsar	0 – 19	20 (17) ^{*1} – 27	28 ^{*2} – 99	100 – 132	133 – 199	200 – 250

*1 The approximate (± 3 years) age of sexual maturity; parenthesis values indicate the age of sexual maturity for females.

*2 The typical age of social maturity.

*3 +1 Int/Wis

*4 -1 Str/Dex, +1 Wis

*5 -1 Str/Con, +1 Int/Wis

*6 The penalties and bonuses stated here apply only to half-dragons and dragsars. Humans and demihumans follow the penalties listed in Table 12 of the *Player's Handbook*.

Racial Ability Requirements

Half-dragons and dragsars are subjects to minimum and maximum in their ability scores. If the ability scores rolled using the DM's approved method fall within the requirements of a given race, then the character being created can choose that race even if later modifications change the ability scores so they exceed the maximums or don't meet the minimums. In other words, once you satisfy the requirements when the character was created, you never have to worry about them again. Consult this table before applying any racial adjustments to the ability scores listed in Table 1.

Table 6: Racial Requirements

A: Metallic Half-Dragons

<u>Half-Gold</u>	<u>Half-Silver</u>	<u>Half-Bronze</u>	<u>Half-Copper</u>	<u>Half-Brass</u>
Str 7 / 20	Str 6 / 19	Str 5 / 19	Str 5 / 19	Str 4 / 18
Dex 5 / 18	Dex 3 / 18	Dex 4 / 19	Dex 5 / 19	Dex 4 / 18
Con 5 / 18	Con 4 / 19	Con 3 / 18	Con 3 / 18	Con 3 / 18
Int 7 / 19	Int 6 / 20	Int 6 / 19	Int 5 / 20	Int 5 / 19
Wis 3 / 18	Wis 3 / 19	Wis 4 / 20	Wis 3 / 19	Wis 4 / 20
Cha 6 / 19	Cha 5 / 18	Cha 4 / 18	Cha 4 / 18	Cha 5 / 19

B: Gem Half-Dragons

<u>Half-Amethyst</u>	<u>Half-Sapphire</u>	<u>Half-Emerald</u>	<u>Half-Topaz</u>	<u>Half-Crystal</u>
Str 7 / 19	Str 6 / 19	Str 5 / 19	Str 5 / 19	Str 4 / 18
Dex 3 / 18	Dex 3 / 18	Dex 3 / 18	Dex 4 / 18	Dex 4 / 18
Con 3 / 18	Con 3 / 18	Con 3 / 18	Con 3 / 18	Con 3 / 18
Int 7 / 20	Int 7 / 19	Int 6 / 19	Int 6 / 19	Int 6 / 19
Wis 6 / 21	Wis 5 / 20	Wis 5 / 20	Wis 5 / 20	Wis 4 / 20
Cha 5 / 18	Cha 4 / 17	Cha 4 / 18	Cha 4 / 17	Cha 5 / 19



C: Chromatic Half-Dragons

<u>Half-Red</u>	<u>Half-Blue</u>	<u>Half-Green</u>	<u>Half-Black</u>	<u>Half-White</u>
Str 7 / 20	Str 6 / 19	Str 5 / 19	Str 5 / 19	Str 4 / 18
Dex 5 / 18	Dex 4 / 18	Dex 4 / 18	Dex 5 / 19	Dex 6 / 20
Con 5 / 18	Con 4 / 18	Con 4 / 18	Con 5 / 19	Con 5 / 18
Int 6 / 20	Int 4 / 20	Int 4 / 20	Int 3 / 19	Int 3 / 18
Wis 3 / 18	Wis 3 / 18	Wis 3 / 19	Wis 3 / 19	Wis 3 / 18
Cha 5 / 18	Cha 4 / 18	Cha 4 / 18	Cha 4 / 18	Cha 4 / 18

D: Other Half-Dragons and Dragsars

<u>Half-Cloud</u>	<u>Half-Deep</u>	<u>Half-Mercury</u>	<u>Half-Mist</u>	<u>Half-Shadow</u>
Str 6 / 19	Str 6 / 19	Str 5 / 19	Str 5 / 18	Str 5 / 19
Dex 3 / 18	Dex 4 / 19	Dex 5 / 19	Dex 4 / 18	Dex 3 / 18
Con 3 / 18	Con 3 / 18	Con 4 / 19	Con 3 / 18	Con 3 / 18
Int 7 / 20	Int 6 / 19	Int 5 / 19	Int 6 / 20	Int 7 / 20
Wis 4 / 20	Wis 3 / 18	Wis 3 / 19	Wis 4 / 20	Wis 3 / 19
Cha 4 / 18	Cha 4 / 18	Cha 4 / 18	Cha 4 / 18	Cha 4 / 18

<u>Half-Steel</u>	<u>Half-Yellow</u>	<u>Half-Pseudodrgn</u>	<u>Dragsar</u>
Str 5 / 19	Str 5 / 19	Str 4 / 18	Str 4 / 18
Dex 3 / 17	Dex 4 / 18	Dex 6 / 19	Dex 7 / 18
Con 4 / 18	Con 5 / 19	Con 3 / 18	Con 3 / 18
Int 8 / 21	Int 4 / 19	Int 3 / 19	Int 9 / 20
Wis 3 / 19	Wis 3 / 19	Wis 3 / 19	Wis 3 / 19
Cha 4 / 18	Cha 4 / 17	Cha 5 / 18	Cha 8 / 19

Childhood and Adolescence Modifiers

Young half-dragons are weaker and act obviously less wisely than s/he will normally do when s/he will be fully mature. However, if they show clear signs of their immaturity, half-dragons are very beautiful creatures, charming most people around them at young age. The modifier for Charisma have also another interpretation; people will not care as much about the half-dragon's offensive compartment. For example, a young human/demihuman/half-dragon who has made a terrible blunder or has insulted people by mistake with his/her actions, can often be forgiven by people around him/her who will attribute this to the ignorance of his/her young age and that the child still has a lot to learn.

But eventually, when the half-dragon will reach adulthood, s/he will no longer be forgiven so easily for his/her mistakes since s/he will be considered fully responsible of his/her acts and the half-dragon will have reached a mature (and a little less cute) appearance. The modifiers for young half-dragons and dragsars are listed below; males and females use the same modifiers.



Table 7: Adolescence and Childhood Modifiers

Race	Modifiers for a Specific Age																				
Half-Gold	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
Half-Silver	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Half-Bronze	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
Half-Copper	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Half-Brass	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Half-Pseudo.	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Dragsar	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
<i>Human</i>	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Strength	-6	-6	-6	-6	-5	-5	-5	-4	-4	-4	-3	-3	-3	-2	-2	-2	-1	-1	-1	-1	-1
Intelligence	-4	-4	-4	-3	-3	-3	-2	-2	-2	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
Wisdom	-5	-5	-5	-5	-4	-4	-4	-4	-3	-3	-3	-3	-2	-2	-2	-1	-1	-1	-1	-1	-1
Charisma	+3	+3	+3	+3	+3	+3	+2	+2	+2	+2	+2	+2	+1	+1	+1	+1	+1	+1	+1	+1	+1

The top part of the table (in gray) indicates the age of the half-dragon PC and the bottom part (in white) is the modifiers to the character's ability scores. This table works well for characters who possess average to higher than the average ability scores; your DM might want to modify and change some modifiers for characters with low ability scores. All half-dragons can have their scores lowered below but not raised above their racial requirements listed on Table 6. The human equivalence indicates the mental age of the half-dragon. For example, a 16 years old half-red should be played as an 8 years old kid and a 20 years old half-bronze as a 13 years old teenager.

Note that young half-dragons can belong to any class and kits their adult scores authorize them, but they should be played as characters who haven't fully mastered their art and who still have a lot to learn. This can be a great occasion for players who want to play a more modest character knowing that the half-dragon will eventually become more powerful with time and practice. This table can also be used for juvenile elves, humans, gnomes, dwarves and with any other races as well.

Aging and Death

Half-dragons and dragsars growth and aging lie somewhere between the humanoid way and the dragonkind way. Like most humanoid, half-dragons and dragsars will grow during their childhood and adolescence to reach a definitive adult size. When crossing different stages of their lives, for example moving from childhood to adolescence (see Table 5), half-dragons and dragsars will enter a form of **dragon sleep**; a coma-like state in which they will be extremely difficult to awake. Dragon sleep lasts for a little more than a week (7 days plus 1d6 days). During that time, trying to wake the half-dragon will usually be ineffective; either the half-dragon will return to sleep mere moments after opening his/her eyes or if the situating is dire, the character will be able to wake up but will suffers from a condition similar to sleep deprivation until s/he can fall back into dragon sleep once s/he will have found a suitable and peaceful enough place to do so. Half-dragons and dragsars do not usually resist dragon sleep and they will feel the need to enter this state 3d100 days after the anniversary making them move from one age bracket to another (as shown on Table 5). Note that until they have completed dragon sleep, half-dragons and dragsars would not be considered to have matured into their new age bracket. For example, a half-gold could enter dragon sleep on the 157th day after his/her 200th anniversary since s/he moved from middle age to old age, and until s/he does the aging bonus and penalties would not applies. A

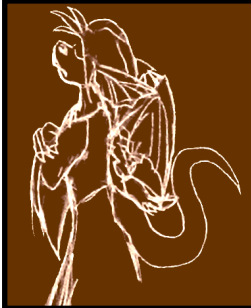


few days before entering dragon sleep, they will instinctively feel the need to seek a safe place where they will not be disturbed. If circumstances force the half-dragon or dragsar to resist dragon sleep (during this time they will continue to enter standard sleep normally), a system shock is rolled every day with -1% cumulative penalty per day. If the system shock fail, the next time the half-dragon will fall asleep, s/he will enter dragon sleep.

After reaching adulthood, half-dragons (and dragsars) do not show any gradual signs of aging, no reduction of strength and abilities as witnessed in other creatures. Moreover, when reaching middle age they will receive +1 bonus in Wisdom and Intelligence for their experience and knowledge gained through their lives just like any other humanoid does. However at old age, they will finally begin to suffer from the effect of all these years; the half-dragon and dragsar will suffer a -1 penalty in Strength and Dexterity but receive a +1 bonus in Wisdom. At venerable age, they will suffer an additional -1 penalty in Strength and Constitution but will receive a +1 bonus in Intelligence and Wisdom. However, even with some minor signs of weakening of their bodies, they will live healthy for the amount of years they have rolled on the Table 2. After this, the half-dragon will be subject to the same disease that strikes all dragons when they grow (too) old: the **dragon's twilight**. Even if the half-dragon isn't completely dragons, *all* half-dragons and dragsars die as the result of this disease. The dragon's twilight affect the half-dragon very quickly, sapping his/her strength and sharp mind away in a few years. Half-dragons, however, are part human/demihuman and the period over which they die is relatively longer than those of true dragons. A half-dragon upon reaching his/her maximum age, will be stricken by this disease and his/her Strength will fade away at a rate of 1 point every 5 months, his/her Constitution will drop by 1 point every 6 months and his/her Intelligence as well as his/her Wisdom will decrease by 1 every 4 months (see Table 8). The half-dragon will naturally die from this disease in 1d4+1 years [roll 1d12 (adjust with the right dice if your campaign do not use a Gregorian calendar) to know in which month of that year the half-dragon or dragsar will die], *or* when his/her Constitution or Strength reaches zero, whichever come first.

For example, Miasma has just entered dragon's twilight, the DM has secretly rolled a 2 on a d4 and a 7 on a d12, meaning that Miasma will die in 3 years and 7 months from now. If Miasma's Constitution or Strength falls to zero before this date, she dies. If her Strength and Constitution does not drop to zero by that time, in the final month of her life, Miasma will suffer -6 penalty in Strength, -5 penalty in Constitution and -7 penalty in both Wisdom and Intelligence. If Miasma's Intelligence drops to zero, she automatically falls into a permanent vegetative state. When in this state, the half-dragon or dragsar's cerebral cortical function (e.g. communication, thinking, purposeful movement, etc.) is lost while brainstem functions (e.g. breathing, maintaining circulation and hemodynamic stability, etc) are preserved. They may open their eyes in response to feeding (which has to be done by others) and are capable of swallowing but they are otherwise unresponsive to external stimuli.

Few half-dragons have ever made it to this point so dragon's twilight is usually shrouded in mystery or unknown to most of them. After all, a half-dragon's life is far from safe and idyllic. Only a handful of wise and venerable ones are aware of this disease, either because they know this from the dragons themselves or because they have seen other half-dragons die that way. Dragsars however, may be more aware of the diseases since they are more civilized and as such are less likely to be killed if they live and remain inside a city. In any case, dragon's twilight is neither welcomed nor dreaded by venerable half-dragons and dragsars. They know that it waits for them, hiding among the years ahead, and the only thing to do is meet it when it comes... The venerable half-dragons had never sought to find a cure to this, maybe because they are too proud to see their strength gradually fades away if they would have to keep aging and thus they prefer to die when the first serious sign of senescence makes its appearance. Once a half-dragon or a dragsar has died from dragon's twilight, *raise dead* and *resurrection* spells are ineffective on them.



The dragon's twilight cannot be completely cured by a *cure disease* spell or similar clerical spells. These kind of healing spells will only slow down the progression of the disease (advantageous at the beginning of the disease but disastrous near the end). A *cure disease* spell negates the effects of the disease for a duration of 6 months and it will provide one additional year of (diseased) life before the half-dragons naturally die from dragon's twilight. However, the disease will come back again at its full strength in the following years and months (another *cure disease* will no longer slow down the effects of the disease and will not delay death anymore). Only a *wish* spell or some other powerful magic (that will either makes the half-dragon younger or unnaturally immortal) can keep the dragon's twilight away for a fair amount of years before it strikes again when the time comes again...

Table 8: Effects of Dragon's Twilight After Onset

Time \ Ability	1 st year 4 th month	1 st year 5 th month	1 st year 6 th month	1 st year 8 th month	1 st year 10 th month	1 st year 12 th month	2 nd year 3 rd month	2 nd year 4 th month	2 nd year 6 th month	2 nd year 8 th month
Strength	–	-1	-1	-1	-2	-2	-3	-3	-3	-4
Constitution	–	–	-1	-1	-1	-2	-2	-2	-3	-3
Wis. / Int.	-1	-1	-1	-2	-2	-3	-3	-4	-4	-5

Time \ Ability	2 nd year 12 th month	3 rd year 1 st month	3 rd year 4 th month	3 rd year 6 th month	3 rd year 8 th month	3 rd year 11 th month	3 rd year 12 th month	4 th year 4 th month	4 th year 6 th month	4 th year 8 th month
Strength	-4	-5	-5	-6	-6	-7	-7	-8	-8	-8
Constitution	-4	-4	-4	-5	-5	-5	-6	-6	-7	-7
Wis. / Int.	-6	-6	-7	-7	-8	-8	-9	-10	-10	-11

Time \ Ability	4 th year 9 th month	4 th year 12 th month	5 th year 2 nd month	5 th year 4 th month	5 th year 6 th month	5 th year 7 th month	5 th year 8 th month	5 th year 12 th month
Strength	-9	-9	-10	-10	-10	-11	-11	DEATH
Constitution	-7	-8	-8	-8	-9	-9	-9	
Wis. / Int.	-11	-12	-12	-13	-13	-13	-14	

Note: These penalties are non-cumulative.

Though it is only whispers and legends (this matter is up to the DM), it is rumored that when a half-dragon or a dragsar die from injuries or of dragon twilight, his/her soul will leave the Material Plane but will also begin to forget. For each minute spent in death, s/he will forget the latest minute of his/her life, until the soul is eventually completely pure; devoid of all memories and its former personality completely erased. It will then be able to return to the mortal plane under the shape of another draconic creature. Hence, a half-dragon will never remember having died in the first place if brought back to life and as time goes on, s/he will become less and less knowledgeable if contacted with a *speak with dead* spell. For example, when resurrecting a 50 years old half-dragon ten years after his/her death, s/he will only remember what s/he knew in the first 40 years of his/her life; the memories of the last ten years are lost forever.

It is also possible and likely that there are more completely purified souls waiting to be reincarnated than there are available newborns to accept them. Any completely pure spirit, if contacted or encountered on the Outer Planes, will not have the capacity to record new memories, will have no self-awareness and will even lack the ability to anticipate the future. As such, these spirits have no consistent behavior from one moment to the next. Some scholars have hypothesized that the purification of a dragon soul is, in some very rare cases, not a perfect process. For example, a half-dragon who was involved in many epic battles against great daemons such



as tanar'ri and had powerful memories of these combats deeply engraved on his/her soul, may be reborn thinking himself as a tanar'ri slayer (or having an unexplainable lingering feeling to have been such thing) to the great incredulity of the people around him/her.

Half-Dragons and Dragsars' Senses

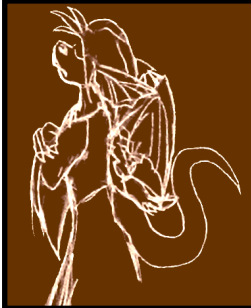
All half-dragons and dragsars have excellent senses of sight, smell and hearing. While their eyes are bigger than their human and demihuman counterpart, from the outside they only appear a little larger. However, a distinctive feature of their eyes is their large iris with a vertical pupil that allows it to open very wide and admit much more light than a human's eye can. This characteristic coupled with their eyelids, allow them to control very well the amount of light entering their eyes. They can also adapt quickly to harsh light and glares allowing them to look at the sun or peer over an icy plane in full daylight with no loss of vision. Their retina contains more nerve connections, allowing them to see objects as much more detailed than human beings would see them. For example, they may not need a spyglass or a magnifying glass to describe in accurate details something very small or very far away.

Their well-developed sense of smell allows them to pinpoint the direction of odors with ease. They are also able to recognize familiar scents and use this information to tell one person from another. This can be particularly problematic for people with a knack for disguising themselves hoping to fool half-dragons and dragsars that they are the genuine article. Even if the visual illusion of a companion, another half-dragon or dragsar (or any other race for that matter) the impostor pretends to be is perfect, without the proper scent the disguise is perceptibly incomplete and with the wrong one, the masquerade would appear wide off the mark to them. Thus, it is usually quite difficult for an impostor who was born with a less developed sense of smell to faultlessly mimic someone or something if they have difficulties to perceive one of its aspect themselves. However, strong odors such a perfume may overwhelm this ability and they generally dislike the “fragrance” of large cities that have inadequate sanitation. They can also hear sounds frequencies that normal humans wouldn't be able to perceive. As such, by using their ears and nose, a half-dragon can sense the presence of a creature in his/her immediate vicinity even if such creature is invisible or completely obscured. Dragsars have relatively large ears and have an even more exceptional sense of hearing. This allows them to easily eavesdrop on other people's discussions if they wish to do so.

However, for these heightened senses, half-dragons and dragsars suffer from a relatively poor sense of taste and half-dragons with scaly skin have a more dulled sense of touch compared to humans and demihumans.

Thieving Skill

Thieving skills need to be adjusted according to the half-dragon category s/he belong to since different categories of half-dragons have different “accessories” that benefit and hinder their thieving skills. For example, the bright scales of a half-gold induce a penalties to his/her *hide in shadows* because even when fully dressed, the reflection from the moon or other sources of light may reflect on the shiny scales around his/her face and eyes. On the other hand, his/her clawed hands and feet can be of great uses when climbing walls.



In addition to the base percentages all thieves receive, some half-dragons may find that, after adjustments, they have negative scores (due to their bright coloration, for example). In this case, the character must spend points raising his/her skill percentage to at least 1% before s/he can use the skill.

Table 9: Thieving Skills Racial Adjustments

Race	Skills	Pick Pockets	Open Locks	Find / R. Traps	Move Silently	Hide in Shadows ^{*1}	Detect Noise	Climb Walls ^{*2}	Read Languages
Half-Gold		–	+5%	–	–	-10%	+10%	+5%	–
Half-Silver		–	–	+5%	–	-10%	+10%	+5%	–
Half-Bronze		–	–	–	+5%	-10%	+10%	+5%	–
Half-Copper		+5%	–	–	–	-10%	+10%	+5%	–
Half-Brass		–	–	–	–	-10%	+10%	+5%	+5%
Half-Amethyst		–	+5%	–	–	-10%	+10%	+5%	–
Half-Sapphire		–	–	+5%	–	-10%	+10%	+5%	–
Half-Emerald		–	–	–	–	-10%	+10%	+5%	+5%
Half-Topaz		+5%	–	–	–	-10%	+10%	+5%	–
Half-Crystal		–	–	–	–	-10%	+10%	+5%	+5%
Half-Red		+5%	–	–	–	-5%	+10%	+5%	–
Half-Blue		–	–	+5%	–	-5%	+10%	+5%	–
Half-Green		–	–	–	+5%	+10% ^{*3}	+10%	+5%	–
Half-Black		–	–	–	+5%	+10%	+10%	+5%	–
Half-White		+5%	-5%	–	+5%	+10% ^{*4}	+10%	+5%	-5%
Half-Cloud		–	–	+5%	–	-5%	+10%	+5%	–
Half-Deep		–	–	+5%	+5%	-5%	+10%	+5%	–
Half-Mercury		+5%	–	–	–	-15%	+10%	+5%	–
Half-Mist		–	–	–	–	-10%	+10%	+5%	+5%
Half-Shadow		–	–	–	+5%	+15% ^{*5}	+10%	+5%	–
Half-Steel		–	+5%	–	–	-5%	+10%	+5%	+5%
Half-Yellow		–	–	+5%	–	+10% ^{*6}	+10%	+5%	–
Half-Pseudodr.		+5%	–	+5%	–	–	+10%	+5%	–
Dragsar		–	–	–	–	Special ^{*7}	+15%	+5%	+5%

*1 Half-dragons with scale colors like their draconic parent can be either an advantage or a disadvantage. A half-green hiding in a forest would obviously be in his/her element while the scales of a half-silver would tend to give away his/her position (even when wearing cloth, the scales on his face could still reflect the light of a torch or the moon). Half-dragons without visible scales ignore the advantages and penalties listed in this column.

*2 Half-dragons with claws on their hands have a natural advantage to climb over walls. DM can ignore the modifiers listed in this column and consider that half-dragons' claws function like the *clawed gloves and shoes* described in *The Complete Thief's Handbook*. Half-dragons without claws ignore the bonus listed in this column.

*3 This bonus applies only in the wilderness and forests, otherwise the modifier is nil.

*4 This bonus applies only in snow covered lands and similar landscapes, otherwise the modifier is nil.

*5 From level 0, half-shadow starts with the bonus listed here, however they have a discretionary ability available that completely replace this base modifier. The bonus they receive with the discretionary ability listed on Table 14 in *Chapter 2*, is cumulative with the points spent by a shadow half-dragon thief.

*6 This bonus applies only in deserts, otherwise the modifier is nil.

*7 Dragsars' scales have a rather matte finish so in most cases the modifier will be nil but for dark and brightly colored ones, use the bonus/penalties of the half-dragon with the scales color closest to the ones of the dragsar.



Racial Limit for Non-human Races

Like the other demihumans, the half-dragons cannot belong to certain class and they are restrained to a maximum level because of their tendencies to learn due to their general behavior. However they can multi-class themselves as other demihumans do. The maximum level is based on the general tendencies and racial adjustments of the half-dragon specific type.

Table 10: Racial Class and Level Limits

Race \ Class	Cleric	Druid	Fighter	Ranger	Paladin	Mage	Thief	Psionicist
Half-Gold	10	–	16	14	–	14	12	10
Half-Silver	12	–	15	14	–	15	12	13
Half-Bronze	14	–	15	16	–	14	14	14
Half-Copper	12	–	15	15	–	15	15	12
Half-Brass	14	–	14	14	–	14	13	14
Half-Amethyst	15	–	15	15	–	15	12	16
Half-Sapphire	14	–	15	14	–	14	12	15
Half-Emerald	14	–	15	14	–	14	12	15
Half-Topaz	14	–	15	14	–	14	13	15
Half-Crystal	14	–	14	13	–	14	13	15
Half-Red	10	–	16	12	–	15	12	10
Half-Blue	10	–	15	11	–	14	12	10
Half-Green	12	–	15	12	–	14	12	12
Half-Black	12	–	15	13	–	13	15	13
Half-White	10	–	14	12	–	11	16	10
Half-Cloud	14	–	15	14	–	15	12	14
Half-Deep	10	–	15	12	–	14	14	10
Half-Mercury	12	–	15	15	–	14	15	13
Half-Mist	14	–	14	13	–	15	13	14
Half-Shadow	12	–	15	12	–	15	14	12
Half-Steel	12	–	15	13	–	16	10	12
Half-Yellow	12	–	15	12	–	13	13	13
Half-Pseudodrgn	12	–	14	14	–	13	15	12
Dragsar	13	–	14	13	–	16	14	13

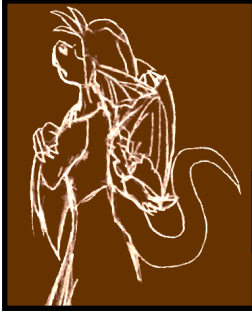
U A player character can advance to the maximum level in a given class. The *Player's Handbook* gives rules for advancing the player characters to 20th level.

– A player character cannot belong to the listed class.

† Player characters with less than exceptional prime request cannot advance beyond the listed level.

Optional Rule: Exceeding Level Limits

Half-dragon, dragsar and demihuman characters with exceptionally high ability scores in their prime requisite can exceed the given racial maximum levels listed above. In cases where multiple prime requisites exist, the lowest prime requisite is used to calculate any additional levels. The bonus levels available to characters with high prime requisite scores are summarized on Table 11. The additional levels listed here are added to the normal maximum allowed, regardless of what class or race is involved.



For example, a gold half-dragon is limited to 12th level as a thief but a gold half-dragon with a Dexterity score of 17, however, is allowed of two bonus levels, so s/he could advance to 14th level. DMs may allow half-dragon and dragsar characters to advance to any level after the additional levels given by the table below, but may decide to require the character to earn two, three or even four times the amount of experience points normally required for each subsequent level.

Table 11: Prime Requisite Bonuses

Ability Score	Additional level
14, 15	+1
16, 17	+2
18	+3
19	+4
20	+5

Chapter II: Mating and Birth

Now think about what your half-dragon will look like. Will s/he look like a tall human with reptilian features? Will s/he have wings and a tail? Or simply someone with a peculiar genetic heritage? You are in a fantasy world where everything is possible, so let your imagination run wild and then see where your character falls in the categories described below. Remember that a half-dragon is more or less a unique creature that doesn't always fall perfectly in a single category, but you can use the information in this chapter to determine what is applicable or not to your character.

If after thinking about what your character looks like you are still unsure, you can roll on Table 12 below and let's chance decides for you. As always, don't forget that half-dragons and dragsars are a non-standard race in AD&D, so your DM will have the final say on whether or not your character is suitable to his/her campaign.

Table 12: Crossbreed Between Humans or Demihumans and Dragons

1d100 Roll	Category	Result
1	1 ^{*2}	This crossbreed will result in a normal human/demihuman. They have some dragon blood flowing through their veins but they do not receive any half-dragon's discretionary abilities and they use the racial adjustments and characteristics of their human/demihuman counterpart.
2 to 10	2 ^{*2}	The result is a human/demihuman slightly taller than average with eyes and hair containing hints of the color of their draconic genitor. They receive the half-dragon's discretionary abilities listed on Table 14 as they rise in levels and use the racial requirements, lifespan and racial adjustments (except for the height and weight) listed on Tables 1, 2 and 6.
11 to 20	3	The result is a tall human/demihuman with reptilian eyes, small claws on their hands and feet. They also have hint of the color of their draconic parent in their hairs and skin. They are able to use their claws as weapons.
21 to 40	4	Same as category 3 but they have a scaly skin that is hardly noticeable but still provides some protection against injuries and common insect bites and stings (base AC: 8). They are able to do a breath weapon when reaching level 7.
41 to 60	5 ^{*1}	Same as category 4 but with a tail and wings. Their scaly skin is more visible (base AC: 6). Their wings allow them to glide and fly (see the detailed description).
61 to 80	6 ^{*1}	Same as category 5 but their scaly skin is clearly visible to all and is of the same color and brightness of those of their draconic parent (base AC: 5). They have a draconic-looking head and are able to perform a bite attack.
81 to 90	7 ^{*1}	This results in a relatively large humanoid dragon standing upward on two digitigrade hind legs. Their AC is the same as a dragon hatching of same species but worsen by 3 (see the detailed description). They do not learn spells randomly but their claws and bite do greater damages than those listed on Table 3 (see the detailed description). They can use their breath weapon from level 5 instead of level 7.
91 to 99	8 ^{*1 *3}	This results in a dragon with a higher fertility than true dragons and have four digitized fingers plus a thumb on each of their hands. They receive the same racial adjustments, racial requirements, lifespan and abilities of their draconic side but without the penalty on Dexterity. They learn spells randomly like true dragons.
100	9 ^{*1 *3}	You have nothing more, nothing less than a dragon of the same species of their draconic parent.

*1 Females lay eggs.

*2 Still considered as a half-dragon, subtract 10 on the dice roll when mating (this race tends to mate with humans or demihumans and not with other dragons or half-dragons, except with those of categories 1 and 2).



*3 Still considered as a half-dragon, add 10 on the dice roll when mating (this race tend to mates with dragons and not with other humans, demihumans or half-dragons with the exception of half-dragons of categories 8 and 9).

Genetic Divergence and Convergence

Table 12 works well for rolling an entirely new PC and individual NPCs but the half-dragon race would exist and evolved over more than one generation in a campaign. As such, this table needs to take into account long term considerations of what would happen to a half-dragon's bloodline over time.

The first factor is “divergence”: making the offspring of half-dragons become more and more dragons or humans/demihumans over each subsequent generation while hollowing the categories in between. To explain this, a half-dragon who mates with a human, subtract 15 on the dice roll listed on Table 12; the child when s/he will have children of his/her own will always carry this penalty. If however the half-dragon mates with a dragon then add 15 on the roll, and her child will always have the penalty when breeding with another half-dragon, human or dragon.

For example: Stormwing, a silver dragon, falls in love with Alaria, a human vassal. The resulting child, a category 6 half-dragon, grows up and start a family with a beautiful human. The child of this union, a category 2 half-dragon, will suffer a -15 penalty when mating with any other race due to his/her human mother. However, s/he will subtract a total of 40 on the dice roll (to a minimum of 1) if s/he decides to have a child of his/her own with a human/demihuman (-15 penalty because his father was a half-dragon and his mother was human, -10 because he is in category 2 and -15 because he mates with a human/demihuman). In a simpler and more practical manner, a single half-dragon amongst a human/demihuman or a dragon society will have his/her origin completely watered down after a few generations and not the other way around. In other words and for greater certainty, the half-dragon species persists over time in two ways: dragons mate with humans and demihumans thus creating new half-dragons or half-dragons mate amongst themselves and thus perpetuating their own race.

The explanation above describe how a half-dragon would get his/her genes fully diluted after a few generations when living and having offspring with other members of a human/demihuman or a dragon society. But the opposite is also true if the half-dragon lives in stable half-dragon's society and have children only amongst other half-dragons. In that case, it is recommended to factor in the roll of Table 12, a degree of “convergence”. Meaning that at some point, half-dragons would only give birth to half-dragons; both sets of genes of a normal human/demihuman and those of a true dragon would have been permanently entwined and blended together so thoroughly to the point of no longer having any of their original distinction. Thus, a DM is encouraged to roll (or determine the general population of such societies) within a narrower range of possibilities. For example, instead of rolling 1d100 to determine the outcome of such unions, 5d20-2 may be used; giving a range of possibilities between 3 and 98, thus excluding categories 1 and 9 from the result. Using 4d20+8 would give a range of possibilities between 12 and 88, thus excluding categories 1, 2, 8 and 9. And rolling 3d20+20 would give a range of possibilities between 23 and 80, allowing only half-dragons of categories 4, 5 and 6 to be born. The long term consequence of this is that half-dragons in such societies would have more homogeneous descendants and their race would display some sort of “genetic stabilization”.

Note that regardless of the specific backstory for dragsars (see *The Origins of Dragsars* in *Chapter 1: The Half-Dragon and Dragsar Races*), they can only produce fully dragsar children. They are either infertile with every other race, including dragons, and as such no half-dragon can be born from a dragsar. Or, as an



optional rule, dragsars are still fertile with other members of the dragonkind (half-dragons included) but the resulting offspring is always a dragsar.

Detailed Categories of Half-Dragons and Dragsars



Category 1

This crossbreed is incontestably human/demihuman dominant but the offspring is still considered a half-dragon. They do not receive any racial adjustments, discretionary abilities nor do they use the racial requirements for being a half-dragon; they only keep the dragon DNA dormant in their body and in most cases, their true origin is either kept secret or most likely, completely unknown to them and to the people around them. However, their origin could still be revealed through his/her own progeny and even so the half-dragon is unlikely to believe that they are anything else than completely human/demihuman. These characters are sometimes (but hardly ever) watched by their draconic parent who remain hidden from them and tries, in hopeless situations, to help his descendant. Though, due to their completely non-draconic appearance, even the most benevolent dragon will seriously doubt he had anything to do with their birth. The half-dragons of this category use the racial modifiers, requirements and longevity of the human or demihuman species they belong to. As such, they do not fall into *dragon sleep* nor do they die from *dragon's twilight* (see *Aging and Death* in *Chapter 1*).

Category 2

This category of half-dragon must meet the racial requirements and use the racial adjustments, lifespan and discretionary abilities (see Table 1, 2, 5, 6 and 14 in *Chapter 1*) for the half-dragon type they belongs to, except for the height and weight. However, they tend to be on the tall side of the human/demihuman racial characteristics they belong to while generally remaining light on their feet when dealing with their weight (see Table 10 of the *Player's Handbook*). Like category 1, these half-dragons do not consider themselves as such but their true nature can be revealed in their progeny and their atypical lifespan. They also have a more efficient metabolism (see the *Food and Metabolism* section in *Chapter 8*, for details) and have noticeably less body hair than other people of their own human or demihuman race (unless they are of elven mixed heritage, in which case they have none). They also have bright eyes and hair colors that can reflect some hints about their draconic genitor (silver or deep blue eyes, golden hair, etc). They usually have better careers and are promoted to higher rank more quickly than other humans or demihumans because their ability scores and racial requirements are higher than average and because of their discretionary abilities that will emerge over time. It is not unusual to see these half-dragons as guard captains or as reputed scholars.

Some of these half-dragons seek to attain paladinhood (see "demi-paladin" in *The Complete Paladin's Handbook*) and some have succeeded in this endeavor.





Category 3

A fully mature half-dragon of this category appears as a very tall, very lithe humanoid with certain elf-like features: a slender frame, lean muscles, long limbs, pointed ears. Their skin has the look and texture of flesh, through it has some hints of the pigmentation of their draconic heritage. Their hair is thick and luxurious, of a deeper or richer shade of their flesh's color. Their fingers are long and thin, with nails like talons. The true mark of their dragon heritage is their face, which has a distinctive reptilian appearance: snakelike eyes, elongated features, and the barest hint of horns protruding from above the temples. Half-dragons of this category have no wings, no tails, and no scales. They also have a much more efficient metabolism than humans/demihumans. They have no body or facial hair, much like elves. They can use their claws as weapons for damages listed on Table 3. They receive and must meet all the half-dragons' racial adjustments and requirements of the draconic parent type they origin from, including the height and weight listed on Table 2.

Category 4

These half-dragons share similarities with those belonging to category 3 but they have a scaly skin. These scales are extremely small and nearly invisible under normal viewing circumstances but they still provides some protection against blows and protect the half-dragon against common insect bites and stings (base armor class of 8). Their scaly skin have hints of the color of their draconic parent in it but the color is barely apparent making these scales easy to be mistaken for normal human/demihuman skin... maybe slightly off-color but nothing that would arise immediate suspicions. They do not shed their skin like lizards; their scales are replaced throughout their life like the skin of humans and demihumans. They still share the same anatomy and reproductive system of a normal human/demihuman being. They are able do a breath weapon twice a day when reaching level 7. Before this level, the character doesn't have the experience to use their breath as a weapon in combat. Though they may display signs of what their breath weapon will be and a DM may allow the half-dragon to attempt to use their nascent breath for other purposes with an increasing degree of effectiveness as the half-dragon gains levels. For example, a half-red could be allowed to lit a candle or start a camp fire by holding a twig to his/her mouth and "breathing" on it, a half-black could be allowed to release and drop just enough acid on ropes binding him/her to chemically destroy them, while a half-crystal may be allowed to breath a small amount of sparkling dust in the air when trying to surprise his/her opponent, allowing him/her to escape. But in most cases, the half-dragon will only be able to make a small amount of sparks, release wisps of smoke, show a faint glimmer of light in their mouth, etc. and not much more.



