

THE DRACOKNIGHT

A CLASS OF PARTNERSHIP & DRACONIC MIGHT



CLASS DESIGN ROSS LEISER

BY OUTLANDISH ADVENTURE PRODUCTIONS

DESKTOP PUBLISHING BY NERS



DRACOKNIGHT

A tiefling sits atop a massive silver dragon, its twinkling scales radiating light onto his skin as he stares down an opposing army. With the tiefling's cry echoed by a bugling roar, the dragon launches into the air, quickly spirals, and begins soaring parallel to the ground. As they speed over their enemies, the dragon unleashes a blizzard from its mouth, decimating the enemy force.

A dwarf cradles a small blue dragon in her arms. He sleeps soundly, but she knows he'll wake up in a moment if there's danger, so she leaves him undisturbed. A growing dragon needs his rest, after all. He's almost too big now for her to carry him. She knows most dwarves don't dream of flight, that they'd think she's crazy for wanting it so badly, but she continues to daydream of it as she walks along the path.

A half-orc is locked into a magical duel with his human wizard opponent. He begins gesturing the somatic components for *scorching ray* as he chants the verbal. His quick-witted wizard opponent begins a countermeasure, casting *flaming shield* to nullify the fiery effects. The half-orc barely contains his smile; this is his chance! The half-orc extends his hands as though firing the rays, but no streaking red bolts of fire spring from his hands. The wizard looks confused, until three rays of acidic energy hit the wizard from the side. The half-orc looks over to his copper partner with a huge smile on his face, her maw wide open and still glowing green with the magic that had been unleashed. He runs over and embraces her, knowing he'd won.

All of these individuals are dracoknights, people who created a magical bond with a dragon companion at the moment of its hatching, becoming lifelong companions. The incredible power a dragon possesses can be harnessed in many ways by these individuals for spectacular effects. But despite any tough odds, a dracoknight always knows she is not alone.

COMPANIONS FOR LIFE

The bond a dracoknight forms with his dragon companion is far more than a psychological one. It is a magical connection that enhances both dracoknight and dragon. The dracoknight gains physiological traits associated with dragons, like the growth of scales, or occasionally belching motes of his dragon's elemental breath. The dragon gains a greater sense of empathy, and grows to a far less solitary life than its reptilian brethren. The bond also creates a willpower, and often stubbornness, that far surpasses the sum of its parts.

But there are also negative aspects to such a deep and powerful bond. A dragon companion's life force is tied to its dracoknight, leading to finite lifespans that dragons do not normally suffer. When a dracoknight dies, his dragon companion soon follows. However, most dragon companions agree that the deep companionship is worth far more than thousands of years of life.



THE DRACOKNIGHT			
Level	Proficiency Bonus	Features	Dragon Size
1st	+2	Dragon Companion, Vengeful Bond	Small
2nd	+2	Fighting Style, Breath Weapon	Small
3rd	+2	Draconic Bond, Bond Call	Medium
4th	+2	Ability Score Improvement	Medium
5th	+3	Dragon Companion Improvement, Draconic Bond Feature	Medium
6th	+3	Shared Senses, Imbued Ferocity	Medium
7th	+3	Draconic Willpower, Predator's Speed	Medium
8th	+3	Ability Score Improvement	Medium
9th	+4	Draconic Resilience	Medium
10th	+4	Powerful Wings, Breath Weapon (two uses)	Medium
11th	+4	Dragon Companion Improvement, Draconic Bond Feature	Large
12th	+4	Ability Score Improvement	Large
13th	+5	Draconic Rampage	Large
14th	+5	Skymaster	Large
15th	+5	Channel Breath Weapon	Large
16th	+5	Ability Score Improvement	Large
17th	+6	Dragon Companion Improvement, Draconic Bond Feature	Large
18th	+6	Breath Weapon (three uses)	Large
19th	+6	Ability Score Improvement	Large
20th	+6	Draconic Bond Feature	Large

DRACONIC TRAITS

Many dracoknights gain subtle, psychological urges almost immediately after bonding to their dragon companions. These urges could be to sunbathe for excessive lengths of time, or a slight obsession with collecting shiny metal objects, or taking their meat much rarer than normal, or perhaps suddenly finding all fruit and vegetables to be inedible. The bond could also manifest in more troublesome ways, like greater jealousy, paranoia, or far greater sensitivity to vibrations. It can often take a dracoknight several years to grow accustomed to, and perhaps gain a measure of control over, all of these changes.

