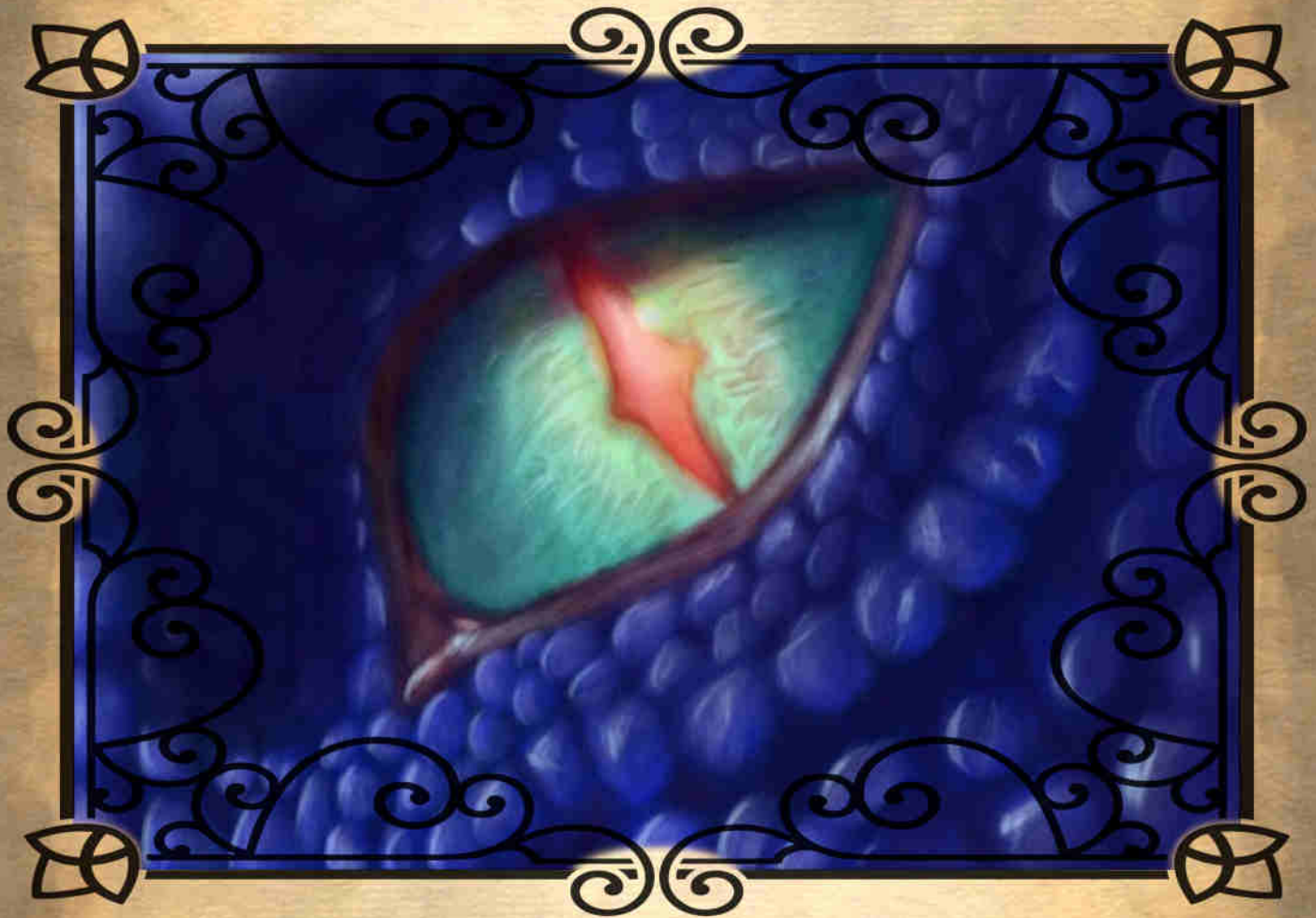
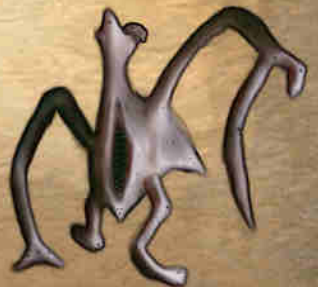


Born of the scale

Drophphan



Eldritch Court Races



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The Drophan, The descendants of Half-dragons

