

## Dragon Turtle Dragonborn

*Your ancestor is the mighty dragon turtle, one the most fearsome dragons that exists. Dragon turtles are among the most fearsome creatures of the oceans, and as their long distant descendant, you are terrifying yourself. Misunderstood and profoundly powerful, most think twice before provoking you.*

### Traits

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You gain the dragonturtle ancestry which modifies the following dragonborn traits:

**Speed.** Your base walking speed is 30 feet and you have a 30 feet swim speed.

**Amphibious.** You can breathe air and water.

**Breath Weapon.** You can use your action to exhale destructive steam. Each creatures in a 15 foot cone in front of you must make a Constitution saving throw. The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d8 fire damage on a failed save, and half as much damage on a successful one. The damage increase to 3d8 at 6th level, 4d8 at 11th, and 5d8 at 16th level. Being underwater doesn't grant resistance against this damage. After using your breath weapon a number of times equal to your proficiency bonus and regain all expended uses after completing a long rest.

**Draconic Ancestry.** You have resistance to fire damage and are immune to the effect of water pressure found in the depths.

**(Optional Feature) Dragon Turtle Shell.** When you're not wearing armor, your AC is equal to 15 + half your Dexterity Modifier (rounded down). Your shell provides ample protection, however you gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.



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## Sea Dragonborn

*You mineage is tied to sea dragons, abyssal creatures that dwell in the deepest part of oceanic chasms. You've inherited their strength and affinity for the cold. Due to this fact, sea dragonborns, ironically, often find themselves amongst goliath groups in frozen reclusive mountains, their instinct guiding them there.*

### Traits

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You gain the sea ancestry which modifies the following dragonborn traits:

**Speed.** Your base walking speed is 30 feet and you have a 30 feet swim speed.

**Amphibious.** You can breathe air and water.

**Breath Weapon.** You can use your action to exhale crushing waters. Each creatures in a 15 foot cone in front of you must make a Dexterity saving throw. The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d8 bludgeoning damage on a failed save, and half as much damage on a successful one. The damage increase to 3d8 at 6th level, 4d8 at 11th, and 5d8 at 16th level. After using your breath weapon a number of times equal to your proficiency bonus you regain all expended uses after completing a long rest.

**Draconic Ancestry.** You have resistance to cold damage and are immune to the effect of water pressure found in the depths.