



## DRACONIANS

Created in order to fill the ranks of the dragon armies of an evil sorceress, the generals of the dragon armies generally used draconians as shock troops. Draconians are hardly natural creatures. They were created from the eggs of metallic dragons using dark magic.

Typically, one corrupted dragon egg yields dozens of young draconians. Depending on the color of the egg, the draconian can be one of 5 types: auraks, baaz, bozak, kapak, and sivak.

Unlike dragonborn, draconians do not have breath weapons. Instead, they have unique magical abilities.

All draconians except for auraks possess leathery wings. However, with the exception of sivaks, these wings provide limited flight for the draconians.

### DRACONIAN TRAITS

You are a draconian, created from the egg of metallic dragons using dark magic.

**Ability Score Increase.** Your Strength score increases by 2.

**Age.** Young draconians grow quickly. Most walk within hours of hatching, quickly amassing the size and development of a 10-year-old human by the age of 3. Draconians reach adulthood by 15 and can live to be around 80.

**Alignment.** Due to the corruption ritual, draconians are nearly always evil. In some rare cases, a draconian can become good, if the corruption ritual failed to fully affect its egg, or something happened in its young life to change its natural inclination towards moral deviation.

**Size.** Draconians are taller and heavier than humans, standing over 6 feet tall and weighing 250 pounds or more. Your size is Medium.

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

**Gliding Wings.** As a draconian, you have a pair of small, leathery wings on your back. While these are not capable of true flight, you can use them glide.

You have a fly speed equal to your current walking speed. You fall if you end your turn in the air and nothing else is holding you aloft.

**Languages.** You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

**Subrace.** Five subraces of draconians are found among the worlds of Fifth Edition: auraks, baaz, bozaks, kapaks, and sivaks.

#### AURAK

Hatched from mighty gold dragon eggs, auraks are the rarest of all draconians. Also, auraks are the most cunning, intelligent, and fierce. They rely predominantly on their magical powers rather than fight with melee weapons, and favor classes in sorcerer and wizard. They tend to stay back behind melee fighting forces, hurling deadly spells at their enemies.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Lack of Wings** Auraks lack the wings of their draconian brethren. As such, you do not gain the benefits of Gliding Wings.

**Aurak Magic.** You know the *mage hand* cantrip. When you reach 3rd level, you can cast *burning hands* once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *detect thoughts* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Damage Resistance.** Thanks to your gold dragon ancestry, you have resistance against fire damage.

#### BAAZ

Baaz are the smallest of the draconians and hatched from brass dragon eggs they are used as ground troops in the dragon armies forces.

The weakest of the draconians, baaz draconians are often abused and treated as slaves by others. However, their small size makes it easy for them to work in disguise and infiltrate the enemy. Additionally, the baaz can use their wings to intimidate their enemies.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Intimidating Charge.** You can flap your wings rapidly to increase your speed by 5 feet. While flapping your wings, if you move at least 10 feet straight toward a target, the target must immediately succeed on a Wisdom saving with a DC of 8 + your proficiency bonus + your Charisma modifier or become frightened by you until the end of its next turn. After you use your Intimidating Charge, you can't use it again until you complete a short or long rest.

**Damage Resistance.** Thanks to your brass dragon ancestry, you have resistance against fire damage.

### BOZAK

Created from the eggs of bronze dragons, bozak draconians are most well known for their leadership and understanding of warfare.

**Ability Score Increase.** Your Charisma score increases by 1.

**Martial Expertise.** Once per turn, whenever you hit a creature with a weapon attack and that creature is within 5 feet of one of your allies that isn't incapacitated, you can reroll one of the damage dice. You must keep the new result.

**Damage Resistance.** Thanks to your bronze dragon ancestry, you have resistance against lightning damage.

### KAPAK

Kapaks are born from copper dragon eggs, and are much like other draconians who prefer to be around their race only. They are unique for the fact they have venom glands in their mouths.

**Ability Score Increase.** Your Constitution score increases by 1.

**Venomous Bite.** Your bite is a natural weapon, which you can use to make unarmed strikes. When you hit with your bite, you deal piercing damage equal to 1d4 + your Strength modifier piercing damage plus 1d4 poison damage instead of the bludgeoning damage normal for an unarmed strike.

**Damage Resistance.** Thanks to your bronze dragon ancestry, you have resistance against acid damage.

### SIVAK

Sivak draconians are the only draconians capable of true flight. Thanks to this special ability, they are often employed by dragon army commanders as scouts. They were created by the eggs of silver dragons.

**True Flight.** Starting at 7th level, when using your gliding wings, you do not fall if you end your turn aloft in the air.

**Damage Resistance.** Thanks to your silver dragon ancestry, you have resistance against cold damage.

## OPTIONAL RULE: DEATH THROES

When draconians die, the inherent magic tied to their lifeforce creates unusual effects that makes returning them to life an ordeal. As an option, you may incorporate some of these magical effects at your GM's discretion.

**Aurak.** When you die, you explode in a burst of fire. Each creature within 10 feet of you must make a DC 10 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. Only a *wish* spell can bring you back from the dead.

**Baaz.** When you die, you turn to stone and are petrified. Before you can be returned to life, a *greater restoration* spell or other magic must be cast upon you.

**Bozak.** When you die, your bones explode in a shower of shrapnel. Each creature within 10 feet of you must make a DC 10 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 3d6 piercing damage. Only a *wish* spell can bring you back from the dead.

**Kapak.** When you die, you dissolve into a pool of seething and potent acid that fills the space you were in. A creature that touches the pool or hits it with a melee attack which within 5 feet of it takes 1d8 acid damage. Only a *wish* spell can bring you back from the dead.

**Sivak.** When you die, you mimic the shape of whatever killed you as if under the effect of the *polymorph* spell. Your statistics and size are the same in the mimic form. Any equipment you are wearing or carrying isn't transformed. You revert back to your true form if you are returned to life.

## THANKS FOR READING!

This playable race came as a request from one of the folks on my site. You can put in a request, too, by stopping by [www.dmdave.com/requests](http://www.dmdave.com/requests).

For free cool monsters, adventures, player options, and more be sure to check out [www.dmdave.com](http://www.dmdave.com).

For PDF versions and original content, you can check out [www.patreon.com/dmdave](http://www.patreon.com/dmdave) which gets you full access for only \$3 to month.

See you next time!

*The information found falls under the 5th Edition Open Gaming License. Learn more at [www.dmdave.com/ogl-5e](http://www.dmdave.com/ogl-5e). Art used with permission from Shutterstock.com.*