Category 5

They have most of the characteristics of category 4 but they have some other interesting ones as well. They have a tail ranging from $\frac{1}{3}$ to $\frac{1}{2}$ of their total height (from their heels to the top of their head) and the most unusual part; they have wings approximately $\frac{2}{3}$ to $\frac{3}{4}$ of their body length (for each wing). Their wings enable them to fly (see *Chapter 3: Flight*, for details). Note that it is not unusual for half-dragons of this category to have vestigial wings ($\frac{1}{3}$ of their total body length for each wing), these wings are too small serve a real purpose since they cannot generate enough lift to allow the half-dragon to fly or glide, but they can make it easier for others to see the half-dragon's state of mind (such as surprise, fear, joy, amazement, etc). Usually

half-dragons with large wings tend to have proportionally longer tails than those with small wings. They could also have clearly visible horns that above the temples. The anatomy of this category of half-dragons works in the



same way as a dragon, they have internal reproductive organs and females lay eggs. Their scales are more visible and provide them with a base armor class of 6.

Category 6

Like category 5, they have most of the characteristics of a dragon; their scaly skin is undoubtedly visible (base armor class of 5) and is of the same color and brightness of their draconic parent; their origin can be seen by people several hundred feet away and no one consider them to be human/demihuman. They are tall, light and graceful; their wings are more powerful than those of category 5 and enable them to fly faster and for a rather long time without too much problem. Each wing measures from $\frac{4}{5}$ to about the same length as their height but they still have plantigrade legs (i.e. similar to those of a human/demihuman). Their tail is longer than those of category 5, being about $\frac{3}{5}$ to $\frac{3}{4}$ their total height. They no longer have a human/demihuman head, but a draconic one with draconic-looking ears, possibly horns and a snout equipped with very sharp teeth that allow them to perform a true bite attack for the damage listed on Table 3. Some will still have hairs on their head while others may have a mane, or a series of small spikes common to typical true dragons.



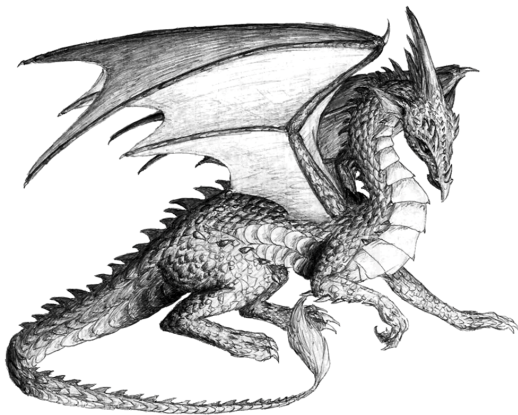
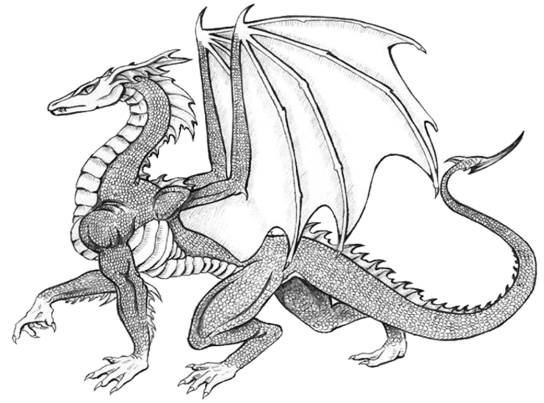
Category 7

This crossbreed has unique features: the mobility and dexterity of a human/demihuman and most of the strength and toughness of a dragon. These creatures appear as rather humanoid-looking dragons but standing upward on digitigrade hind legs; a few dragons and many humans/demihumans will mistake these creatures for true dragons (albeit young ones due to the creature's size). They begin their childhood with the same armor class (AC) of a hatching dragon of the same species of their draconic parent but worsen by three points. Their AC will improved by one additional point when reaching adolescence, adult, middle, old and venerable age (for example, an adult mercury half-dragon of this category would have a natural AC of 3). They have a life span twice as long as their corresponding half-dragon type (double all numbers shown on Table 5) and stand about 18 inches taller than the normal height of their half-dragon type given on the Table 2 (weight is adjusted accordingly) with a tail ranging from $\frac{2}{3}$ to about $\frac{4}{5}$ of their total height while each of their wings is of the same length as their height. These half-dragons have their racial requirements for their Strength score (see Table 6 in *Chapter 1*) increased by 2 points (thus a category 7 half-blue would have a minimum Strength requirement of 8 instead of 6). Females half-dragon of this category do not have breast and both sexes may have a draconic mane or spikes on their head but no hairs. Half-dragons of this category can use their breath weapon twice per day from level 5 onward instead of level 7 (modifiers are also counted from level 5 instead of 7). Half-dragons of this category do not learn magical spells randomly like true dragons but their natural weapons base damage dices are increased to the next greater dice size against all opponents (see Table 3 in *Chapter 1*). Thus, a half-silver's claws of this category would do 1d6 instead of 1d4, his/her bite would do 1d10 instead of 1d8 and his/her tail slap would do 1d4 instead of 1d2 points of damage.



Category 8

This type of “half-dragon” is more a kind of an “improved” dragon because his/her front paws are, in reality hands, as agile as the ones of a human (of the same size, of course). Their hands are composed of a total of four well-developed fingers plus a thumb. This crossbreed’s advantages over true dragons is not limited to their hands, they generally also have a higher fertility than them. Dragons, being long-lived creatures, they do not have many offspring, not because they do not enjoy the company of them, but because they typically have a low reproduction rate. This is the prize to pay to balance their incredible strength, toughness, intellect and longevity with their population (otherwise they would inevitably become the dominant species in their world). But while this category of “half-dragons”, like most half-dragons, aren’t as fecund as humans beings (which are hard to beat in that regards and it is also why humans are often the dominant species in many settings and campaigns), their fertility is still notably higher than the one of a true dragon. This significantly increasing their chances to have offspring and be fruitful in what concern family. This crossbreed’s metabolism is as efficient as the one of a true dragon and they walks on all fours when they have to move themselves around but they do not suffer from any Dexterity penalty thanks to they dexterous fingered front paws. These “half-dragons” also do not use any of the racial adjustments for half-dragons but instead use adjustments, requirements, special abilities and claws/bite damages of the dragon species they belong to except that they ignore their racial Dexterity score penalties (see the *Council of Wyrms* adventure and *Monstrous Manual*). They also learn spells randomly and live as long as any true dragon of the same species. These "half-dragons" rarely believe to be anything else than true dragons.



Category 9

The draconic blood has complete control over the body of this kind of “half-dragons”, resulting in a “true” dragon offspring. However, the human/demi-human DNA can resurface into the offspring these dragons will have when they reach adulthood, revealing some hints about their true nature. These half-dragons behave almost exactly like any other dragons of the same species they belong to but they may display slight differences in their comportment (for example, their alignments may differ more frequently from what is usually seen in the draconic species their belong to). They use exactly the same racial adjustments and special abilities of dragons of the same species (see the *Council of Wyrms* adventure and *Monstrous Manual*). Such creatures almost

never believe to be anything else than true dragons. They have a total of four fingers on their hands and feet and depending on the dragon dexterity, their front claws range from having no ability for even crude manipulation (Dexterity score lower than 7), to performing simple tasks such as lifting large pieces of treasure (between 7 and 13), to performing fine manipulations within reason such as unrolling scrolls, use brushes and pens, and open small chests (above 13).



Dragsars

Dragsars are small, clever and civilized draconic creatures drawing their origins from half-dragons. They are covered with tiny colored scales protecting them from common insect bites and stings and providing some protection against injuries (base AC of 8). They have hairs on their heads, which are twice as thick as normal human hairs. They have claws on their feet and hands and have plantigrade legs. They have internal reproductive organs; females lay speckled eggs and have breasts. All dragsars also have two relatively small wings in their back (each wing is as large as $\frac{1}{2}$ their total body height) helping them to perform incredible jumps but that don't allow them to fly. Like all true dragons, they only have 3 fingers plus one thumb on each of their hands. They have no horn but have rather large draconic-looking ears. Their tail is about $\frac{2}{3}$ of their total body length and they can perform a breath weapon attack three times per day when reaching level 5, as described on Table 4. Their metabolism is as efficient as the one of a true dragon (see the *Food and Metabolism* section in *Chapter 8*, for details) since they are considered a dragon species in their own right.



The information above describes the most common half-dragons, sometime the half-dragon will have some characteristics from more than a single category. However, those characteristics are usually taken in adjacent categories. For example, a half-dragon from category 4, could have vestiges of tail and wings from category 5 and not possess scales like half-dragons of category 3.

Optional Rule: Human and Demihuman Egg Layers

As an optional rules, a human or demihuman when having a child with a polymorphed dragon, could give birth to an egg; betraying the nature of the male (partly) responsible for the birth of the half-dragon. Obviously, magic is involved when a human or demihuman produces an egg instead of giving birth to a completely formed creature but even some (and real) Chinese legends spoke of such occurrences. As such we include this possibility here as an occasion to created situations encouraging role-playing.

Any half-dragon's egg will takes about 2 months after conception to form before being laid. A proper incubation is still necessary to allow the developing half-dragon inside to hatch. However, a human or demihuman who has laid an egg is something quite unusual; it should be obvious to woman that her child will be different and this should raise many questions, to say the least, on how this phenomenon could have happened. In most cases, the mother will take care of the egg hoping for the best since most people would intuitively hope for the creature inside to look normal (i.e. resembling the race of the woman it belongs to). Some women may realize the nature of the birth and their reaction may vary greatly depending on the culture, her alignment, social status and general knowledge about this kind of unusual events.

Special Categories of Half-Dragons

The True-Half



There's one special category of half-dragon that hasn't been mentioned up to now. In opposition to all other categories that slowly show a progressive transformation of a humanoid into a dragon, a roll of 50 on a d100 results in a creature called a *True-half*.



The *True-half* is a composition of a human (or another humanoid) and a dragon but with almost no transition between the two. This type of half-dragon is extremely rare (1%) and is uncommon even in larger half-dragon societies. This half-dragon is composed of unchanged human/demihuman and dragons body parts. For example, a half-dragon *True-half* will have the legs of a dragon but the arms of a human/demihuman. They will have a scaly hide on their back but their belly will be made of soft human/demihuman skin. However, the total composition of the different body parts common between a human/demihuman and a dragon (such as arms, legs, head, etc; the tail and wings are not counted as they are automatically dragon) must be 50% human/demihuman and 50% dragon.

The scaly parts of this category of half-dragon are equal to the same armor class of his/her dragon race at hatchling age but worsen by 1. Thus a half-blue *True-half* would have an AC of 4 on half of his/her body and the remaining parts would have a base AC of 10 (if the character does not have any Dexterity bonus). Note that the scaly parts are symmetrical between each other; for example if one of the half-dragon's leg is covered with scales there will have scales on both of them and so on with the half-dragon's other body parts. There are a few ways to deal with the multiple AC for the different parts of the half-dragons. We provide here a very simple rule; when s/he is engaged in combat, the half-dragon uses the overall AC of the character by taking an average of the two; the Dexterity bonus is then added to the overall AC. For example, our half-dragon blue would have an overall AC of 7 $[(4_{\text{scales}} + 10_{\text{skin}}) \div 2]$. However, if an enemy makes a called shot on a particular spot on the half-dragons, the roll is made (with the usual -4 penalty) against the specific AC of that body part.

The picture above is a typical *True-half* half-dragon. She has the leg of a dragons but the thighs of a human, the forearms of a dragons but the arms of a human and her belly is scaly while her back and her flank aren't. She has a tail and wings; such appendages are typical of *True-half* but they are not essential to belong to this special category. All her scaly parts would be of the same color of her draconic genitor while her skinny parts would have the normal color of human/demihuman flesh. The transition between these different parts is quite sudden; over no more than half an inch, the body part turns from a rich chromatic/gem/metallic coloration to the skin tone of humans/demihumans and the scales have abruptly shrank to become barely visible before being replaced with soft skin.

This category however, is a bit obscure, there is 50% chance that all the modifiers for the half-type the half-dragon belong will be reversed. If our female *True-half* above would be a half-crystal, she would get 50% chance to get +1 in Wisdom and Charisma and 50% chance to get -1 in Wisdom and Charisma. This could



explain why the merging of the dragon race and the human/demihuman race does not always give admirable results.

While most half-dragons have some difficulties to be accepted in human or demihuman societies, this type of half-dragons is considered to be a real and serious mistakes of nature. Most of the time, they are considered not much more than mere monsters and in the worst cases, they will be considered with great confidence to be living incarnations of demons or fiends. These types of half-dragons are treated with about the same respect given toward other half-dragon in a half-dragon society but their peculiar anatomy might attract unwanted attention on them.

This category of half-dragons has additional hindrances and benefits in addition to ones of the half-type they belong to and those of the half-dragons in general. The *True-half* suffers a -2 penalty to all encounter reaction rolls with PC or NPC unfamiliar with him/her due to their “fiendish” and “denizen of the abyss” appearance. Also, this category of half-dragon flies (if applicable) at the same speed of a half-dragon of category 7 since they have wings (again, if applicable) about the same size as their total body length. In combat, they will usually be chosen as targets by the most powerful enemies who will often overestimate the true nature and strength of the half-dragon, while the weaker foes will be more reluctant to engage in a fight against *something* which they are unsure of his/her abilities, often preferring to avoid combat if this is reasonably possible. These half-dragons are frequently associate with evil by humans and demihumans, who often mistake them with daemons. Because of this, the half-dragon will often be driven to confrontation with no or with very little provocation on their part. As such, playing this type of half-dragon isn’t be recommended for PCs or DMs who are not very familiar with the half-dragon race.

The Half-Pseudodragon

Half-pseudodragons are extremely rare even amongst half-dragons societies. How they came into existence is unknown and up to speculations by scholars but one thing is sure however, these creatures can perpetuate their own race and tend to consider themselves as half-dragons like any other half-dragon with different origins.

A half-pseudodragon's coloration (for their scales, hairs, etc) is red-brown as opposed to the deep red of red dragons and tends to have playful and slightly chaotic nature. However, unlike other half-dragons, half-pseudodragons do not have a breath weapon and their claws and bite do the same damages as the ones of a dragsar (as shown on Table 3 in *Chapter 1*). They also have a lifespan slightly longer than a normal human but rather short for a half-dragon. They will die from *dragon’s twilight*, they will enter *dragon sleep* and follow the same bonus and penalties for middle, old and venerable ages as any other half-dragons (as shown on Table 5). Those of category 5 or higher have a rather long barbed and very flexible tail that can be used to sting an opponent for 1d4+1 points of damage. Those with a tail as long as their total body height, allows it to be very mobile; enabling the half-dragon to strike opponents standing even in front of him/her. A half-pseudodragon has two small glands inside the tip of the tail and as the half-dragon mature, s/he can produce a small amount of poison that can be injected in a victim on a successful attack roll. If the victim fail its saving throw versus poison, it enters a state of catalepsy lasting several hours; the victim appears dead, but at the end of that time it has 75% chance to wake up unharmed and 25% chance to die (see Table 14 for details). Half-pseudodragons are also one of the smallest of all half-dragons, with only the dragsars being smaller than them.

The Dragsar



Dragsars are humanoid-looking dragons of smaller stature than a typical half-dragon. They are very clever, bright, curious and gifted magic users. They are often renown to be very creative in the way they are using spells and magic in general. However, this does not necessarily result in the creation of objects or spells useful in combat or helpful in everyday situations. For example, a dragsar may create enchanted clothes that appear to be made of mist or made of water (since dragsars care a lot about their own appearance), or simple toys or household decorations such as a horse figurine that could have permanent illusions casted on it to give the impression to be alive by moving around (to some extent) and grazing non-existent grass. Other races usually think it's a waste of their magical talents but their draconic nature makes them cherish their creations.

They have small and richly colored scales. The typical colors of their scales range from varied shades of green, red and blue with strips and other markings appearing during their adolescence to show their maturity. There are uncommon scale colors such as purple, white, gray and black. Other colors such as orange and yellow are extremely rare. Their underbelly is the same color of their scales but paler, or sometimes completely white. Their hairs can be of the same color of human and demihuman's varieties but usually tend toward more colorful tones; natural highlights are common. Their eyes are usually of "cold color" tones such as blue, purple, blue-green or green but rarely they can also be of a deep red. They have rather large feet making it difficult to throw them off balance and their large ears provide them with an exceptionally good hearing ability. They have a tail about $\frac{2}{3}$ of their body height. Each of their wings is about as large as half their body height when fully extended with the wing membrane connected in the middle of their back. This doesn't provide enough wing surfaces to fly, though they can glide over short distances. This means that their small wings won't allow them to gain any altitude. As such, a dragsar cannot propel himself/herself from the ground and fly into the air. They also cannot use air currents in the way a hang glider does to remain in the air like a half-dragon could when the weather is favorable; a dragsar will steadily and constantly lose altitude. Most of the time, they will remain in control of their descent and as such gliding over short distances (ex: jumping off a tall castle wall to glide to the ground below) is usually quite safe for them. However, as the height and time spent in the air increase, the number of unknown factors involved increase as well, making such endeavors more and more risky for the dragsar (ex: hitting the ground at a speed greater than anticipated, resulting in damages). Some dragsars can manage to fly for short periods of time with the help of magic such as *feather fall*, by magically creating extensions for their wings or a combination of spells of their own making casted on themselves. Since the dragsars' metabolism is exceptionally efficient and they only need to eat half as much as a normal human/demihuman to maintain their body temperature and other biological functions.

Lastly, dragsars are naturally very beautiful and intelligent creatures but they sometimes have what other species call a "difficult personality" by being fairly argumentative and quick to ratchet up the stakes when they get into a conflict with someone else, and this mixed with an unusual large sense of grandiosity by thinking themselves superior to every other race. As a true dragon race, they sincerely believe themselves to be so and they usually want others to be aware of this fact in most squabbles (with the unspoken insinuation that the other person did not have the fortune to have been born a dragsar). However, with a few compliments and if the person can manage to ignore their occasional excesses of self-importance, dragsars can be very dependable and resourceful companions.

Half-Dragon's Eggs and Fertility



The reproductive process of half-dragons and dragsar has both elements of the reptiles and mammals. Eggs are fertilized within the female body through the act of mating with a male. It is the physical act of mating that creates a chance for the female to ovulate but the probability of this occurring is relatively small as half-dragons have a lower fertility compared to humans and other relatively short-lived races. This means that females half-dragons tend to not easily get pregnant but males also tend to not be as fixated with this activity as their counterparts in those races either. Although rare, females half-dragons can lay sterile eggs if her body began to create an egg that was not fertilized (in oviparous creatures, the ovum is the egg). But both parents would quickly realize that the egg would lack the scent of a living creature and holding it in front of a light source would indubitably reveal right away the absence of life inside it.

Female half-dragons can bear fertile eggs (or become pregnant) starting with their adolescence through their old years (see Table 5 in *Chapter 1*) but once they reach the venerable age, they lose the ability to lay eggs or give live births. Note that the size of the egg is proportional to the size of the female, thus a female half-white would not produce bigger eggs from mating with an half-gold and vice-versa. Males can fertilize eggs from adolescence and remain fertile until reaching the onset of dragon's twilight (see *Ageing and Death* in *Chapter 1: The Half-Dragon and Dragsar Races*) which at this point they even lose the ability to mate. Category 1 and category 9 half-dragons use the same biological rules and restrictions as their human/demihuman and true dragon counterpart, respectively.

A female usually produces a single egg (80% of the time), and twins can occur about 20% the rest of the time. The female carries the egg inside herself for the first quarter of the incubation period, during that time a flexible, leathery shell form around it. After that period of time, the female will need to seek a safe place to lay the egg in order to allow it to continue its development outside her body. Once exposed to air, the shell of the egg will harden. Birthing complications are almost non-existent in dragsars and eggs laying half-dragons since the egg at this point is completely independent from the female (i.e. during childbirth, there is no bleeding, no hemorrhage and eggs cannot suffer from *intrapartum asphyxia* or *malpresentation*). All eggs of dragsars and half-dragons have a total incubation period (from fertilization to hatching) that varies from 8 to 10 months (with eggs from half-gold, half-red, and half-amethyst hatching at the end of this time frame while eggs from half-white, half-brass, half-crystal and dragsars, being proportionally smaller, hatch at the beginning of it).

Once ready to hatch, a hatchling will take about 5d6 minutes to break free of the egg. There is a 5% chance that any given hatchling will be unable to escape from the egg without some external help. In addition, some half-dragon eggs suffer from a disease known as **cracking**. Cracking causes the eggshells to spontaneously shatter before the end of the incubation period and the half-dragon or dragsar growing inside the egg dies. If it occurs in the last quarter of the incubation period, there are good chances the half-dragon will survive (a successful Constitution check means s/he lives). There is a 10% chance that a half-dragon or dragsar's egg will suffer from cracking. Roll 1d10 to determine which quarter it strikes (1 – 2: 2nd quarter, 3 – 5: 3rd quarter and 6 – 10: 4th quarter). A *cure disease* spell cast on the egg, prevents the disease from occurring. A character with the *healing* proficiency can identify eggs suffering from cracking on a successful proficiency check when the check is performed less than two months before the egg is set to spontaneously shatter.

Half-Dragons Coupling and Youngs

Half-dragons don't really make a difference between males and females when determining their social order and the gender of the individual rarely matter in the equation. Even if some race, like half-green for



example, *tends* be polygamous, the females have as much authority as the male and in such situation, polygamy is considered as a life choice that seems both acceptable to the females and the male. The females, in polygamous circle, are usually equal part of the family unit and not competitors. The male in such situations would provide equal care to all of them and neglecting one would most likely result in the departure of the neglected female (note here that in these intricate living arrangements with multiple partners, there is no prevalence of polygyny over polyandry). Also note that while half-dragons can adopt customs from humans and demihumans, they naturally do not have an equivalent of the concept of marriage; the couple is bound together with love, due to the mutual benefits of being together and/or out of instinct when raising offspring but when the love is gone, their children grown up and/or when the two mates cannot live together because of differences in their convictions, each partner goes on their separate way and try to find happiness with someone else.

However, some general tendencies inherited from their draconic parent can still be observed. The half-metallics mate most often for love, they tend to be monogamous, often not even taking a new mate after the death of the beloved partner. Amongst all the half-dragons, the half-metallics are those who believe the most in the existence of soul mates. Often searching, or attributing this status to their partner in the couple. The half-gems tend to approach mating in a more logical manner, seeking a distinguished partner in order to produce good offspring. Love and pleasure frequently take the back seat in these decisions. Half-gems tend to be attracted by the skills and natural abilities of their partner: seeking a partner of beauty, strength and intelligence above the average. However, take note that love can make a partner appears much better than s/he really is. Lastly, the half-chromatics tend to mate more chaotically, having frequent love affairs of short duration. Instead of looking for a soul mate or courting a partner for his/her natural attractiveness, good abilities and aptitudes, they often mate here and there mostly for pleasure and when the mood strike. When trying to find a partner to settle in: they try to see if this works out and see if s/he likes him/her; if not they go on separate ways. You should note that these are general tendencies and half-dragons often do not fit these molds; sometimes half-chromatics mate for life, half-gems for love while half-metallics can have frequent love affairs before finding someone to settle with.

While half-dragons of categories 1 to 4 mate freely amongst other kinds of half-dragons type (i.e. between metallics, gems and chromatics), half-dragons of higher categories tend to mate with the members of their own color type. Sometime due to the limited amount of potential partners, they will go against their natural tendencies and mate with half-dragons of other kinds. When a half-dragon emerges from the union of two different types, roll 1d8. On a 1 – 4, the newborn half-dragon resembles to the parent with dragon heritage having the highest number of Hit Dice at juvenile age (and not the Hit Dice of the character itself). On a 5 – 7, it resembles to the parent with the dragon heritage having the lowest number of Hit Dice at juvenile age. On an 8, it possesses a mixed appearance and a combination of abilities inherent to both of his/her parents, as determined by the DM. If both parents have a dragon heritage with the same number of Hit Dice at juvenile age, then on a roll from 1 – 3, the newborn resembles the mother, from 4 – 6, it resemble the father and on a roll of 7 or 8, it has a mixed appearance as described above. However, mixed-appearance crossbreeds are somewhat socially taboo and can sometimes be frowned upon. However and generally speaking, most clans will accept these offspring since they know that not much can be done about it. After all, half-dragons are usually not very numerous in the first place and the world around them is often filled with dangers. As such, they likely have more important concerns than the color of the scales of their progeny. Moreover, by the time their number has increased enough to have a stable society and have reaching a point where they their focus is no longer on mere physical survival, those mixed-appearance crossbreeds would already be common enough to be an integral part of it.



The half-dragon parents usually take great care of their young, defending them furiously from aggressors. The female tends to be more present with her children while the male tends to keep things running around. Though, their draconic nature may surface somewhat in the way a half-dragon baby is raised, the offspring is usually raised by both parents no matter the type of half-dragon involved.

For half-dragons who lay eggs, the female will usually take the charge of watching over the eggs for the several months it will take for them to hatch. Leaving this task to the male to find some food by her own, stretch her muscles and her body. During these short moments, most females will remain nervous about her eggs and they will try to make more intense physical activity over short periods of time instead of leaving the nest alone for long. The male's duties can be sum up as bringing most of the food for the female, protecting the nest from potential aggressors and to take care of the female during this exceptional period of her life.

For pregnant half-dragons who gives live births, their pregnancy will not differ much from those of typical humans and demihumans; the female will try to slow down her activities a little more every months as the signs of her pregnancy will be more and more pronounced. The male will usually take some of the female's workload and his duties will be to make the female's life a little easier as she slowly scale down her usual activities while she is carrying a new life within her womb. At the end of the pregnancy, the woman will slowly begin to put herself back in shape, and taking care with the male of the newborn baby.

Generally, half-dragons who are the result of a live birth (categories 1 to 4) are pretty helpless and behave in a similar way to human/demihuman newborns. While category 8 and 9 half-dragons who just broke free of the shell that housed them for so long in a warm and comfortable darkness, will be born almost completely self-sufficient and will merely experience a disorienting condition called **hatching shock** that all true dragon hatchlings go through at the beginning of their life. To be more specific, they will require a short period of time to properly be able to use all their senses and muscles that laid dormant throughout their incubation. But like all true dragons, they will quickly recover from this condition in less than an hour (a fair warning for the would-be dragon slayers: even a newly hatched dragon can put quite a fight). The categories 5 to 7 half-dragons as well as dragsars, lean more toward the human/demihuman situation than the true dragon one. They will need to break free of their shell and while they are less helpless at birth than human/demihuman newborns, they clearly do not have the same level of self-awareness and self-sufficiency at birth as true dragon hatchlings. In other words, they will be able to move around and eat by themselves but the world around them would still be very strange, mysterious and they would lack the maturity and brain development to properly understand a large part of it. For example, a dragsar or half-dragon hatchling of those categories who is left alone by himself/herself may not simply cry for food until s/he dies, but may eventually decide to look for some if his/her calls are left unanswered and none is provided... And this is where their small claws, teeth and more importantly, their ability to digest food that would not sustain humans/demihumans, can greatly increase their chances of survival.

Optional Rule for Mating

Instead of rolling new ability scores for each child that the character will possibly have, the ability scores of the offspring can be determined by the aptitudes and the weakness of their parents. Thus, this can explain why a couple where both the male and female have a very high intelligence but a low constitution score will probably give birth to rather intelligent children with rather a rather poor constitution. The rule goes like this: take the average scores of the two parents for each specific ability score, then add and subtract 1d4 to that score.



For example, Gabriel a male half-dragon category 2 (Str 15, Dex 9, Con 13, Int 16, Wis 8, Cha 14), falls in love with Sylvia a female elf (Str 13, Dex 16, Con 9, Int 10, Wis 12, Cha 15). If they decide to have children, their child's Strength, for example, would be $[(15_{\text{Gabriel}} + 13_{\text{Sylvia}}) \div 2 + 1d4 - 1d4]$. In other words, his/her Strength would be between 11 and 17, his/her Dexterity score would be between 10 and 16 (if your DM allows you to round up) and so on with every other ability scores. This method has an advantage over rolling totally new ability scores: it's makes a new character who looks like his/her parents in some ways.

Racial Benefits

For all the following abilities the half-dragon will gain as s/he increase in levels (discretionary and fixed), no weapon or nonweapon slot is required; a half-dragon receives these free since they represent the maturation of the half-dragon and the manifestation of his/her draconic origin. Also a half-dragon is more or less competent with all his/her body parts. For half-dragons who do possess these body parts, they can slash with their claws or injure an enemy with their horns when someone tried to grab them from behind (there are no damage tables for these attacks because if it strikes in an eye or hit the helmet of the aggressor, the damages and effects should be different but generally, the claw damages may be used).

Fixed Abilities

Half-dragons receive the fixed ability to make full use of their talons (if they have clawed hands) and bite (if they have a snout) as weapons from level 0. At 7th level, half-dragons gain the fixed ability to use their breath weapon that will make an additional dice of damage for every 2 levels above level 7th and increase in range by an additional foot for every level above that (see Table 3 in *Chapter 1*). For example, a level 7th level half-bronze's breath weapon makes 3d4 points of damage and is 8 feet long, while a level 9th half-bronze's breath weapon makes 4d4 points of damage and is 10 feet long. No attack roll is required to perform a breath weapon attack; all characters and creatures within the area of effect must make the appropriate saving throw and suffer the consequences of the breath attack. The breath weapon ability can be used twice per day and once every three combat rounds. It has a combat initiative of +1 as stated in Table 41 of the *Dungeon Master Guide*.

Due to their magical nature, half-dragons and dragsars' natural weapons such as claws and bite, progressively become more and more potent to hit monsters and creatures that have special weapon requirements such as "silver or +1 or better to hit" in the "Special defenses" in the monster description. Note that the values in Table 13 below are not damage adjustments; only that the half-dragon or dragsar can, on a successful attack roll, harm the said monster using their natural weapons. For example, a 2nd level dragsar's claws could hit and damage a *shadow* monster (require a "+1 or better weapon to hit", as described in the *Monstrous Manual*), while a 1st level dragsar could not.

Table 13: Level vs. Immune Creatures

Half-dragon or Dragsar's Level	Can Hits Creatures Requiring
0	Silver weapon
2	+1 weapon
4	+2 weapon
6	+3 weapon
8	+4 weapon



10	+5 weapon
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Discretionary Abilities

At level 2, 4, and 6, a half-dragon receives a draconic discretionary ability from the dragon type they are born from. These changes reflect some sort of metamorphosis into full half-dragonhood. However, there are three types of half-dragons: those born from demihumans, those born from humans and those born from half-dragons. The player with the DM permission must determine what is the nature of the half-dragon's mixed heritage.

The players of a half-dragon PC with a demihuman parent choose one draconic ability and add it to his/her character sheet. To balance this, the character must lose one demihuman ability: the newly acquired ability has replaced the one of the demihuman origin, showing the character's inevitable shift toward dragonhood as his/her body matures. The discretionary abilities are fully described on Table 14 below. For example, a half-gold dragon born from an elven female can chose at 2nd level to be immune to fire like a gold dragon but not immune to cold like a silver dragon and vice versa. However, in exchange s/he must set aside one of his/her demihuman ability such as his/her elven 60-foot infravision, for example. If there is no more demihuman ability left to part from, the half-dragon still gain new draconic abilities up to 6th level.

Half-dragons with a human mixed heritage have no innate racial abilities. They receives their discretionary abilities as described above but without having to trade another ability for it. The half-dragons born from human females continue to receive discretionary abilities at the even-numbered levels beyond 6th. The half-dragon ceases to receive discretionary abilities when s/he reaches his/her maximum level or when no further abilities remain for him/her to take. As such, a half-dragon/half-human is likely to be more powerful in the long run than a half-dragon/half-demihuman character. Also, half-dragons born from half-dragon parents begin their life with their draconic infravision ability but otherwise receive additional discretionary abilities in the same way half-dragons with a human mixed heritage do.

If the half-dragons is dual classed, s/he does not receive discretionary abilities twice for the same level. Abilities are given as soon as one class reaches the level where the half-dragon is allowed to take an ability, once it is taken, the other class do not give an additional discretionary abilities when reaching that level. For example, if a half-bronze is dual classed fighter-mage, when his/her fighter class reach level 2, s/he takes one discretionary ability from the list on Table 14 below but when his/her mage class will reach level 2, no new abilities will be given to the character.

Also, the majority of the half-dragons' discretionary abilities function like the spell of the same name. Thus, a half-brass with *Speak with animals* ability have the same effect of a priest who casts the *Speak with animals* spell. However, innate abilities are different from spells in one major way. Unlike spells, innate abilities are natural powers and do not require casting times [although there is an initiative modifier of +3 (see Table 41 of the *Dungeon Master Guide*)] or any components, including gestures or words, unless these things are used for dramatic effect. For example, a half-dragon may casually points to the place where his/her spell will occur and then looks at his/her enemy with a wicked smile. Innate abilities are activated by the merest mental command of the creature. In all other respects (and unless noted otherwise), innate abilities function like spells described in the *Player's Handbook*. They have the same range, area of effect, and duration limitations of the spell of the same name. When the spell in question varies in power according to the level of the caster, half-dragons use their current level (the highest of both if s/he is multi-classed), regardless of the class chosen. If the creature is of



insufficient level to cast the spell, s/he uses the spell at the minimum level needed to cast it. Innate abilities generally can be used just once a round. Furthermore, a half-dragon cannot use an innate ability and make an attack in the same round.

Note that dragsars have no discretionary abilities to choose from as they gain in level but like all half-dragons, they are born naturally proficient with their claws and bite and can use them as weapons. However, dragsars prefer not to bite since putting limbs and body parts of other creatures in their mouth is generally considered improper and unpleasant. Though, if their life is threatened and they don't have better alternatives, such taboos are usually casted aside. They also have the fixed abilities shown in Table 14.

Table 14: Half-Dragons and Dragsars Abilities Listing

A: Fixed Abilities

Half-Dragon Type Fixed Abilities

Half-dragon (all type)	<ul style="list-style-type: none">• At level 0, claws and bite (if available) usable as weapons• At level 7^{*1}, breath weapon (twice a day)
Dragsar	<ul style="list-style-type: none">• From birth, infravision 90 feet• The creature's wings allow him/her to perform incredible jumps:<ul style="list-style-type: none">↳ up to 1 ½ times his/her height high while standing↳ up to 6 times his/her height long with a 20 feet running start↳ up to 3 times his/her height long with a standing start• Can fall^{*2} from twice as high (20 feet) before receiving damage (see <i>Special Damage - Falling</i> in the <i>DMG</i>)• Receive only half damage from falls^{*2}; suffering 1d6 points of damage for every 20 feet fallen, to a maximum of 10d6• At level 0, claws and bite usable as weapons• At level 5, breath weapon (three times per day)

*1 Note that category 7 half-dragons can use their breath from level 5.

*2 To receive this benefit, the dragsar must be falling, must be able to open/use his/her wings and must be either unable to properly glide (ex: not enough space) or must have lost control over his/her descent. In these situations, the dragsar is assumed to use his/her wings as a improvised parachute and does not reach the same terminal velocity of a free falling human/demihuman. For example, a dragsar could slow his/her fall when jumping (or falling) into a 15 feet wide, 50 feet deep pit where gliding would be impossible and take only 2d6 points of damage whereas if the dragsar had been a human/demihuman, s/he would have taken 5d6 points of damage. The same applies to situations where the dragsar doesn't fully control his/her descent when in the air (though, damages would need to be calculated from the point where s/he lost control in order to reflect the true velocity of the dragsar when s/he hit the ground and not just calculated from the starting height of his/her descent).