CREATING A DRACOKNIGHT

As you build your dracoknight, think about how you came upon a dragon egg and how you cared for it before it hatched. Did you brave a dragon's lair to steal the egg and sell it, but it hatched before you could deliver it to your client? Do you belong to a clan of dracoknights who give an egg to a child when he or she comes of age? Were you kidnapped by a slaver and steal the egg as you escaped?

It is also important to consider your relationship with your dragon: is it a beloved equal that is tantamount to a sibling or child to you, or is it just a loyal tool you can use to accomplish your goals? How does your relationship with your dragon affect your styles of fighting and living?

QUICK BUILD

You can make a dracoknight quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next highest score should be Constitution, or Charisma if you plan to adopt the Bond of the Mage. Second, choose the folk hero or outlander background.

CLASS FEATURES

As a dracoknight, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per dracoknight level

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

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per dracoknight level after 1st

PROFICIENCIES

Armor: light armor, medium armor

Weapons: simple weapons, martial melee weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

EQUIPMENT

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

- (a) leather armor or (b) scale mail
- (a) a martial melee weapon or (b) two simple weapons
- (a) a shortbow and a quiver of 20 arrows or (b) three javelins
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) leather barding or (b) hide barding (both made to be expanded as your dragon companion grows)

DRAGON COMPANION

You have a bond with a dragon hatchling called your dragon companion. You were there when it hatched, and it imprinted on you, becoming your lifelong companion. Add Draconic to the list of languages you can speak, read, and write. Your dragon companion understands all of the languages you do, but cannot speak them, and it has the following statistics and features:

- Your dragon companion, a new hatchling, is Small. Its size changes as you gain dracoknight levels, as shown in the Dragon Size column of the Dracoknight table.
- It has a Strength score of 14, a Dexterity score of 12, a Constitution score of 14, an Intelligence score of 10, a Wisdom score of 10, and a Charisma score of 13.
- Its hit points at 1st level are equal to 8 + its Constitution modifier.
- Its hit die is 1d8.
- It has darkvision to a range of 60 feet.
- It is proficient with its bite, which is a melee weapon that deals 1d4 piercing damage.
- It is proficient with its claws, which are a melee weapon that deals 1d6 slashing damage. It uses Dexterity, instead of Strength, for the attack and damage rolls of its claws.
- It is proficient in Strength and Constitution saving throws.
- It is proficient in two skills of your choice from the dracoknight skill list.
- It is proficient with light barding and medium barding.
- It has a flying speed equal to its base walking speed. To use this flying speed, it can't be wearing any type of armor or have any creatures mounted on it.

Your dragon companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your dragon companion acts on its own. If your dragon companion is large enough, it is trained to act as your mount, though it is considered an independent mount (rules for mounted combat are on page 198 of the *Player's Handbook*).

Your dragon companion uses your proficiency bonus and alignment. Each time you gain a level, your companion gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your dragon companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase 2 ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature.