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DROPHAN, THE DESCENDANTS OF HALF-DRAGONS

Introduction: Also known as Scaleborn, the Drophan are a race of circumstantial birth. Descended from the mating of humanoids and half-dragons. The manifestation of this bloodline can have a varying effect on the Drophan. Drophan heritage can lie dormant for generations, only to arise to normal-seeming parents. An exception is with the child of a half dragon. If a half-dragon breeds with a humanoid it will always produce a Drophan or a Drophan Paragon. Feared in all but the most accepting of communities, the Drophan's connection to dragons leaves them ostracized by most. Drophan are often treated poorly and return in kind, only adding to the disdain that most people have for them. There are several places they can find solace in the world, and they are often sought as advisers for mercantile guilds. A common rumor of them having an affinity for treasure of their forebears has spread far and wide. Drophan span the entirety of world, being found most in places near to where dragons call home.

Physical description: The Drophan can be identified at birth by their scales, which come in a variety of colors, shapes, and patterns. Strewn across their skin in wide swaths, intermittent patches, or even just tiny spatters, these scales offer the first sign of their draconic heritage. By the time they are toddlers, they begin to grow tails and some will begin growing horns at this age as well. Drophan usually look a lot like their parent race, most commonly humans, but are usually quite a bit taller than their parents. Some others sport claws, thicker tails, or even wings.

Society: Outside of civilizations that live in tandem with draconic beings the Drophan often face adversity. If they find other Drophan they tend to try to band together. A rare sense of similarity to others of their kind often cause them to seek out communities that do not act too harshly to their kind to settle down. Overall, Drophan tend to do well in areas that have a strong following of Abadar or the draconic gods. The assumption that they are naturally skilled with matters of mercantile leads to them being respected, though closely watched, in Abadian

communities, even if that assumption is often incorrect. This false assumption has given many a Drophan a profession to follow however, and quite a few Drophan become bankers, accountants, and merchants through sheer dedication, not unlike any other race.

Relations: Drophan most often appear in human communities. While still discriminated against, they find places in human society that accept them despite their appearance. They appear in almost all other societies but at a much lesser rate. The most accepting of them are Kobolds, who feel a strong sense of kinship with them, though the sentiment is not always returned. There is also a discrepancy in the treatment of Drophan if they happen to reflect a metallic ancestry. Most races treat metallic Drophan better than those that show a chromatic ancestry. Elves, Dwarves, and Gnomes are quite happy to have metallic Drophan in their communities despite the overall view of the race.

Alignment and religion: Drophan do not naturally lean toward any particular alignment. Most pave their own way, paying no mind to the color of their scales, despite what others may say about them. Due to the fair treatment afforded to them by those who follow Abadar and Sarenrae they are often followers of them. Draconic gods such as Apsu are another draw for the Drophan as they attempt to find their place in the world.

Adventurers: Drophan adventurers usually travel either to make the most of their lives or to find a place that will accept them. Some travel in hopes of finding the source of their bloodline. Many Drophan are sorcerers with the draconic bloodline. Some have a hard time dealing with their anger and find the path of the barbarian to be one they fit into nicely. Some Drophan lack a strong build and find that wizardry speaks to them in ways that other professions cannot. Kineticists are also fairly common among Drophan. It is rare to find Drophan monks due to their often transient lives. This makes monastic study quite difficult, though Kyorlun find such study easier due to their improved memory, curiosity, and retention. Drophan tend to travel more than they settle down, a sad side effect of the difficulty of finding an accepting community. They

are headstrong and rarely give up hope on finding a place to call home though, despite the adversity.

Names: Drophan are often named either by the standards of their parent's society or take a draconic name for themselves if they feel shunned by their community.

Age: a Drophan becomes an adult at age 30 (intuitive +3d6, self-taught +5d6, trained + 7d6) middle age at 80 years, Old at 120 years, venerable at 180 years, maximum age is 180+2d% years.

Height Weight:

Male, 5 ft. 6 in., +2d8 in. (5 ft. 8 in. - 6 ft 10 inches.), 125 lbs., +(2d8x5 lbs.) (135-205 lbs.)

Female, 5 ft. 4 in., +2d8 in. (5 ft. 6 in. - 6 ft. 6 in.), 110 lbs., +(2d8x5 lbs.) (120-190 lbs.)