B: Discretionary Abilities

Half-Dragon Type Discretionary Abilities^{*2 *3}

Half-Gold	<ul style="list-style-type: none">• Bless (twice per day)• Detect lie (twice per day)• Dragon fear^{*1} (twice per day)• Immunity to fire• Immunity to gas• Infravision 90 feet• Speak with animals (at will)• Water breathing
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Half-Silver	<ul style="list-style-type: none">• Cloud walk. This allows the half-dragon to tread on clouds or fog as though they were solid ground (one hour per level per day)• Dragon fear^{*1} (twice per day)• Feather fall (once per day)• Immunity to cold• Infravision 90 feet• Wall of fog (once per day)
Half-Bronze	<ul style="list-style-type: none">• Create food and water (twice per day)• Dragon fear^{*1} (twice per day)• Immunity to electricity• Infravision 90 feet• Speak with animals (at will)• Wall of fog (once a day)• Water breathing
Half-Copper	<ul style="list-style-type: none">• Dragon fear^{*1} (twice per day)• Immunity to acid• Infravision 90 feet• Neutralize poison (twice per day)• Spider climb on stone surfaces (at will)• Stone shape (once a day)
Half-Brass	<ul style="list-style-type: none">• Create or destroy water (twice a day)• Dragon fear^{*1} (twice per day)• Dust devil (once a day)• Immunity to fire• Immunity to heat• Infravision 90 feet• Speak with animals (at will)
Half-Amethyst	<ul style="list-style-type: none">• Dragon fear^{*1} (twice per day)• Immunity to force attacks and effects such as those from <i>beads of force</i>, <i>Bigby's hand</i> spells, <i>wall of force</i> and <i>Otiluke's resilient sphere</i>• Immunity to poison• Infravision 90 feet• Neutralize poison (five times per day)• Water breathing• Water walking (five times per day)
Half-Sapphire	<ul style="list-style-type: none">• Continual light (twice per day)• Dragon fear^{*1} (twice per day)• Immunity to all forms of fear• Immunity to <i>web</i>, <i>hold</i>, <i>slow</i> and <i>paralysis</i>• Infravision 90 feet• Stone shape (twice per day)
Half-Emerald	<ul style="list-style-type: none">• Audible glamer (twice per day)• Dragon fear^{*1} (twice per day)• Flame walk (one hour per level per day)• Hypnotism (twice per day)• Immunity to sound-based attacks



Half-Topaz	<ul style="list-style-type: none">• Infravision 90 feet• Blink (twice per day)• Dragon fear^{*1} (twice per day)• Immunity to cold• Infravision 90 feet• Protection from evil or good (twice per day)• Water breathing
Half-Crystal	<ul style="list-style-type: none">• Charm person (once per two levels per day)• Color spray (twice per day)• Dragon fear^{*1} (twice per day)• Immunity to light-based attacks• Immunity to normal cold• Infravision 90 feet• Suggestion (twice per day)
Half-Red	<ul style="list-style-type: none">• Affect normal fire (twice per day)• Dragon fear^{*1} (twice per day)• Heat metal (once per day)• Immunity to fire• Infravision 90 feet• Pyrotechnics (twice per day)
Half-Blue	<ul style="list-style-type: none">• Create or destroy water (twice per day)• Dragon fear^{*1} (twice per day)• Dust devil (once a day)• Immunity to electricity• Infravision 90 feet• Sound imitation (at will)
Half-Green	<ul style="list-style-type: none">• Dragon fear^{*1} (twice per day)• Immunity to gas• Infravision 90 feet• Suggestion (once per day)• Warp wood (twice per day)• Water breathing
Half-Black	<ul style="list-style-type: none">• Corrupt water. For every level, the half-dragon can stagnate 5 cubic feet of water, making it become still, foul, inert, and unable to support animal life. If used against elixirs and potions, they become useless if they roll a 15 or better on 1d20 (once a day)• Darkness in a radius of 5 feet per level (twice per day)• Dragon fear^{*1} (twice per day)• Immunity to acid• Infravision 90 feet• Water breathing
Half-White	<ul style="list-style-type: none">• Dragon fear^{*1} (twice per day)• Gust of wind (twice per day)• Ice walking. This allows the half-dragon to walk across ice as easily as creatures walk across flat, dry ground (at will)• Immunity to cold• Infravision 90 feet



Half-Cloud	<ul style="list-style-type: none">• Wall of fog, this produces snow or hail rather than rain (twice a day)• Assume (or leave) a cohesive cloud-like form. In this form, they are 75% unlikely to be distinguished from normal clouds; AC improves by -3, they have a 15% magic resistance, the half-dragon can use innate abilities and cast spells but cannot attack physically or use their breath weapon. Half-cloud in cloud form can fly at a speed of 12 (MC: A) (once per two levels per day)
	<ul style="list-style-type: none">• Dragon fear^{*1} (twice per day)• Immunity to cold• Infravision 90 feet• Solid fog (once a day)• Stinking cloud (once a day)
Half-Deep (half-drow)	<ul style="list-style-type: none">• Assume snakeform (twice per day)• Dragon fear^{*1} (twice per day)• Immunity to <i>charm</i>, <i>sleep</i> and <i>hold</i> magic• Immunity to extreme of heat and cold (-3 on each dice of damage taken, to a minimum of 1 hp per dice)• Infravision 90 feet• True seeing (once per two levels per day)• Unerring detect magic (once per two levels per day)
Half-Mercury	<ul style="list-style-type: none">• Dragon fear^{*1} (twice per day)• Gaze reflection (once per two levels per day)• Immunity to all magical forms of blindness and receive +3 bonus saving throws against light-based attacks• Immunity to fire• Infravision 90 feet• Mirror image (twice per day)
Half-Mist	<ul style="list-style-type: none">• Assume (or leave) a cohesive mist-like form. In this form, they are 75% unlikely to be distinguished from normal mist; AC improves by -3, they have a 15% magic resistance, the half-dragon can use innate abilities and cast spells but cannot attack physically or use their breath weapon. Half-mist in mist form can fly at a speed of 9 (MC: A) (once per two levels per day)• Dragon fear^{*1} (twice per day)• Immunity to fire• Immunity to heat• Infravision 90 feet• Wall of fog (once a day)• Water breathing (once a day)
Half-Shadow	<ul style="list-style-type: none">• Ability to hide in shadow (40% chance of success, this ability increases by 5% per two levels to a maximum of 95%)• Dimension door (once a day)• Dragon fear^{*1} (twice per day)• Immunity to energy draining• Infravision 90 feet• Mirror image (1d4+1 images, twice per day)
Half-Steel	<ul style="list-style-type: none">• Cantrip (once a day)• Dragon fear^{*1} (twice per day)



	<ul style="list-style-type: none">• Friends (once a day)• Immunity to all poisons• Immunity to wizard spells of 1st to 4th levels• Infravision 90 feet
Half-Yellow	<ul style="list-style-type: none">• Create or destroy water (twice a day)• Dragon fear*¹ (twice per day)• Immunity to fire• Immunity to heat• Infravision 90 feet• Silence 10' radius (once per two levels per day)
Half-Pseudodragon	<ul style="list-style-type: none">• Chameleon-like power that allows the half-dragon to alter his/her coloration to blend with his/her surroundings. This provides a base 25% plus 5% chance per level (to a maximum of 80%) to blend into most background and be undetected by creatures which cannot see invisible objects (at will)• Communicate via limited form of telepathy. The half-dragon can transmit what s/he sees and hears to any other person of his/her choosing at a distance up of 120 yards plus 10 yards per level up to a maximum of 240 yards (once per two levels per day)• Infravision 60 feet• See invisible objects or people• Sting on the tip of the half-dragon's tail produces poison. Any creature struck must save vs. poison or go in a state of catalepsy that lasts 1d6 hours per level. The victim appears dead, but at the end of that time the enemy has 75% chance to wake up unharmed or 25% chance to die (once per two levels per day)
Dragsar	None

*1 Dragon fear aura inspires panic and fear. The fear radius is one yard per level and creatures with fewer than 1 Hit Dice (as well as non-carnivorous, non-aggressive creature with fewer Hit Dice than the half-dragon) will automatically flee in panic for 2d6 rounds. Trained war mounts, organized military units and creatures with 1 Hit Dice or more but fewer than the half-dragon must save vs. petrification or are stricken with fear and fight with a -1 penalty on all attack and damage rolls. Creatures with Hit Dice equal to or greater than those of the half-dragon are immune to the fear effect.

*2 Spell-like abilities are cast as wizard/priest of the same level of the half-dragon, regardless of the class chosen. For example, a 5th level half-bronze thief with the discretionary ability *create food & water* would cast the clerical spell as 5th level priest. No spell components, gestures or words are necessary.

*3 Abilities that does not have "at will", "twice per day" or similar indications, become inherent characteristics of the half-dragon once taken and as such are always active regardless if s/he is sleeping or unconscious. For example, a half-gold with the water breathing ability will never be able to drown. However, a half-mist could if s/he is knocked unconscious and falls into a river before s/he can activate this ability.



Arnie Ducey

The half-dragons with individual wings larger or equal to $\frac{2}{3}$ of their body length (from their heels to the top of their head), can use their wings to fly. The flight of half-dragons is quite a sight and is very useful to get out of dangerous situations. The wings of half-dragons are large when fully extended but can be folded in a reasonably compact manner in their back when not in use. They usually take great care to keep their wings free, clean... and out of harm.

Learning How to Fly

The sight of dragons and half-dragons soaring overhead can be awe-inspiring because they seem to fly with such effortless grace. But much like humans and demihumans aren't born knowing how to walk, half-dragons don't know how to fly when they are born.

As such half-dragons must learn how like any other flying creatures found in their world. Usually at young age, the half-dragon can learn the basics of flight but regardless on how much effort is invested in this task, there are some physical limitations involved and they cannot fly before they have reached the human age equivalent of 9 years old (see Table 7 in *Chapter 1*). And until they have become adults, they must roll a successful Strength check to take off and another check for each turn they want to remain in the air. If the first Strength check fails, the half-dragon is unable to flap his/her wings fast enough and gets exhausted before s/he is able to take off. However, if s/he fails the second or any subsequent rolls to maintain himself/herself into the air, s/he is no longer able to gain any altitude and is forced to glide. If there is no air current to maintain the half-dragon in the air, s/he will slowly lose altitude until s/he touches the ground.

Half-dragons are able glide from the human age equivalent of 6 years old, they can use raising air currents to gain altitude and maintain themselves in the air. If they are lucky enough, they can remain in the sky for hours (much like a like modern hang glider). In addition, there is no Strength check required if the half-dragon throw himself/herself off a cliff or any other elevated positions, nor there is a Strength check required for keeping their wings extended while gliding.

Because many half-dragons are outcast and are unlikely to receive any help by their draconic parent, most of them will either learn how to fly by themselves with a trial-and-error approach while some others, usually weaker than average or in areas where the land is rather flat, or because of the physical and psychological weight of having to carry their little world with them, will simply not think that their wings are strong enough to allow them to fly at all. These half-dragons may remain grounded all their long life only because they lack the experience and the proper knowledge about their own abilities.

Wings Injuries

A half-dragon in combat will always try to keep his/her wings firmly positioned in his/her back and will watch his/her rear to prevent enemies from attacking an obvious weak point since a wing membrane takes a long time to heal and some injuries can prevent the half-dragon from flying if it doesn't ground him/her permanently. A wing membrane has the same AC of the half-dragon but worsen by 2 points (to a minimum natural AC of 9 for dragsars), thus a half-dragon of category 6 with a natural armor class of 5 would have a natural AC of 7 on his/her wings. The wing membrane is as flexible as leather and major tears in them requires a complete abstention of flight to heal correctly. Small holes and tears still present after an injury has healed will not prevent



a half-dragon from flying and over time, these defects and imperfection will slowly shrink and disappear by themselves.

However, if a half-dragon gets his/her wings slashed from side to side, s/he can't fly or glide for the remaining of his/her life without some form of magical healing. If holding the two parts of the slashed wing membrane firmly together, a *cure light wound* spell can provide just enough healing power to allow the half-dragon to recover correctly but this wouldn't enable him/her to fly right away since at this point his/her wings membrane would still be very weak and prone to tearing.

A character with the *healing* proficiency can also make the wings heal correctly even when dealing with major wounds but the healer must apply his/her knowledge before the wing naturally mends in a wrong way; usually this must be done within two days. Once two days have elapsed since the injury, a character with the *healing* proficiency can only restore half of the original shape of the wing and after a week nothing can be done without magical help. Note that both wings must be in a similar condition to allow the half-dragon to fly and there is no way to restore a wing that was completely destroyed or shredded to pieces without the use of high level clerical spells.

Flight Maneuverability Classes

All flying creatures have a maneuverability class from A to E. Class A creatures have virtually total command over their movements in the air; they can move, face any direction in a given round, and attack each round. Class B creatures are very maneuverable; they can move, turn 180 degrees in a round, and attack in each round. Class C creatures are somewhat agile in the air; they cannot move less than half their movement rate without falling, they can turn up to 90 degrees in a round, and do an aerial attack once every two rounds. Class D creatures are somewhat slow; they cannot move less than half their movement rate without falling, they can turn only 60 degrees in a round, and they can make a pass once every three rounds. Class E includes large, clumsy flyers; these cannot move less than half their movement rate without falling, they can turn only 30 degrees in a round, and they can make one pass every six rounds (see *Chapter 9* of the *DMG* for more details).

The number of attack per round described here applies only when a flying creature attacks a ground target, but when two or more flying creatures are attacking each other in the air, they can attack every round as long as both opponents are within reach of each other and this regardless of their maneuverability. For example, if a clumsy flying creature of maneuverability class E, is attacking a party of human adventurers on the ground, it could make a pass to attack them every six rounds but if this creature is attacking a flying opponent, the creature can deliver strikes at its normal ground attack rate as long as its opponent is within range of its attacks. However, a creature with a higher maneuverability would be wise to move in a position where such attacks are either impossible or very difficult for the clumsy flier to deliver.

Flying Speed

The flying speed of a half-dragon varies depending on his/her category. As the half-dragon's anatomy gets more and more draconic, it becomes easier for the half-dragon to fly more gracefully and more efficiently over greater distances. Flying speed is also something specific to each half-dragon type and while wings are



essential to perform this action, a tail is also necessary since it is used as a rudder to change direction and maintain a horizontal position during flight.

Table 15: Flying Speed

Race Type	Flying Speed and Maneuverability for Half-Dragons			
	Category 5	Category 6	Category 7	Category 8 & 9
Half-Gold	Fl 30 (C)	Fl 33 (C)	Fl 36 (C)	Fl 40 (C)
Half-Silver	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Bronze	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Copper	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Brass	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Amethyst	Fl 30 (C)	Fl 33 (C)	Fl 36 (C)	Fl 40 (C)
Half-Sapphire	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Emerald	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Topaz	Fl 18 (C)	Fl 21 (C)	Fl 21 (C)	Fl 24 (C)
Half-Crystal	Fl 18 (C)	Fl 21 (C)	Fl 21 (C)	Fl 24 (C)
Half-Red	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Blue	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Green	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Black	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-White	Fl 30 (C)	Fl 33 (C)	Fl 36 (C)	Fl 40 (C)
Half-Cloud	Fl 30 (C)	Fl 33 (C)	Fl 36 (C)	Fl 39 (C)
Half-Deep	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Mercury	Fl 27 (C)	Fl 30 (C)	Fl 33 (C)	Fl 36 (C)
Half-Mist	Fl 30 (C)	Fl 33 (C)	Fl 36 (C)	Fl 39 (C)
Half-Shadow	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Steel	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (D)
Half-Yellow	Fl 21 (C)	Fl 24 (C)	Fl 27 (C)	Fl 30 (C)
Half-Pseudodragon	Fl 18 (C)	Fl 21 (C)	Fl 21 (C)	Fl 24 (C)

Flight Duration and the Exhausted Flying Rule

Now, how long does a half-dragon character can remain in the air without getting exhausted? This depends of his/her Strength and Constitution scores. All half-dragons can maintain themselves into the air for $\frac{1}{2}$ turn per Strength point plus 1 turn for each Constitution point s/he has (here, 1 turn is equal to 10 minutes). When this duration has elapsed, the half-dragon must land and recover his/her energy over a period of time equivalent to half the time spent in the air. If the character is not able to rest the amount of time required, s/he can take off again but can only fly for the amount of time allowed by his/her rest.

If circumstances force the half-dragon to stay in the air after his/her allowed period of time has elapsed, the half-dragon loses 1 point of Constitution (non-permanent) and must roll a successful Constitution check for each additional turn s/he wants to maintain himself or herself into the air (this is what we will refer as the *exhausted flying* rule). At some point, either the character's Constitution will drop to zero (and will immediately fall unconscious) or s/he will fail one of his/her Constitution check. In the latter case, the half-dragon is forced to land within 1d4+2 rounds or free fall helplessly toward the ground completely exhausted by his/her physical



efforts. The damages for crashing on the ground is 1d6 for every ten feet fallen, up to a maximum of 20d6, which for game purposes can be considered as terminal velocity (modify the damages accordingly if the half-dragon falls in water or on a soft surface like a very large pile of leaves). If the character manages to land before falling unconscious or has survived the crash, the character's Constitution will be restored at a rate of 1 point per turn with rest or while doing light travel (leisure walk) or light work. Until the character has recovered at least $\frac{2}{3}$ of his/her Constitution, s/he will move and attack at half his/her normal rate. Of course, in this state s/he can't fly again (even in an emergency). Once the character's Constitution has fully returned, the half-dragon will still need to fully recover over a period equivalent to half the time s/he has spent in the air. A half-dragon who hasn't fully recovered can try to fly again by making a successful Strength check to take off but s/he will lose one point of Constitution and will have to keep making successful Constitution checks after each additional turn spend in the air (see the *exhausted flying* rule above) until the character has properly rested. If the character is engaged in a fight or must continually walk or is doing anything but light work, this doubles the time needed to recover.

For example: Alicia is a blue half-dragon and has defeated three soldiers performing duties for a local lord from a nearby city and who had adventured themselves in the forest where she decided to settle in. She wants to pursue an escaping horseman before he could get reinforcement or warns other glory hungry knights from the city. She quickly takes off her armor, a chain mail that she believes to be too heavy, and her backpack as well as her cloak in order to keep her wings free. However, she keeps her long sword for the fight that awaits ahead. Since she is a half-dragon category 5, she flies at a speed of 21; a little faster than the horse of the soldier that is slowed down by the forest and the difficult terrain. Alicia has a Strength of 14 and a Constitution score of 11 allowing her to fly for 18 turns $[(14_{Str} \times \frac{1}{2}) + 11_{Con}]$, or about 3 hours. She intends to wait for the horseman at the other end of the forest and ambush him there. But as she approaches of the edge of the forest, she sees that the local lord is hunting with numerous archers and soldiers. She quickly turns around and flies away as she notices the soldiers beginning to move in her direction. She has flew the maximum amount of time allowed to her, she rolls a successful Constitution check and now loses 1 point of Constitution but she is still able to fly. She succeed four more rolls before failing her fifth check and is forced to land. She rolls a 2 on her d4 so she must land within 4 rounds (i.e. $1d4+2$) or crash-land into the ground. She manages to land near a river and feels deadly tired but she knows that the lord's guards have probably sent their hunting dogs after her. Her Constitution is now at 6, less than $\frac{2}{3}$ of it so she couldn't take off even if her life depended on it. It will take 5 turns before she regains her original Constitution, knowing that the horseman has surely told them about her by now, she decides to walk as far as she can. She walks laboriously for 4 turns into the river to leave no tracks before finding a safe shelter were she decides to rest in order to regain her energy. She walked for 4 turns in a difficult terrain so she only regained 2 point of Constitution during that period of time because of her intense physical activity, at this point she can walk and attack normally and she could also takes off again with a successful Strength check. If she decided to do so, she would lost 1 point of Constitution and would have to make a Constitution check for each turn she intended to remain in the air since she hasn't fully recovered yet. But she found a place to rest so she will need to rest 3 turns to recover the 3 remaining Constitution points she lost and in addition to this, she must also rest for one hour and half (half of her total flight time of 3 hours) to completely recover from her misadventure. After she has rested, she will be able to fly the normal amount of time her abilities scores allow her to.

Flight Encumbrance

The maximum weight that a half-dragon can carry when flying is the weight allowance listed in Table 1 in the *Player's Handbook* and not the maximum press allowed. Therefore a half-dragon could not fly with a full



plate armor and a backpack filled with items and weapons (except if s/he is a very strong half-dragon) and even if the maximum weight allowance able him/her to carry all these items unencumbered when walking on the ground, s/he may still be encumbered when flying. Usually, most half-dragons who want to fly will strip themselves of their heaviest possessions before taking off except, perhaps, for a weapon or two. Encumbered characters and NPCs when flying will remain in air for a shorter period of time and are slower than they would normally be when unencumbered. The penalties to their maneuverability class increase by 1 level when moderately or majorly encumbered and by 2 levels when severely encumbered. For example, a half-silver who has base flying maneuverability class C (when unencumbered or lightly encumbered) would be flying like a creature with a maneuverability class D when moderately or majorly encumbered and would fly as a creature with a maneuverability class E when severely encumbered.

Half-dragons with a major level of encumbrance have difficulties to maintain themselves in the air, they are slow and they gain altitude two times slower than they normally would (see *Flight, Inexperienced* and *Flight, Experienced* proficiencies in *Chapter 6*). Severely encumbered half-dragons can barely fly, they use all their strength to maintain themselves in the air and they gain altitude with great difficulties and four times slower than unencumbered characters. When engaged in aerial combat, heavily encumbered characters and NPCs are easy targets as they move slowly and with much difficulties.

Table 16: Flight Encumbrance

Strength		Encumbrance									
Ability Score	Weight Allowed (lbs)	None		Light		Moderate ^{*2}		Major ^{*2}		Severe ^{*3}	
		Speed Normal	Duration Normal	Speed 7/8	Duration 4/5	Speed 3/4	Duration 3/5	Speed 5/8	Duration 2/5	Speed 1/2	Duration 1/5
1 ^{*1}	1	0		–		1		–		–	
2 ^{*1}	3	0		1		2		3		–	
3 ^{*1}	5	0–1		2		3		4		5	
4	10	0–2		3–4		5–6		7–8		9–10	
5	15	0–3		4–6		7–9		10–12		13–15	
6	20	0–4		5–8		9–12		13–16		17–20	
7	28	0–6		7–12		13–18		19–24		24–28	
8	35	0–7		8–14		15–21		22–28		29–35	
9	38	0–8		9–15		16–23		24–30		31–38	
10	40	0–8		9–16		17–24		25–32		33–40	
11	43	0–9		10–17		18–26		27–35		36–43	
12	45	0–9		10–18		19–27		28–36		37–45	
13	50	0–10		11–20		21–30		31–40		41–50	
14	55	0–11		12–22		23–33		34–44		45–55	
15	63	0–13		14–25		26–38		39–50		51–63	
16	70	0–14		15–28		29–42		43–56		57–70	
17	85	0–17		18–34		35–51		52–68		69–85	
18	110	0–22		23–44		45–66		67–88		89–110	
18 / 01–50	135	0–27		28–54		55–81		82–108		109–135	
18 / 51–75	160	0–32		33–64		65–96		97–128		129–160	
18 / 76–90	185	0–37		38–74		75–111		112–148		149–185	
18 / 91–99	235	0–47		48–94		95–141		142–188		189–235	
18 / 00	335	0–67		68–134		135–201		202–268		269–335	



19	485	0 – 97	98 – 194	195 – 291	292 – 388	389 – 485
20	535	0 – 107	108 – 214	215 – 321	322 – 428	429 – 535
21 ^{*1}	635	0 – 127	128 – 254	255 – 381	382 – 508	509 – 635
22 ^{*1}	785	0 – 157	158 – 314	315 – 471	472 – 628	629 – 785
23 ^{*1}	935	0 – 187	188 – 374	375 – 561	562 – 748	749 – 935
24 ^{*1}	1235	0 – 247	248 – 494	495 – 741	742 – 988	989 – 1235
25 ^{*1}	1535	0 – 307	308 – 614	615 – 921	922 – 1228	1229 – 1535

*1 A half-dragon can't naturally have a Strength of this value but s/he may have been affected by a spell or something similar.

*2 A half-dragon encumbered to this level suffers a penalty of one maneuverability class (ex: a maneuverability class C becomes D).

*3 A half-dragon encumbered to this level suffers a penalty of two maneuverability classes (ex: a maneuverability class C becomes E).

Hastened Flight

The flying speeds listed on Table 15 is what we could call “cruise speed” but in extreme situations, a half-dragon can fly at a speed higher than what is typically allowed for his/her half-dragon sub-type and category; exactly like running increase the movement rate of land-based creatures. As a consequence of this the half-dragon gets exhausted much faster when flying at full speed than when flying at normal speed. It is important to note that half-dragons can fly at best, twice as fast as their base speed and the duration (as indicated on the Table 17 below) is inversely proportional to the speed increase. To simplify the game mechanics, we provide here four tiers of flying speed: normal, fast, faster and fastest.

Table 17: Flight Duration When Flying Faster Than Normal

1 - Normal	{	1 X	
		Flying Speed	Duration
2 - Fast	{	4 / 3 X	
		Flying Speed	Duration
3 - Faster	{	5 / 3 X	
		Flying Speed	Duration
4 - Fastest	{	2 X	
		Flying Speed	Duration

At normal speed (speed tier 1), the half-dragon flies at the speed and for the duration indicated by his/her race and category as shown on Table 15. When flying fast (speed tier 2), s/he flies at $\frac{4}{3}$ of his/her normal speed for $\frac{2}{3}$ of his/her normal flight duration. When flying even faster (speed tier 3), s/he flies at $\frac{5}{3}$ of his/her normal speed for $\frac{1}{3}$ of his/her normal flight duration and finally when flying at maximum speed (speed tier 4), s/he flies twice as fast as his/her normal speed for $\frac{1}{10}$ of his/her normal flight duration.



When a half-dragon reaches his/her maximum flight duration (the *exhausted flying* rule) and if s/he wants to keep flying at a speed greater than normal, the character must make a Strength check. If s/he fails, his/her speed is lowered by one tier. At any time, the character can decide to reduce his/her speed even more than what s/he is forced to. For each turn s/he wants to keep a speed higher than normal s/he must roll a Strength check (of course, this rule no longer applies when the character reaches his/her normal speed). Also, the half-dragon gets tired much faster and for every speed tier over 1, the half-dragon loses 1 additional point of Constitution for each turn s/he remains in the air after his/her normal flight duration has elapsed. However, s/he doesn't need to roll additional Constitution checks; once a turn is enough.

For example, one of Nova's companions is seriously injured and he needs to bring back a magic elixir to cure his wounded friend. Nova, a half-amethyst category 6, have a Strength of 16 and a Constitution score of 15; therefore he can fly for 23 turns $[(16_{\text{Str}} \times \frac{1}{2}) + 15_{\text{Con}}]$. He flies for about 40 minutes to reach a trusted healer at $\frac{4}{3}$ of his normal speed but he can maintain this speed for only 15 turns $(23_{\text{turns}} \times \frac{2}{3} \text{ Duration})$. Once he receives the elixir, he decides to fly at his maximum speed in order to reach his wounded companion as fast as possible. He has flown for 4 turns (i.e. 40 minutes) but he is as exhausted as he if had flew for 6 turns $(4_{\text{turns}} \div \frac{2}{3} \text{ Duration})$ because he flew at "fast speed". Normally, he can fly for a total of 23 turns (i.e. 230 min.) and at full speed, he can fly for a maximum 23 rounds (i.e. 23 minutes) but only 17 turns of normal flight time remain to him, giving him 17 rounds to fly back to his friend. After that time has elapsed, he will have traveled almost two thirds of the distance to reach his friend [40 minutes to reach the healer at $\frac{4}{3}$ normal speed, an equivalent to 53 minutes $(40_{\text{min}} \times \frac{4}{3} \text{ speed})$ of normal flight time and 17 minutes to return at twice the normal speed, an equivalent to 34 minutes of normal flight]. He rolls a Strength check since he has decided to maintain his current speed. He also makes a Constitution check to see if he can maintain himself in the air since he wants to keep flying after his allowed flight duration has been exhausted. Since he is at twice his normal speed (speed tier 4, fastest), he subtracts 4 points of Constitution instead of only 1 (the *exhausted flying* rule); one to have maintained himself in the air for an additional turn after his allowed flight duration period has elapsed and one for each speed tier above normal. Then as he recognizes the small road were the troll attacked them, he makes another Strength check to maintain his speed but fail, however his Constitution check is successful. He must now slow down by at least one speed tier, but he is so close to his goal that he continues to fly as fast as possible for now (i.e. speed tier 3, faster). He subtract 3 points from his Constitution; one to maintain himself in the air and two others for flying at two tiers over his normal speed. Just before reaching his physical limits and the point of complete exhaustion, he lands near his companion and gives him the elixir. He must now rest for about 3 hours to be in his optimum condition [*exhausted flying* rule: half the time stayed in the air $(23 \text{ turns} \div 2)$; when flying faster than normal, here the time is converted in an equivalent to normal flight time) plus one turn per Constitution point lost]. He decides to rest here for the night, while his companion continue to recover from his wounds.

Aerial Combat

For the most part, aerial combat can be summed up in a lot of chasing and a few direct hits. Fight in flight can be view as a jousting match in the sky, each combatant charge each other and deliver a hit. However, combat gets more complicated when maneuverability and speed are not the same for both combatants. Aerial combat can also be employed against ground targets; used this way, the half-dragon makes at best, one pass once every two, three or even six rounds depending of his/her maneuverability and encumbrance.



Any flying creature that loses more than 50% of its hit points cannot sustain itself in the air and must land as soon as possible. A half-dragon or any other flying creature that loses more than 80% of all its hit points loses even the ability to glide and falls uncontrollably toward the ground. When crashing to the ground, a half-dragon or a flying creature, suffers 1d6 point of damage for every 10 feet fallen, to a maximum of 20d6. The aerial combat often lead to a ground combat after an opponent has suffered enough damage to be unable to fly. Only occasionally will a half-dragon be killed in flight, often half-dragons will use aerial combats to settle disputes and disagreements much like humans and demihumans duel on the ground with swords (but without the inevitable death of one of the opponent).

To gain initiative in aerial combat, a combatant needs to be an agile and swift flyer in order to be able to change position quickly. In addition to the usual size and weapon combat initiative modifier (if they deliver attacks in the round concerned otherwise no weapon or natural attack initiative is required), the initiative and difficulty of the maneuvers are modified by the maneuverability of the flying creature. A swift and agile creature is likely to always move in the best position possible when facing a slow and clumsy flyer thus giving the agile creature a serious advantage over its opponent. It is similar to situations you can observe in your own backyard, usually in spring, when a small bird can sometimes be seen chasing off a much bigger (and clumsier) crow. Of course little birds don't wield swords and spears so the crow does not need to fear for his life, but in these situations, the latter always seem rather helpless to fight back. And this illustrates the importance and the advantages of maneuverability over sheer size/strength when in the air.

Table 18: Flight Maneuverability Modifiers

Speed and Maneuverability*	Flight check Modifier	Initiative Modifiers
Class A	+4	-4
Class B	+2	-2
Class C	0	0
Class D	-2	+2
Class E	-4	+4
For each 3 movement points faster than the enemy	+1	-1
For each 3 movement points slower than the enemy	-1	+1

* The maneuverability and speed difference modifiers are cumulative.

The complete combat between two flying creatures is not handled easily. First, both characters must determine their position, the best position is chasing an opponent slightly below you and the worst is being chased by an opponent slightly above you. The one who gains the initiative does not only act first, but also puts himself/herself in a better position in comparison to the enemy.

Table 19: Flight Position and Distance Modifiers

A: Horizontal Position*	Difficulty to move or maintain this position	THAC0 Modifier
<i>The character wants or has:</i>		
his/her opponent dead ahead	-4	+3
his/her opponent at his/her side but also ahead	-3	+1



his/her opponent on his/her side	-2	0
his/her side but also behind	-1	-1
his/her opponent behind	0	-3

B: Vertical Position *	Difficulty to move or maintain this position	THAC0 Modifier
<i>The character wants or has:</i>		
his/her opponent below him/her	-2	+2
his/her opponent on the same level as him/her	0	0
his/her opponent above him/her	+2	-2

C: Distance *	Difficulty to move or maintain this position	THAC0 Modifier
<i>The character wants:</i>		
to reduce the distance by 50 feet between him/her and his/her opponent	-1	N / A
to maintain the distance between him/her and his/her opponent	0	N / A
to increase the distance by 50 feet between him/her and him/her opponent	+1	N / A

* The attack and difficulty modifiers between sections A, B and C are cumulative. For example, trying to move above (-2) and at the side (-2) of an opponent would give a proficiency check penalty of -4 but would grant a +2 bonus to all attack rolls if the maneuver is successful.

Characters without aerial combat roll their attacks with the usual penalty by class (-2 warriors, -3 priests/rogues and -4 mages). The characters with multiple slots in aerial combat follow the rule given in the *aerial combat* proficiency in *Chapter 6* (they gain bonus over less competent flyers). Once the initiative is rolled, the character that gains the initiative can try to move in the best position available or in any other position that suits him/her for the time being. The character rolls a *flight* proficiency check and apply all the modifiers (difficulties and penalties/bonus for proficient vs. non-proficient combatants). If the check is successful, the maneuver is performed successfully. The other opponent can try to maintain the previous formation by rolling the same roll (penalties may be different) against the character. If this new roll is successful, the opponent has managed to avoid being put into the new and potentially more dangerous position. In other words, no one has managed to change the original formation and the combat continues. However, the flyer who lost the initiative cannot roll to move in a different position, s/he must bear the maneuvers of his/her opponent and try to resist them the best s/he can. Thus, initiative in aerial combat is one of the most important part of the battle since only when the maneuver from the character who won the initiative is unsuccessful, allows the second character to try to perform a new maneuver on his/her own which would be subjected to a counter proficiency check roll from his/her opponent to resist it as well.

Take note that when rolling the initiative, if the combatants do not attack, they don't add the initiative for their weapons. If on the other hand, one opponent wants to use his/her weapon, s/he must add the initiative modifier of his/her weapon regardless if s/he will be able to use it or not (if his/her opponent suddenly changes direction and manages get out of range of his/her broad sword for example).



For example, Silverfire, a male half-silver, engages Aurora, a female half-steel moderately encumbered (maneuverability class D), in aerial combat. They start the combat by being at each other's side and since they both fly at the same speed; no one has an advantage over the other on this point. However, Silverfire is a competent aerial fighter while Aurora isn't. They engage the confrontation and roll initiatives. Silverfire attacks with a long sword (initiative +5 in addition to the +0 modifier because of his flying maneuverability is type C) while Aurora tries to defend herself with her claws (initiative +3 since she is man-sized and attacks with natural weapons, +2 because she is a fighter without the *aerial combat* proficiency and +2 because her flight maneuverability is class D). Silverfire wins the initiative and tries to move behind and above his opponent to plunge his sword into Aurora's back. The modifier for this maneuver has a -6 penalty (-4 because he wants to have Aurora ahead of him, -2 because he also wants his opponent to be below him and finally he suffers no penalties for his flying maneuverability class C). If Aurora wants to resist and remain at the side of Silverfire, she will have to roll a successfully *flight* proficiency check with the same -6 penalty for the maneuver Silverfire used plus a -2 penalty because her maneuverability is class D. Since she isn't engaging her opponent at the moment, she doesn't suffer any combat penalty for not being proficient in aerial combat. If both Aurora and Silverfire roll their checks successfully, both will remain in the same position relative to each other. However, if Aurora feels that she cannot completely avoid her opponent's maneuver, she can roll to partially evade it by deciding to roll only against one part of the maneuver. For example, she could allow Silverfire to move behind her but not above and thus rolls a *flight* proficiency check against a penalty of -4 (-2 to prevent Silverfire to move above her and -2 because her flying maneuverability class is D). Even if Silverfire's maneuver is successful, both opponents could still be distant from each other and thus he would have to decrease the distance between him and Aurora before he could deliver an attack (except if he uses missile weapons). But if they could attack each other in this position, Silverfire would have a +7 bonus to hit (+2 because he is proficient in aerial combat and Aurora isn't, +3 because he attacks from behind and +2 because he also attack from above). Aurora would suffer a -7 penalty on her attack rolls (-2 because she is an unskilled fighter in aerial combat, -3 because she gets attacked from behind and -2 because she also get attacked from above; resulting in a position that is very difficult for her to properly strike back at Silverfire).