Your dragon companion has additional traits according to its color, as shown in the Dragon Color table. Choose a color for your dragon companion:

DRAGON COMPANION

Dragon Color	Ability Score Increase	Damage Type	Breath Weapon
Black	+1 Strength, +2 Dexterity	Acid	5 by 30 ft line (Dex save)
Blue	+2 Strength, +1 Charisma	Lightning	5 by 30 ft line (Dex save)
Brass	+2 Constitution, +1 Charisma	Fire	5 by 30 ft line (Dex save)
Bronze	+1 Strength, +2 Charisma	Lightning	5 by 30 ft line (Dex save)
Copper	+1 Dexterity, +2 Charisma	Acid	5 by 30 ft line (Dex save)
Gold	+1 Constitution, +2 Charisma	Fire	15 ft cone (Dex save)
Green	+2 Strength, +1 Dexterity	Poison	15 ft cone (Con save)
Red	+2 Strength, +1 Constitution	Fire	15 ft cone (Dex save)
Silver	+2 Dexterity, +1 Charisma	Cold	15 ft cone (Con save)
White	+2 Dexterity, +1 Constitution	Cold	15 ft cone (Dex save)

As you gain levels in this class, your dragon companion grows with you:

- It has a base walking speed of 30 feet. Its speed increases to 35 feet at 5th level, to 40 feet at 11th level, and to 45 feet at 17th level.
- Its bite damage increases to 1d6 at 5th level, and to 1d8 at 17th level. At 11th level, your dragon companion's bite deals an additional 1d4 damage of the type associated with its color, increasing to 1d6 at 17th level.
- Its claw attack damage increases to 1d8 at 5th level, to 1d10 at 11th level, and to 1d12 at 17th level.
- At 5th level, it gains resistance to damage of the type associated with its dragon color. At 17th level, it gains immunity to that type of damage.

If your dragon companion drops to 0 hit points, it falls unconscious and begins making death saving throws. When you die, if you are not revived within 1 minute, your dragon companion also dies.

If it ever dies, the magical bond you share allows your dragon companion to return to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your dragon companion's spirit and use your shared magic to create a new body for it. You can return your dragon companion to life this way even if you do not possess any part of its body.

VENGEFUL BOND

Your dragon companion cares for you deeply, and goes berserk if you fall. If you drop to 0 hit points, for 1 minute, your dragon companion's speed doubles, and it adds your proficiency bonus to its damage rolls.

Once your companion goes berserk, it must finish a short or long rest before it can do so again.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

CLOSE QUARTERS SHOOTING

When you make a ranged weapon attack against a target within 20 feet of you, being within 5 feet of a hostile creature doesn't impose disadvantage on the attack roll, and the attack ignores half and three-quarters cover.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

BREATH WEAPON

Also at 2nd level, your dragon companion gains the ability to unleash its mighty elemental breath. The size, shape, and damage type of your companion's breath weapon is determined by its dragon color, as shown on the Dragon Color table. Your companion can use its action to use its breath weapon. Each creature in the area of exhalation must make a saving throw, the type of which is determined by your companion's dragon color. The DC for this saving throw is equal to 8 + its proficiency bonus + its Charisma modifier. A creature takes 2d10 damage on a failed save, or half as much on a successful one. The damage increases as you gain levels in this class. It increases to 4d10 at 5th level, 6d10 at 11th level, and 8d10 at 17th level.

After your dragon companion uses its breath weapon, it can't use it again until it completes a short or long rest. Beginning at 10th level, your companion can use its breath weapon twice between rests, and beginning at 18th level, it can use it three times between rests.

DRACONIC BOND

At 3rd level, your connection with your dragon deepens. Your personality begins to entwine with your companion's inherent magic, shaping your destiny as a pair. Choose a Draconic Bond: Bond of the Guardian, Bond of the Rider, Bond of the Sniper, or Bond of the Mage. Your choice grants you features when you take it at 3rd level, and again at 5th, 11th, 17th, and 20th level.

BOND CALL

Also starting at 3rd level, while you and your dragon companion are on the same plane of existence, you can use your action to telepathically call it to your location.