Non-Human Drophan: Drophan can be born to any humanoid race. The only change this makes is the size of the Drophan, they otherwise function exactly the same. Orcs, Humans, Elves, and Kobolds are the most likely races to spawn Drophan but are by no means are the only ones.

Advanced Race: Drophan (RP 15)

Standard Racial Traits

Ability Score Racial Traits: Drophan are powerful and enduring, like their forebears. they gain a +2 Strength and +2 Constitution.

Type: Drophan are Humanoids with the Drophan subtype

Size: Drophan are Medium creatures and thus have no bonuses or penalties due to their size.

Base Speed: Drophan have a base speed of 30 feet.

Languages: Drophan begin play speaking Common and Draconic. Drophan with high Intelligence scores can choose from the following languages: Gnome, Dwarven, Elven, Halfling, Orc, and Giant. They may also choose to learn the language of their parent race if it is not listed here.

Defense Racial Traits

Natural Armor (Ex): Drophan have a +1 natural armor bonus.

Draconic Resistances (Ex): Drophan gain a +4 bonus on saves against sleep and paralysis.

Energy Resistance (Ex): Drophan have resistance 5 to a single energy type of their choice (fire, cold, acid, electricity). Their scales often reflect a relation to a dragon that has an immunity to this energy type.

Offense Racial Traits

Gift of the Scale (Su): Drophan gain an elemental effect that deals the same damage as the resistance granted by their energy resistance racial trait. They gain a number of uses of this ability equal to half their level (minimum 1) They may manifest this in one in several ways. They may expend a single use to gain a 5 foot aura that deals 1d4+ half the Drophan's constitution modifier (minimum 0) to anything within its radius for one round as a move action (maintaining the aura on the following round is a swift action) Reflex save DC 10+ half the Drophan's level + the Drophan's CON mod to half. They may expend a use of this ability to enshroud one of their natural attacks, unarmed strikes, or a single melee weapon with energy and deal an additional 1d6+half CON mod (minimum 0) for one round as a swift action. They may expend three uses of this ability to breathe a 15 ft. cone of energy (Reflex to half). Alternatively, you may choose to do so in a 30 ft. line instead. This attack deals damage equal to 1d8+the Drophans full Con Mod +1d8 per 4 levels to a maximum of 6d8 at 20th level.

Senses Racial Traits

Darkvision (Ex): Drophan have darkvision 60 ft.

Low-light vision (Ex): Drophan can see twice as far as humans in conditions of dim light.

Alternate Racial Traits

Claws (Ex): Many Drophan manifest Sharp claws Instead of thick scales. They gain two claw attacks as primary natural weapons that deal 1d4 damage. This racial trait replaces natural armor.

Sorcerous Focus (Su): Sorcery runs in many a Drophan's veins. You treat your Charisma score as being two higher for the sake of all sorcerer class abilities if you

have the draconic bloodline. This racial trait replaces Draconic Resistances.

Kyorlurn: Some Drophan take on the keen minds and thoughtful wit of their ancestors instead of their raw might. These intellectual Drophan are known as Kyorlurn Drophan or “the keen ones”. You gain a racial bonus of +2 to Intelligence and lose your racial bonus to Strength. You gain a +2 racial bonus on diplomacy checks. This trait replaces natural armor and alters the Drophan’s racial ability bonus.

Polyscale: A few Drophan have blood from many dragons running through their veins. Their scales tend to be thinner but give a wider breadth of resistance. You may choose 2 energy resistances for your energy resistance racial trait instead of 1, both of these will have resistance 5. You must choose one of these to be your primary element. For the sake of gift of the scale you may only utilize your primary element. This racial trait replaces natural armor and alters the energy resistance racial trait.

Gliding Wings (Ex): On rare occasions, a Drophan is born with wings, the bulk of its heritage manifesting in these additional limbs. Drophan take no damage from falling (as if subject to a constant non-magical feather fall spell). While in midair, Drophan can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A Drophan with gliding wings cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide. This racial trait replaces natural armor and gift of the scale.

Thin-blooded: Occasionally, Drophan manifest almost none of the primary features of their draconic kin. These Drophan can pass as a member of their parent race without a disguise check. If the Drophan ever takes a Drophan racial feat that grants it natural armor, wings, or a natural attack they instead gain a +5 to disguise checks to appear as a member of their parent race. This racial trait replaces natural armor and the draconic racial language.