Note that in aerial combat if one character is clearly outmatched or wants to avoid engagement, s/he can always try to fly away from the battlefield. When this happens, the character choose a speed from Table 15 and try to outfly the other combatant. If the other character wants to continue the combat, s/he must flies at the same or at a greater speed to match his/her escaping opponent. For each 3 points of flying speed the character has above his/her opponent, all his/her initiatives are reduced by bonus of -1 and his/her proficiency checks also receive a +1 bonus. On the other hand, for each 3 points of flying speed the character has below his/her opponent, all his/her initiatives are increased by a penalty of +1 and proficiency checks are also made with a penalty of -1. For example, if Azuria flies at a speed of 21 and Drakkel, her opponent, fly at a speed of 40, Azuria would suffer -6 cumulative penalty on her initiative and her proficiency check because she is simply too slow to follow the movements of her opponent. However when blow come to blow, her opponent does not gain any advantage except perhaps for a better fighting position (above, at the rear, etc).

Lastly, PC and NPC who are both non-proficient at aerial combat and are too slow fliers to outfly their opponent should not despair and see this as a death sentence. After all, if their opponent has vastly superior skills in the air, then landing and continuing to fight from the ground may even the odds and perhaps even provides the defender some cover from which even being an ace in the sky has limited benefits.

In this chapter, you will find some role-playing suggestions for the different categories of half-dragons. This assumes that half-dragons are rare and that their race is either unknown or not very well-known in human and demihuman societies. If half-dragons are more common to a specific setting, then adjust the background and reactions toward the character accordingly.

Attitude of Others Toward the Half-Dragon

Categories 1 and 2

Since such half-dragons look exactly like their human or demihuman parents, they tend to act and behave in the same way of a typical human/demihuman, with customs and beliefs similar to those found in their community. Physically, there is very little difference between them and their non-draconic parents. As such, they should be played as the corresponding humanoid race given in the *Player's Handbook*. The draconic parents almost never consider this kind of half-dragons to be *their* child since they cannot see any draconic physical characteristics in them. They will most likely to attribute this birth to another human or demihuman and consequently, very few dragon parents will care about these categories of half-dragons.

Such half-dragons will often grow up without the presence of their biological father and will sometimes have strong relationships with their humanoid mother as they will usually realize that she loves and cares about them as much as any mother would with any other “normal” children. Half-dragons of lesser categories (1 and 2) will not suffer bias because of their draconic racial heritage and will be considered completely human/demihuman. Most of the time, the mother will find a new partner to raise her child and the half-dragon will probably never know about his/her true nature. In the case of half-dragons of category 2, their humanoid parent will eventually notice some slight differences from other children such as the half-dragon maturing over a different period of time than other comparable children. They will also tend to apply the normal age for maturity of their race to the half-dragon. In the case of humans, this can lead to a relatively young kid in charge of things that s/he is not mature enough to handle or they could allow him/her to go on adventure before s/he is entirely ready. At this point, the child is still learning the rules of his/her own society and will most likely consider this to be the normal state of affairs there. In the case of elves, the half-dragon may be considered as immature and not taken seriously even if s/he is an adult; again the half-dragon, not knowing any better, will consider this to be normal.

Small communities as well as larger ones will consider these kind of half-dragons to be undistinguishable from any other humans/demihumans and will act toward them as usual. Their social organization will usually not be aware of the true genitor of the child and thus the origins of the half-dragon might be lost forever. A mature half-dragon of these categories may display a behavior that is bit unconventional but will have few problems to find a suitable mate since the humanoid blood flowing through their vein is clearly dominant.

These kinds of half-dragons act like any normal children except for some minor details here and there; their comportment will sometime have “feed back” of the behavior of their draconic genitor. Thus a half-steel will be more likely to strongly believe in laws and in the benefits of a strong social organization while a half-amethyst will tend to not care much about the dispute between good and evil. Half-dragon player characters can be of any alignment but the general behavior of the specific half-dragon type will tend to be slightly closer to the alignment and behavior of their draconic parents. Such characters are played like any other character of the same





race but with draconic tendencies such as a love for precious items, having the tendency to take their time when making decisions, etc.

Categories 3 and 4

People can see that something is wrong about the half-dragon, not only his/her physical appearance is different from typical humans and demihumans but the way they act and behave is also out of the ordinary. These categories of half-dragons are subject to distrust and anger for what would normally be inconsequential mistakes. The dragon parent will notice something familiar in them, some will leave them on their own demise while some will consider them to be some sort of distant kindred but rarely will dragons consider them to be their direct descendants. They could show mercy toward the town where the half-dragon lives in (for dragons who are of alignments other than evil) or they may not attack a group of soldiers they know their “kindred” is part of. These kind of half-dragons may be considered useful to ward off dragons’ attacks by their mother or by close friends who are able to notice that dragons do not attack them while the half-dragon is around (it is likely that there is only a single dragon in the region but people could be misled into believing there are more around). This only applies to targets that the dragon parent has little interest to attack to begin with or if other options are available; a dragon threatened by an approaching group of soldiers or adventurers will not hesitate to fight them even with his son or daughter in their ranks. However if there are survivors, chances are the half-dragon will be amongst the few who have managed to escape.



For category 3 and 4, some problems may occur within their family unit. His/her mother will most of the time accept the small physical differences in her offspring since the draconic heritage tends to be more apparent and pronounced when the half-dragon reaches sexual maturity. By that time, she will have taken care and loved the half-dragon for such a long period of time that chances are she will continue to do so. As with categories 1 and 2, the mother will usually try to find a new husband not only to raise the half-dragon in a true family but also to be able to have other children if she so desires. The new partner will notice the small difference in the child sooner or later, but if he truly loves the woman, he will probably remain with her. The half-dragon will usually not suffer from his/her draconic heritage in any serious way. As for category 2, the parent will consider the half-dragon to be mature according to the standards of their own race. For humans, this means considering a young kid to be adult when s/he is not and his/her tall stature will not help him/her to make people around him/her believe otherwise. For example, a male half-gold is about the height of an adult human when reaching the age of 26 years old; at that age, this half-dragon has just entered adolescence but his parents are

likely to consider him to be completely mature since a man reaches this height around the age of 17-18 years old (generally speaking).

These kind of half-dragons will usually suffer prejudices from the society around them because of the differences in their anatomy but beyond the relatively harmless teasing, most people will eventually move on and learn to ignore such physical oddities. In small societies, the population will learn to know the half-dragon over time and they will eventually accept him/her as one of their own. However, in larger towns and cities, the half-dragon will not have the chance be known by most people like in a small village but ultimately the



inhabitants will not be able to do much harm; some may spread false rumors about the half-dragon (example: s/he may be affected by a curse or a spell, his mother or the half-dragon may have been punished by the gods for some sin they may have done, etc). But no one would panic or begin screaming if they notice the odd features in the half-dragon (such as their vertical cat-like pupils, the small claws on their hands and the pointed ears). However they will clearly consider him/her to be different than other people in the general population. The scales of a half-dragon category 4 are barely visible on the forelimbs (i.e. hand, feet, face, neck and chest) since the scales are quite small on these more exposed body parts. However, they are more visible on the thigh, the back and the arms. Usually, half-dragons of this category will try to dress in a way to not expose the parts of their body that would raise too many unwanted questions.

These categories of half-dragons will have some difficulties to understand other members of their humanoid parent's society. They will not understand why others don't have their special abilities, powers and immunity. While they are unlikely to openly consider themselves superior to others, they will nevertheless realize and know that their natural and special abilities make them better than most. Despite this, they will remain cautious and hide the things that other people find strange and abnormal (their small scales or the places that lack hairs that normally would). They will usually trim their claws and try to look like normal humans or demihumans. They share some draconic tendencies and behaviors and usually act as strange and somewhat eccentric humans/demihumans. For example, a half-dragon may begin to hoard a type of items, collecting them and acting as if these items are a lot more valuable in his/her eyes than they really are. Their dietary habits and preferences may also appear uncanny if they are seen eating something that would normally be inedible for individuals of the race of their humanoid parent.

Category 5

This category seems to be the more problematic for dragons. Draconic parents of evil alignment usually try to kill these offspring right away because they are the living proof of their "mistake" and because these half-creatures can stain their "perfect" lineage (if the dragon parent cares about these things). If for any reason the dragon is not aware of the birth of this half-dragon or that the circumstances prevent the dragon from killing the offspring without getting in a direct confrontation with the local humanoid guards and soldiers, the dragon will usually try to forget the whole event and make his best to not repeat the same mistake again. Dragons of good alignments will take some responsibilities for having brought the half-dragon into this world but generally speaking, they will try to not interfere with the evolution of their offspring. Neutral dragons more often than not, would care very little about the half-dragon existence and will simply focus on matters of greater interest.

Within the family unit, the birth of a category 5 half-dragon is quite certain to create a commotion since they are obviously not human/demihuman... at least, not entirely. If their mother do not accept the physical differences of her child, she will need to dispose of him/her very quickly otherwise the maternal instinct will eventually take over. The reasons for getting rid of the child can be numerous; the child's life may be in danger because of the kind of society the mother lives in, because of the local religious beliefs and doctrines or because she knows that her own life may be threatened for having given birth to what others could call a "monster". In any case, she must find a place to hide the child in order to protect him/her. If she decides to get rid of the child, she can leave him/her on the doorstep of a church (either to leave the problem in someone else's hands or to make the priests think that the child come from some unfortunate monster of the wild) or on the doorstep of a house where she knows that someone there will take care of her child (for example, the wife of a paladin or a sterile woman who always wanted children and desperately needs to provide affection). There are lots of possibilities, including the worst ones but usually a mother will not purposefully wish a horrible death to a



creature that came from her womb. If, on the other hand, she keeps the half-dragon newborn for a too long period of time, she will simply learn to love him/her since the child will, in many ways, act like any “normal” human/demihuman infant. Some women will try to keep the birth secret and avoid contacts with other people she believes to be not trustworthy enough, some others will try to find a husband and wait to be engaged and committed in a long term relationship before she reveals him her secret. The half-dragon usually does not suffers much from this once s/he is past the birth/hatch stage except that s/he probably won’t have the education of a normal human/demihuman. S/he is also likely to be instinctively distrustful of people around him/her since s/he would have been kept hidden from views and as a result would have been in contact with a limited number of people during his/her childhood.

This category of half-dragons has much more difficulties to be accepted in a society since they can't be seen as animals nor be seen as humans or demihumans. However, in small villages where survival depends on the mutual cooperation of everyone, there are good chances that if a majority of people there are of good and neutral alignments that they will accept the half-dragon as one of their members. On the other hand, this can also lead into general panic and false rumors of “devil incarnation” or other superstitions that can result in the child and the mother’s painful death (by being burned at the stake, for example). It depends greatly on the mentality and religious beliefs of the villagers. However, this is where the half-dragon has the best chance of survival and to find an adoptive father to take care of him/her. In larger towns, the presence of the half-dragon is much more challenging; it is almost impossible for a mother to live within a society that will consider her as nothing more than the “mother of the monster”. That society will sooner or later banish her or she will realize it’s better for her to leave on her own terms and rebuild her life somewhere else before something happens to her or to her child.

Most of the time, these half-dragons will try to look like humans/demihumans by wearing large robes, cloaks and capes to hide their tails and their wings. While, it is almost impossible for them to hide all their draconic features, they can at least make them less obvious. In this case, the half-dragon has most likely wished upon a star more than once to be completely human/demihuman. These half-dragons can even seek to go in adventure, in order to find a way to become a “normal” human/demihuman. Love is something very rare for them as they can’t (or with much difficulties) establish a families with a member of their human or demihuman counterpart because of their obvious physical differences and also because half-dragons are pretty rare in most world, making it very hard to find a suitable half-dragon partner. However, they can usually find a few persons who will understand them and that the half-dragon will consider to be intimate friends or simply just friends. On the other hand, some will expose proudly their wings and tail to other people. This kind of characters still wear clothing but more for decoration and out of habits despite not really feeling the need of them. In the latter case, these characters consider themselves to be the result of the best characteristics found in dragons and humans/demihumans combined together and they use their abilities with pride. This attitude can be a form of rationalization or a way for them to fight back against all the prejudices they endured in their childhood; those who hate the half-dragon must simply be jealous and resentful of his/her abilities and physical attributes. But it can also be genuine pride because such half-dragons can do many tasks better than a normal human or demihuman would. Love is still a difficult affair for them because of the reasons mentioned above but they may settle with a person of the same race of their human or demihuman counterpart with much less shame than those trying to hide their draconic heritage. However, they are more disposed to accept a life of celibacy and that they will probably never have children.

Categories 6 and 7



As with category 5, these categories of half-dragons could be hunted down by their draconic parents who consider them to be abominations that can taint their “perfect” lineage. However, if this task proves to be too cumbersome, it is likely that the dragon responsible for the birth of the half-dragon will focus on more important draconic matters. Good dragons will often try to help their offspring in many small ways but rarely in a direct and obvious manner.

For these half-dragons, their survival is directly linked to the mother: if she simply can’t accept her child, she will find a way to rid itself of the half-dragon. The half-dragon may be left on the doorstep of a church door and his fate will thus be linked to the doctrines and beliefs of the priests residing there. In the best case, the half-dragon may be trained as emissaries to preach to the creatures in the wild and lurking outside the city (serving as an example that faith can transcend species) or simply acts as a guard for the church. The half-dragon can also be “lost” by his/her mother in the wood or something similar. In this case, his/her chances of survival are very slim if the half-dragon is at very young age. If left in a back alley, s/he can end in the hands of criminal organizations that are much less picky about appearances and could see a good business/investment opportunity by turning this dragon-like monster into an assassin, a henchman or a personal bodyguard for their thief guild. S/he can also be bought by a wizard to serve as a familiar. The possibilities are endless but such creatures would be of interest to more than a few people for various reasons (and would be seen as much more valuable alive than dead). If the mother has strong maternal link with the child, she will try to keep the birth secret. Even more so if she feels that other people could possibly harm her or harm the child if they find out she gave birth to the half-dragon. She may imagine a believable story that would allow her to take care of her child in relative tranquility and peacefulness. For example, she may claim that a dying lizardman came to her door and begged her to protect his son/daughter, she couldn’t let the child starve on her porch so she gave the creature her words that she would raise the child as her own. By using virtue and goodwill to take care of the child, it becomes difficult for others to oppose her and it’s unlikely that the community will ever know the true story behind the half-dragon’s birth. There is also a chance that a man will offer his help to support her in her “quest” and creates a semblance of a normal family.

Most of the time, these kinds of half-dragons will be raise without a father. Most societies will accept them relatively quickly as long as they keeps themselves out of trouble since when they are young, they tend looks like pets or like some sort of wizard familiars. Small communities will see the half-dragon grow up and become a mature humanoid shaped dragons. The “pet” reputation of the half-dragon will fade as s/he will demonstrate his/her acute mental faculties. In small towns and villages, the half-dragon of this category can even become a source of comfort for the local population because monsters (those that aren't completely mindless) threatening or even thinking about causing troubles to the town folks, could be deterred by the mere presence of the half-dragon. As a general rule, monsters and NPCs are no more eager to die than player characters and these monsters may think twice before raiding a town where rumors and gossips abound about a “dragon” living there. Not to mention that a half-dragon with their natural armor, weapons and special abilities should not be trifled with. In larger towns, most people will see the half-dragon as s/he appears to them; if they may consider him/her to be some sort of intelligent animal when the half-dragon is very young, they may deem him/her to be more and more a monsters as s/he grows up. In the worst case, they may attempt to kill the half-dragon on the public place because s/he is believed to be a demon incarnation. Some people may try to capture him/her in order to sell him/her for a good price to anyone who is interested in having a powerful minion but cannot afford a dragon’s egg and bear the risks of dealing with the subsequent dragon’s wrath. A loving mother will try to avoid large towns since most people will not be able to understand that the half-dragon is inoffensive if s/he is treated with compassion.



These two categories tend to consider themselves to be a race on their own and not mere mistakes of nature. Their mentality is a mix of human and dragon behaviors; acting promptly when it's required while taking their time before getting involved in a conflict or when taking important decisions. These categories usually feel great anger toward the society that has most of the time rejected them. Seeking revenge against the people who mistreated them is not unusual. They tend to be loners by obligation, having only a few persons they consider their friends and it's very difficult for them to find someone to share their life with since most humans and demihumans will see them as monsters. These categories either seek the companionship of other half-dragons or have put a definitive end to their ambitions of creating a family of their own. Close friends are rare for them and usually they will assist a group of adventurers where they feel they belong even if it is not by much.

Categories 8 and 9

The dragon parent will usually try by any means necessary to take back these offspring from their human and demihuman parents. Dragons of evil alignments will not hesitate to directly attack the town to take back his progeny since they consider him/her to be fully dragon. Neutral dragons will come in their human or demihuman form and take the offspring back with them, sometimes simply coming to their lover's house, entering and leaving with the child without giving any reason. Dragons of good alignments are much more likely to talk about the situation with the mother and try to convince their mates that it's would be better for their child's sake to be raised as a dragon and not amongst humans/demihumans. No matter how long it will take to convince his mate, the dragon will come back every week, even every day to discuss the matter with the mother. The dragon is usually never far from the house of his mate, in order to prevent anyone from mistreating or trying to kill his child. The dragon parent will defend the half-dragon furiously from anyone who tries to harm the child.

Half-dragons of categories 8 to 9 are considered by the mother to be her child (the creature came out of her womb after all) but she will obviously realize right away that she gave birth to a dragon. Some mothers will see this to be a great advantage and will raise their child with enthusiasm since she will know that the child will become a powerful creature that will most likely act as her protector as it grows up. This is especially true for women who are commoners and not part of the nobility, where life isn't easy and where the dangers of the world are often a concern that overshadow their life to various degrees. Some others will see this as a curse: the father might try to recover his child and quell the local population at the same time. She can try to put the child where she thinks s/he belongs by bring him/her into a forest or to the foot of a mountain but the child, who is far for being helpless even as a hatchling, will usually follow his/her mother with great attention since s/he could be nervous by being in the wildness. Deliberately trying to lose the child in the wilderness may also prove to a futile exercise since the half-dragon would be able to track his/her mother by her scent and not just by sight. The mother will not be able to keep the birth of the half-dragon secret for a long period of time. She could seek the help of a sage or other people of authority without fearing for her life, since few will suspect that she is the mother of the dragon. After five years, the hatchling half-dragon will have matured to the very young age category and will be noticeably bigger than before. The mother will need to withdraw herself from civilization and try to raise her child somewhere more appropriate for his/her size. Roles will eventually be reversed and the half-dragon will soon begin to take care of his/her mother and will learn to hunt and protect her (if the half-dragon was well treated). If the half-dragon was mistreated or obviously manipulated or that the love s/he received was for some deceitful purposes, such half-dragons will eventually realize this around the young or juvenile age category and will leave. Half-dragons of evil alignment won't kill their mother but may send her a message (ex: burning down her house, taking her wealth with him/her, or simply wrecking her plans or



destroying her ill-gained social status and power). These kinds of half-dragons will probably never have an adoptive father.

In small villages, the town elders will usually take the final decision about what is in the best interest of the people living there. The half-dragon can be release in his/her natural environment with the hope s/he will go on with his/her life and never return. The village can also relocate elsewhere, leave the mother behind so they can wait and see if the dragon tries to recover his child. The elders can also see this as a good presage: if they take care of the dragon, he might be grateful and keep raiders and enemies away. In any situation, the execution of the half-dragon will be used as last resort, since if for any reason (and there are certainly many of them) this action upsets the dragon parent, the town inhabitants are certainly doomed to become the focus of the anger of a large fire breathing (so they believe) creature. In larger towns, the local lord or authority will take the decision. Most of the time the mother will be banish from the town and will be asked to move away, but it depends greatly on the alignment of the person taking the decision. Everything that was been written for small community can also apply here and again such decisions are never taken lightly because of the possibility of facing retribution from the dragon.

These kind of half-dragons should be played in the same way as described in the *Monstrous Manual*. The half-dragons of category 8 will be envied for their dexterity and well-developed fingers on their hands; this being one of the few signs of his/her true origins. These half-dragons tend to take quicker actions and take less time when planning and taking important decisions than other true dragons. Some true dragons will even tell them (jokingly) that they sometimes act like short-lived creatures.

Role Playing Suggestions

The Apprentice

The half-dragon works for a mage, almost from his/her own free will. The parents of the half-dragon could have been killed or they could have abandoned him/her. In any case, the half-dragon has been taken under the protective wings of a wizard. The half-dragon could provide services for his master. These services can be quite varied; the half-dragon could provide some of his/her scales, tears, saliva, etc. as components for spells and potions, s/he could cook food and do housekeeping, s/he could work as some sort of assistant, s/he can even let the wizard study his/her innate magical nature or likely do a combination of all the tasks mentioned above. In exchange, the wizard could teach the half-dragon how to make full use of his/her magical abilities. This is not necessarily done out of pure generosity and kindness; after all motives are rarely unselfish. But just like a scientist/researcher would have little use of an assistant unqualified in his/her field of study, a wizard with ambitions and aspiring to be good in his/her art, would have little use of a creature that know nothing or very little about magic. In fact, the more talented and proficient the half-dragon is, the more complexes the tasks s/he can perform and the more useful s/he ultimately is to the wizard.

Kit Suggestion: None





Recommended Class: Mage

The Exile

These half-dragons reveal little about their background, motivations, or personality, even to their closest companions. They may wear a hood or visor all the time to conceal their features and dress in black or other dark colors to avoid attracting attention to themselves. They keep to themselves, seldom speaking unless it is necessary; they may even wear a scarf around their mouth to muffle their voice. Though, they usually faithfully fulfill their obligations to the party, they keep their companions at arm's length. There are many possible reasons for their behavior including the worst ones; they may be a fugitive from law, unjustly accused of a crime, or maybe their head had been prized.

Kit Suggestion: Avenger dragon, Dragon slayer

Recommended Class: Fighter, Thief

The High-born

The half-dragon is born from someone who has accomplished great deeds, either a paladin, a respected noblewoman or a local heroine. Raised in the upper class and well-educated, the half-dragon is unflinchingly confident and s/he could not imagine a better life for himself/herself. Rarely impulsive, his/her actions are measured and deliberate. His/her ego tends to be relatively high and often irritate other people. His/her appearance is not a major problem for the high-born and in social situations, s/he is quick to remind others of his/her noble origins: from his/her human side *and* from his/her dragon side. The half-dragon can seek to go on adventure like his/her mother and defends her ideals and what she stands for. The high-born's unimpeachable ethics and unblemished performance on the battlefield will often make him/her radiate and induce a high standard of accomplishment on his/her companions as well. But this can potentially drive him/her to overconfidence and make him/her leap into dangerous situations before fully understanding what s/he is up against.

Kit Suggestion: Dragonlord, Dragon Knight

Recommended Class: Fighter, Mage and Cleric

The Slave

The half-dragon served an evil mage or any other wicked beings or organization. The reasons for this are numerous; half-dragons' scales, saliva, tears, etc. can be used as spell components and a tamed half-dragon can make a good servant knowing that s/he will not go very far in a world that will try to kill him/her at the earliest opportunity. However, the half-dragon has succeeded, somehow, to escape from the grasp of his/her former owner or maybe such being had fallen under a swifter form of justice from some adventurers (or from the half-dragon himself/herself). In any case, the half-dragon is now free but s/he now lives in the shadow of insecurity and self-doubt. Lacking a proper childhood or at least a semblance of normality for a substantial part of his/her life, s/he may show signs of mental instabilities and have difficulties to tell right from wrong. Uneasy in social situations and impatient, s/he relishes combat because it is one of the few ways to let off steam and take some aggression out on a variety of monsters in all impunity. This makes him/her a very dangerous opponent for the enemies as well as for himself/herself.

Kit Suggestion: Savage dragon, Avenger dragon

Recommended Class: Thief, Fighter

The Visionary

The half-dragon has his/her very own idea of what would be a perfect world. S/he could have been mistreated or falsely accused of a crime and this drives him/her into a desperate struggle against either a whole



society or an entire social order. S/he may dream of a world where no discrimination would be made for the color of the skin or the scales, s/he could strive to remake the current social order to his/her own liking or s/he may have a passionate hatred for anything s/he considers (rightly or wrongly) to be evil deeds. Generally, s/he rarely lets an insult go unanswered and s/he is quick to anger. Using any means necessary, be it words, steel or magic and with little regard to the legality or consequences, s/he is often motivated by revenge and tends to crush his/her opponents using methods ranging from savage fury to cold and ruthless (depending on the half-dragon's personality). In any case, s/he seems intended to single-handedly eliminate from the face of the world, anyone who stands against his/her idea of a perfect world order.

But even good intentions, when acted upon, may have unintended consequences and his/her dreams of perfection will often result in others being inadvertently wronged, harmed or even killed. However, the moral certainty of the visionary half-dragons may be used to justify the harm done. Half-dragons with such goals may believe their practices are good for the group (and it is certainly self-evident to them) but they justify collateral damages in the belief they are doing a greater good; the harm done is clearly seen, and even acknowledged, but is written off as a 'price worth paying'.

Visionary half-dragons are often the archetype of a tragic hero; a literary character with a fatal weakness (usually it is pride), who eventually falls from great heights after having made an error of judgment that inevitably leads to the hero's own destruction. Here, the half-dragon is so consumed by his/her personal vengeance against life, whether it be its cruelties or its unfairness, that everything takes on a warped significance to fit their hopeless crusade. But ultimately, this obsession is impossible to fulfill and trying to do so often only leaves them dead, along with everyone else they bring with them.

Kit Suggestion: Dragonlord, Avenger dragon

Recommended Class: Fighter, Mage and Cleric

The Dragonlord

Description

There are 16 members of the group, one for each true color, metallic dragons, gem dragons and one for pseudodragons (or if you prefer, one member for each species of dragon that exist in your campaign). They are representatives in the dragon world.

Dragons, being highly intelligent creatures, do have a society, customs and traditions of their own, and naturally, see almost all creatures as being inferior to dragonkind. This being the case, dragons do not respect most lesser beings but dragons treat dragonlords with the same respect that they would treat another dragon; nothing more, nothing less than the incredible (in dragon's eyes) respect of effectively being named an honorary dragon (or at least, being accepted as an honorary dragon). This respect is usually earned and maintained by a combination of raw power and having the utmost respect for the dragons' customs and traditions.

More practically, in a campaign dragonlords are more or less a shadowy organization with religious overtones. Their members have a great deference toward the various dragon deities, especially Io (also known as Asgorath) and they perform roles similar to those of paladins but only toward dragonkind. As such, the dragonlords are only concerned about the welfare of dragonkind in general, and this includes half-dragons as well. Some may say that the dragonlord's devotion is a form of worship of dragonkind where they will take great risks in trying to make sure that the various dragon species thrives in a world where many would like to see them go extinct. Each member is selected (or known as a prospective dragonlord) at very young age through divination based on the alignment of the stars or other forms of augury and nebulous factors. One dragonlord, usually the oldest and most powerful of them (this power can rely on intellect, strength, wisdom and/or levels), is chosen as the overlord of the group and in addition to his/her charge, s/he will also be responsible to find (using the process described above) suitable replacements for members who have died on duty.

Each dragonlord gets a weapon that is very powerful, utilizing many of the abilities of the dragon they represent (the pseudodragon weapon has various defensive illusion spells, most dealing with color and shifting patterns). This special weapon is sentient, has a high ego (see *Weapon Ego* in the *DMG*) and have an incorruptible devotion toward the goals of dragonlords. Moreover, the special weapon wants itself to be found by its rightful owner; it can influence and manipulate people into discovering it, taking it, selling it, and/or slipping from their packs as long as those actions get the weapon closer to its rightful dragonlord. In addition, the new dragonlord inheriting the weapon from its previous (and deceased) master, will also inexplicably feel attracted to it, be it through dreams, instinct and an inexplicable need to move ever closer toward the weapon.

Dragonlords also have access to a special plane by opening a portal with the use of their special weapon. In it, very little time passes outside, although time pass normally for them. In this plane, they age very slowly but they cannot bring anyone else there.

The dragonlords are also immune to attack from each other and from any true dragons; meaning that dragons will not attack them without provocation. While the dragonlords are forbidden to attack each other, remember that this does not mean they cannot attack other party members, or use minions to accomplish this task.





Racial Requirements

Only half-dragons can be dragonlords (from the dragon point of view) because they have some sort of personal stake in this role by having draconic blood flowing through their veins. Elves, dwarves and gnomes may in exceptional cases, become one but humans cannot because their life span is considered to be too short. A human dragonlord will have at best 50 years to build a proper reputation and earn the respect of dragonkind while a half-dragon will live an average of 200 years. Dragons and half-dragons usually dislike changes and a new a dragonlord every 50 years is usually too much trouble for them, preferring a humanoid with a longer life spans so they can develop a more lasting relationship with him/her over the years.

Requirements

Dragonlords must clearly have exceptional physical and mental abilities to be considered worthy in the eyes of dragonkind and receive their respect. As such, dragonlords be must have minimum ability scores of 15 in Strength and Charisma, 11 in Intelligence and Wisdom, and 9 in Constitution and Dexterity. Due to their obligations to follow a paladin-like code of conduct that applies only toward dragons, half-dragons and dragsars, dragonlords generally have a lawful-neutral alignment which can be perfectly balanced (N-N) or be inclined toward either good or evil. However, a dragonlord cannot be chaotic as ultimately, they are part of an organization.

Organization

Government: The dragonlord works for a dragon or a half-dragon clan, or other government bodies or officials.

Independent: The dragonlord makes his/her own decisions and answers to his/her own conscience. S/he may choose to promote the cause of a particular dragon or half-dragon's clan, but since s/he doesn't work for them s/he isn't required to obey their edicts.

Symbol

Dragon profile, claws or wings.

Role

The dragonlords' duties toward dragons include watching over the birth of any true dragon, making sure no dragon interferes with the mating or the birth (i.e. a blue dragon may try to kill the hatchling if he dislikes its color), they can negotiate truces between dragons by trying to find a common ground (or a fair compromise that would allow both sides to stand down) and so on. Because of their unusual position and duties toward dragons, dragonlords sometimes get into conflict with what they consider their (and for all dragonkind) worst enemies: the dragon slayers.

The dragonlords' role also consist of protecting all dragonkind, and this includes other half-dragons and dragsars as well. This is especially true for nascent half-dragon societies that may require a dragonlord's attention to make sure they are able to survive. This can be achieved by using force to prevent outsiders from interfering with its development or diplomacy by trying to overcome mutual distrust and demonstrating the benefits of mutual cooperation with the human/demihuman representatives of nearby villages and cities. Some dragonlords may even pick a suitable village or place with a significant growth potential and spread the word around to other half-dragons that they will find shelter and acceptance there thus, helping this location to become more self-sufficient and prosperous. In any case, dragonlords will frequently keep an eye on these small villages and settlements in order to provide help when and if the need arises.

But remember that dragons and half-dragons respect strength; physical and mental. In many situations, needing help is not an indication of weakness due to the odds against the dragon/half-dragon (ex: preventing a



half-dragon from being burned at the stake by an angry mob) or because of the age of the draconic creature (ex: saving an abandoned hatchling from a certain death). The dragonlords will help the diligent, they will enflame the weak, support the wavering and guide the lost. However, they will not provide assistance if the problem was caused by the dragon or half-dragon's own ineptitude, weakness and laziness, and if the dragon/half-dragon is unwilling to work and take risks to get themselves out of their predicament.

Weapon Proficiencies

Required: Special dragonlord weapon type (i.e. if the weapon is a long sword, they must take the long sword proficiency)

Recommended: Any swords, crossbows or natural weapons

Nonweapon Proficiencies

Bonus: Survival

Required: Debate, Etiquette

Recommended: Healing, Tracking, Tactic, Reading/Writing, Land-base ridding, Air-born ridding

Armor/Equipment

Dragonlords must carry proper protections at all time such as mail and plate mail armor. Though, heavy armors may not be recommended because of their weight and encumbrance. They can also have shields but large and cumbersome body shields are not recommended because they may need to move from one location to another quickly and such items could hinder their movements.

Special Benefits

- *Dragons' Languages:* Dragonlords can speak and understand the languages of all true dragons.
- *Fear Immunity:* Dragonlords are immune to the fear aura of all dragons because of their regular work and contact with them.
- *Attack Immunity:* Dragonlords are immune to attack from all true dragons (this does not mean that they take no damage from true dragons; dragons being very intelligent creatures, simply understand that it makes no sense to attack them. Even an evil red dragon would simply realize that they have more to gain by having such dragon-devoted creature alive than dead).
- *Reaction Bonus:* Dragonlords receive a +4 modifier on reaction roll from the dragon race they represent (a half-dragon dragonlord *must* be the representative of the species of his/her half-dragon type) and +2 bonus from any other true dragon as well as half-dragons and dragsars.
- *Diplomatic Privilege:* When dragonlords are on duty, the host dragon/half-dragon clan must provide food and shelter as long as necessary for them to complete their official business. This privilege does not extend to any of the dragonlord's companions, though many host clans will do so as a matter of courtesy toward the dragonlord. However his/her companions will still be considered inferior to the dragon race and will not be treated with the same respect as the dragonlord; they may even be seen as his/her servants.
- *Magical Abilities:* Dragonlords can read both clerical and wizard magic from 1st level and onward. In addition, they can use wizard and clerical scrolls. All dragonlords gain the ability to cast spells at level 7.

Special Weapon

The dragonlord receives a weapon utilizing many of the abilities of the dragon they represent. The weapon gains abilities at 1st, 3rd, 5th, 6th and 7th level.

While no damage and attack roll adjustments are considered, the weapon is considered as a magical weapon of half the dragonlord's level rounded up when fighting creatures with magical weapons special



defenses. Thus the special weapon of a 5th level dragonlord is considered to be able to hit and damage creatures requiring a +3 magical weapon or better to hit. The weapon can also improve its hit probability and damage rolls as the dragonlord accomplishes quests.

- *At 1st Level:* The dragonlord can speak with any intelligent creature. This is slightly different than the ability of true dragons and the probability of successfully do so (per attempt) is the same as the dragon race they represent at hatchling age, plus 2% per level of the dragonlord.

Ex: A 5th level dragonlord representing gold dragons would have a 18% base plus 2% per level, this would grant him/her a 26% chance to communicate with any intelligent creature every time the dragonlord attempts to establish such communications.

- *At 3rd Level:* Polymorph self, twice per day.
- *At 5th Level:* One magical ability (that is not listed Table 14) usable once a day from the dragon race they represent, as selected by the DM.
- *At 6th Level:* They gain magic resistance that is the same as the dragon they represent at age category 5 (young adult), but lowered by 10% (to a minimum of 5%), plus 2% for each additional level of the dragonlord.

Ex: A 10th level dragonlord representing silver dragons would have a 25% base, minus 10%, plus 2% per level above 6th, granting him/her a total of 23% magic resistance.

- *At 7th Level:* Their special weapon gains spell progression (no spell components are necessary when casting them).

Dragonlord Level	Casting Level	Spells (Wizard / Priest)	Dragonlord Level	Casting Level	Spells (Wizard / Priest)
7	1	1 / 0	14	8	3 3 2 2 / 3 2 2 1
8	2	2 / 1	15	9	3 3 2 2 1 / 3 3 2 1
9	3	2 1 / 2	16	10	4 3 3 2 1 / 3 3 2 2
10	4	2 2 / 2 1	17	11	4 3 3 2 2 / 3 3 2 2 1
11	5	2 2 1 / 2 2	18	12	4 3 3 2 2 1 / 4 3 3 2 1
12	6	3 2 2 / 2 2 1	19	13	4 4 3 3 2 1 / 4 3 3 2 2
13	7	3 2 2 1 / 2 2 2	20	14	4 4 4 3 2 2 / 4 3 3 2 2 1

Special Hindrances

- *Dragon Slayer Weapons:* Dragonlords cannot use dragon slayer items (dragon slayer sword, dragon slayer arrows, potion of dragon control, etc.) and must destroy these items as soon as possible otherwise this represents a violation of the dragonlord's duty.
- *Ethos:* Dragonlords follow most of the paladin's ethos but only toward dragonkind. An ethos violation result in a permanent lost of the status and all benefits of the dragonlord. Their condition can only be restored through a quest and if their action against their ethos had a valid justification.
- *Reaction Penalty:* Because they are unable to conceal their hatred, dragonlords suffer a -4 penalty to all encounters reaction with dragon slayers. When facing a paladin with the wyrmslayer kit, the dragonlord must ask him/her to leave but they must fight if a dragon is threatened (the dragon alignment doesn't matter in the dragonlord's eyes). Because their duties push them to take side of dragons at the detriment of humans and demihumans, human and demihuman merchants may refuse to sell them items or may sell them these items at higher prices. Due to the reputation of the dragonlords, they may also have difficulties when dealing with local representatives of human and demihuman societies even if it's to help them in a quest that they would benefit from. All this are suggestions, don't forget that this is up to the DM to interpret these as s/he sees fit.
- *Fugitive Status:* As soon as a dragonlord comes into a conflict with a government or a church, the officials of the government/church may consider him/her at best, as a tolerable nuisance and at worst, a traitor or an



heretic. Dragonlords may be constantly hunted and harassed by those they fight against, who may seek to punish, arrest, or even execute them.