When you do, your dragon companion will make every effort to make its way to your location. While it is travelling towards you this way, you can sense its direction relative to your position, though not its exact location. This feature fails if you or your dragon companion are suffering from any sort of magical effect that prevents telepathy or verbal communication, such as the *mind blank* and *silence* spells.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SHARED SENSES

Beginning at 6th level, you can use your action to see and hear through your dragon companion's senses as though you are under the effects of the *beast sense* spell, as long as you are on the same plane of existence.

IMBUED FEROCITY

Also starting at 6th level, your dragon companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



DRACONIC WILLPOWER

By 7th level, your connection to your dragon companion has instilled you both with greater focus. You and your dragon companion have advantage on saving throws against being frightened or charmed.

PREDATOR'S SPEED

Also at 7th level, your connection with your dragon companion begins to affect your physiology, making your muscles more powerful and efficient. Your base walking speed increases by 5 feet.

DRACONIC RESILIENCE

By 9th level, the physiological changes caused by your connection to your dragon companion have made you heartier and more biologically resistant. You gain proficiency in Constitution saving throws.

POWERFUL WINGS

At 10th level, your dragon companion's wings have grown strong enough to support more than its own weight when it takes flight. It can use its flying speed even if it is wearing armor and there are creatures mounted on it.

DRACONIC RAMPAGE

Beginning at 13th level, while your dragon companion is berserk from your Vengeful Bond, it also gains the following benefits:

- It can attack twice, instead of once, whenever it takes the Attack action on its turn.
- When it makes a bite or claw attack against the creature that reduced you to 0 hit points, the attack gains a bonus to its damage roll equal to its Charisma modifier (a minimum of +1).
- It has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

SKYMASTER

By 14th level, you have had enough practice riding atop your dragon companion that doing so feels as natural as walking. You have advantage on Strength and Dexterity saving throws you make to keep from falling off of your dragon companion.

Additionally, you have resistance to any damage you take from falling.

CHANNEL BREATH WEAPON

At 15th level, the physiological changes caused by your bond have allowed you to make use of your dragon companion's breath weapon. You can use your action to exhale destructive energy. Your breath weapon is the same as your dragon companion's; it is the same size and shape, deals the same damage, and requires the same type of saving throw to resist its effects. The DC of the saving throw against your breath weapon is equal to 8 + your proficiency bonus + your Charisma modifier.

Once you use your breath weapon, you must finish a short or long rest before you can do so again.

DRACONIC BONDS

Dracoknights' connections with their dragon companions are sacred. Dracoknights are there at their companion's hatching, and stay with them for the remainder of their shared lifespan. They live together, fight together, and die together. When your dragon companion enters its adolescence, it becomes cognizant of itself in the context of the greater world, allowing you to forge a deeper connection and set you on the path to your mutual destiny. Your choice of Draconic Bond represents your partnership with your dragon companion. How will the two of you live, fight, and die together?

BOND OF THE GUARDIAN

Dracoguardians and their dragon companions enjoy working with a team, protecting their allies at all costs. They learn to take hits and respond in kind, fostering in their dragon companion the ideals of friendship and family.

BONUS PROFICIENCIES

When you choose this bond at 3rd level, you gain proficiency with heavy armor.

STAUNCH PROTECTOR

Also at 3rd level, you gain the ability to hinder attacks intended for others. When a creature attacks a target other than you within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. To do so, you must be able to see both the attacker and the target. You interpose an arm, a shield, or some other part of yourself to try to throw the attack off target.

COORDINATED ATTACK

By 5th level, you and your dragon companion have learned to work as a team to dispatch foes. When you use the Attack action on your turn, if your dragon companion can see you, it can use its reaction to make a bite or claw attack.

DRACONIC BASTION

Starting at 11th level, whenever the target of your Staunch Protector feature misses with the triggering attack, you can make a melee weapon attack against that creature as part of the same reaction.

ELEMENTAL DEFENDER

Beginning at 17th level, your bond with your dragon companion has caused you to grow scales, and has caused its scales to thicken. You gain resistance to the type of damage associated with your dragon's color, and both you and your dragon companion gain a +1 bonus to AC.