Powerful Tail (Ex): Sometimes Drophan have thicker, stronger tails than the rest of their kind. The Drophan gains a tail slap secondary natural attack that deals 1d6 points of damage. This racial trait replaces draconic resistances.

Fearmaster: Terrifying lesser creatures is no issue for a dragon and some Drophan embody this as well. You gain a +2 bonus on intimidate checks and intimidate is always a class skill for you. Additionally, the Drophan treats their caster level as one higher when casting spells with the fear descriptor. This racial trait replaces draconic resistances.

Strong Blood: you gain the Draconic Surge feat at first level as a bonus feat. This racial trait replaces natural armor and draconic resistances.

Favored Class options

- **Kineticist:** add ¼ point of damage to any blast that shares an energy descriptor with your racial energy resistance.
- **Sorcerer:** add ¼ spells known that share an energy descriptor with your primary Drophan energy resistance.
- **Occultist:** add ½ points of mental focus per day.
- **Rogue:** add ⅓ to appraise checks and perception to find the most expensive piece in a horde and to notice treasure.
- **Barbarian:** add ½ to intimidate checks made while raging.
- **Paladin:** add ⅓ uses of smite per day.
- **Antipaladin:** add ⅓ uses of smite per day.

Racial Feats

Draconic Surge (General, Drophan):

Prerequisites: Drophan

Benefit: This feat has two possible benefits. When you take this feat you may choose one of these benefits. You may either gain a bonus to the energy resistance granted by your Drophan racial traits equal to half your level (minimum 1), or you may gain an additional use of Gift of

the scale per 2 levels (minimum 1)

Special: you may take this feat twice. When you do you must select the option you did not choose the first time you took this feat.

Draconic Force (General, Drophan):

Prerequisites: Draconic surge, Drophan, Gift of the Scale racial trait

Benefit: The damage you deal with gift of the scale increases. Your aura deals an additional 1d4, your weapon shroud deals +1d6, and your breath attacks deal an additional 1d8 damage. This does not count toward the dice total of 6d8 on the breath weapon.

Special: you may take this feat more than once, starting at 5th level and every 5 levels thereafter you may take this feat again.

Draconic Wings (General, Drophan):

Prerequisites: Drophan, does not have the gliding wings racial trait, draconic surge

Benefit: you gain the Drophan's gliding wings racial trait

Powerful Wings (General, Drophan):

Prerequisites: Drophan, 8th level, Gliding wings racial trait

Benefit: you gain a fly speed of 30 with poor maneuverability

Special: you may take this feat more than once, starting at 10th level and every two levels thereafter you may take this feat again. When you do you increase your fly speed by 10 ft. and the maneuverability by one step to a maximum of 60 ft. and perfect respectively.

Draconic Claws (General, Drophan):

Prerequisites: Draconic surge, does not have the Claws racial trait

Benefit: you gain the Drophan's claws racial trait.

Slapping Tail (General, Drophan):

Prerequisites: Draconic surge, does not have the powerful tail racial trait

Benefit: you gain the Drophan's powerful tail racial trait.

Drophan Paragon (General, Drophan):

Prerequisites: Draconic surge, Draconic force, Powerful wings, powerful tail racial trait, claws racial trait, gliding wings racial trait, gift of the scale racial trait

Benefit: you ascend beyond the normal limits of your kind. Your type changes to dragon, though you may still be treated as humanoid for the sake of effects that are beneficial to you. Your darkvision increases by 30 ft. and your low light vision now sees 3 times as far in dim light. You may also use detect magic as a spell-like ability 3 times per day. This feat does not allow the character to gain racial HD as a dragon. The Drophan uses its character level as its caster level.

Drophan Paragon, Improved (General, Drophan):

Prerequisites: Character Level 12, Drophan Paragon

Benefit: Your darkvision increases by 30.ft and you can now see 4 times further than a human in dim light. You may use form of the dragon I once per day as a spell-like ability, however, you may only become a dragon with which you share an energy resistance.

Special: If you chose to increase your damage from gift of the scale with Draconic surge, you may increase the breath attack of draconic form's damage by the same amount, and may still use your gift of the scale while in that form.

Drophan paragon, Greater (General, Drophan):

Prerequisites: Character Level 15, Improved Drophan Paragon

Benefit: You gain +1 natural armor and may use true seeing once per day as a spell-like ability and your detect magic spell-like ability becomes constant, and your form of the dragon I spell like ability becomes form of the dragon II and you may use it twice per day. You may still only assume the form of a dragon that shares an energy resistance with you.