- *Experience:* Dragonlords use the Ranger/Paladin experience table.

The Exile

Description

The exile is a half-dragon who was cast out of the community into which s/he was born. His/her mother's relationship with a dragon was kept secret from all neighbors, out of justified fear of their reactions, but sooner or later, evidences mounted that either hinted at the half-dragon's existence or at the young half-dragon's mixed heritage. The half-dragon thus began adventuring after being banished from his/her homeland. Forced to fend for himself/herself, s/he became a self-reliant wanderer seeking a place to call his/her home even if s/he is shunned by many.

Requirements

Any half-dragon can be an exile, though they are usually thieves who have to steal to stay alive. Exiles are typically of neutral or chaotic alignments.

Role

Exiles wander the world. They fear the repercussions that come with being recognized as a half-dragon, for such beings are generally loathed by both sides of their genetic heritage. Sometimes the fear is held at bay by hope, for exiles desperately wish for a community to accept them. Many also carry a deep hatred for those who banished them and for the dragons (and humans or demihumans) who produced them. Exiles have few or no trusted friends, and they are usually cold and aloof, often consumed with bitterness even though they secretly hope for acceptance.

Half-dragon exiles never stay in one place for too long, for eventually their true nature will be revealed and this is usually where trouble begins. As such, they may prefer leaving on their own terms before being banished again. Most exiles perform odd jobs, carry news from location to location, steal, and do anything else it takes to survive in the netherworld between dragon and human/demihuman societies.

Not all communities display fear and hatred toward exiles, but most do. And the communities that allow them in, rarely make them feel welcome. Some of them may even seek out and use these half-dragons to their advantage, such as to perform special missions (item recovery/theft, spying, diplomatic go-between, etc.). While no exile enjoys being used, most will take on this kind of work in lieu of stealing or remaining alone.

Weapon Proficiencies

An exile usually selects weapons atypical of the traditional weapons (if any) of his/her nondragon parent. Easily concealed weapons, such as daggers, saps, short swords, darts, and slings are common. Larger weapons common to nobility or regular armies, such as lances, polearms, or two-handed swords are rarely considered.

Nonweapon Proficiencies

Bonus: Survival

Required: None

Recommended general: Direction sense, Fire-building, Fishing, Weather sense

Recommended warrior: Endurance, Hunting, Running

Recommended rogue: Juggling



Equipment

Exiles can use any weapons, armor, and equipment suitable to their class.

Special Benefits

Exiles receive one additional nonweapon proficiency slot to fill when they are first created. Those who have thieving skills also receive an additional 15 discretionary skill points to distribute at creation.

Special Hindrances

Because of the universal dislike of half-dragons, and especially exiles, members of this kit receive a -3 penalty to encounter reactions when dealing with NPCs. Additionally, it is very unlikely that exiles will have learned to speak any dragon language.

Wealth Options

Exiles start their career extremely poor. They receive only 3d6 gp with which to purchase equipment, but the DM may allow them some items that they have managed to scavenge or steal earlier in life.

The Ward

Description

The ward is a half-dragon who has a wealthy patron, usually the half-dragon's dragon parent, but possibly a government body, guild, criminal organization, or a non-dragon benefactor. This patron provides the ward with wealth, a place to live, and tasks to perform. Some patrons provide assistance without ever revealing themselves; others are known to the wards, but the relationship is kept secret from others. A dragon patron provides help either because he is responsible for the half-dragon's birth or because it gives him a tool to use. Non-dragon patrons have their own reasons for employing the half-dragon, but none do so out of charity.

Requirements

None

Role

When wards are openly accepted by their patrons, they have a place in the patron's clan and organization (if any). They are tolerated by the patron's allies and subordinates for work purposes but may be shunned socially. Some wards are helped in secret; these wander from place to place, though they do so with better resources than exiles.

Many wards live well. Often, all their patrons ask for is the same kind of service their other servants provide; the half-dragon is not so much being "used" but simply employed.

Weapon Proficiencies

Wards can select any weapon available for their class

Nonweapon Proficiencies

Bonus: Etiquette

Required: None

Recommended general: Artistic ability, Dancing, Riding (land-based), Seamanship, Swimming



Recommended priest: Ancient history, Engineering, Healing, Reading/writing

Recommended warrior: Endurance, Hunting, Running.

Recommended rogue: Appraising, Gem cutting, Juggling, Musical instrument

Recommended wizard: Spellcraft

Equipment

Wards can use any weapons, armor, and equipment suitable to their class.

Special Benefits

Wards have access to the wealth and knowledge of their patrons. This does not mean that they are provided with unlimited funds and supplies, but they receive aid when they most need it, seldom more than once per year. Patrons are also likely to provide tips and quests potentially leading to considerable rewards.

Special Hindrances

Because of the distaste often exhibited toward half-dragons, members of this kit receive a -1 penalty to encounter reactions when dealing with NPCs. Some wards are kept on a figurative short leash by their patrons, who may not wish the half-dragon wards to gain too much freedom and eventually strike out on their own.

Wealth Options

Wards start play with 5d6x10 gold pieces to purchase equipment. At the DM's option, some of this amount might be in the form of equipment, such as weapons, armor, or other items.

The Savage Dragon

Description

Savage dragons are half-dragons who live most of the time alone, away from all civilization and behave more or less like animals or as some sort of predators. If possible, they live in a habitat similar to the one preferred by their draconic genitor. They move on all fours or by flying, hide themselves in their surrounding environment, communicate with animals and eat all that falls under their teeth. They can fight with their natural weapons like any wild animal.

In the eyes of many, they are monsters but the truth is, they are very intelligent and can be very friendly. The savage dragon is the product of a rather sad experiment of his/her parents. The love between species is particularly disgraceful for dragons and most humanoids. Sometimes, in order to continue to live amongst their close relatives and in their own society, the parents must kill the young half-dragon for reasons of morality. Too distressed to perform this kind of deed, the parents have decided instead to leave their child to his/her own fate and abandon him/her in the wild. This loss will bring remorse to the human/demihuman parent while the dragon is likely to quickly forget this unintended "accident" which is often the only proof of his weakness. As for the child, the natural abilities from his/her dragon counterpart will be of a great help to survive in nature. S/he will have amongst other things, the formidable strength of the dragons as well as the dexterity and the mobility of the humans/demihumans.

Racial Requirements

Half-dragons taking this kit are not familiar with weapons and armors and since nobody has ever taught them how to defend themselves using these tools. Moreover, without claws, tail and adequate fangs, they wouldn't be able to kill their prey and feed themselves. As such, the savage dragons must be of category 5 to 7



for reasons of survival. The lower categories would be unable to survive in nature because they do not have the natural abilities which enable them to hunt, defend themselves and endure the difficult environment of the wild. Half-dragons of these categories also have a natural armor, which will protect them against the many dangers lurking there.

Requirements

The savage dragons must have at least 12 in Constitution to enable him/her to survive at the dawn of their life. Moreover, it is necessary for them to have the strength and agility to be able to climb in the trees, run away from dangers and fly when the need arises. As such, they must also have at least 11 in both Strength and Dexterity.

Alignment

Many savage half-dragons act like wild animals; they worry little about what others think as long as their survival isn't at stake. In 50% of the cases, savage dragons are true-neutral. In 40% of the cases, they keep some elements of the alignment of their dragon parent. In 10% of the cases, their alignment will have some elements opposite to the one of their dragon parent. A half-dragon PC can be of any alignment, but very few savage dragons are lawful, just like there are few of them who are evil.

Organization

The savage dragons cannot lend allegiance to any specific organization. They are too independent and value too much their freedom to obey the laws and social rules that are part of an organized society. Their moral development is also too childish to understand and comprehend the necessity and rationale behind these concepts. They are lonely by nature and they do not form clans nor any other kind of organized societies unless circumstances force them to do so. However, they are still able to follow a group and make friends but while they will usually neglect the interests of the others in the beginning, curiosity will allow them to develop the essential sophistications to be part and understand the concept of a group as well as recognizing the mutual benefits it provides.

Symbol

Generally, savage dragons do not have any attachment to any particular symbol. However, their natural attraction toward valuable items that comes from their draconic personality, can push them to feel attached to a specific object or a part of their body as a representation of themselves. The symbol must be something brilliant like a precious stone picked up by chance or a part of their body like a claw or an eye.

Role

The savage dragons can play several roles in a campaign but it is important to remember that all their actions will either be in their own self-interests or acts of pure kindness due to some sort of dormant need for socialization. Their main and foremost goal is the one shared by most animals: their own survival and the survival of their species.

Savage dragons know their habitat as well as the monsters living in it. They know in minute details almost everything that exists on their territory. This territory is determined by the DM and delimited by the geography of the region where they live (i.e. by a mountain, a chasm, a desert, a river, etc.) as well as by inhabited locations such as cities. Savage dragons can be very resourceful guides about the land they know; its secrets, its dangers and the monsters inhabiting there and thus they can avoid what could be a fatal encounter to a whole group. Moreover, they can provide a valuable help to other characters thanks to their survival instinct. The role-playing possibilities of these characters can be very large when considering their difficult past, odd



behaviors, simple and often childish beliefs as well as their abilities.

Weapon Proficiencies

Savage dragons have no taboo about using their bite in combat and receive the *advanced natural weapons* proficiency as a bonus at 1st level (see *Chapter 6*). They can also use their breath weapon from level 3 onward with all modifiers applied from this level as well.

Nonweapon Proficiencies

Bonus: Survival

Required: Hunting

Recommended: Lore (animals), Lore (plants), Direction sense, Walking upright, Swimming, Danger sense

Armor and Equipment

Savage dragons will never be able to wear armors or use normal weapons in combat; they are simply too poorly accustomed to these objects and considers them too encumbering. However, armors specially made for them that are light and malleable enough to allow them to still move their tail, wings and body limbs freely will please them and could be tolerated. It is obvious that these kinds of armors are specifically tailored and expensive and it is doubtful that these half-dragons will ever manage to acquire such equipments by themselves. As for weapons, those considered suitable are usually upgrades of their already remarkable natural weapons such as steel spurs for their wings, mace for their tails, etc. For each of these weapons, the character must take a specific weapon proficiency to use them or suffer from a -2 penalty due to the lack of experience in using non-natural weapons.

Special Benefits

- *Physical Training Bonus:* The savage dragons receive a +1 bonus in Strength and a +1 bonus in Dexterity due to having spend their life in a tough and dangerous habitat. This bonus cannot exceed their racial requirements listed on Table 6 in *Chapter 1*.
- *Speed and Initiative Bonus:* The savage dragons can reach great speed on all fours. In a forest, they can reach up to twice their normal movement rate when jumping from one branch to another and up to three times when on the ground while they can reach up to four times their normal movement rate on a plain. They can keep this pace over great distances and over a period up to 1d4 consecutive hours. They also receives a +1 bonus to all initiative rolls.
- *Jump:* They can make spectacular jumps without using or even spreading their wings; up to 2d4 feet long plus one foot per level with a standing start and up to 3d6 feet plus one foot per level with a 10-foot running start.
- *Attack Modifier:* On the territory where they live, the savage dragons receive a +1 bonus on their attack rolls.
- *Natural Weapons Proficiency:* Savage dragons are competent with all their body parts right from the 1st level: claw attack, claw/claw, bite, claw/claw/bite and tail slash. They can use their breath weapon from the 3rd level onward.
- *Language Bonus:* They can understand and speak the languages of mammals, birds, and reptiles.
- *Called Shot Modifier:* They receive only a -2 penalty with their bite attack when doing a called shot instead of the usual -4.
- *Hit Dice:* They uses d12 instead of d10 when rolling for their hit points when gaining levels.

Special Hindrances

- *Charisma Penalty:* They suffers a -2 penalty on their Charisma score for their primitive behavior and their



strange customs.

- *Reaction Penalty:* In addition to the Charisma penalty, since it is uncommon to see these kinds of creatures and that their origin is considered, shall we say, objectionable, the disgust they inspired cause a -2 penalty reaction roll with humans/demihumans and a -4 penalty when encountering dragons.
- *Penalty in Crowd:* These characters cannot tolerate to be in society and they must sleep and eat alone. Their weakness in social situations makes them react strongly when there are too many people around; they will feel like they are suffocating and if they cannot move to a quieter place, a Wisdom check must be rolled. If the check fails, they can become angry, berserk or panic and attack anyone around them in a 10 feet radius, they will snarl and roar to scare their opponents before trying to escape by flying away if the opportunity arise.
- *Travel Hindrance:* The savage dragons walk on all fours because this enables them to move more quickly. They are often seen with their belly on the ground to gain heat from the ground like most reptiles (even if they do not need to do this for their survival, they appreciate the warm of the sun). To walk upward on two legs, they must take this as a nonweapon proficiency.
- *Instinct:* They will mostly follow their instinct and general tendencies of their draconic parents. They will also react in a more violent manner when they need to overcome a problem since they usually do not possess the adequate knowledge to solve such problems in any other way. This also makes them more aggressive in combat.
- *Armors and Weapons:* They have great difficulty to wear armors and use weapons, any savage dragon unable to walk on two legs will need specially crafted armors that will not hinder his/her movement and allow him/her to be comfortable while wearing them. The chances are very slim for savage dragons to ask by themselves for such armors to be crafted.
- *Experience:* Savage dragons use the Paladin/Ranger experience table.

Kit Abandon

It is impossible for savage dragons to abandon this kit by themselves, however external help may allow them to achieve this. By doing so, the half-dragon will need to give up everything s/he learned by himself/herself as well as his/her wild behavior. The character will lose all the abilities that are specific to this kit, except for the Strength, Dexterity and Charisma modifiers. And despite everything, his/her past wild behavior may still resurface from time to time, especially at the beginning of this transition. This transition will also leave some marks as the character will keep 1d6 inappropriate behaviors. For example, trying to bite somebody who insulted him/her, covering himself/herself with mud when the weather is hot, running on all fours, tearing his/her clothing to be more at ease, etc.

Wealth Options

The savage dragons do not have money, but they can possess a few precious stones they may have found by chance and decided to keep. In 50% of the cases, they will start with one or more gemstones valuing 4d10 gp in total.

The Avenger Dragon

Description

The avenger dragons are half-dragons who know their origins and seek to attain the same strength (physical and/or mental) of their draconic parent. They value power and are bold adversaries. They are typically seen as agents of chaos and change, sowing by their actions the seed of perpetual unrest around them.



For the cause of good or evil, they will accomplish the most daring acts. They do not care about order or justice; this justice and so-called natural order that made them outcasts and shunned by society. They are the mercenary of good or the assassin of evil. Typically, the progeny of good dragons would be seen wearing gilded armors or robes decorated with gold or silver, while those born of evil dragons would strive to protect themselves with armors and robes of their own color that could range from dark to deep black. The progeny of the neutral dragons would try to wear armors and robes mimicking their the crystalline appearance of gem dragons with stripes of black or extremely pure and bright colors. They are ultimate agents of good, neutral or evil and are respectively symbolized by the sun, the moon or the darkness.

Racial Requirements

The half-dragons must be from categories 2 to 7 to belong to this kit.

Requirements

While avengers dragons tend to be fighters, there is no specific class requirement for this kit and the weapons and armors used must respect the restrictions of the class used. However, all avenger dragons must be of chaotic alignment to accomplish their vengeance without remorse. They must also have at least 14 in Strength and 15 in Charisma.

Organization

They can't have any positions or duties in an army otherwise this would be considered as an abandonment of the kit. They have by requirement, a chaotic nature and they will not tolerate or take orders from any officer or government representative and are often willing to come to blows if their autonomy and freedom are ever questioned.

Symbol

The sun, the moon, or the darkness (see description).

Role

The outlook on life of avenger dragons is difficult to understand for most folks because rules, even when they are brutal, tend to make life more predictable. After all, it is easier to follow than to lead, to be told what to do than to think and most people are able to avoid a lot of inner torments about their existence when they have something or someone to worship and clear instructions to follow. However, avenger dragons want to relieve the world of the burden of laws and artificial strictures. For them, everyone should be free from outside interferences. Kings, queens, gods, goddesses, laws, rules and social pressures all represent stagnation under which no change is possible; the poor stay poor, the rich stay rich, those who are different are shunned, the nobles do what they will and the gods use the mortals as pawns to be discarded on a whim while the rest of the world has to play along or face harsh consequences.

The good avengers are the armed hand of people, they will fight against the supremacy of a king for example. On the other hand, after getting rid of or having crippled such organizations, they will often leave the population to their own demise and in a state of chaos. The evil avengers will kill without pause or remorse and will often leave behind them a trail of blood to achieve their goals. The neutral avengers will try to put the king or similar authority figures, on the same level of the people while the good avengers may try to minimize the damage caused to the innocent population when trying to achieve their aims. In any cases, the henchmen and supporters of this authority figure are fair game to kill if they obstruct the objectives of the avenger half-dragon. Avengers tend to be solitary but will associate with others out of mutual benefits and/or if their goals come into alignment.



Weapon Proficiencies

Required: None

Recommended: Long sword, Light crossbow, Short bow, Footman flail, Footman mace

Nonweapon Proficiencies

Required: Crowd Working

Recommended: Tactic, Intimidation, Land-based riding, Debate

Armor/Equipment

An avenger dragon can use any weapons, armor, and equipment.

Special Benefits

- *Special Weapon and Armor:* The avenger dragons can receive a weapon and protective equipment that represent their element (sun, moon, and darkness) from the 6th level. This equipment is magic and constitutes items of great value that they will treasure. Avengers will be guided instinctively to the weapon they are destined to but they must accomplish a quest alone to obtain it. These treasures are magical and gain power with the level of the avenger dragon.
- *Reaction Bonus:* They have a great influence over the people. They are professional demagogues who can rouse the population's passions against the local authorities, in order to replace them with anarchy. Avengers receive a +2 bonus reaction roll with any humans/demihumans not part of the nobility or upper class.
- *Flying Mount:* At level 3, avenger dragons receive a mount with an incredible fortitude. Those of good alignment receive a pegasus, those neutral a griffon and those evil a winged snake or a lesser nightmare.

Special Hindrances

- *Reaction Penalty:* Avenger half-dragons are greatly at risks when trying to overthrow governments and when remaking a social order to something more to their liking. Once their goals become known to the people around them, they usually get hostile encounter reactions from the nobility, government representatives and other agents and forces of order; death threats and attempts to turn those threats into a reality, are not uncommon.
- *Duels:* They can't refuse a duel. Even if avengers dragons do not really care about the chivalrous rules, they see this as an opportunity to purge the world of a person who do believes in those rules.
- *Reputation:* Avengers do not care about their own honor but their reputation as vengeful beings and agents of chaos are important to them.

The Dragon Knight

Description

Sometimes mistaken for their cousin, the dragon slayer, these knights are those of the few half-dragons who have accepted their nature and are proud of being half-dragons. Being honorable opponents, and following most of the chivalrous code of ethics, these warriors are the ideal combination of the great qualities of dragons and humans/demihumans. They usually wear the same type of armor as dragon slayers but with the purpose to look like dragons in order to emphasize their draconic heritage.

These proud warriors will fight for any cause that they find honorable. Remarkably agile, they can offer a great spectacle in combat as they prefer to use grace and precision rather than brute force. They follow a strict



code of honor and greatly value family and order. Dragon knights' words are worth as much as their life and while they do not necessarily always defend good causes, they will be reluctant to achieve victory by deceit and fraud; being too proud, they leave these dishonorable tactics to cowards and thieves. If dragon knights have a fault, it is the fault of pride and when threats daunt others, they only inspire them to greater risks and dares.

Racial Requirements

These warriors *must* be half-dragons of categories 1 to 7 since other categories of half-dragons are physically unsuitable for this kit.

Racial Modifiers

All half-dragons with this kit receive an additional +1 bonus in Dexterity due to their training that focus on style, precision and grace. However, they suffer a -1 penalty in Strength for their insufficient exercise in heavy work activities. This bonus cannot exceed their racial requirements listed on Table 6 in *Chapter 1*.

Requirements

They must possess ability scores of at least 10 in Strength, 14 in Dexterity and 12 in Charisma.

Organization

Government: The dragon knights work and defend the interests of an organization. The orders of their lord or king are above everything else and are usually unfit for contemplation or questioning. But they may still have difficult mental struggles when an order enters in conflict with the wellbeing and goals of their friends.

Independent: They are wanderers by choice since they usually feel the need to travel in order to fulfill their role. They will often become wandering heroes who will defend a particular cause (for example, they may want to eradicate priests of a certain cult or protect villagers and peasants from orc or goblin raiders).

Symbol

They typically use complex heraldry similar to the general design used by the nobility and other knights around them, with dragon wings or profile being common.

Role

These half-dragons usually seek valorous causes that they will defend proudly. They usually travel with a group of adventurers in order to find situations where they will be able to demonstrate their courage and skills, often defending oppressed people or taking the offensive to monsters and other enemies of their cause and organization. While they can serve in an organization and defend its objectives, they have little concerns for the concept of good versus evil and are mostly concerned about order. Dragon knights tend to defend their idea with a frightful passion: they will follow the edicts of their lord or their personal beliefs with an extreme confidence in the righteousness of their goals.

Weapon Proficiencies

Required: Any spear, preferably long.

Recommended: Any sword or missile weapon that can be used as a secondary weapon.

Nonweapon Proficiencies

Required: Etiquette



Recommended: Heraldry, Swimming, Blind fighting, Endurance, Reading/writing, Fire-building

Armor and Equipment

These knights will try to wear an armor that resembles the features of a dragon. The helmet is usually shaped in the form of a dragon head while the armor will usually be made of chain or scale shaped metal pieces. While they can wear heavy armor, they are unable to wear anything heavier than plate mail without losing all the benefits of their kit due to the heavy weight of such armors that would hinder their natural skills based on dexterity.

Special Benefits

- *Jump:* Dragon knights can naturally make incredible jump; with a standing start they can leap up 1d6 plus one time their level in feet and 1d6 plus half their level when jumping vertically (high jump). With a 20-foot running start, they can jump 1d6 plus two times their level in feet. As long as they land on their feet, they never take damage from falls while using this ability.
- *Spear:* Dragon knights get a +1 bonus to hit when using their preferred type of spear.
- *Jump Attack:* When jumping on an enemy, the dragon knights make double damages for the attack. Usually, this can only be done once on a particular enemy in a combat since after the jump attack, the enemy is usually too close to use this attack against it a second time.
- *Spell Progression:* At 9th level, dragon knights become eligible to cast clerical spells. The table below shows the number of spells they receive at each level.

Dragon Knight Level					Dragon Knight Level						
Dragon Knight Level	Casting Level	Priest Spell				Dragon Knight Level	Casting Level	Priest Spell			
		1	2	3	4			1	2	3	4
9	1	1	–	–	–	15	7	3	2	1	1
10	2	2	–	–	–	16	8	3	3	2	1
11	3	2	1	–	–	17	9*	3	3	3	1
12	4	2	2	–	–	18	9*	3	3	3	2
13	5	2	2	1	–	19	9*	3	3	3	3
14	6	3	2	1	–	20	9*	4	3	3	3

* Maximum spell ability

Special Hindrances

- *Jump attack:* Dragon knights cannot use any other weapon than a spear for this attack. In addition, they cannot use any type of shield or hold another weapon in their other hand (if the character is ambidextrous, for example); they must hold the spear firmly in both hands to perform this special attack properly.
- *Alignment:* Dragon knights must be lawful. On the other hand, they can be of good, neutral or evil alignment when dealing with the moral aspects of their course of action.
- *Experience:* Dragon knights use the Ranger/Paladin experience table.

The Dragon Slayer

Description

The dragon slayers are warriors specially trained to battle dragons. These warriors are the resulting consequences of the actions of their draconic parent who banished and/or attempted to eliminate the half-dragon when younger. They may have found a way to escape their fate by fleeing to a distant kingdom, away from their draconic father or they may have been persecuted by some town people or militia because of the actions taken by their father. But in any case, they consider dragons to be the source of their very unpleasant and difficult youth



and have now dedicated their life to battle all dragons in order to prevent anyone else from sharing their horrible childhood.

Racial Requirement

Though dragon slayers can be and are often humans, half-dragon dragon slayer characters *must* be from categories 1 to 6 since the other categories are more likely to be mistreated by humans/demihumans than dragons for their condition. Moreover, categories 7 to 9 they share too many characteristics and similarities with true dragons to try to eradicate them.

Requirements

The following minimum ability scores are required: Strength 14, Intelligence 10 and Constitution 12.

Organization

They feel better to act on their own but they can team up with other dragon slayers and adventurers if this potentially helps them get their target. They can also work as mercenaries if their funds are running low.

Symbol

Scratched dragon head, dragon's wings or similar symbols.

Role

Dragons slayers are dedicated to one goal: the eradication of dragons, which they believe are heinous creations. They study dragons intensely learning all they can about their foes. However, not all dragon slayers have an uncompromising devotion to eradicate all dragons; some may more reasonable in their goal and simply be dedicated to battling evil dragons.

Weapon Proficiencies

The traditional weapons of a dragon slayer are the long sword and other weapons that inflict great damage to large creatures. These include the heavy and medium horse lance, awl pike, bardiche, glaive-guisarme, spetum, bastard sword, two-handed sword, and trident.

Nonweapon Proficiencies

Bonus: Lore (dragons), Tracking (dragon). Also, the dragon slayer can speak one dragon family language (chromatic, gem, or metallic)

Required: None

Recommended, general: Direction sense, Riding (land-based), Seamanship

Recommended, general: Armorer, Bowyer/fletcher, Hunting, Set snares, Survival

Armor/Equipment

Dragon slayers wear special armor designed to protect them from the weapons of dragons; claws, teeth, and breath. The armor resembles the great wyrms in many ways. Dragon slayers may refuse to wear armor except the special armor their kit uses. Otherwise, they use any warriors' equipment.

Dragon slayers start to play with specially crafted armor. At 4th level, the armor develops an enchantment: when the dragon slayer battles dragons, the armor glows, becoming *plate mail +1*. Once per level, the dragon slayer can attempt a quest to increase the enchantment of the armor. The maximum possible protection is +5.

At some time in his/her career, the dragon slayer seeks to gain a magical weapon specially enchanted



against dragons (such as a *sword* +2, *dragon slayer*).

Special Benefits

Dragon slayers get the following special benefits.

- *Attack Bonus*: Dragon slayers gain a +2 bonus to attack rolls against all true dragons, and a +4 bonus against the one dragon type they studied most.
- *Breath Weapon Defense*: Dragon slayers save vs. dragon breath weapon for half damage or none. A successful saving throw negates any special side effects of the breath.
- *Damage Bonus*: When fighting dragons, the dragon slayer gets a damage bonus equal to his or her level. Thus a 4th level dragon slayer receives a damage bonus of +4.
- *Fear Immunity*: Dragon slayers are immune to the effects of dragon fear.
- *Mount*: The dragon slayer is accompanied by a mount of heroic proportions, either a war horse or a flying mount. As long as the dragon slayer is with it, the mount receives the following special benefits: fear immunity, attack bonus, and breath weapon defense.

Special Attacks

The dragon slayer selects these one at a time, at 1st, 4th, and 7th levels. They can be used only against dragons. All of these attacks must be announced at the beginning of the round that they are made.

- *Breath Stun*: Aimed at the dragon's gullet, this attack tries to disable a dragon's breath weapon. It is made at a -4 penalty. If successful, the dragon takes damage and cannot use its breath weapon for 1 round per point of damage inflicted.
- *Great Blow*: The dragon slayer puts everything s/he has into this blow, which can be aimed anywhere on a dragon body. The dragon slayer states how many hit points s/he is expending and rolls an attack at a -4 penalty. If s/he hits, the dragon takes the damage caused by the weapon and accumulated modifiers, plus the additional damage points expended by the dragon slayer. Regardless of the attack's outcome, the slayer loses that many hit points.
- *Wing Attack*: Aimed at the dragon's wing muscles, this attack has a -3 penalty. In addition to damage, the hit will ground the dragon for 1 round per point of damage inflicted.

Special Hindrances

- Their training and dedication means dragon slayers often abandon other activities to engage dragons over other foes at the first reasonable opportunity.
- The enmity that exists between dragon slayers and dragons gives dragon slayers a -4 penalty on all encounter reactions with dragons.
- Dragon slayers use the Ranger/Paladin experience table.

Wealth Options

Dragon slayers start to play with 5d4 x 10 gold pieces with which to purchase miscellaneous equipment, their special armor, and a weapon (typically a long sword).



Chapter VI: Proficiencies

Half-dragon characters have different proficiencies available to them compared to characters of other races because of their anatomical differences and general behavior. In this chapter, all the proficiencies available for half-dragons have been gathered here. Those listed in **boldface** type are new to this book and are explained in text. *Italicized* proficiencies require the player to record a specific topic or area covered by the proficiencies. The proficiencies marked with an asterisk (*) are from other handbooks. Some of them are explained briefly in this book for ease of reference.

Important Note: The description given here replaces the description given in other handbooks.

Table 20: Half-Dragon Proficiencies

A: Combat Proficiencies

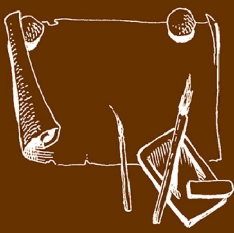
Proficiency	Slots Required
Aerial Combat	1
↳ Plummet	–
↳ Snatch	–
↳ Stall	–
Advanced Natural Weapons	1
↳ Tail Slap	–
↳ Wing Buffet	–

B: Nonweapon Proficiencies Groups

General

Proficiency	Slots Req.	Relevant Ability	Check Mod.
Agriculture	1	Int	0
Alertness*	1	Wis	+1
Animal Handling	1	Wis	-1
<i>Animal Training</i>	1	Wis	0
<i>Artistic Ability</i>	1	Wis	0
Blacksmithing	1	Str	0
Brewing	1	Int	0
Burrow	1	Str	0
Carpentry	1	Str	0
Chanting*	1	Cha	+2
Cobbling	1	Dex	0
Cooking	1	Int	0
Craft Instrument	2	Dex	-2
Crowd Working*	1	Cha	+2
Dancing	1	Dex	0
Danger Sense*	2	Wis	+1
Direction Sense	1	Wis	+1
Etiquette	1	Cha	0
Fast-talking*	1	Cha	Special
Fire-building	1	Wis	-1
Fishing	1	Wis	-1

Flight, Inexperienced ¹	0	Str	-1
Flight, Experienced ²	0	Str	-1
Fortune Telling*	2	Cha	+2
Heraldry	1	Int	0
Hiding*	2	Int	-1
<i>Language, Modern</i>	1	Int	0
Language, Dragon	1	Int	0
Language, Neodraconic	1	Int	0
Leatherworking	1	Int	0
Looting*	1	Dex	0
Mining	2	Wis	-3
Observation*	1	Int	0
<i>Poetry</i> *	1	Int	-2
Pottery	1	Dex	-2
Ridding, Airborne	2	Wis	-2
Ridding, Land-based	1	Wis	+3
Rope Use	1	Dex	0
Seamanship	1	Dex	+1
Seamstress / Tailor	1	Dex	-1
Singing	1	Cha	0
Stonemasonry	1	Str	-2
Swimming	1	Str	0
Tease*	1	Cha	-1



Trick*	1	Wis	-2
Weather Sense	1	Wis	-1
Weaving	1	Int	-1
Whistling / Humming*	1	Dex	+2

Warrior

Proficiency	Slots Req.	Relevant Ability	Check Mod.
Animal Lore	1	Int	0
Armorer	2	Int	-2
Blind-fighting	2	N/A	N/A
Bowyer / Fletcher	1	Dex	-1
Charioteering	1	Dex	+2
Close-quarter Fighting*	2	Dex	0
Endurance	2	Con	0
Gaming	1	Cha	0
Hunting	1	Wis	-1
Intimidation*	1	Str/Cha	0
Natural Fighting*	2	Str	+1
Mountaineering	1	N/A	N/A
Navigation	1	Int	-2
Running	1	Con	-6
Set Snares	1	Dex	-1
Survival	2	Int	0
Tactic	1	Wis/Int	-3
Tracking	2	Wis	0
Weaponsmithing	3	Int	-3
Wild Fighting*	2	Con	0

Rogue

Proficiency	Slots Req.	Relevant Ability	Check Mod.
Acting	1	Cha	-1
Ancient History	1	Int	-1
Appraising	1	Int	0
Blind-fighting	2	N/A	N/A
Close-quarter Fighting*	2	Dex	0
Disguise	1	Cha	-1
Escape*	2	Dex	0
Forgery	1	Dex	-1
Gaming	1	Cha	0
Gem Cutting	2	Dex	-2
Information Gathering	1	Int	Special

Juggling	1	Dex	-1
Jumping	1	Str	0
Local History	1	Cha	0
Musical Instrument	1	Dex	-1
Reading Lips	2	Int	-2
Set Traps*	1	Dex	-1
Tightrope Walking	1	Dex	0
Tumbling	1	Dex	0
Ventriloquism	1	Int	-2

Priest

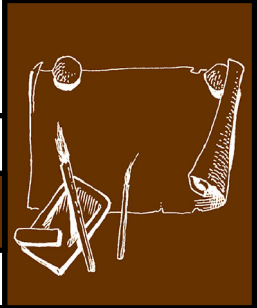
Proficiency	Slots Req.	Relevant Ability	Check Mod.
Ancient History	1	Int	-1
Astrology	2	Int	0
Debate*	1	Cha	-1
Engineering	2	Int	-3
Healing	2	Wis	-2
Herbalism	2	Int	-2
Language, Ancient	1	Int	0
Local History	1	Cha	0
Lore*	1	Int	-1
Musical Instrument	1	Dex	-1
Navigation	1	Int	-2
Reading / Writing	1	Int	+1
Religion	1	Wis	0
Spellcraft	1	Int	-2

Wizard

Proficiency	Slots Req.	Relevant Ability	Check Mod.
Ancient History	1	Int	-1
Astrology	2	Int	-1
Debate*	1	Cha	-1
Engineering	2	Int	-3
Gem Cutting	2	Dex	-2
Herbalism	2	Int	-2
Languages, Ancient	1	Int	0
Lore*	1	Int	-1
Navigation	1	Int	-2
Reading / Writing	1	Int	+1
Religion	1	Wis	0
Spellcraft	1	Int	-2

¹ Half-dragons can take this proficiency for free (see Proficiency description: *Flight, Inexperienced*)

² Half-dragons can take this proficiency for free (see Proficiency description: *Flight, Experienced*)



Weapon Proficiencies Description

Note that these proficiencies are only available for half-dragons who possess the necessary appendages to use them (see *Chapter 2*), other half-dragons are limited the same weapon proficiencies as their human/demihuman counterpart.

Advanced Natural Weapons

While claws and sharp teeth are instinctively recognized as readily available weapons that all half-dragons have learned to master in their children games, personal experience or simply because the reality of life has caught up with them. Some half-dragons have learned to attack and defend themselves with other parts of their body that at first sight, do not have a self-evident usefulness in combat.

This proficiency allows a half-dragon or a dragsar to be skilled in the usage of his/her tail and wings in combat by performing *tail slap* and *wing buffet* attacks (see description below). It also allows the half-dragon to properly use wing spurs and tail weapons (i.e. tail mace and tail blade). Such attacks can be performed when an opportunity arises in addition to the character normal number of attacks s/he is allowed to perform per round.

Aerial Combat

To engage in battle while flying, a half-dragon must have the *aerial combat* proficiency. With this proficiency, half-dragons are able to make all the necessary maneuvers to do more than simply stay aloft – they can slash with their claws, deliver bites, and use their breath weapon. In addition to their natural attacks, a half-dragon can also use melee and missile weapons against a target (either ground or air). Half-dragons without this proficiency make all their attacks at -2 penalty for warriors, -3 for rogues and priests and -4 for wizards due to their inexperience to aim correctly and to deliver blows efficiently. Additional slots can be used to make a half-dragons more proficient at aerial combat.