Additionally, you and your dragon companion's hit point maximums both increase by 20.

GUARDIAN ASPECT

At 20th level, you gain the ability to fully open your bond with your dragon companion, temporarily acting as one being of singular purpose: to protect your allies and annihilate your foes. Using your action, you open your bond, gaining the following benefits for 1 minute:

- You gain immunity to the type of damage associated with your dragon's color.

- You and your dragon companion are treated as though you had cast the *warding bond* spell on each other, though the effects do not end if you are more than 60 feet from each other.
- Creatures within 5 feet of you or your dragon companion have disadvantage on attack rolls against creatures other than you and your dragon companion.
- Whenever a creature within 5 feet of you deals damage to one of your allies, you can use your reaction to make a melee weapon attack against that creature.

Once you open your bond, you must finish a long rest before you can do so again.

BOND OF THE RIDER

Dracoriders and their dragon companions love the thrill of speed, bypassing foes with swift attacks. They push the boundaries, and are considered by many to be reckless adrenaline-seekers. To rider and draconic mount, though, speed is the quintessence of freedom.

BONUS PROFICIENCY

When you choose this bond at 3rd level, you gain proficiency with shields.

WYRM RIDER

Also at 3rd level, you become able to ride your dragon companion despite its relatively small size. You can mount your dragon companion as long as it is your size or larger.

Additionally, while you are mounted on your dragon companion, you can use a bonus action on your turn to have your dragon companion move up to its speed. If you do, you can't use your walking speed this turn.

WYRM JOUSTER

Beginning at 5th level, if your dragon companion moves at least 15 feet straight toward a creature on its turn while you are mounted on it, you can use your reaction to make a melee weapon attack against that creature. If the attack hits a creature that is your dragon companion's size or smaller, the target must succeed on a Strength saving throw with DC equal to 8 + your proficiency bonus + your Strength modifier or be knocked prone.

DRAGON JOUSTER

Starting at 11th level, when you hit a creature with an attack you made as a reaction, the attack deals additional damage of the type associated with your dragon's color. The additional damage is one weapon damage die.

DRAGON RIDER

By 17th level, you and your dragon companion are masters of weaving in and out of combat. Neither you nor your dragon companion provoke opportunity attacks when you move out of enemy's reach.

Additionally, when you knock a creature prone with your Wyrms Jousting on your dragon companion's turn, your dragon can make a bite or claw attack against the creature as a bonus action this turn.

RIDER ASPECT

At 20th level, you gain the ability to fully open your bond with your dragon companion, temporarily acting as one being of singular purpose: to reach greater speeds, and make your enemies know the terror of dragon and rider diving from the sky. Using your action, you open your bond, gaining the following benefits for 1 minute:

- Your dragon companion's base walking speed is doubled.
- You can't be dismounted from or knocked off of your dragon companion unless you choose to dismount.
- When your dragon companion hits a creature with a bite or claw attack on its turn, it can use a bonus action to attempt to grapple the target. Your dragon companion can have only one creature grappled this way. When your dragon companion moves while it has a creature grappled this way, its speed isn't halved if the grappled creature is Large or smaller.

Once you open your bond, you must finish a long rest before you can do so again.

BOND OF THE SNIPER

Dracosnipers and their dragon companions take joy in hunting, the dragon stirring the prey while the sniper brings it down. Most can recognize a dracosniper right away by their noticeably reptilian eyes, eyes that can read the most minute of details at a distance. To the sniper and dragon, though, the thrill of the hunt is only lesser to the thrill of a well-executed plan, and take pleasure in knowing the two are best intertwined.

BONUS PROFICIENCY

When you choose this bond at 3rd level, you gain proficiency with all martial ranged weapons.

DRACONIC VISION

Also at 3rd level, your eyes begin to look reptilian, and your eyesight sharpens to that of a dragon's. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you.