Special: If you chose to increase your damage from gift of the scale with Draconic Surge, you may increase the breath attack of draconic form's damage by the same amount, and may still use your gift of the scale while in that form.

Racial Items

Drophan Tail blade

Martial weapon: 1d6 slashing damage; crit range 19-20; multiplier x2; slashing

A Drophan tail blade can be equipped to grant an attack with the tail, using this in concert with another weapon imposes the same restrictions and penalties as Two-weapon fighting. If the Drophan has a tail slap attack this weapon may be used to instead augment the natural attack, granting it slashing damage and any bonuses that the weapon would otherwise confer, while still being treated as a natural attack.

Dragon's eye amulet

Aura faint divination; Slot - Neck; CL 3rd; Price 3,700 gp; Weight -

Description

This gold and topaz amulet softly glows with an inner light. Once per day the wearer may activate the amulet and grants a +10 bonus to perception and appraisal checks to notice treasure or to spot the most expensive item in a horde. They may also see magical auras as if using detect magic. This effect lasts for 1 minute.

Construction requirements

Craft Wondrous Item, Clairaudience/Clairvoyance, Identify; Cost 1,850 gp

ICONIC DROPHAN: ALDANI THE WANDERER

As a child, Aldani was well treated by her parents. Living in the country and playing with the local children, She had it good for a Drophan. When she reached adolescence she had grown her tail and her horns had begun to form. This is when the trouble started. Her parents were old, her father laying on his deathbed. Aldani lashed out at one of the locals who, oblivious of her presence, called her father a "sire to a monster. This insult to her and her father snapped her already thin patience. For the first time she manifested her electric shroud, frightening the townsfolk. Scarred and threatened the townsfolk began forming a mob. Aldani retreated to her home. To her horror her father had just passed. She told her mother of the incoming mob, holding back her tears. She and her mother escaped before the mob could arrive, with little more than Aldani herself could carry for her weary mother. They traveled to a nearby monastery where they were afforded some rest and sanctuary.

Aldani's mother was too old to go much further and made plans to stay with the Master of the complex. Aldani was approached by an old man, Ourhesto. He would listen to the story of how she came to be in the monastery and offered to help her not only to help calm her frantic soul but channel her grief into focus toward acceptance. Ourhesto became her master and took her from the monastery on his many travels to see the various techniques employed throughout the vast world. She learned from him, steeling her mind and soul. She found a particular comfort in the form of brush calligraphy and sketching.

After a few years they returned to the monastery Aldani had left her mother at. Happy to see her mother thriving in the care of the monks despite her age, she made her mother a promise. She would travel across the land, searching far and wide to find other people like her. She wanted to show them the love and compassion that she was granted. Having her mother's blessing, she set out on her own, furthering her own abilities and garnering more control over them and some small magical aptitude. She now travels the world in search of other Drophan, seeking to save those who cannot save themselves.

Aldani

Kyorlurn Drophan monk 4, sorcerer 1

LG Medium humanoid

Init +0; **Senses** Perception +11, darkvision 60, low light vision

DEFENSE

AC 15, touch 15, flat-footed 15 (+1 dodge, +1 monk, +3 Wis)

hp 40 (4d8+1d6+15)

Fort +7, **Ref** +4, **Will** +9; +4 vs sleep and paralysis

Defensive Abilities evasion; **Resistance** electricity 5

OFFENSE

Speed 40 ft.

Melee +1 Quarterstaff +6 (1d6+4) or +1 quarterstaff flurry of blows +4/+4 (1d6+4/1d6+4) or Claws x2 (4 rounds per day) +5 (1d4+2) or unarmed strike +5 (1d8+2) or unarmed flurry of blows +3/+3 (1d8+2)

Special Attacks flurry of blows, stunning fist (4/day, DC 15, fatigued), claws (4 rounds per day), gift of the scale (aura) (2d4+1), gift of the scale (melee) (2d6+1), gift of the scale (breath, 15 ft. cone or 30 ft. line DC 15 to half) (3d8+3)

Sorcerer Spells Known (CL 1st; concentration +2)

1st (4/day)—feather fall, jump

0th (at will)—daze, mage hand, prestidigitation, touch of fatigue

Bloodline Draconic (bronze)