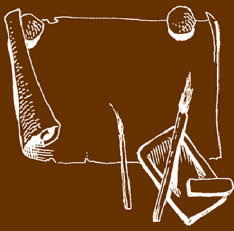
Aerial combat must be used in conjunction with the *flight* proficiency. With aerial combat, a half-dragon receives a +2 bonus to all attack rolls made while flying but this bonus can only be applied against enemies that are less skilled and less proficient than the attacker.

For example, if a half-copper with one slot in aerial combat engages an unskilled half-black in the air, the half-copper receive the +2 attack bonus and the half-black suffers the attack penalty according to his/her class. If a half-white with one slot in this proficiency flies into the fray, neither the half-copper nor the half-white receive a bonus against each other; the two are considered to be equal in the art of aerial combat. When a half-green with two slots in aerial combat arrives however, s/he receives a +2 bonus against both the half-copper and half-white and receives a +4 bonus against the half-black, as s/he is more skilled than them. Note that unless specified otherwise, flying monsters and flying enemies that can perform attacks while flying, are considered to have the equivalent of a single slot in aerial combat (though it is up to the DM to determine if specialization is possible for these creatures).

Aerial combat also allows a half-dragon to perform *plummet*, *snatch* and *stall* attacks. This proficiency can be slotted for a maximum of three times reflecting the half-dragon's level of expertise (proficient, expert and master) in aerial combat providing the half-dragon with a +2, +4 and +6 bonus respectively, against an unskilled combatant.

Plummet

The *plummet* proficiency allows a half-dragon to leap or fly down to land atop an opponent. To leap and plummet, a half-dragon must be at least 30 feet above his/her target. To plummet while flying, a half-dragon must be airborne (which requires the *flight* proficiency.)



To plummet, a half-dragon rolls an attack against the creature s/he plans to land on. S/he can land on a maximum of one creature; two, if the creatures are tiny and are side to side. Plummeting and landing on a creature causes a half-dragon to crush and pin the opponent using his/her claws and tail. Crushing damage equals the double of the claw damages (or weapon damages used). If the half-dragon fails to hit (when making the attack roll), the opponent is assumed to have moved out of the way. If the opponent is hit, s/he is crushed and must make a successful saving throws vs. petrification with a +2 bonus (half-dragons are not very heavy) or remain pinned under the half-dragon.

The pinned opponent cannot attack with any medium or large-sized weapon but can strike with natural weapons and small-sized weapons (if the half-dragon's opponent had such weapons in hand before being pinned) with a -2 penalty while the half-dragon receive a +2 bonus to all attack rolls. The opponent can attempt to escape by rolling a successful Strength check with -2 penalty every round until s/he succeed (i.e. s/he can either try to attack the half-dragon *or* try to escape), the half-dragon can release his/her opponent at will.

Any opponent who has a weight allowance (see Table 1 in the *Player's Handbook*) higher than the weight of the half-dragon, automatically get free and s/he can put the half-dragon in a more distressing position, should s/he desires.

Half-dragons without the *aerial combat* proficiency can perform this attack but with the non-proficiency penalty applied by class.

Snatch

Any half-dragon with the *flight* proficiency can perform a snatch attack. Snatch allows a flying half-dragon to dive and attempt to grab smaller creatures or other items in his/her claws. Any creature or item struck in this manner (and weighting within the half-dragon weight allowance) is lifted into the air. A snatch requires a successful attack roll.

Snatched creatures are pinned 50% of the time. Pinned creature cannot physically attack the half-dragon who has snatched them. Half-dragons who have snatched a creature can then do a number of things with it. They can squeeze the snatched creature for automatic claw damages each round. The half-dragon can use a normal weapon (such as a sword) to attack the creature while holding it into his/her rear paws; these attacks are made with a +4 bonus. Failure to hit it mean that the half-dragon has lost balance; in such cases, there is a 25% chance that the half-dragon has dropped the creature.

The snatched creature can attempt to break free of the half-dragon claws by making a successful saving throw vs. petrification. If the half-dragon have lost balance, the creature receives a +2 bonus on its save. Creatures making the appropriate saving throw break free and immediately begin to fall toward the ground.

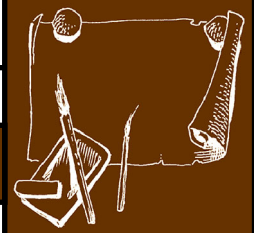
Most half-dragons except for those with an exceptional Strength, can only snatch small items and creatures. Rabbits, pigs, cats, hats, and weapons are the usual things the half-dragons can snatch. A half-dragon can only snatch a creature or object whose weight fall within the half-dragon's weight allowance.

Half-dragons without the *aerial combat* proficiency can perform this attack but the non-proficiency penalty by class is applied.

Stall

The *stall* proficiency allows flying half-dragons to approach the ground and halt their forward motion. This lets them hover for one round, though they must lands immediately the next round. A stalled half-dragon can attack with weapons plus the claws on his/her feet, or all four claws, or s/he can use his/her breath weapon.

By stalling in an area with lot loose earth, dust or sand, a half-dragon's beating wings create a small dust cloud of 10 feet radius. This cloud lasts one round, blinds all creatures within it. The creature can make a successful saving throw against paralyzation with a +4 bonus or be blinded for 1d2 round. Blinded creatures suffer a -4 penalty to attack rolls and saving throws and their armor class is 4 points worse than normal (to a



limit of 10) while sight-related damage bonuses (backstabbing, etc.) are negated. Since the blinded creature can't see anything, the safe movement rate of blinded characters is immediately slowed by 1/3 the normal amount and faster movement requires a Dexterity check.

Half-dragons without the *aerial combat* proficiency cannot use this combat technique.

Tail Slap

The *tail slap* combat proficiency allows a half-dragon with a tail equal or greater than $\frac{1}{2}$ his/her total body length, to employ this appendage as a weapon against opponents to his/her rear and sides (s/he can turn aside to hit an opponent in front of him/her, if s/he wishes). The tail can strike one opponent and inflict 1d2 damage on a successful attack roll.

An opponent struck by a tail slap must make a successful Dexterity check or lose balance. Unbalanced characters make all their attack rolls with a -2 penalty for a duration of one round, while a critical failure of the Dexterity check mean that the opponent has fallen on the ground, losing the next round to get back on his/her feet.

Tail slap can smash fragile objects like dish, glass, pottery and the like. Its can be used to cause damage to light wood structure but its cannot be used to cause damage to larger structures made of thick wood or stone.

A half-dragon can use this attack without the *advanced natural weapons* proficiency but the nonproficiency penalty by class is applied.

Wing Buffet

The *wing buffet* combat proficiency allows a half-dragon to use his/her wings as weapons against opponents to either side. Only one wing can strike a specific opponent in a single round. A wing buffet inflicts the same damage as a claw attack.

Because of the difficulty of learning to use their wings as a weapon, half-dragons cannot use this attack until they have learned the *advanced natural weapons* proficiency.

Nonweapon Proficiencies Description

Alertness

Alertness allows a half-dragon to instinctively notice and recognize signs of a disturbance in their immediate vicinity. This proficiency reduces a half-dragon's chance of being surprised by 1 if s/he makes a successful proficiency check.

This proficiency is extremely useful for renegade half-dragons who have ran away from their society and for those who are pursued by their draconic genitor.

Burrow

A half-dragon with this proficiency knows how to tunnel through the ground. This proficiency allows a half-dragon to move into the ground at speed listed on Table 21, regardless of his/her race. Only half-dragons with clawed hands can take this proficiency.

This proficiency can also be employed for both defensive and offensive purposes. The character knows how to quickly burrow himself/herself and hide from the eyes of enemies or predators. When using this proficiency in this purpose the half-dragon can quickly hide under a thin layer of ground. This adds +1 bonus to surprise roll when ambushing enemies.

Once the half-dragon is buried in the ground, only characters who have made a successful check to spot concealed doors, have noticed that something might be hidden there.

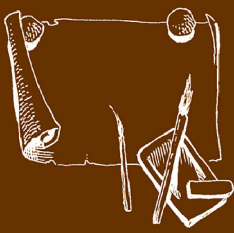


Table 21: Burrowing Time

Ground Type	Time Required*
Sand	5 rounds
Dirt	6 rounds
Foliages	3 rounds
Mud	2 rounds
Soft earth	2 rounds
Hard earth	1 turn
Rocky ground	2 turns
Swamp	2 rounds
Rock	N / A

* Time required per cubic foot dug into the ground.

Chanting

A half-dragon's chant is a beautiful and haunting melody. Chanting is used to keep fellow workers on an even pace or soldiers marching in perfect step. Proficiency checks are used to determine the effectiveness of a character's chanting.

Successful checks mean that those who hear the chanting character become slightly hypnotized by the rhythmic sound, causing the time on arduous, repetitive tasks to pass quickly. The DM can, at his/her option, adjust results for forced marching, rowing, digging, and other similar tasks accordingly.

Close-quarter Fighting

Half-dragons with this proficiency have learned to fight in the cramped confine of dungeons and underground lairs. In such locations, or in other extremely close fighting conditions, characters armed with bludgeoning or piercing weapons (or their own natural weapons) receive a +2 bonus to all attack rolls. Slashing weapons cannot be used in close-quarter fighting. This bonus is not cumulative with wild fighting.

A successful proficiency checks at the start of the combat yield this bonus. Failure means the half-dragon fights normally.

Crowd Working

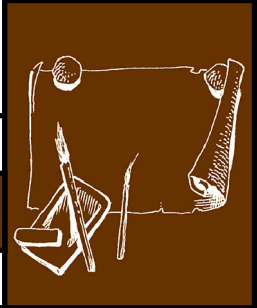
Characters with this proficiency are familiar with how to handle crowds. They are skilled at observing crowds and adjusting their behavior accordingly.

This skill can be used to adjust the encounter reaction of a crowd (see Table 59 in the *DMG* for more details). A successful proficiency check will alter the crowd reaction by two levels (or convince them to donate twice as much money to a half-dragon entertainer as they normally would).

Danger Sense

Danger sense provides the half-dragon with a sixth sense that warns of impending dangers. On a successful check, a half-dragons avoid a trap at the last second or otherwise senses danger due to a sudden warning tingle that cannot be ignored.

This proficiency lets half-dragons spot traps or receives initiative against hidden opponents, but offers no benefit against opponents who are in the open and making no attempt to hide their actions. A failed proficiency check indicates that the half-dragon senses nothing out of the ordinary and the play continues normally.



Debate

With debate, a half-dragon can hold his/her own formalized arguments, in dialogues of persuasion, and in discussions involving opposing points of view – all without losing his/her temper. While a half-dragon cannot automatically sway a crowd or convince someone to believe his/her point of view, the proficiency does allow a half-dragon to impress others with his/her acute mental faculties.

A successful proficiency check gives the half-dragon a +2 bonus to reaction checks when engaged in formal arguments with other half-dragons or with members of other intelligent species. A failed check indicates that the half-dragon has muddled his/her argument and receives a -1 penalty to reaction checks. The *debate* proficiency is extremely useful for those half-dragons who like to engage in conversations or are active in dealing with other races.

Escape

Escape allows a half-dragon to slip out of ropes and other types of bindings. When a character is bound or tied, the DM assigns a penalty based on the type and circumstance of the binding. Table 22 shows standards penalties for a variety of situations. The half-dragon with *escape* proficiency can try to use this skill in order to free himself/herself. S/he rolls his/her proficiency check and applies the appropriate penalties. If the roll is successful, s/he can untie himself/herself.

Table 22: Escape Proficiency Penalties

A: Binding Type	Penalty*
Standard rope	0
Rawhide, dry	-2
Rawhide, soaked and shrunken	-4
Wire	-3
Fingers individually tied / taped	-4

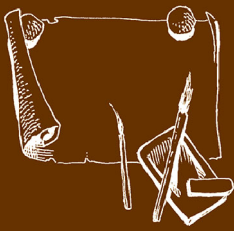
B: Circumstances	Penalty*
Binding character takes extra time / attention	-2
Binding character takes little time / attention	+2
Binding character is a thief	-3
Binding character makes find / remove traps roll	-2**
Character with this proficiency tries to untie another character	+4
Bound character with this proficiency tries to untie another character	-4
Bound character has clawed hand and feet	+2
Bound character has a snout that is not bound	+4

* Table sections A and B are cumulative penalties.

** The DM may assign a penalty equal to the number by which the binding character makes his/her *find / remove traps* roll divided by five. For example, if the character has a 50% chance but rolls a 30, s/he has made the roll by 20. Thus, the penalty is -4.

Fast-talking

Fast-talk is the art of distraction and conning NPCs. If a successful proficiency check is made, the fast-talker weaves a successful scam. Modifiers are based upon the Intelligence and Wisdom of the NPC target, as



shown on the table below. DMs may also introduce modifiers according to the difficulty or plausibility of what the character is attempting, as well as the racial bias of the target character.

Table 23: Fast-Talking Modifiers

Target's Intelligence	Modifier	Target's Wisdom	Modifier
3 or less	N/A	3	-5
4 – 5	-3	4 – 5	-3
6 – 8	-1	6 – 8	-1
9 – 12	0	9 – 12	0
13 – 15	+1	13 – 15	+1
16 – 17	+2	16 – 17	+3
18	+3	18	+5
19	+5	19+	N/A
20+	N/A		

Modifiers are cumulative. Targets of Intelligence 3 or less are so dim that attempts to fast-talk them fail automatically because they cannot follow what is being said. Target with Intelligence of 20 or more or Wisdom of 19 or more are impervious to fast-talking.

Flight, Inexperienced

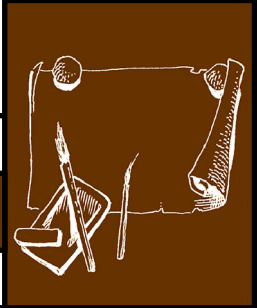
Half-dragons with individual wings larger or equal to $\frac{2}{3}$ of their body length (head to toe), can take this proficiency for free from the human age equivalent of 9 years old (see Table 7 in *Chapter 1*) and if the general conditions allow it. This proficiency is exactly alike the first steps a baby humanoid makes when s/he learns to walk; half-dragons have to take this step to mature further in their life. However, the half-dragon must be predisposed to fly; if s/he has never trained or has never even tried to fly before, s/he will most likely receive this proficiency later in his/her life.

Some half-dragons will never receive this proficiency since they do not know that they can fly (either because they were always surrounded by humans and demihumans who don't, or because they will think they can only glide since they realize how difficult it is to lift themselves in the air at very young age when they cannot physically fly) or because they don't have the willpower to bear a number of failures before they can finally manage to take off the ground. Either ways, this kind of half-dragons will tend to have weak wing muscles (this frailty can easily be seen by people who possess a modicum of knowledge about flying creatures) and in turn, this only make them less disposed to fly.

This proficiency enables half-dragons to use their wings to propel themselves through the sky (with the restriction given in *Chapter 3*). At this stage only basic maneuvers and techniques can be used. Inexperienced flight allows a half-dragon to climb at quarter speed and dive at double speed (base speeds are listed in *Chapter 3*).

Half-dragons with this proficiency also know how to perform a wingover maneuver. This allows them to change direction quickly, turning 60 to 120 degrees at speed slower than flight speed tier 2 (faster). A half-dragon performing a wingover maneuver cannot gain altitude in the same round, though s/he can dive.

Diving half-dragons can strike with their claws or with a weapon with a +2 bonus to attack rolls. When diving on land-bound opponents, a half-dragon can also strike with his/her wings. This last technique necessitate the half-dragon to know the wing buffet maneuver (this require the *advanced natural weapons* proficiency) and this forces the half-dragon to land immediately after attacking.



Half-dragons with an inexperienced level of flight suffer a -1 penalty to all attack and damage rolls (cumulative with the penalty for lacking the *aerial combat* proficiency) and thus make relatively easy targets against competent flyers. They also cannot cast spells while flying due to their inexperience and complexity of spellcasting (though, innate abilities can be used).

A half-dragon without this proficiency can glide but cannot fly.

Flight, Experienced

This proficiency allows a half-dragon to fly in a much more skilled manner than those with the *flight, inexperienced* proficiency. Half-dragons also receive this proficiency for free; it is the result of years of training and practice after they managed lifted themselves in the air for the first time. To get this proficiency, a half-dragon is required to have had the *flight, inexperienced* proficiency (which it replaces) for at least 5 years and must have reached adulthood (see Table 5 in *Chapter 1*).

This proficiency enables half-dragons to be graceful and competent flyers, allowing them to perform all the advanced flight techniques: they can climb at half speed and dive at triple speed (see *Chapter 3* for base speeds). This allows them to do a more complex wingover: changing direction very quickly, turning 120 to 240 degrees regardless of the speed. A half-dragon performing a wingover maneuver cannot gain altitude in the same round, though s/he can dive. They can do simple to rather complicated acrobatic maneuvers without any proficiency check, anything very complicated require a check roll to know if the maneuver is successful.

Half-dragons with this proficiency do not suffer combat penalty for their inexperience in flight, however they can suffer other penalties if they do not have the *aerial combat* proficiency.

A half-dragon with this proficiency can cast spells, fly very well and can perform almost any flight maneuver.

Fortune Telling

Many humans and demihumans believe that half-dragons as well as other humanoids have mysterious powers and abilities. While many do have abilities that are strange and different, telling the future is not among them.

With this proficiency, characters know a variety of methods for divining the future – and they are all fake. Half-dragons with this skill employ odd-looking devices, sonorous oratory, or other methods to convince others that they are authentic soothsayers. Common methods include cards, palm reading, counting bumps, casting runes, examining animal entrails, and more. Half-dragon fortune tellers put on a good show, then proclaim whatever prediction they want. This is done to gain money from the gullible, to impress other people, or even to substitute for a true diviner when none are available.

A successful proficiency check indicates that the target believes the fortune. If it fails, the sham is discovered or the fortune is simply not believed. Failure for a character trying to convince others could prove to be deadly – for the fake! The fast-talking modifiers can be used if the DM desires. Note that PCs are never forced to believe a prediction regardless of the roll.

Optional Rule: As an optional rule, the prediction made by the fortune teller actually comes true on a roll of a natural 1 (or some other number chosen secretly by the DM before the check is made).

Hiding

Hiding is the ability to instinctively select the best hiding place under nearly any condition. Half-dragons who make successful checks can virtually disappear from view. Success is determined by modifiers based upon the Intelligence of the character being hidden from. This proficiency operates independently of any natural camouflage or hiding ability the half-dragons might already have.

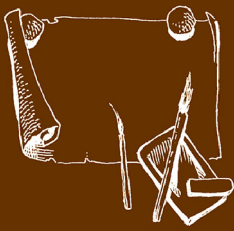


Table 24: Hiding Modifiers

Opponent's Intelligence	Modifier
3 or less	-5
4 – 5	-3
6 – 8	-1
9 – 12	0
13 – 15	+1
16 – 17	+2
18	+3
19	+5
20+	+7

Intimidation

This proficiency allows characters to manipulate and bend other to their will through fear tactics. NPCs who are intimidated are quite likely to do as they told. They are also very likely to harbor much resentment against the character that intimidates them. NPCs will keep their resentment hidden until the first opportunity to avenge their pride presents itself (which may never happen).

Intimidation can be attempted with either Strength or Charisma. Strength indicates a threat of immediate bodily injury while Charisma uses more subtle threats that need not be physical in nature.

Player characters are never required to submit to intimidation.

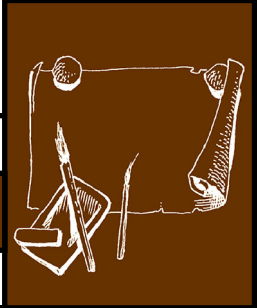
Language, Dragon

Each intelligent race has its own unique language and dragons are no exception. There are four different languages spoken by dragons: the chromatic language is spoken by evil dragons, the gem dragon language is spoken by neutral dragons and the metallic dragon language is spoken by the good dragons. There is also a common tongue, called *High Draconic*, which dates back to the most ancient times and is used by dragons to communicate between the different dragon families.

Language, Neodraconic

Like other languages described in the *Player's Handbook*, this allows half-dragons to speak the language specific to their own race. The structure of the dragon language vary between the metallic, gems, chromatic and high draconic languages, but since half-dragons come from different backgrounds and difference families of dragons, any society with a sufficient number of half-dragons will developed a language of their own to better suit communications between themselves. As such neodraconic (or new draconic) is a relatively recent but complex language that shares many aspects of all four true draconic tongues. While different, the half-dragons can communicate and make themselves understood by dragons and vice versa. However, languages tend to adapt and evolve over time and there are many words and expressions specific to this language (and to the true draconic languages as well) that the dragons (and half-dragons) won't understand. But in general, the parties involved are able to follow and comprehend the substance of the conversation. Note that this language is difficult to pronounce correctly by non-draconic humanoids.

Their language possesses a strange and complex written form that differ significantly from more common writings. In most settings and campaigns, only a few half-dragons will know how to write in their own language, and most of those who know how to read and write, will use phonetic in the common tongue when writing it down.



Half-dragons can take this proficiency only if they have half-dragon parents or if they encounter a half-dragon society large enough to have developed this language. Dragsars raised in a dragsar society use this language as their mother tongue and would have no trouble writing in neodraconic.

Looting

Looting represents a knack for grabbing choice bits of treasure in a short amount of time. A successful proficiency check allow a half-dragon to recognize and grab the most valuable combination of items for his/her personal wealth according to the limitations of the situation (time, location, enemies, free hands, etc.).

Lore

Lore allows a half-dragon to specialize in a specific area of knowledge. Every slot used to purchase lore must be assigned a specific subject. Examples of appropriate lore topics include dragon slayers, giants, subterranean realms, sea life, the undead, and the extra planar realms.

The DM must determine the level of a particular piece of knowledge when the PC wants to make a lore check. Does the character know anything useful on the topic in question? The DM assigns a level – student, expert, or master – to each piece. Checks are made at -3, -6, or -9, respectively. If the check fails, the PC lacks that sought-after bit of knowledge. After the adventure, the PC can study (for three, six, or nine weeks, as per level assigned) to make another check to gain that knowledge.

A specific lore subject can be slotted up to three times, reflecting a PC's level of expertise (as student, expert, or master). Each level provides a +1 bonus to lore checks on that subject. Thus, a PC with student-level lore on the source of magic gets a +1 bonus on those checks, while a master of the subject gets a +3 bonus.

Natural Fighting

This proficiency allows half-dragons with natural weaponry (claws, teeth, tail, etc.) a +1 damage bonus on all natural weapon attacks. In addition, they receive a free natural attack beyond the normal attacks they are allowed.

A successful proficiency check must be made at the beginning of combat to gain the benefits of this skill. Failure indicates that the benefits cannot be used for the duration of the battle.

Observation

This proficiency gives the characters exceptionally acute power of observation with all five senses. The DM may ask for a proficiency check (or secretly roll one) whenever there is a subtle clue or out of the ordinary that the character might otherwise overlook.

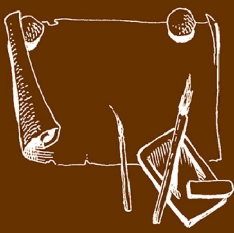
The DM may also allow characters with the *observation* proficiency to increase their chance of finding secret or concealed doors by 1d6.

Poetry

A character taking this proficiency specializes in either lyric or narrative poetry. Lyric poetry expresses thoughts and feelings, and includes ballads, sonnets, odes, and hymns. Narrative poetry tells stories in verse, some true, some fictional. A character spending two slots may specialize in both forms.

The proficiency enables the character to judge the quality of poetry in his/her specialty. S/he also knows a sizeable repertoire of poems and can recite them with spellbinding skill. No proficiency checks are required for these applications.

The character can also compose poems in his/her specialty; a successful check means the poems is of exceptional quality. If the character has the *reading/writing* proficiency, s/he can record his/her poems.



Set Traps

This proficiency allows half-dragons to set traps around their home or to prepare trapped area as ambushes. A proficiency check must be rolled when the trap is first constructed (and every time it is set). A failed check means the traps will not work, though the half-dragon should not necessarily realize this. Of course, building and setting a trap does not mean it automatically catch anything.

These can involve such things as crossbows, deadfalls, spiked springboards, etc. The procedure is the same as that for setting a large snare. The DM must determine the amount of damage caused by such traps.

The complexity of a trap determines how long it takes to construct: small, simple traps (like snares) take one hour; larger, more complex traps take 2d4 hours of work; traps designed to catch intelligent creatures require 1d8 hours. The half-dragon must have appropriate materials on hand to construct a trap.

Tactic

Half-dragons are naturally inclined to constantly use their intellect given that they are often alone and they have a lot of time before them to question themselves and think about almost any subject. Most half-dragons will be pleased to learn new things or engaged themselves in riddle contests. While some use their intelligence for amusement, the half-dragons with the *tactic* proficiency are tacticians who use their intellect to devise intricate plans and strategies.

Planning tactics in wartime as well as in peacetime, the half-dragon will tend to make preparations for almost every move and every imaginable combat situation. Being possessive by nature, forces under the command of these tacticians are usually in good hands as half-dragons with this proficiency will be reluctant to lose even a single soldier for no strong purpose. Any half-dragon can take this proficiency, but often due to racial prejudices, people of authority will be reluctant to hire a half-dragon of category 4 or greater to devise their attack plans and/or prepare their defenses.

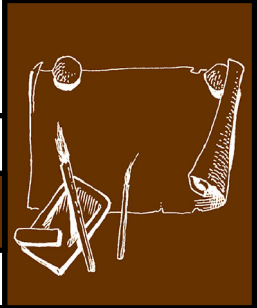
Soldiers under the direct supervision of a tactician receive a +1 bonus to all attack rolls and +1 bonus to moral. With a successful proficiency check, a tactician on the battlefield can determine what kind of tactic the enemy will likely use and predict, in a general manner, what will be the enemy movements and general strategy. A tactician is aware and can exploit any defensive mistakes made by the enemies. This proficiency can also be used to find traps left behind by enemy sappers before the confrontation (roll separately for each tactician on the field). While the tactician would not be able to pinpoint small individual traps, s/he may realize that the enemy's movements are avoiding certain areas on the battlefield or seem to be inviting an attack from a specific direction which would indicate that an area may be trapped. The DM must determine the difficulty of the trap or the difficulties of what the character wants to achieve (+0 simple, -2 difficult, -4 arduous).

The *tactic* proficiency can be slotted up to a maximum of three times, reflecting a PC's level of expertise (as apprentice, experienced, or master). Additional slots spend in this proficiency give a +1 bonus on check rolls and give an additional +1 bonus to moral and attack rolls of soldiers under the direct orders of the tactician.

Tease

Tease allows a half-dragon to jape and jeer an opponent into acting rashly. The teasing half-dragon must have the initiative. Teasing affects a single opponent with an Intelligence score of 4 or better. Although teasing include gestures and body language, the opponent must be able to understand the teasing in order to be affected. Success means the teasing works, failure means it doesn't. A natural 20 means the opponent will unleash his most devastating attack form against the teaser.

A successful teased opponent rushes to attack the teasing half-dragon with physical force, ignoring any innate abilities, spells, ranged attacks, magic or breath weapons of his/her own. Teasing effects last for one round, during which the teasing half-dragon is limited to physical attacks.



Trick

Trick is the ability to create a diversion to confuse and fluster an opponent. A trick can be as simple as a ploy as shouting: “Look, over there!”. In the round when the half-dragon decides to attempt a trick, that is the only action s/he can perform.

If a tricking half-dragon wins initiative and makes a successful proficiency check, the trick works. His/her opponent cannot act this combat round, and in the next round s/he acts after the tricking half-dragon. A failed check means the trick backfires, causing the tricking half-dragon to act after all other opponents in the next combat round. A natural 20 means the half-dragon loses all actions in the next combat round, and loses initiative in the round after that. Checks are modified by the opponent’s Intelligence score.

Table 25: Trick Modifiers

Opponent’s Intelligence	Modifier
3 or less	+5
4 – 5	+3
6 – 8	+1
9 – 11	0
12 – 13	-1
14 – 15	-2
16 – 17	-3
18	-4
19	-5
20+	-7

Wild Fighting

Characters with this proficiency employ an extremely unorthodox and unpredictable fighting style. Wild fighting is ferocious and deadly, without any grace or discipline. It is also extremely tiring, as part of its nature is that it focuses every bit of energy a character has into the attack.

The benefits are in the number of attacks the character gets and in the amount of damage attacks inflicted. A wild-fighting character gets one more attack per round than s/he is normally entitled to. All damage rolls for the attacks that hit receive a +3 bonus.

However, when wild-fighting, a character’s attack rolls are also reduced by 3. Also the attacker’s armor class is penalized by 3, making him/her easier to hit.

To use wild fighting, a character must make a successful proficiency check at the start of the combat. A failure means that the character receives only the penalties of the proficiency and none of the benefits.

Wild fighting can only be used twice per day, as it is extremely tiring. After a battle ends, the wild fighter must rest for one hour before s/he can again call on the proficiency. Resting means doing nothing but resting or engaging in light travel (riding a slow-moving horse, etc.). If the character must walk, s/he cannot use the proficiency until four hours have passed. Without this rest, a tired character suffers a -3 penalty to all proficiency checks, a -5 to THAC0, and a -3 from damage rolls. These penalties are in effect until the full resting period has elapsed.

This chapter is about weapons, armors and magical items available to half-dragons. Half-dragons who don't live in a society composed of half-dragons will use standard human/demihuman weaponry but they will feel more comfortable with weapons and armors designed for their body and crafted by other half-dragons.

Note that these weapons and armors are extremely rare and thus the cost for these items may be doubled and even tripled in campaigns where most nations don't have much contact with half-dragons. A half-dragon who is born from a dragon and a human/demihuman may have great difficulties to put his/her hands on this type of equipment while it may be common in a relatively large half-dragon society.

Weapons and Attack Tools

Half-dragons and missile weapons share a slightly more complicated relationship than with humans and demihumans because many half-dragons are able to fly. The use of a bow in flight is difficult for them because when drawing the bow, the half-dragon needs to move one of his/her elbow toward his/her back and directly in the path of one of his/her wing thus preventing him/her from flapping them both. As such, they prefer and have developed a few types of crossbows that can be reloaded and fired without having to perform movements that would get in the way of the natural movement of their wings and as a result, hinder their ability to fly properly.

Crossbow, Light (standard)



This is the standard type of crossbow used by human footsoldiers. On the surface, anyone can't help but admire its sleek lines and sturdy construction; it would easily sling over the shoulder. But when blows come to blows, anyone hardly credit it as anything more than a hunter's toy. Although bows cannot be used underwater, a crossbow can, since the tension produced by the weapon can overcome the water resistance. However, a crossbow used in that fashion (just like modern spearguns) would have a very limited range (see Table 27 for more details).

Crossbow, Heavy (standard)



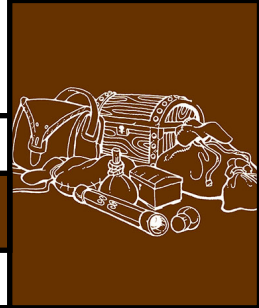
This is a more powerful version of the light crossbow, strong enough that a bolt fired from it would likely puncture a common soldier's armor. These types of crossbows are mainly used in sieges since the weapon is larger and requires twice as much time to be reloaded than its lighter variety.

Half-Dragon Light Crossbow



The heft of the crossbow alone is assuring, its potency seemingly working into the very fiber of the weapon. Reputed to be even more powerful than the common human footsoldier's crossbow, they are rare treasures hoarded by weapons collectors. Whereas standard crossbows generally provide only a horizontal platform on which the bolt rests, half-dragon crossbows have a mechanism made of wood or metal that holds the bolt in place once loaded on the weapon. This allows the weapon to be aimed in any direction without fear that the bolt will slip off (within reasonable limits).

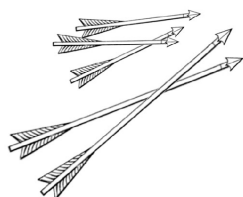
The half-dragon light crossbow can use either half-dragon crossbow bolts, or light quarrels.



Half-Dragon Heavy Crossbow

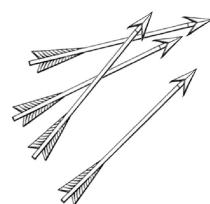
The ivory inlaid on the crossbow's darkly stained wooden tiller marks it as half-draconic, likely a weapon fashioned for the lord of a great house. Also unusual, this crossbow is made of a flexible material unlike anything found in other human or demihuman varieties. It is a remarkably powerful crossbow, strong enough a bolt fired from it would likely puncture any kind of non-magical armor.

The half-dragon heavy crossbow can be used with the same half-dragon bolts used in the half-dragon light crossbow or be used to fire heavy quarrels.



Crossbow Light / Heavy Quarrels

This is the standard quarrels available for human crossbows. They are typically shorter and heavier than traditional arrows used with bows. Light quarrels are about a foot long while heavy quarrels are about two feet long. On one end stand a sharp head designed to piece armor and at the other end stand the flight to allow little quaver when the quarrel is in flight.



Half-Dragon Crossbow Bolts

The work of a wicked craftsman; the half-dragon quarrel is long, more than the length of a man's forearm and almost twice heavier than the standard human light quarrel. Twin barbs swept back from its laminate point and were meant to worry a victim's wounds, inducing bleeding and eventually death.

On a successful attack roll dealing more than half the maximum damage, the bolt is considered to have remained stuck in the enemy's body. In such cases, this bolt inflicts an additional 1d4 points of damage when the enemy tries to remove it without the help of a character with the *healing* proficiency.



Half-Dragon Long Sword

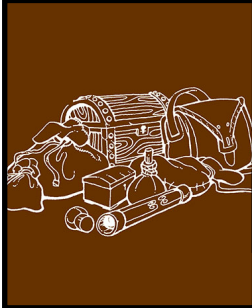
The half-dragon long sword is a terror in battle. It is a long double edged blade designed to tear the flesh on each edge with double spurs jugged from its base. An admirable crafted hilt to give it a perfect balance, its haft has been fitted with a heavy pommel to allow it to be trust like a rapier. The piercing ability of the sword allows it to be used in relatively cramped spaces.

Half-dragons being taller than average humanoids, their basic weapon, the long sword, is about the length of a bastard sword. These weapons are extremely rare amongst humans and demihumans since these are destined to be wielded by a person with a height and strength above average.



Half-Dragon Long Sword (Greater)

This sword is a heavier version of the half-dragon long sword. It has roughly the same design with the heavy pommel that allow it to be trust like a rapier. This weapon is about the size of a two-handed sword and it is intended to be used either one handed or two handed, much like a human bastard sword. Half-dragons of category 7 will usually prefer such weapons due to their larger size but the sword can be wielded by other categories of half-dragons as well.



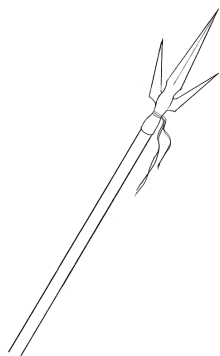
Half-Dragon Long Sword (Lord)

Soldier instantly knew it on sight. A long double edged flamberge-style blade with sharp spurs designed to tear the flesh on each edge; it is a honor to any who crafted blades. This weapon is fashioned for lords and very important persons, very few can even hope to touch the hilt of such peerless blades.



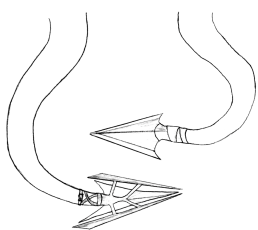
Half-dragon craftsmen will only agree to forge this blade for important lords or half-dragons who have accomplished great deeds. This blade of unparalleled workmanship is unavailable for other races since it represents the pride of the half-dragon society and any human or demihuman in possession of this weapon would be considered as a great insult to other half-dragons.

Half-Dragon Spear



The weapon bears some resemblance to a ranseur (polearm); though, polearms are typically differentiated from spears in that the penetrating 'edge' is parallel to the pole, rather than in-line (even if many of them also incorporate a spear point). The tip of a half-dragon spear splits sharply in three different double-edged blades. It is used in a similar manner to a regular spear when fighting on foot or on the back of a horse. However, when used in flight to battle other flying creatures as well as other half-dragons, the weapon can be deadly since it is not only designed to pierce an opponent like a spear would but also have the side blades on each side of the shaft, slash flesh and wings (or at least, badly injure them). Used in that fashion and combined to the weapon length, it can give its wielder a decisive advantage over creatures fighting with swords or with their natural weapons.