Additionally, you can use the Search action using a bonus action on your turn, and dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

COORDINATED ATTACK

By 5th level, you and your dragon companion have learned to work as a team to dispatch foes. When you use the Attack action on your turn, if your dragon companion can see you, it can use its reaction to make a bite or claw attack.

DRACONIC QUIVER

At 11th level, you learn to draw elemental energy through your connection with your dragon companion to imbue power into your arrows. As a bonus action on your turn, you can empower your arrows for 1 minute. When you hit with an empowered arrow, the attack deals an additional 1d6 damage of the type associated with your dragon's color, and the target becomes marked with draconic energy until the end of your turn.

If your dragon companion hits a marked target with a bite or claw attack, the attack deals an additional 1d6 damage of the type associated with your dragon's color.

The duration ends early if you lose concentration (as if concentrating on a spell), or if you choose to end it on your turn as a bonus action.

Once you empower your arrows this way, you must finish a short or long rest before you can empower them again.

DEADLY SHOT

Beginning at 17th level, when you take the Attack action, you can choose to launch a single deadly arrow at a target instead of attacking normally. Make a ranged weapon attack against the target with advantage. This attack scores a critical hit on a roll of 19 or 20. If the attack hits, the target must succeed on a Constitution saving throw with DC equal to 8 + your proficiency bonus + your Dexterity modifier or be stunned for a number of rounds equal to your Charisma modifier (a minimum of 1 round). The target automatically fails its saving throw if the attack was a critical hit.

Once you use this feature, you must finish a long rest before you can do so again.

SNIPER ASPECT

At 20th level, you gain the ability to fully open your bond with your dragon companion, temporarily acting as one being of singular purpose: to engage in the grand hunt of battle. Using your action, you open your bond, gaining the following benefits for 1 minute:

- You are treated as though you are under the effects of the *swift quiver* spell.
- Your dragon companion can use its action to spit a ball of elemental energy at a point within 150 feet of it. Each creature within 10 feet of the point must succeed on a saving throw against your companion's breath weapon. On a failed saving throw, a target takes 3d8 damage of the type associated with your dragon's color, and you gain advantage on the first ranged weapon attack you make against the target until the beginning of your dragon companion's next turn. On a success, a target takes half damage and you do not gain advantage on ranged weapon attacks against it.

Once you open your bond, you must finish a long rest before you can do so again.



BOND OF THE MAGE

Dracomages and their dragon companions exult in the manipulation of elemental power, and are thrilled to discover that such energy can be transferred through the bond for the mage's use. They know that their connection fuels this magic, and so seek to deepen their bond as much as possible, often leading to two different creatures of the exact same personality and mannerisms. Neither mage nor dragon, though, is ever happier than when manipulating storms of elemental energy in the heat of combat.

SPELLCASTING

When you reach 3rd level, you learn to draw magical power from your dragon companion through your bond, allowing you to cast spells.

Cantrips. You learn two cantrips if your choice from the dracomage spell list. You learn an additional dracomage cantrip of your choice at 10th level.

Spell Slots. The Dracomage Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. You know three 1st-level dracomage spells of your choice.

The Spells Known column of the Dracomage Spellcasting table shows when you learn more dracomage spells of your choice. Each of these spells must be of a level for which you have spell slots.

Whenever you gain a level in this class, you can replace one of the dracomage spells you know with another spell from the dracomage spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your dracomage spells, since the power of your magic is based on the strength of the connection you have with your dragon companion. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a dracomage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus. While you are within 5 feet of your dragon companion, you can use it as a spellcasting focus for your dracomage spells.

SHARED POWER

Starting at 3rd level, when you cast a spell, if your dragon companion is within the normal range of the spell, you may treat the spell as though it were cast from your dragon companion's position. You may only cast a cantrip from your companion's position if it deals damage of the type associated with your dragon's color.