STATISTICS

Str 14, **Dex** 11, **Con** 17, **Int** 14, **Wis** 16, **Cha** 13

Base Atk +3; **CMB** +6; **CMD** +17

Feats Dodge, Eschew Materials, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Draconic surge (Gift of the scale), Draconic force

Skills Acrobatics +5 (+9 to jump), Appraise +6, Bluff +1, Climb +6, Craft (Calligraphy) +9 (+11 with tools), Diplomacy +8, Disguise +1, Escape Artist +4, Heal +4, Intimidate +1, Knowledge (Local) +3, Knowledge (Religion) +6, Perception +11, Sense Motive +8, Stealth +5, Survival +3, Use Magic Device +5

Languages Common, Draconic, Elven, Dwarven

SQ fast movement, ki pool (6 points, magic), maneuver training, slow fall 20 ft., high jump

Combat gear Healing potion (1d8+1) x2 ;

Other Gear Quarterstaff +1/+1, Belt of incredible Dexterity +2, Artisan's Tools (Calligraphy)



FAQ

Q: How do I qualify for the Drophan Paragon feat? Taking the gliding wings trait replaces gift of the scale, HELP!

A: By taking various racial feats such as Draconic Wings, Slapping Tail, and Draconic Claws. These feats grant you the racial traits that are the prerequisites to the Drophan Paragon feat.

Q: Drophan can be born of any humanoid race and it changes the size, does this mean I could play a huge Drophan born to cloud giants?

A: Technically, yes. You should not assume, outside of your GM's permission, that you can decide your size. If they approve it then it is fine. But this would garner you no size bonus or penalty to your ability scores. As an added note, Races that can be born different sizes are usually considered to be relegated to Medium and Small size by default.

Q: You mention that sometimes half dragons give birth to a "Drophan Paragon". I see the feat but what does that mean?

A: A Drophan Paragon is not to be confused with a Drophan that has the Drophan Paragon feat. A Drophan Paragon begins its life with the following adjustments: add +2 to the Drophan's intelligence as well as its normal racial bonuses; add the following as racial bonus feats (they need not meet the prerequisites): Draconic surge (gift of the scale or energy resistance), Draconic wings, Draconic Claws, Slapping Tail, Draconic Force, Powerful Wings, and Drophan Paragon. A Drophan Paragon is born with its bloodline already near maximum power and treat their character level as 10 higher for the sake of meeting the Prerequisites for the Improved and Greater versions of the Drophan Paragon feat. Drophan Paragon (creature) can be treated as an inherited template applicable to any Drophan with the gift of the scale racial trait at +1 CR (+2 if they take Improved and/or Greater Drophan Paragon). These are meant for GM use and outside of their express consent, should not be built as Player Characters. A future work I have planned should expand upon this as well.

Q: Does the Gift of the scale ability count as having a breath weapon when qualifying for feats?

A: When a Drophan has enough uses to produce a breath effect, yes.

Q: Can a Drophan Kineticist use gift of the scale on a kinetic blade/whip/fist?

A: Yes however, the damage it deals is separate and is applied as such against resistances. Of course, any GM may decide this should not be the case and should stand by their own ruling.

Q: Do specific bloodlines cause a personality trait in the Drophan? Such as Specific colors leading to different traits, or even energy types affecting how they behave?

A: Inherently, very little if at all. The color of scale has no inborn effect on the Drophan. Though society's treatment of them based on their scale color often makes them feel trapped or pressured into certain lifestyles. Energy type tends to have a slightly more natural influence on them, For example, those with electricity tend to be more decisive, antsy, and quick to act. This, however, is an easy trait to overcome via simple self-discipline. Fire breathing Drophan tend to have a healthy respect for their destructive capability and tend to be more thoughtful of the effects that they make on the world, as well as a deep appreciation of art. Acid exuding Drophan usually are more withdrawn, having a higher than average amount of antisocial individuals, though they are fiercely loyal. Drophan with an affinity for cold are usually boisterous, blunt, and enjoy forms of personal contact such as hugs over more reserved shows of affection.

Q: Is the Drophan Tail Blade a martial weapon that any race can use?

A: The Tail blade is Martial to creatures with a sufficiently thick tail, Tieflings and Lizardfolk both MAY be applicable. It is otherwise a improvised or Exotic weapon at GM discretion.