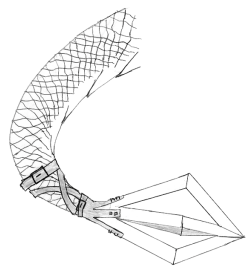
Tail Blade



Different designs exist for this weapon depending of the half-dragon's tail appearance such as the shape and the presence of fins. Generally, this weapon is either composed of a glove outfitted with a single blade or two metal blades encasing the tip of half-dragon's tail and held with leather straps. The blades are rather short and to be used in combat, a half-dragon must have the *advanced natural weapons* proficiency. On a successful tail slap attack, it causes the damages listed on Table 26 instead of the natural 1d2.

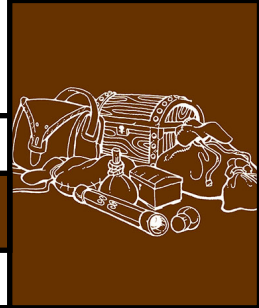
The tail blade costs about 4 gp and even in human and demihuman societies, it is relatively easy to quickly adapt knife-like weapons and turn them into a half-dragon's tail blade.

Light Tail Mace



This metal glove, covered with sharp protrusions, is worn over the tip of a half-dragon's tail. Tail maces designed for half-dragons share many similarities with the light mace. To use the tail mace in combat, a half-dragon must have the *advanced natural weapons* proficiency. On a successful tail slap attack, it causes the damages listed on Table 26 instead of the natural 1d2.

The light tail mace cost about 10 gp and this weapon usually needs to be specially adapted to the half-dragon's tail.



Wing Spur

This weapon is a small wickedly curved hook of strong metal that can be worn on the edge of a half-dragon wing. To employ the wing spur in combat, a half-dragon must wear one on each wing and be able to use the wing buffet combat attack. The wing spurs increase wing buffet damage by +1 as well as any additional damage if magically imbued. This weapon costs about 5 gp and it usually needs to be specially crafted for a specific set of half-dragon's wings.

Table 26: Half-Dragon Weapons

Item	Cost*	Weight (lbs.)	Size	Type	Speed Factor	Damage	
						S - M	L
Half-Dragon Heavy Crossbow	100 gp	16	M	–	11	Bolt+2	Bolt+2
Half-Dragon Light Crossbow	70 gp	8	S	–	8	Bolt+1	Bolt+1
Half-Dragon Bolt	3 sp	†	S	P	–	1d8	1d10
Heavy Quarrel	2 sp	†	S	P	–	1d8+1	1d10+1
Light Quarrel	1 sp	†	S	P	–	1d6+1	1d8+1
Half-Dragon Spear							
One handed	5 gp	10	L	P	7	1d8+1	2d6
Two handed ‡	5 gp	10	L	P	7	2d6	3d6
Half-Dragon Long Sword	30 gp	8	M	S / P	6	1d8	2d8
Half-Drgn Long Sword (Greater)							
One handed	50 gp	12	L	S / P	8	1d8+1	2d8+1
Two handed	50 gp	12	L	S / P	8	1d10	3d6
Half-Dragon Long Sword (Lord)	300 gp	7	M	S / P	5	1d10+1	1d12+1
Light Tail Mace	10 gp	5	S	P / B	4	1d6	1d4
Tail Blade	4 gp	1	S	S	3	1d4	1d3
Wing Spur	5 gp	2	S	S	3	Claws +1	

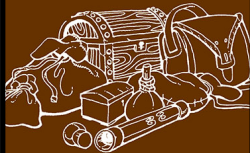
* The prices displayed here are the ones found in half-dragon societies, some of these weapons (except for the light and the heavy quarrel) must be crafted specifically for the anatomy of the character and the cost may be doubled and even tripled in human and demihuman societies. Half-dragons may be very disinclined to sell half-dragon weaponry to non half-dragon characters and the cost may vary greatly as well.

† These items weigh little individually. Ten of these weight one pound.

‡ This weapon inflicts double damage when firmly set to receive a charge, when used from the back of a charging mount or in a plummet attack.

Table 27: Crossbows Range

Weapon	ROF*	Range†		
		S	M	L
Hand crossbow, hand quarrel	1	2	4	6
Heavy crossbow, heavy quarrel	1 / 2	8	16	24
Heavy crossbow, half-drgn bolt	1 / 2	6	12	18
Light crossbow, light quarrel	1	6	12	18
Light crossbow, half-drgn bolt	1	4	8	12
Half-dragon light crossbow, Light quarrel	1	7	14	21
Half-dragon light crossbow, Half-dragon bolt	1	5	10	15



Half-dragon heavy crossbow, Heavy quarrel	1 / 2	9	18	27
Half-dragon heavy crossbow, Half-dragon bolt	1 / 2	7	14	21

* “ROF” is the rate of fire – how many shots that weapon can fire off in one round.

† Range is given in *tens of yards*. Each range category (short, medium, or long) includes attacks from distances equal to or less than the given range. Thus a heavy crossbow fired at a target with a heavy quarrel 136 yards away, use the medium range modifier.

The modifiers for range are -2 for medium range and -5 for long range.

When a crossbow is used underwater, the range given in this table is in feet and ignore the medium and long range modifiers. Thus, a half-dragon light crossbow using a light quarrel and fired underwater would have a maximum range of 21 feet and would not suffer any medium or long range penalty.

Armors and Defensive Tools

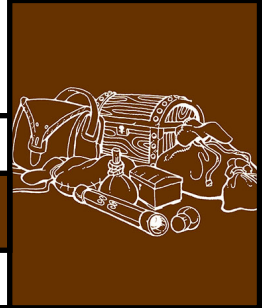
Armor Limitations

Half-dragons who share the same anatomy of common humanoid have no problem finding armors that fit them but things get more problematic when a tail and wings (no matter the size) make their appearance. The armor must be specially crafted for the half-dragon's strange anatomy and even in half-dragon societies, the armor will usually need small adjustments in order to avoid hindering the wings or the tail movements as most half-dragons will feel much more comfortable with these limbs free of any obstruction.

Humans and demihumans can build custom-fitted armors or adapt “normal” armors to half-dragons; time of conception is extended by one half and cost may be noticeably increased and sometimes even doubled. The half-dragon will need to spend one quarter of the creation time with the blacksmith mainly because the latter will not be able to make the special design without precise measurements of the half-dragons wings and he will most likely not know exactly where to let the tail come out and how to protect it if the half-dragon is not close at hand. If the half-dragon is still young and about the average height of a human/demihuman, a blacksmith can use a standard armor and modify it to fit the half-dragon's anatomy; time of modification is half a day for every AC point of the armor provides, thus a modified scale mail (AC 6) would take 2 days. The half-dragon will need to be with the blacksmith one third of the time during the armor modifications.

Half-dragon societies have developed their skills and talents in making lighter armors than what are typically found in human and demihuman societies. Half-dragons in field plate armors are, to say the least, extremely rare. This doesn't mean a half-dragons cannot physically wear such armors. This only means that they are unlikely to be able to fly while wearing it and if they can, they will have severe penalties on their movements; something that most half-dragons greatly dislike. Half-dragon armorers are





able to craft a variety of light chain mail and light plate armor. The protection offered by these weaker versions of humanoid armors is compensated by the natural armor class of the half-dragon. Half-dragons with a natural AC below 10 receive a +1 bonus AC to their natural armor class when wearing an armor less protective than their own scales. Moreover, half-dragons with a natural AC below 10, who wear an armor better than their natural AC receive a +1 bonus on their armor class. For example, Scorch is a female half-red with a natural AC of 6, if she decides to wear a leather armor (AC 8), her armor class would become 5 (i.e. the leather armor would add a little more protection to what her scales naturally provide). However, if she decides to wear a chain mail (AC 5), her armor class would become 4 (here again, her scales would add a little more protection to what the chain mail already provides).

All half-dragons with wings and a tail must use specially crafted armors, while those from lesser categories can wear the common and heavier types, they may feel more comfortable wearing the half-dragon lighten armors even if they are completely human shaped (if s/he was raised in a half-dragon society for example). Field plate armors are not typically used much in half-dragon societies except for the front line heavy infantry. The adjustments of armors readily available for half-dragons in half-dragon societies are listed on Table 28.

Half-Dragon Leather Armor

This armor is made of leather hardened in boiling oil and then shaped into breastplate and shoulder protectors. The remainder of the suit is fashioned from more flexible, somewhat softer material. This armor may also have leggings. This is one of the simplest armor available for half-dragons, and those with a natural AC lower than 10, will often prefer to wear their usual clothing than this kind of armor since they know that their scales are stronger than leather and that the armor is not as flexible and as convenient as their own scaly skin.

Half-Dragon Scale Mail

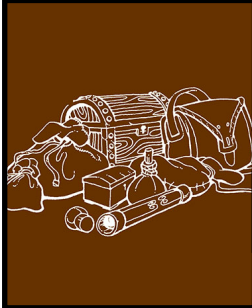
The half-dragon scale mail is one of the most common armor available for half-dragon fighter, it is composed of a coat, a pair of leggings and a skirt. The coat can either be in one piece or be separated in three in the back to allow a passage for the wings in order to keep them unencumbered. In the last case, two leather straps attach the three parts together below the wings and near the half-dragon's tail. The skirt naturally allows a way out for the tail while those without this body part will not suffer any inconvenience in the polyvalence of this piece of armor. All the parts are made with pieces of leather with overlapping pieces of metal, much like the scales of a fish or those of a dragon.

Half-Dragon Chain Mail

This armor is made of interlocking small metal rings. It is always worn with a layer of quilted fabric padding underneath to prevent painful chafing and cushion the impact of blows. The links yield easily to blow, absorbing some of the shock. Most of the weight of the armor is carried on the shoulders and it may become uncomfortable to wear after a long period of time.

The main advantage of a chain mail compared to other armors, is that because the inner diameter of each ring isn't entirely filled, the sum of all this space allows the chain mail to contract or expand to fit a rather wide range of different body sizes (male or female of various height and weight) without any adjustments. The armor is usually composed of a shirt, a skirt and a pair of leggings. A single piece shirt made of chain mail and reaching to mid-thigh is called a hauberk.

Half-Dragon Plate Mail



This is an impressive and usually the strongest armor available for half-dragons. This armor is a combination of chainmail with metal plates (cuirass, epaulettes, elbow guards, gauntlets, tassets, greaves and a skirt made of overlapping vertical band of metal) covering vital areas. The weight is distributed over the whole body and the armor is held together by buckles and straps. This armor even lighten, is the heaviest of all half-dragon armors and due to its weight many half-dragons will not be able to fly while wearing it (those who need to fly will often opt for wearing a half-dragon scale or chain mail instead). Half-dragons without wings will have a preference for this armor since they usually have an above than average strength and do not care as much about the weight of their armor since they cannot fly. The armor has a tail plate for half-dragon with this appendage, and its covers about $\frac{1}{3}$ of total tail length (from the base of the tail); chain mail can cover the rest of the tail, or part of it, depending on how much protection is required. The armor can also be used with wings mail.

Wings Leather Armor

This piece of armor is unusual even for half-dragons, this is made of relatively soft leather that covers the half-dragon's wings and thus adds protection to a vulnerable part of their body. This armor is made of two distinct pieces that can be fixed over the half-dragon's wings with metal clips and small leather straps; the clips are installed to hold the wing structures and the leather membrane together without piercing or injuring the half-dragon's wing membrane. The armor, however, is quite difficult to put on, sometime the half-dragons will need to ask another person the help him/her to straps it on. The leather armor is also somewhat unpleasant to the eyes compared to the color of the scales of half-dragons. As such, many half-dragons will either only wear these armors when confrontation become evident, or they will dye the leather to a color they like better or paint symbols and drawings on it in order to improve the esthetical value of the armor.

A wing membrane without this armor has the same AC of the half-dragon but worsen by 2 (to a minimum of 9), thus a half-dragon of category 6 with a natural armor class of 5, have a natural AC of 7 on his/her wings. In this specific case, this armor improves the wings AC by 1.

Wings Scale Armor

This armor is a good balance between maneuverability and protection. It is made with the same leather of the wing armor but with small scale-shaped metal pieces overlapping each other. The armor has the benefit to be pleasant to the eyes as the half-dragon can stick small pieces of silver or gold on it and thus displaying patterns or symbols on his/her wings armor. The armor is fixed with metal clips and leather straps much like the wing leather armor. As with the wings leather armor, the wings scale armor is difficult to put on correctly alone; another person's help is usually appreciated.

This armor stands as the second best choice for most half-dragons when choosing wing armors, the first being their natural scaly wings.

Wings Mail

This piece of equipment stand in controversy, it is made with several hollow metal sticks relied together with light chain mail making it appears as the shape of a wing. The "finger-like" claws at the extremity of each of the half-dragon's wings can fit into the hollow part of the metal stick and enable the light chain mail to completely recover their wings. This piece of equipment is an answer to the weakness in half-dragon's wings but the weight of the wings is increased between 9 to 12 lbs and automatically increase the encumbrance of the half-dragon by one category (see Table 16 in *Chapter 3: Flight*). Thus a lightly encumbered character will be (at least) moderately encumbered when wearing this armor. Most half-dragons will not fly very well with this charge directly on they wing and will use this armor in melee combat and when flying is likely out of the question. If not, they may prefer using a lighter version of it.

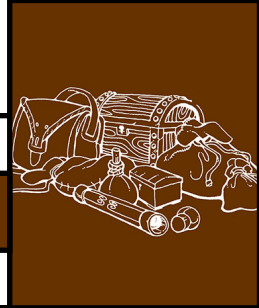


Table 28: Half-Dragon Armor Class Ratings

Type of Armor (crafted by/for half-dragons)	Protection (AC Rating)	Modifier ^{*1} (lighter version)	Cost ^{*2} (in gp)	Weight ^{*3} (in lbs)
None	Skin: 10 Scales: ≤ 8	– –	– –	– –
Leather	8	+1	5 / 7	15 / 11
Padded armor	8	+1	4 / 5	10 / 8
Ring mail	7	+1	100 / 135	30 / 23
Studded leather	7	+1	20 / 25	25 / 19
Scale mail	6	+1	120 / 160	40 / 30
Brigandine	6	+1	120 / 160	35 / 26
Chain mail	5	+1	75 / 100	40 / 30
Splint mail	4	+1	80 / 105	40 / 30
Banded mail	4	+1	200 / 265	35 / 26
Plate mail	3	+1	600 / 800	50 / 38
Wings leather armor	8	+1	10 / 13	4 / 3
Wings scale mail	6	+1	30 / 40	8 / 6
Wings mail	5	+1	70 / 95	12 / 9

*1 The modifier applies for specially crafted armors that are usually lighter than normal armors; some half-dragons may prefer wearing a lighter version of a heavier armor either for prestige or to appear more protected than they really are.

*2 The cost is divided between normal and lighter version of that armor.

*3 The weight is divided in normal and lighter version of that armor.

Additional Equipment

Scales/Skin Lotion

Something that is often encountered in a half-dragon's equipment, this is an oil composed of several different kind of plants and medicinal herbs that can be used to relax the tension in the wings muscle after a long trip. The lotion enables the half-dragon to recover from a flight twice faster than normal (see *Flight Duration and the Exhausted Flying Rule* in *Chapter 3: Flight*).

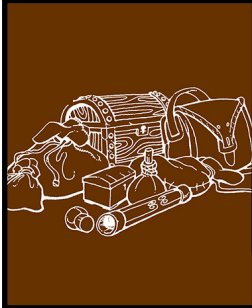
The lotion has also the medicinal properties to cure spots where the skin was affected by dehydration and help the scales to grow again when the half-dragon has lost a part of them due to a disease or due to a serious skin injury. The lotion can also be used to help speed the natural healing of injuries (+1 additional hit point per day) and minimize the appearance of scars.

The two side effects of this lotion is a light somnolence that makes the half-dragon a bit drowsy while the other makes the half-dragons experience a light euphoria. These effects are quite minor and do not affect the half-dragon's judgment.

This lotion is non-magical and can be produced by any character with the *herbalism* proficiency and the adequate ingredients (various plants and uncommon herbs).

Trinkets

Trinkets are very important for half-dragons, it is very rare that a half-dragon doesn't have anything on him/her that may not have much value in itself but is priceless in the half-dragon's eyes. The object is in a way the half-dragon equivalent to a dragon's bounded hoard but to a much lesser extent. A trinket can either be a ring, an earring, a necklace or any other adornments. It can also be more unusual objects like the half-dragon's



own baby teeth s/he lost when s/he was young. The trinket is so important to the half-dragon that s/he will try to keep it with him/her at all time, often searching for hours and hours if the trinket is lost. If the half-dragon has indeed lost the trinket, s/he will receive a -2 penalty on all attack rolls, saving throws and proficiency checks until s/he has found back the trinket. The penalty cannot last longer than 1d8+2 days. However, once the trinket is recovered the half-dragon will fight with a +1 bonus on all attack rolls, saving throws and proficiency checks for a duration of 1d4+1 days. These bonus and penalties applies only if the half-dragon has lost his/her trinket for at least two full days. Note that if the trinket is lost forever, the half-dragon will often found an appropriate substitute over time that will act as a new trinket but unlike dragons, the trinket is not a bounded hoard and the half-dragon can go on with his/her life without one without much difficulties.

Adornments

Half-dragons are usually very concerned about their appearance, for example they can wear silk bands of bright color on each of his/her horn, ears or on his/her tail. Gold or silver bracers are also common fancy items half-dragons are often seen wearing. The adornments can also be earrings for more humans-looking half-dragons. If the half-dragon is a bit wealthy, s/he can wear jewels or a circlet made of precious metals. But in any case, these adornments means nothing more than decoration to the half-dragon's eyes and thus if s/he loses an adornment, no penalties is applied; s/he will usually try to buy or find new ones somewhere if s/he really can't find back the original item.

New Magical Equipment

Artificial Wings

This object seems to be a metal replica of the bone structure of the wings of a half-dragon; the difference is that there are two leather straps to fasten the wings structure around the shoulder and a leather belt to fasten it around the waist. Once the three straps are fastened, they fuse with the wearer's body and disappear. Then the metal bones change into real dragon's wings (bones, muscles and scaly skin) but without the wings membrane. The structure becomes a part of wearer's body like any other limb; if the wings structure is injured accidentally or from hits directed against it, the wearer will feel pains, bleed and receive damages. Right after the character has put on the artificial wings, a membrane will slowly begin to regenerate and be completely formed within 2d4+2 days. The color of the wings was decided upon the object's creation and as such will not necessarily be of the same color of the half-dragon (or human/demihuman) who has found such items. The DM may roll for a random half-dragon type and use the same color for the artificial wings (see Table 29 below). If the roll denotes a dragsar, the wings color are selected randomly from the typical dragsar scales colors and the wings are only $\frac{1}{2}$ of the wearer total height; the character cannot fly but can perform incredible jumps, glide over short distances in the same way dragsars do and they greatly reduce the damage taken from falls (see Table 14 in *Chapter 2* for details).

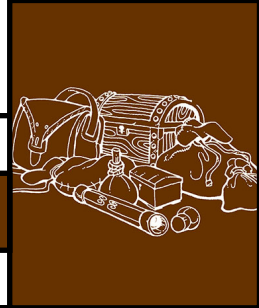
Table 29: Random Half-Dragon Type

A: Half-Dragon Type

1d100	Type	1d100 (continued)	Type
1 - 4	Gold	49 - 52	Green
5 - 8	Silver	53 - 56	Black
9 - 12	Bronze	57 - 60	White
13 - 16	Copper	61 - 64	Cloud

B: Dragsar Scales Color

1d20	Color
1 - 3	Green
4 - 6	Red
7 - 9	Blue
10 - 11	Purple



17 - 20	Brass	65 - 68	Deep	12 - 13	White
21 - 24	Amethyst	69 - 72	Mercury	14 - 15	Gray
25 - 28	Sapphire	73 - 76	Mist	16 - 17	Black
29 - 32	Emerald	77 - 80	Shadow	18	Orange
33 - 36	Topaz	81 - 84	Steel	19	Yellow
37 - 40	Crystal	85 - 88	Yellow	20	Iridescent* ²
41 - 44	Red	89 - 92	Pseudo		
45 - 48	Blue	93 - 100	Dragsar* ¹		

*1 The roll denotes that the artificial wings are those of a dragsar; roll 1d20 on the dragsar section of the table to determine the wings color. Note that these colors encompass a wide range of possible shades.

*2 Iridescent is not a dragsar scales color, but it is the kind of artistic liberty and magical creativity they could use when creating such magical items.

The wearer can learn to glide within a day but doesn't automatically know how to fly, s/he will need to learn the same way as any young half-dragon born with wings does. Having a teacher decrease the time to learn the technique by half. The artificial wings cannot be physically removed by the wearer. However, this is not a curse since this magical item was designed to turn someone into a flying creature or possibly replace a half-dragon's severed wings and as such the object needed to be as real-looking as possible. If a *dispel magic* is cast on the character, the leather straps become visible again and they can be unfastened. If the wearer do so, the wing membranes fall into dust and the artificial wings take back their lifeless metallic appearance. If the character decides to put them back again, the membrane will need to regenerate once more over a period of 2d4+2 day. Both wings are of the same length and unless they are similar to dragsar's wings, they individually measure from $\frac{2}{3}$ to the same length as the height of wearer when fully extended. As such the wearer uses the flight speed and maneuverability of the equivalent half-dragon category and appropriate type as listed on Table 15 of *Chapter 3*. Note that if the wing membrane is badly injured, the artificial wings will need to heal naturally or via clerical spells but due the magical nature and purpose of the item, it will always make it heal correctly.

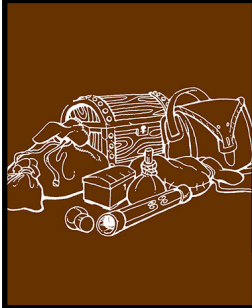
Artificial Tail

This magical item looks like an ordinary belt covered with small colored scales. Once fastened around the waist, it fuses with the wearer's body and disappears. Then the character whole hip area will change and turns into those of a half-dragon to allow a tail to grow that will reach its full length over a period of 1d4+1 days. The tail becomes a part of wearer's body like any other limbs and as with the artificial wings; if the tail is injured, the character will feel pains, bleed and receive damages from hits directed against it. The color of the tail was decided upon the object creation and as such will not necessarily be of the same color of the half-dragon (or human/demihuman) who has found such items. The DM may roll for a random half-dragon type and use the same color for the artificial tail (see Table 29 above). If the roll denotes a half-pseudodragon, then the tail has a stinger at its end that produces poison in the same way half-pseudodragons do (see Table 14 in *Chapter 2*).

The artificial tail can perform tail slash as described in *Chapter 6: Proficiencies*. The belt cannot be physically removed by the wearer. If a *dispel magic* is cast on the character, the belt become visible and it can be removed. If the wearer do so, the tail falls into a fine glittering dust. The tail measures about $\frac{3}{4}$ of the wearer's height unless it is a half-pseudodragon's tail in which case, it is as long as the wearer's total height.

Cape of Cloaking

This is a magical cape and anyone who touches it, is immediately aware of the following power: the cape allows to changes, at will, the color of the skin or scales of the character. However, the half-dragon (or human/demihuman) isn't aware that the cape can hold the color for only 1d6 hours and that it allows a character



to change color only twice a day. Once the cape is removed, all effects of the cape wear off in 1d4-1 turns (a roll of zero means that the effect ceases immediately).

The cape has also two other magical abilities unsuspected by the half-dragon without magical identification. The first is that the cape can make simple pattern of colors such as different shades of green brown and black mixed all together for example. As this ability is more demanding, it is the equivalent of two uses of the cape. Consequently, if the wearer used the cape ability earlier that day to change his/her color to black, s/he will not be able to use this ability for that day. The second is a partial cloaking ability that last for 1d4 turns and that conceal the half-dragon making him/her nearly invisible when standing away from any onlookers. The half-dragon cannot be seen by other people standing 100 feet away (or more). When the wearer is closer than 100 feet, there is a 1% chance per foot that someone will notice the half-dragon if that person is looking directly where the half-dragon is standing. Thus, an enemy standing 15 feet away from the half-dragon and looking in his/her direction would have 85% chance to notice the half-dragon. Monsters and enemies who do not know that the half-dragon is around and are not actively looking for him/her or not paying much attention to their surrounding may not see an half-dragon standing still while wearing the cape even s/he is relatively close. The concealment gives a +1 bonus on the armor class when the character is engaged in melee combat and it provides a +4 bonus to AC against all missile weapons.

Dragoon Boots

This magical item appears to be boots of great quality. They are made of leather dyed in a dark color and have small fins on the back. The boots can be worn by anyone and make the wearer jump up to four time higher and farther than usual. Normally, a character without the *jumping* proficiency can high jump (vertically) $\frac{1}{2}$ of his/her height, leap twice his/her height with at least a 20-foot running start and leap one time his/her height if s/he doesn't has a running start. Human or elven dragoons wear such accessory to belong to the dragoon kit. The character with these boots does not take damage for a fall of less than 25 feet high, no matter if the fall is the result of a jump or if it is accidental, as long as the character manages to land on his/her feet. The boots are always fresh and very comfortable to wear thus allowing the wearer to walk very long distances without feeling any pain to his/her feet. The boots can be removed like any other normal boots and the wearer is not automatically aware of their magical proprieties.

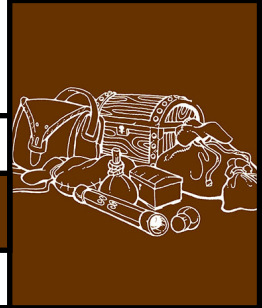
Living Weapon

This appears to be a usual trinket: a belt, a ankle bracelet or a tail decoration but once the character wear it, the trinket melt into the half-dragon body after 1d4+1 hours and make appear two bands on each side of the tail of the opposite color of the dragons body (example a half-red would have green bands, a half-blue would have orange bands, a half-crystal would have black opaque bands, etc). The two small bands on the tail, barely half a inch wide, are the only indication of the living weapon. The living weapon can be remove at anytime by simply making the same gesture to remove the trinket (even if the trinket isn't there anymore).

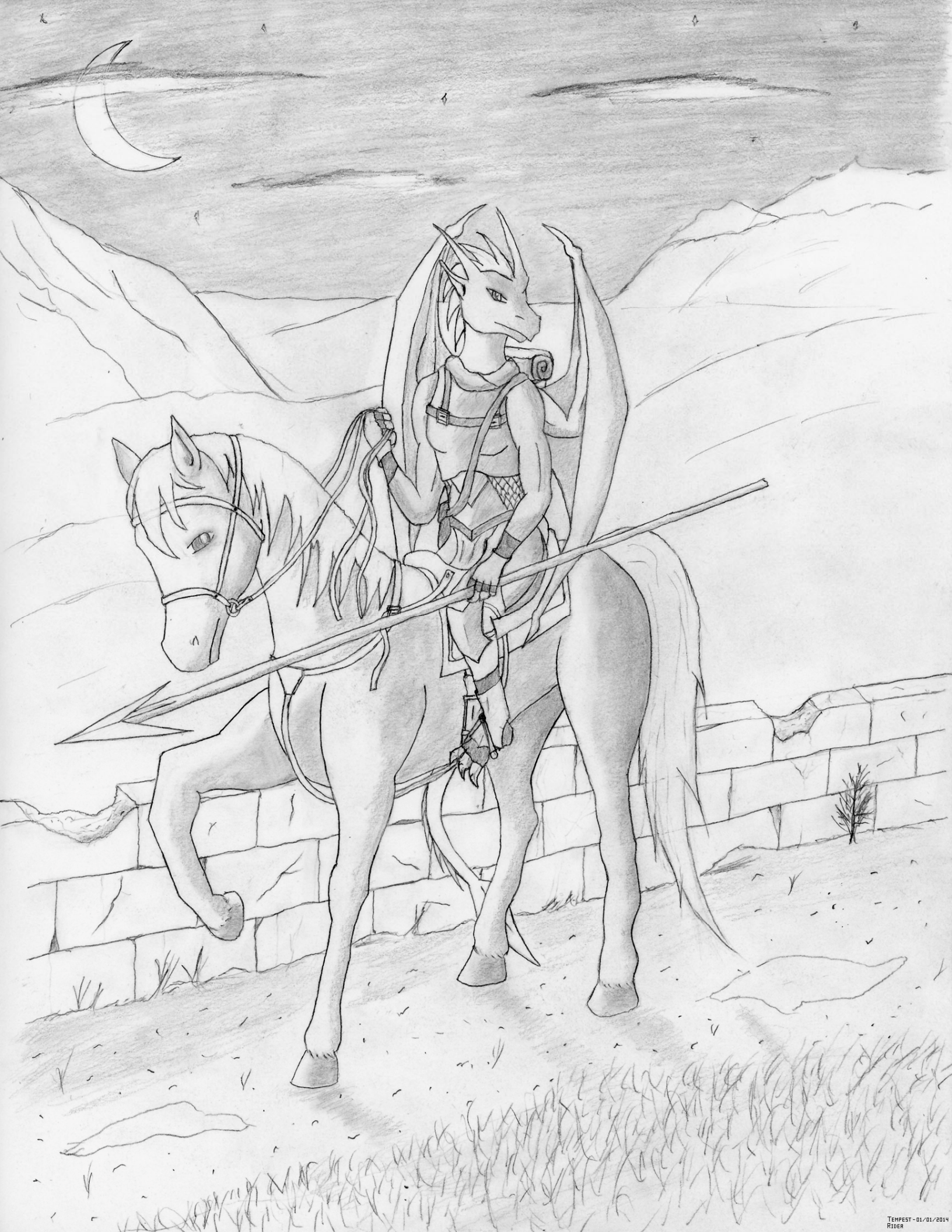
The living weapon enables the half-dragon to give tail slash up to 6 feet forward him/her. On a successful attack roll, the tail does 1d8+1 point of damage and acts as a +1 slashing or piercing magical weapon. When the half-dragon give a tail slash to an enemy normally too far to hit, tail will expand when it gets in front of the enemy to stab or piecing into its armor. If the enemy is close, the tail becomes a blade-like weapon and perform a slash attack. The blow doesn't unbalance the half-dragon since for him/her, the living weapon tail slash or stab feels exactly the same as normal tail slash.

A detect magic spell make glow the tail of the half-dragon and the place where the trinket would normally be.

Wing Plate Armor



This is highly coveted magical item; in addition of being +2 magical armor, the plate armor is as malleable and as light as soft leather. The armor has the gleamy reflection of metal (or possibly silver or gold) and offer a base wing armor class of 3 (i.e. 1 with the magical bonuses). The armor always takes the natural curve and shape of the half-dragon' wings. Moreover, the wearer doesn't need any help to quickly and properly put on or remove this armor.



Chapter VIII: Half-Dragon Societies

Half-dragons being very few in numbers usually cannot afford internal wars and petty strife to decimate their numbers. Since the half-dragons are usually banished from larger town, they sometime encounter other half-dragons and try to create small communities of their own. Depending on the setting, these communities are usually composed from a few dozens to less than a hundred individuals but these small villages can become much more affluent and almost as strong as human or demihuman communities over time. In this chapter, we will discuss the different kind of half-dragons' societies and the social behavior of its inhabitants.

Clothing



Half-dragon clothes are slightly different than their human or demihuman counterpart. Half-dragons with tail and wings need to have clothes that will let these appendages through and be practical enough so that they can put them on and take them off easily by themselves. Coat-of-arms, skirts and something as simple as a loose loincloth covering the frontal part of their hips area or a piece of clothing to cover their breast, in case of females, are the kind of cloth readily available that meet their needs.

These half-dragons also do not have much to hide compared to humans and demihumans and as such, they will not care as much as humans and demihumans for what they call their “privacy” and most of them believe deep down that their body is beautiful and won’t understand very well why humans and demihumans are ashamed of it. Consequently, they will dress almost exclusively for decoration and to protect themselves from the elements. If they will sometimes wander shamelessly uncovered when out of sight, it is however quite rare that they will saunter completely naked within their own society.

When travelling with humans and demihumans, half-dragons with a tail and wings who have been raised in a half-dragon society, will cover themselves a little more, either to prevent people from noticing them too easily, or to keep the curious away. On the other hand, half-dragons who have been raised in a human or a demihuman society, will wear clothing similar to what people around them commonly wear in such societies... Even if the half-dragons will have some difficulties to understand why they needs to wear such things all the time (on a hot day for example, when s/he would be more comfortable undressed).

Half-dragons without a tail and wings, have an anatomy much closer to humans and demihumans and will usually dress in a similar fashion to them. However, if they have been raised in a half-dragon society, they will tend to share the general attitude of half-dragon’s toward clothes. As such, a greater consideration is placed on the decorative value of a piece of clothing than for what it actually cover (if the climate allows such behavior). On the other hand, if this kind of half-dragons have been raised in human or demihuman society, they will tend to completely cover themselves, hiding everything that can show that they are different from other humans and demihumans. They will often wear wizard-like robes, cloak and any other large piece of clothing, rarely taking a bath in a lake close to a city, preferring to walk a lot more for a little more private location.



Clothing has an important decorative function for half-dragons in half-dragon societies, much more than just to cover themselves; the leader and important individuals will often wear bright or fancy clothing decorated with silver and gold threads to denote their higher social position, for example. However, the closer their society is to other human and demihuman societies, more likely they will adopt some of their customs and cultural lifestyles. And covering oneself is generally a pretty important thing to do in human and demihuman societies as nakedness in public is generally an indication of being penniless, impaired or being part of the lower class. It is important to note that half-dragons societies do not exist in a vacuum. They are usually small communities where nothing is set in stone and everything is possible and while they do develop their own customs, rules, laws and culture, they are also still in contact, in some ways, with civilization. As such, they may not fully understand why some things are done in this or that way but if every single races around them is behaving in a certain way, it is hard to be different and attract unwanted attention, or to be watched or looked at in a wrong manner by everyone around them. There are times when half-dragons will make a stand against a customs or a traditions that truly makes no sense for them and there are times when they will just take the path of the least resistance. Since clothing is linked to the social status in human and demihuman societies as well as in their own (but for different reasons and purposes), covering a little more than they normally would usually call for the latter course of action.



Dragars being more civilized creatures than half-dragons will always wear clothing like humans and demihumans do. Most of their clothes are made of multiple layers covering specifics part of their body and are also specifically designed to allow their additional body appendages such as their wings and tail, to move freely. For example, their pants are fastened at the back of their tail instead of at the front so the dragars can slip in and out of them easily. Even if they do wear clothes, they are also very proud of their body and their species appearance and they will not feel ashamed of it at all. If surprised bathing in a river for example, they may simply keep doing so with little regard for the person observing them.

Half-dragon societies are subject to onlookers since lesser categories of half-dragons could be pleasant to the eyes of a human or a demihuman, however it is a serious insult to the half-dragon and to the members of his/her society if the onlooker do not behave respectfully. Usually the results for offensive behaviors range from expulsion, imprisonment or even death of the offender, depending on the general alignment and tolerance of outsiders in that half-dragon society.

Food and Metabolism

Half-dragons can literally eat almost anything; their metabolism operates like a highly efficient furnace, making use of 80% of all the food the half-dragon eats. As a comparison, human digestion has a different usage-efficiency ratios for different foods. It may generally be considered between 40-60%. However, some food like



cellulose and fibers, are known to be materials that the human digestive system cannot digest and simply passes through the person, so the nutritional value of such materials is zero. Dragsars are a true draconic species and as such their metabolism is as incredibly efficient as the one of a true dragon (i.e. 95%). One consequence of the efficiency of draconic digestive system is that half-dragons and dragsars eat much less compared to similar-sized creatures and leave very little in the way of droppings. Half-dragons and dragsars are also able to digest inert matter if they are hungry enough. However, half-dragons generally eat the same kind of food you can find on any human or demihuman's tables with a preference for the food eaten by their draconic genitor. Thus, a half-bronze would likely have an affection for seafood (and pearls, though s/he may rarely, if ever, have the chance to feast on such things).

Alternatively, instead of considering that all half-dragons' metabolisms have a fixed efficiency regardless of the category, the metabolism of each category could progressively become more and more efficient as more dragon blood flows through their veins. Using this rule, each category of half-dragon provides an additional 5% metabolism efficiency compared to the base efficiency of human and demihuman races (for the sake of simplicity, we will assume an average of 50% for non-draconic races). As such, a category 1 half-dragon's metabolism would only be 5% more efficient than a normal human/demihuman (i.e. 55%), a category 2 would have a 60% efficiency, category 3 would be 65%, and so on until reaching the same efficiency of true dragon (i.e. 95%) for category 9 half-dragons.