Additionally, if you cast a dracomage spell from your dragon companion's position that deals acid, cold, fire, lightning, or poison damage, you may change the spell's damage type to the type associated with your dragon's color.

DRACOMAGE SPELLCASTING

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

DRACONIC AFFINITY

By 5th level, your dragon's natural affinity with its damage type imbues greater power into spells you cast of that type. When you cast a cantrip that deals the damage type associated with your dragon's color, you add your Charisma modifier to the damage rolls of that spell.

ARCANE ARMOR

By 11th level, the act of using your dragon companion as a focus for your spells has given it a natural protection against magic. Your dragon companion has advantage on saving throws against spells and other magical effects.

DRAGON MAGIC

Beginning at 17th level, when you use your action to cast a dracomage spell, your dragon companion can use its reaction to make a bite or claw attack.

MAGE ASPECT

At 20th level, you gain the ability to fully open your bond with your dragon companion, temporarily acting as one being of singular purpose: to wield magic with immense power and ferocity. Using your action, you open your bond, gaining the following benefits for 1 minute:

- Enemy creatures within 60 feet of your dragon companion that can see or hear it have disadvantage on saving throws against spells you cast, as well as against you and your companion's breath weapons. A creature immune to the frightened condition is unaffected by this benefit.
- You gain resistance to the damage type associated with your dragon's color.
- Whenever you cast a spell of 1st level or higher, you or your dragon companion (your choice) gains temporary hit points equal to your Charisma modifier times the spell's level.

Once you open your bond, you must finish a long rest before you can do so again.

DRACOKNIGHT MULTICLASSING

Dracoknights follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Dracoknight	Strength or Dexterity 13, Charisma 13

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Dracoknight	Light armor, medium armor, simple weapons, martial melee weapons

DRACOMAGE SPELL LIST

Spells with the "SCAG" superscript are from the *Sword Coast Adventurer's Guide*, and spells with the "XGTE" superscript are from *Xanathar's Guide to Everything*.

CANTRIPS (0 LEVEL)

Acid Splash
Blade Ward
Fire Bolt
Friends
Frostbite^{XGTE}
Lightning Lure^{SCAG}
Mage Hand
Poison Spray
Produce Flame
Ray of Frost
Shocking Grasp

1ST-LEVEL

Absorb Elements^{XGTE}
Burning Hands
Cause Fear^{XGTE}
Charm Person
Chromatic Orb
Command
Feather Fall
Ice Knife^{XGTE}
Jump
Ray of Sickness
Witchbolt

2ND-LEVEL

Aganazzar's Scorching^{XGTE}
Dragon's Breath^{XGTE}
Enhance Ability
Enthrall
Flaming Sphere
Hold Person

Melf's Acid Arrow
Protection from Poison
Scorching Ray
Snillloc's Snowball
Swarm^{XGTE}

3RD-LEVEL

Elemental Weapon
Fear
Fireball
Fly
Lightning Bolt
Melf's Minute Meteors^{XGTE}
Protection from Energy
Sleet Storm
Stinking Cloud

4TH-LEVEL

Elemental Bane^{XGTE}
Fire Shield
Ice Storm
Storm Sphere^{XGTE}
Vitriolic Sphere^{XGTE}
Wall of Fire



Dracoknight Class by

[Ross Leiser](#)

[OUTLANDISH ADVENTURE PRODUCTIONS](#)

Art Credits in Order of Appearance

Cover art : “*Dracoknight*” by Rui Ferreira

“Cover 36” by Arcana Games

“*Dragon - 1293373*” by Arcana Games

“*Dracoknight*” by Rui Ferreira

“*Ishtar Chicken Run*” by Arcana Games

“*Quetzalcoatl*” by Arcana Games

“*Scale Adult Preview*” by Arcana Games

“*Timelapse Lezard*” by Deevad

“*Ishtar Dragons*” by Arcana Games

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2016-2017 by Ross Leiser and published under the Community Content Agreement for Dungeon Masters Guild.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