Concerning the consumption of metal and precious stones, there are two ways to deal with half-dragons and dragsars when and if they decide to consume such things. The first is to consider that they can eat any metal and gemstone like any true dragon. Thus half-dragons and dragsars can live and even thrive on such foods. Of course metal and gemstones ingested are completely destroyed. If a magical item is consumed, the magic and powers are slowly drained from the object to fuel the half-dragon or dragsar's metabolism. However, such items need to be swallowed whole in order to prevent a catastrophic reaction for the destruction of a magical item. The more powerful the item, the longer it can sustain the half-dragon or the dragsar. More practically, magical items will sustain them for a number of days equivalent to $\frac{1}{200}$ of the XP value of the object (see *Appendix 2: Magical Item Tables* of the *Dungeon Master Guide*). For example, a ring of animal friendship is worth 1000 XP (see Table 91 of the *DMG*) and would satiate a half-dragon or a dragsar for about 5 days. The magical item will be completely disintegrated after that period of time. If the item is recovered, somehow, before the 5 days have elapsed, it will have lost a number of charge proportional to the time spend inside the half-dragon or dragsar's digestive tract while permanent magical items may lose strength and effectiveness or may not function as they should be anymore.

The second method concerns only half-dragons. They can extract only a fraction of the total nutriment from gems and precious metals. This fraction is based on the percentage of dragon blood they have: half-dragons of category 1 for example can use only 1% of a gem or a precious metal as food, half-dragons of category 2 can use between 2 – 10%, half-dragons of category 3 can use between 11 – 20%, and so on... (see *Chapter 2: Mating and Birth* for the percentage of dragon's blood in each category). As a general rule, consuming a sum of gems worth at least 20 gp, can easily replace food for whole day. For example, a half-dragon category 6 extracts 61% to 80% of the "nutriments" contained in gems. If the character has rolled 69 on Table 12 that made him a half-dragon of this category, he will extract 69% of the "nutriments" from gems. Therefore, s/he will need to eat a sum of gems worth 29 gp to be satiated ($20 \div 69\% \approx 29$). The closer the half-dragon is to a typical humans/demihuman, the more difficulties s/he will have to digest gems and other metals. As such human-looking categories will usually abstain from eating such things altogether. The remains of the undigested gems are eliminated from the body as damaged and burned by acid and worth the original value minus the value the



half-dragon's body has consumed. Thus in our previous example, our category 6 half-dragon would excrete pieces of gems worth 9 gp in his/her droppings.

All half-dragons and dragsars have an exceptional liking for a nutritious beverage they may have tasted when they were young: milk. This is probably a feed back from the draconic genitor that are attracted by this substance they cannot produce. The half-dragons have the same attraction but less passionate than true dragons. Some substances contained in the mammal, human and demihuman maternal milk makes them very relaxed and sleepy. Young half-dragons that are raised by demihumans, humans or half-dragons with breasts are usually calm babies, keeping themselves quiet since they are a bit drugged by the maternal fluid they receive during the first stage of their life. Companions, elders or the half-dragon's parents can try to make drink milk to an agitated or upset half-dragon in order to calm him/her down.

Half-Dragons and Dragon Slayers

Dragon slayers kill dragons mainly because they think that dragons are a heinous creation and that they represent a threat to the human race. A dragon slayer with a good alignment might just try to eradicate evil dragons while some others will not bother to make such distinction and will consider all dragons to be malevolent. The dragon slayers have little concern about the half-dragons or dragsars themselves and have more important things to care about even when encountering a half-dragon's settlement, at the exception perhaps, to expect to find a true dragon nearby. The dragon slayers consider half-dragons to be mistakes of nature; part human and part mistake. They sometime underestimate the half-dragons' intelligence and they tend to consider them greatly inferior and about on the same level of "intelligent" animals. Dragon slayers can either use half-dragons for boring or simple tasks in the rare case they bother to capture one, while others will simply forbid the entry to their cities or restrict them to certain places when and if a half-dragon travel into their domain.

Half-dragons on the other hand tend to dislike dragon slayers for their offensive behavior toward them. While they may bear the insults of the dragon slayers when traveling in their domain, dragon slayers within a half-dragon society will suffer about the same kind of treatment they make half-dragons suffer in a dragon slayer stronghold. Dragon slayers are also greatly reviled for the prizes they take from a dragon corpse after a successful battle. Horns, claws, or the tip of a dragon tail usually make great trophy and are a sign of power (or at least, a good sign to others that they shouldn't be trifled with) within human or demihuman societies. In addition, dragon slayers often use the scaly hide of dragons to make armors and shields. In half-dragon societies, these trophies are equivalent of wearing a necklace of human fingers or wearing a clothes made of human skin. Half-dragons are most of the times very irritated by such display, which they consider to be acts of pure barbarity. The dragon slayers with such accessories are usually considered to be enemies of the half-dragons, and frequently they will try to terminate these individuals with extreme prejudice. For them, the death of a dragon slayer can serve as a warning to other humans and demihumans that the half-dragon society is not to be underestimated (if their guards can show enough deterrent force to dissuade a possible retaliation).

However, half-dragons are more or less close to true dragons, so what happens when a dragon slayer (or anyone else) encounters a half-dragon and uses a dragon slayer weapon against them? There are two ways to deal with this situation. The first is to consider that dragon slayer's weapons inflict half of the bonus damage to half-dragons. For example, a red dragon slayer long sword +2 (as described in the *DMG*) has a +4 bonus against any sort of true dragon (i.e. 1d12+4, since a dragon would normally be a large creature) and inflicts triple damage against red dragons (i.e. 3d12+4). However, it will only inflict 1d8+3 against man-sized half-dragons



(the sword has a +2 base damage in addition to half of the +2 dragon slaying bonus) and 1d8+4 against dragsars (being true dragons). Against a man-sized red half-dragon, the sword would inflict 2d8+3 (1d8+2 base damage and half of 2d8+2 dragon slaying bonus, which simplified is 1d8+1 in this example). No matter what is the category of half-dragons, the weapon always inflicts half of the damages, after all every categories (even for 2 and 8) are *half*-dragons.

The other way is more complex and take in consideration the percentage of dragon blood the half-dragon has (see *Chapter 2: Mating and Birth* for the percentage of dragon's blood for each category). Thus, a half-dragon of category 4 would take between 21 and 40 % of the amount of damage the dragon slayer weapon would do against a true dragon. For example, if a half-blue character has rolled 80 on Table 12, s/he would take $[(1d8+2)_{\text{base damage}} + ((2d8+2) \times 80\%)_{\text{dragon-slaying damage}}]$ from a strike from a blue dragon slayer long sword +2. Note that cautions should be used to not unbalance the campaign, and even if dragsars are considered as a true race of dragons, these swords are magically enchanted to kill full fledged dragons and as such they should not perform as well against dragsars as it does against a dragon of the *Monstrous Manual*.

However, while the rules above explain how things logically should be, it is recommended for the sake of simplicity and for the PC and DM's enjoyability of the game, to not consider the part where dragon slayer weapon inflicts triple damage against one sort of dragon and only keep the general dragon slaying bonus against all half-dragons regardless of their draconic parent's origin. This is to make fights proceed more seamlessly instead of everyone pulling out their calculator every time a half-dragon character is hit. Beside, an additional +2 damage bonus on top of the base magical damage of such weapons, would already be a significant challenge/deterrent for a half-dragon PC facing a dragon slayer.

Half-Dragons' Instinct

All half-dragons and dragsars have a small interior voice that tell them when something is wrong and it "advises" them on what to do in certain situations. Young half-dragons tend to strongly trust their gut feelings and tend to go with their first answer. This instinct does not provide a "real" answer to a particular dilemma but half-dragons usually know when something amiss. For example, a half-dragon can feel that something will go wrong but s/he has absolutely no idea about the nature of what will actually happen or s/he may not feel like taking a particular path for no apparent reason.

Young half-dragons tend to believe more deeply in this sixth sense than older half-dragons mainly because they cannot use their life experience to figure out how to react and evaluate the situation properly. Thus, their instinct can guide the feelings the half-dragon will have toward an approaching stranger for example, that will make him/her reacts cautiously or more friendly, no matter the true intentions of the stranger. Older half-dragons tend to see their instinct in a more rational manner; considering a danger foretold by their instinct but using all his/her knowledge to determine if the "danger" is logical and if caution is warranted.

Half-dragon and dragsar player characters can ask at any time what their instinct is telling them. The DM secretly rolls 1d20; on a roll of 1, the instinct provides a completely inaccurate information, from 2 – 6, the instinct makes the character reacts in a wrong manner, from 7 – 12, the instinct doesn't tell or suggest anything, from 13 – 19, the instinct suggest an accurate reaction (be cautious, be friendly, danger, etc.) and finally on a roll of 20, the character notices one small but relevant clue or detail about the situation (the PC then reacts as s/he



wishes with the information received). When asking for an instinct roll, the player character should always trust the results unless additional events reveal clear and obvious indications that his/her instinct was mistaken.

Hierarchy and Social Structures

Half-dragon and dragsar hierarchy follow a more complex and intricate pattern of social organization compared to most human and demihuman societies because half-dragons do not easily accept the authority of someone else over them (including other half-dragons). However, not every half-dragon can be in charge but they do respect and do recognize when another person's power, intelligence, charisma or life experience is greater than their own. As such, a half-dragon's position in comparison to another is either higher, on the same level or lower. A half-dragon of higher position would earn greater respect from those below him/her but would have to defer to those with higher ranks. While it is generally taboo for half-dragons and dragsars to openly acknowledge the class distinctions, the hierarchy is well understood by all.

This hierarchy is dynamic and positions may change depending on the circumstances and events occurring in their society and in the world around them (i.e. instability also creates opportunities for some half-dragons to shine and for some others to make serious mistakes). However, no rank or title falls to a half-dragon by birth alone, they must earn and maintain their position by work, deeds, contribution and force of personality. Even the offspring of a lord or of someone well-positioned in their society, do not hold much more power or privileges than anyone else on a personal level. They may have more resources at their disposal, such as a better access to education and training, a bigger house and access to servants due to their parents' position and wealth but on the other hand, they are also expected, especially when they come of age, to perform at a higher level than other half-dragons due to their heritage.

As mentioned before, half-dragons can recognize when someone else has better attributes than their own but leadership is not necessarily a matter of strength, intellect or wisdom. While higher than average abilities scores may help, a half-dragon must prove to be worthy of his/her leadership position. For example, an inept but powerful human king may remain in power simply by making sure that his guards enforce his authority over the population, and history abound of such examples. But in half-dragon or dragsar societies, when confronted with an inept leadership, half-dragons will instinctively look for an exceptional individual to lead them while the mediocre leader will eventually completely lose the control s/he has over the population (and even over his own guards). These leaders are often pushed aside by more ambitious and more competent half-dragons who are lower on the social ladder but eager to rise to the top. Note that in this process, a leadership void is unlikely to be filled by a single individual, but one of them is eventually going to stand out. Of course, this example doesn't work very well here because an inept half-dragon would have a very hard time to reach such position in the first place.

So practically how does this hierarchy works? To better understand this on an interpersonal level in the everyday life of a half-dragon, imagine that you are tasked with a complex group project. You may think highly of your own abilities and believe you could supervise that project and you would gain more recognition for the completion of the work. But on the other hand, this would also require more efforts from you and in the end, the work needs to be done right and in an efficient manner if you wish to have a good grade or keep your job. So if someone else looks like they have better aptitudes to manage the project properly and began to take leadership, you may just go along with it because you will ultimately reap the benefits of a job well done. This is more or less the way common half-dragons and dragsars deal with those situations. There are of course positions in a



half-dragon society that are (and must be) clearly and officially filled, such as in the military and in their government. And as with anything else, bloodshed is possible but still very unlikely because killing or harming someone of higher rank in the hope of taking their place, rarely improve a half-dragon standing; the killer would merely prove to be dangerously aggressive rather than being worthy or competent for that position.

In most societies, half-dragons will opt for someone with experience when choosing the person who will lead them. This has little to do with the usual deference paid to the elderly, as even venerable half-dragons do not show much in terms of signs of old age. This is more often than not a question of having enough life experience, wisdom and knowledge to be able to take decisions in the best interest of their society in order for it to survive and thrive against the dangers of the world around them.

Half-dragons and dragsars' social structure is based on the family unit, the clan and society in general. The family unit is composed of the parents and children and it is where the strongest bound exist. The parents role is to teach their young their social and the moral obligations while the children focus on learning and doing simple tasks to help their parents. All families belong to a larger group of individuals called a “clan”, which often share the same family name between their members and is made of the extended family such as cousins, uncles, aunts, great grandparents, great great grandparents (due to their long lifespan, a lot of people on their family tree may still be alive) and other relatives. A clan is not a clear-cut structure, it often exists because of proximity and interactions between their members. Relatives who have moved away and that the half-dragon hasn't seen or interacted with over a decade for example, would not really be considered part of the clan but part of their own clan, wherever they are, despite sharing the same bloodline. A half-dragon will feel attached to his/her clan but to a lesser degree than to his/her family unit.

If a half-dragon PC or NPC is facing a major problem or is kidnapped, the immediate family would be the likeliest to mobilize to help. If the problem is bigger than expected or if the situation requires a stronger response, multiple people from across their clan may get involved. The same thing could happen if a half-dragon or a dragsar was wronged and sought revenge against an offending party; the brothers and sisters are more likely to get involved than the clan. Such approach make more sense when dealing with problems outside their own society otherwise their city guards would likely intervene first to perform their role as administrators of justice if a law was broken while their military would stay out of this and focus on greater conflicts such as those concerning regional issues or when the vital interests of their society are at stake. For example, a half-dragon murdered in a human city and where the perpetrator got off with just slap on the wrist, would be out of reach of half-dragon guards (having no jurisdiction there) but the family of that half-dragon may decide to mete out retribution as they see fit. And unless the half-dragon or dragsar has the advantage, they are prone (depending on the severity of the offense) to exact their revenge in ways that would make the Count of Monte Cristo nods in admiration. Months could pass, even years; long enough that the offense may be all but forgotten while the half-dragon will be plotting and waiting for the right moment to put their elaborate plan into action.

These structures are important because while quarrels between half-dragons and non half-dragons are generally not a concern for other members of their society, there is always the risk that a problem deteriorate into a blood feud if it involve members of their own society and this is something half-dragon and dragsar leaders would be vigilant to avoid.

Inter-Racial Relations



Within a half-dragon society, there is little discrimination based on the skin color, except perhaps if the society is composed only of half-gold and a few half-blue try to settle in. In general, two or more different colors of half-dragons will settle together or settle in different villages close to each others for mutual protection. Discrimination based on color in dragsar societies is inexistent due to the fact that their color (be it scales, hair, or eyes), while based on the genetic makeup of the parents, can still produce a rather wide range of different results and as such it is difficult for such societies to have a mindset where one color is somehow better than another. In any case, important decisions are made by available leaders or elders no matter the color of their skin, and these half-dragons or dragars are usually always respected by those lower on their society social ladder.

Discrimination tends to more present in an half-dragon society when it gets bigger and stronger. For example, a society composed only with half-brass, half-gold and half-green who have some difficulties or troubles within their borders will tend to be more unfriendly toward newcomers and new types of half-dragons since they already have problems to focus on without accepting the possibilities of additional troublemakers in the form of new types of half-dragons. Of course, a society that is prosperous, may be very friendly and neighborly to them too.

The discrimination between categories of half-dragons is also quite low; there's no dominant category since the breeding between half-dragons tend to give rather unpredicted results and thus there's no one to decide and rule about what is "normal" and what isn't... Not to mention the risk of their own children falling in the "wrong" category of half-dragons. However, the half-dragons almost completely human are more likely to leave the community and explore the world with less concerned about the possibility of discrimination than the more draconic-looking ones, but some will return since their strange features (as insignificant they might be) will often raise unwanted eyebrows and questions. Those almost completely dragons, because of their size, will feel better in making a lair somewhere and leave their community behind once they have reached adulthood. However, they will often stay not far of the community where they grew (if the land and the ecology allow a suitable location for a dragon lair). Most half-dragons who cannot be considered humans or true dragons, will feel that the various half-dragon categories present in their society are members of a single and unique species rather than multiple species with the same genetic root.

Leaders and Law Enforcement

The half-dragon societies that are rather small do not really have thieves, guards or law representatives since almost every member of the community is known by others and the survival of each individual depends on their mutual cooperation. Thief-like acts or dispute are usually judged and settled by an elder or some sort of *de facto* leader. Punishment in these communities range from apologizes to community work, there's no imprisonment or physical punishment in the true sense of the word (except perhaps for very young half-dragons who might be spanked a little). The lack of strong punishment is mainly because the leaders of these communities do not want the offender to engage in a endless vendetta amongst themselves and against the clan if they believes that the punishment was too humiliating or too forceful. As such, they prefer to use these events to renew and strengthen the links between the members of their community.

In larger (and rarer) half-dragon societies, the leadership is composed of several elders, experienced half-dragons and advisors under the rule of a half-dragon who either accomplished great deeds or is of superior breed (of greater strength and/or intellect, for example). The lord control the soldiers and the guards to protect the community from burglars or hostile races from the outside. The role of the half-dragon guards is to protect



and serve the general interest of the half-dragon society as a whole. When patrolling the city for troublemakers, these guards are usually armed with light armors, swords and nets. Half-dragons easily get stuck in nets, especially those with wings and tail: this makes the net a non-lethal weapon of choice for guards but unfortunately burglars and thieves may also find that weapon useful when trying to slow down a guard when escaping. Since larger communities are still small in comparison to other human or demihuman cities, the guards would be somewhat reluctant to kill another half-dragons and half-dragon criminals will often try to respond in kind as to not invite the state full power of reprisal against which no thief guild would stand a chance. In this kind of society strong punishments are more common, ranging from hard labor to imprisonment; fights and robberies are rarely settled with an apologize.

Males and Female Conditions

Males of all races are reputed to need much less provocation before coming to blow than females while females generally tend to have a more peaceful nature. However, this rule is not so clear cut for half-dragons and dragsars. This is mainly due because half-dragon societies are usually composed of a limited number of individuals and they generally need all the hands they have at their disposal... no matter the gender of the half-dragon. As a result, their societies will tend to have a fairly equal amount of males and females in charge making decisions while the tasks and duties are usually shared more or less equally within the family and their society.

Another reason for this is while in human and demihuman societies, females tend to be physically weaker than their male counterpart, only females half-dragons of the lowest categories such as 1 and 2 (see Table 12 in *Chapter 2*) more or less display this tendency. This difference is a lot less noticeable in half-dragons because of the dragon blood flowing through their veins. Also, they naturally have a greater strength and stature, allowing both sexes to adequately handle the most arduous tasks required for their survival, such as laboring the ground, mining for ores or hammering metal to create armors and weapons. Dragsars on their side show no strength difference at all between the two sexes as they are considered to be completely dragon.



However, both the half-dragon and dragsar societies do not live completely isolated from human and demihuman influences. This often results in half-dragons and dragsars accepting, if only partially, the concepts of gallantry toward females. For example, it is generally frowned upon for a man to hit a woman as the difference in strength of the two combatants, more often than not, tends to make the whole fight unfair for the woman. This influences (to some extent) the half-dragons' culture to take a dim view of this behavior. But female half-dragons are no more and no less inclined to strike someone getting on their nerves than their male counterpart. Due to this, female half-dragons are more likely to get away and escape physical reprisal when involved in a petty strife than their male counterpart. As another example, females are less likely to perform physical tasks if that task is generally considered more suited to a man's strength. Again, all this is purely cultural, female half-dragons and female dragsars are naturally as strong as males but this unequal division of tasks could still take hold in a half-dragon society to a degree even if it's not based on any physical reality.



The situation described above is another example where the half-dragons would not know or fully understand the true reasons behind those rules but could see their behavior influenced by them nonetheless. But practically, no female half-dragon would accept or ever admit that females half-dragon are fundamentally weaker than males and a male half-dragon making such an assertion would invite the female to convincingly debunk that claim.

Name and Lineage

One aspect that was not addressed before is the name given to dragons, half-dragons and dragsars. Throughout, this handbook, many half-dragons' name have been used and appeared as rather simplistic for such intelligent and complex creatures. However, those names are actually shortened name and sometimes letters are swapped to create as rhyming slang (a 13th-14th century trend that gave us the shortened name Bill for William, for example).

One example of this can be found in the novel *Azure Bonds* (Forgotten Realms setting); an ancient red dragoness named *Mistinarperadnacles Hai Draco*, or *Mist* for short, became famous for killing the Abomination of Moander at the cost of her own life in 1357 DR. In the book, she openly used her shortened name and encouraged strangers she just encountered to do the same. It was not done to create a sense of familiarity with her interlocutor, in fact, far from it: "*I am Mistinarperadnacles Hai Draco. You may call me Mist. And I'll call you... supper?*".

As such, half-dragons (especially those of higher categories) tend to use the same approach, using a shortened or a diminutive name on a daily basis while using their full name for more formal and official events. The reasons are not specific to a particular half-dragon. For example, s/he may not want others to make mistakes by not remembering it correctly, or s/he may simply not believe that the other person (especially non-draconic ones) could actually be able to pronounce their complete name properly. Lower categories and more humanoid looking half-dragons tend to be given typical names found and used in the society of their human/demihuman species. On the other hand, dragsar's names shows a typical structure of first/given, middle and last/family/surname. They do not typically use shortened names amongst themselves and they will usually only use their first name in everyday conversations.

Note that half-dragons and dragsars can sometimes complexify their own name over time. This process uses their given or middle name and simply add intricacies to it. It is based on the maturation of their mind but also on the mistaken belief that knowing their true and full name, others would be able to gain some power over them just like the recurring belief in mythology that knowing the true name of a demon would give a person control over it and/or allow the person to banish it. However, while dragons, half-dragons and dragsars are magical creatures, they are also made of flesh and bones that are bound to the Prime Material plane. So knowing the true name of a dragsar or a half-dragon does not really give the other person any unusual influence over them. But this belief still linger in the mind of some individuals and some half-dragons were known to use an acquired name while travelling and were quite ill-disposed to share their true name even with their companions.

In what concern lineage, more humanoid-looking half-dragons follow their society and race customs which traditionally would mean that the woman upon marriage, would take her husband's name and so would their children. This is due to various historical reasons that this handbook will not delve into. However, for half-



dragons of higher categories, this is not as simple. Most half-dragons born from a human/demihuman parent know who is their mother. On the other hand, the dragon parent usually does not stay around to take care of their progeny. In many cases, the dragon may not even be aware of the birth of the half-dragon and as such, the half-dragon may not know his/her father's name. Not to mention that the dragon may not even have a family name that the half-dragon can use. So those half-dragons all inherited their family name from their mother side.

However, as they create a society and a family of their own, it not certain that this tradition would be considered as well established amongst them as one would think. Moreover, some half-dragons may have no use for a family name (not having grown up in a proper family to begin with) and may decide to merely give completely unique names to their children that bear no relation to their own (as true dragons normally do). Half-dragons and dragsars also have a very complex social structure where females consider themselves as strong as their male counterpart and equally strive to be as high as it is reasonably possible in their own society hierarchy. Thus picking a particular family can be seen at first glance as a difficult task.

While unlikely, it is possible that the influence of human/demihuman cultures around them made their society adopts the concept of the female taking her husband's name upon having children but this is mostly depended on the specific setting and campaign. However, one of the naming convention these creatures would likely agree with would be for each individual half-dragon to retain their complete name while the children would take the last name of the parent with the highest standing or the one with the most worthy accomplishments since that parent's reputation would in a way, outshine the other. But if all things are perfectly equal between the two parents, the female last name would likely be used by default, just as many half-dragons did before creating their own society.

Trees of Dragon Bane

The trees of dragon bane are deciduous and hardwood trees that bear numerous large white flowers when the full moon is nearly full and the season mild (late spring to early fall in temperate climates). The flowers have very sweet smelling and the blossoms open only at night when the moon has risen and is at least $\frac{3}{4}$ full. Half-dragons, dragons and dragsars who are downwind or close to a tree in bloom, act drunkenly until s/he has spend 1d8 round breathing fresh air (save vs. poison if the character tries to hold his/her breath or if s/he is using crude techniques to filter out the air). Those who hold a bloom close to their nose and inhale receive 1d2 point of healing and then act very affectionate toward all non-hostile people around them. Those who eat a bloom will try to seduce (politely! not rape) the most liked available person of the appropriate gender and suitable species.

Since these trees are extremely rare, the half-dragons do not care much about their existence. Half-dragon guards can use the tree blossoms to neutralize another half-dragon without harming him/her. In this kind of situations, the flowers are kept in small quantity away from prying eyes and are unavailable for common half-dragons or dragsars. The bloom can be used as a depression and anxiety treatment or as a mood enhancer that can elevate a half-dragon or a dragsar's spirit without any undesirable side effects (i.e. there is no addiction, tolerance or withdrawal symptoms). Some have suggested that the blossom could be used to create love potions but a half-dragon merely inquiring about the seductive power of such things, would be viewed as a rather sad and shameful person.

Advanced Dungeons & Dragons

Warrior Character Sheets

Character Name : _____ Class : _____
 Alignment : _____ Race : _____
 Player Name : _____ Level : _____
 Sex : _____ Hair : _____ Eyes : _____ Age : _____
 Height : _____ Weight : _____ Skin : _____ Deity : _____

HP : _____ / _____ Hit Dice Type : _____ d10 Attack per Round : _____
 THACØ : _____ Movement Rate : _____

Armor Class :
 Front : _____ Flank : _____ Rear : _____

<p style="text-align: center;"><u>Strength :</u></p> <p>Hit Probability : _____ Damage Adjustment : _____ Weight Allowance : _____ Maximum Press : _____ Open Doors : _____ Bend Bars / Lift Gates : _____</p>	<p style="text-align: center;"><u>Dexterity :</u></p> <p>Reaction Adjustment : _____ Missile Attack Adjustment : _____ Defensive Adjustment : _____</p>
<p style="text-align: center;"><u>Constitution :</u></p> <p>Hit Point Adjustment : _____ System Shock : _____ Resurrection Survival : _____ Poison Save : _____ Regeneration : _____</p>	<p style="text-align: center;"><u>Intelligence :</u></p> <p>Number of Languages : _____ Spell Level : _____ Chance to Learn Spell : _____ Max. # of Spells / Level : _____ Spell Immunity : _____</p>
<p style="text-align: center;"><u>Wisdom :</u></p> <p>Magical Defense Adj. : _____ Bonus Spells : _____ Chance of Spell Failure : _____ Spell Immunity : _____</p>	<p style="text-align: center;"><u>Charisma :</u></p> <p>Max. # of Henchmen : _____ Loyalty Base : _____ Reaction Adjustment : _____</p>

Weapons, Armors and Equipment	
Right Hand : _____ Left Hand : _____ Head : _____ Body : _____ Arms : _____ (if applicable) Wings : _____	Legs : _____ Feet : _____ Back : _____ Fingers : _____ Neck : _____ (if applicable) Tail : _____

Food								
Water / Other Liquids			Rations			Grain / Oat		
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

Ammunitions							
Type	Amount	Used	Damage	Range			ROF
			Small / Medium ~ Large	Short	Medium	Long	
			~				
			~				
			~				
			~				
			~				
			~				

Backpack					
Object	Amount	Object	Amount	Object	Amount

Belt : _____ Torch : _____
 _____ Oil : _____
 _____ Rope : _____

Racial Abilities : _____

Class Specialties : _____

Notes, Misc. : _____ Languages : _____

Advanced Dungeons & Dragons

Priest Character Sheets

Character Name : _____ Class : _____
 Alignment : _____ Race : _____
 Player Name : _____ Level : _____
 Sex : _____ Hair : _____ Eyes : _____ Age : _____
 Height : _____ Weight : _____ Skin : _____ Deity : _____

 HP : _____ / _____ Hit Dice Type : _____ d8 Attack per Round : _____
 THACØ : _____ Movement Rate : _____

Armor Class :
 Front : _____ Flank : _____ Rear : _____

<p style="text-align: center;"><u>Strength :</u></p> <p> Hit Probability : _____ Damage Adjustment : _____ Weight Allowance : _____ Maximum Press : _____ Open Doors : _____ Bend Bars / Lift Gates : _____ </p>	<p style="text-align: center;"><u>Dexterity :</u></p> <p> Reaction Adjustment : _____ Missile Attack Adjustment : _____ Defensive Adjustment : _____ </p>
<p style="text-align: center;"><u>Constitution :</u></p> <p> Hit Point Adjustment : _____ System Shock : _____ Resurrection Survival : _____ Poison Save : _____ Regeneration : _____ </p>	<p style="text-align: center;"><u>Intelligence :</u></p> <p> Number of Languages : _____ Spell Level : _____ Chance to Learn Spell : _____ Max. # of Spells / Level : _____ Spell Immunity : _____ </p>
<p style="text-align: center;"><u>Wisdom :</u></p> <p> Magical Defense Adj. : _____ Bonus Spells : _____ Chance of Spell Failure : _____ Spell Immunity : _____ </p>	<p style="text-align: center;"><u>Charisma :</u></p> <p> Max. # of Henchmen : _____ Loyalty Base : _____ Reaction Adjustment : _____ </p>

Weapons, Armors and Equipment	
Right Hand : _____ Left Hand : _____ Head : _____ Body : _____ Arms : _____ (if applicable) Wings : _____	Legs : _____ Feet : _____ Back : _____ Fingers : _____ Neck : _____ (if applicable) Tail : _____

Food								
Water / Other Liquids			Rations			Grain / Oat		
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

Ammunitions							
Type	Amount	Used	Damage Small / Medium ~ Large	Range			ROF
				Short	Medium	Long	
			~				
			~				
			~				
			~				
			~				

Backpack					
Object	Amount	Object	Amount	Object	Amount

Turn Undead	
Skeleton or 1 HD : _____	Mummy or 7 HD : _____
Zombie : _____	Spectre or 8 HD : _____
Ghoul or 2 HD : _____	Vampire or 9 HD : _____
Shadow or 3-4 HD : _____	Ghost or 10 HD : _____
Wight or 5 HD : _____	Lich or 11+ HD : _____
Ghast : _____	Special : _____
Wraith or 6 HD : _____	

Clerical Spheres	Spells / Level
Major : _____	1st : _____
_____	2nd : _____
_____	3rd : _____
Minor : _____	4th : _____
_____	5th : _____
_____	6th : _____
_____	7th : _____

Belt : _____ Torch : _____
 _____ Oil : _____
 _____ Rope : _____

Racial Abilities : _____

Class Specialties : _____

Notes, Misc. : _____ Languages : _____

Advanced Dungeons & Dragons

Rogue Character Sheets

Character Name : _____ Class : _____
 Alignment : _____ Race : _____
 Player Name : _____ Level : _____
 Sex : _____ Hair : _____ Eyes : _____ Age : _____
 Height : _____ Weight : _____ Skin : _____ Deity : _____

HP : _____ / _____ Hit Dice Type : _____ d6 Attack per Round : _____
 THACØ : _____ Movement Rate : _____

Armor Class :
 Front : _____ Flank : _____ Rear : _____

<p style="text-align: center;"><u>Strength :</u></p> <p>Hit Probability : _____ Damage Adjustment : _____ Weight Allowance : _____ Maximum Press : _____ Open Doors : _____ Bend Bars / Lift Gates : _____</p>	<p style="text-align: center;"><u>Dexterity :</u></p> <p>Reaction Adjustment : _____ Missile Attack Adjustment : _____ Defensive Adjustment : _____</p>
<p style="text-align: center;"><u>Constitution :</u></p> <p>Hit Point Adjustment : _____ System Shock : _____ Resurrection Survival : _____ Poison Save : _____ Regeneration : _____</p>	<p style="text-align: center;"><u>Intelligence :</u></p> <p>Number of Languages : _____ Spell Level : _____ Chance to Learn Spell : _____ Max. # of Spells / Level : _____ Spell Immunity : _____</p>
<p style="text-align: center;"><u>Wisdom :</u></p> <p>Magical Defense Adj. : _____ Bonus Spells : _____ Chance of Spell Failure : _____ Spell Immunity : _____</p>	<p style="text-align: center;"><u>Charisma :</u></p> <p>Max. # of Henchmen : _____ Loyalty Base : _____ Reaction Adjustment : _____</p>

Weapons, Armors and Equipment	
Right Hand : _____ Left Hand : _____ Head : _____ Body : _____ Arms : _____ (if applicable) Wings : _____	Legs : _____ Feet : _____ Back : _____ Fingers : _____ Neck : _____ (if applicable) Tail : _____

Food								
Water / Other Liquids			Rations			Grain / Oat		
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

Ammunitions								
Type	Amount	Used	Damage			Range		ROF
			Small /	Medium	~ Large	Short	Medium	
					~			
					~			
					~			
					~			
					~			

Backpack					
Object	Amount	Object	Amount	Object	Amount

Thieving Skills												
Ability	Base Score	Dex. Adj.	Armor Adj.	Total	lvl 1	Level Bonus				lvl 9	Total	
Pick Pockets												
Open Locks												
Find / R. Traps												
Move Silently												
Hide in Shadows												
Detect Noise												
Climb Walls												
Read Languages												

Belt : _____ Torch : _____
 _____ Oil : _____
 _____ Rope : _____

Racial Abilities : _____

Class Specialties : _____

Notes, Misc. : _____ Languages : _____

Advanced Dungeons & Dragons Wizard Character Sheets

Character Name : _____ Class : _____
 Alignment : _____ Race : _____
 Player Name : _____ Level : _____
 Sex : _____ Hair : _____ Eyes : _____ Age : _____
 Height : _____ Weight : _____ Skin : _____ Deity : _____

HP : _____ / _____ Hit Dice Type : _____ d4 Attack per Round : _____
 THACØ : _____ Movement Rate : _____

Armor Class :
 Front : _____ Flank : _____ Rear : _____

<p style="text-align: center;"><u>Strength :</u></p> <p>Hit Probability : _____ Damage Adjustment : _____ Weight Allowance : _____ Maximum Press : _____ Open Doors : _____ Bend Bars / Lift Gates : _____</p>	<p style="text-align: center;"><u>Dexterity :</u></p> <p>Reaction Adjustment : _____ Missile Attack Adjustment : _____ Defensive Adjustment : _____</p>
<p style="text-align: center;"><u>Constitution :</u></p> <p>Hit Point Adjustment : _____ System Shock : _____ Resurrection Survival : _____ Poison Save : _____ Regeneration : _____</p>	<p style="text-align: center;"><u>Intelligence :</u></p> <p>Number of Languages : _____ Spell Level : _____ Chance to Learn Spell : _____ Max. # of Spells / Level : _____ Spell Immunity : _____</p>
<p style="text-align: center;"><u>Wisdom :</u></p> <p>Magical Defense Adj. : _____ Bonus Spells : _____ Chance of Spell Failure : _____ Spell Immunity : _____</p>	<p style="text-align: center;"><u>Charisma :</u></p> <p>Max. # of Henchmen : _____ Loyalty Base : _____ Reaction Adjustment : _____</p>

Weapons, Armors and Equipment	
Right Hand : _____ Left Hand : _____ Head : _____ Body : _____ Arms : _____ (if applicable) Wings : _____	Legs : _____ Feet : _____ Back : _____ Fingers : _____ Neck : _____ (if applicable) Tail : _____

Food								
Water / Other Liquids			Rations			Grain / Oat		
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

Ammunitions							
Type	Amount	Used	Damage Small / Medium ~ Large	Range			ROF
				Short	Medium	Long	
			~				
			~				
			~				
			~				
			~				

Backpack					
Object	Amount	Object	Amount	Object	Amount

Spells per Level									
<i>Spell Level :</i>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>	<i>5th</i>	<i>6th</i>	<i>7th</i>	<i>8th</i>	<i>9th</i>
<i># of Spells :</i>	_____	_____	_____	_____	_____	_____	_____	_____	_____

Belt : _____ Torch : _____
 _____ Oil : _____
 _____ Rope : _____

Racial Abilities : _____

Class Specialties : _____

Notes, Misc. : _____ Languages : _____

Draft Player Character Sheet

Character Name : _____

Character Class : _____

DM : _____

Campaign : _____

Total HP :

--	--

Next Level :

--	--

Notes : _____

Things to do : _____

Draft Player Character Sheet - Multi-Classed

Character Name : _____
Character Classes : _____
DM : _____
Campaign : _____

Total HP :	
------------	--

Next Level (): _____	Next Level (): _____
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Notes : _____

Things to do : _____

