

OUTLANDISH BONDS

ADDITIONAL DRACONIC BONDS FOR THE DRACOKNIGHT



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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?

When you choose your Draconic Bond at 3rd level, you can also choose from the Bond of the Champion, the Bond of the Minstrel, and the Bond of the Scourge.

BOND OF THE CHAMPION

Dracochampions and their dragon companions connect themselves deeply to faith in a good-aligned deity, most often Bahamut. This positive divine energy permeates their bond, granting them the power to instill hope, an ability they use for the benefit of all. The champion teaches the cold-blooded dragon the importance of charity and benevolence, but also the necessity of destroying the evils that plague the multiverse.

RESTRICTION: GOOD-ALIGNED ONLY

Only characters of a Good alignment can choose the Bond of the Champion Draconic Bond. This bond closely relies on being a champion of the people, a pair that spreads hope and charity, and is therefore poorly suited for non-Good characters.

Your DM can lift this restriction to better suit the campaign. The restriction reflects the traditional rigid ideals of alignment, but it may not apply to a more fluid spectrum of good and evil that doesn't strictly follow the alignment system.

DIVINE IMBUEMENT

When you choose this bond at 3rd level, your dragon companion becomes a platinum dragon, gaining resistance to radiant damage.

Additionally, whenever your companion would deal damage of the type associated with its original dragon color, such as with its breath weapon, you can choose for it to deal radiant damage instead.

INSPIRING TOUCH

Starting at 3rd level, your kind touch can heal wounds and light sparks of hope. You have a pool of healing power that replenishes when you finish a long rest. With that pool, you can restore a total number of hit points equal to your dracoknight level times 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to end one effect imposing the charmed or frightened condition on the target. You can end multiple such effects with a single use of Inspiring Touch, expending hit points separately for each one.

This feature has no effect on undead and constructs.

HARBINGERS OF HOPE

Beginning at 5th level, when you use your Inspiring Touch or take 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.

INSPIRING PRESENCE

Starting at 11th level, you can have your dragon companion use its action and expend a use of its breath weapon to bugle a mighty roar, inspiring those around it to greater feats. Choose a number of creatures within 30 feet of your dragon companion up to your Charisma modifier (a minimum of 1). Those creatures gain a number of temporary hit points equal to twice your dracoknight level. While these temporary hit points persist on a creature, it can choose to automatically succeed on saving throws against being charmed or frightened, and its attacks deal an extra 1d4 damage.

PLATINUM RESILIENCE

At 17th level, you and your dragon companion become as difficult to extinguish as the hope you ignite in others. If you are within 60 feet of your dragon companion at the start of your turn, you and your dragon regain a total of 10 hit points, divided as you choose between yourself and your dragon companion. Hit points you and your dragon companion regain this way can't restore either of you to above half your respective hit point maximums, and neither you nor your it gain this benefit if both of you have 0 hit points.



CHAMPION 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 spread the light of hope, healing the good and smiting the wicked. Using your action, you open your bond, gaining the following benefits for 1 minute:

- You and your dragon companion shed bright light in a 30-foot radius, and dim light for an additional 30 feet.
- At the start of each of your turns, choose any number of creatures other than you and your dragon companion within 30 feet of you. Each of those creatures regains a number of hit points equal to your Charisma modifier (a minimum of 1).
- At the start of each of your dragon companion's turns, choose any number of creatures within 30 feet of it. Each target takes radiant damage equal to twice your dragon companion's Charisma modifier (a minimum of 2).
- You can use your action on your turn to cast *greater restoration* or *lesser restoration* without providing material components. Charisma is your spellcasting ability for the spells.

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

BOND OF THE MINSTREL

Dracominstrels and their dragon companions love nothing more than an enthralling performance, whether it be a lively telling of an epic tale, an inspiring chorus, a lovely sonata, or a jaunty acrobatics show. There is magic in a wondrous spectacle, and the bond between minstrel and dragon manifests it for terrific tableaux galore. These pairings never experience more joy than when putting on a show.

SPELLCASTING

When you reach 3rd level, you learn to draw magical power from your dragon companion through your bond, allowing you to cast spells. See Chapter 10 in the *Player's Handbook* for the general rules of spellcasting, and chapter 11 in the same for the bard spell list.

Cantrips. You learn three cantrips: *prestidigitation* and two cantrips of your choice from the bard spell list. You learn another bard cantrip of your choice at 10th level.

Spell Slots. The Dracominstrel 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 bard spells of your choice, two of which you must choose from the enchantment, illusion, and transmutation spells on the bard spell list.

The Spells Known column of the Dracominstrel Spellcasting table shows when you learn more bard spells of 1st level or higher. Each of these spells must be an enchantment, illusion, or transmutation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one bard spell you know with another spell from the bard spell list. The new spell must be of a level for which you have spell slots, and must be an enchantment, illusion, or transmutation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Charisma is your spellcasting ability for your bard spells, since the power of your magic is based on the chemistry you and your dragon share as you perform. 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 bard 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 bard spells.

DRACOMINSTREL SPELLCASTING

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

PROFICIENT PERFORMERS

Also at 3rd level, you and your dragon companion gain proficiency in the Performance skill. If you are already proficient in Performance, you instead gain proficiency with a musical instrument of your choice.

Additionally, when you cast the *prestidigitation* spell, its range increases to 30 feet, and you can create the following additional effect with it:

- You create a highly distracting sensory effect, such as continual bursts of sparks, a cacophony of sounds, an object appearing to alight with a convincing illusory flame, or a putrid odor in a space within range. If the space is occupied by a creature, it must succeed on a Wisdom saving throw, or the next attack roll made against the creature before the end of your next turn has advantage, due to the target being too distracted to focus on dodging attacks. The sensory effect fades at the end of your next turn. Additionally, whether the target succeeds or fails its saving throw, it has disadvantage on Wisdom (Perception) checks for the duration.

DRAMATIC DUO

Beginning at 5th level, when you use your action to cast a bard cantrip or take 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.

CAPTIVATING PRESENCE

Starting at 11th level, you can have your dragon companion use its action and expend a use of its breath weapon to unleash a wave of raw charisma. Each creature other than you within 30 feet of your dragon companion must make a Wisdom saving throw against your dragon companion's breath weapon. On a successful saving throw, the target is immune to this feature for 24 hours. On a failed save, the target is charmed by you and your dragon companion for 10 minutes. Each time a creature charmed this way takes damage, it can repeat the saving throw, ending the effects on a successful save.

DRAGON MAGIC

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

MINSTREL 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 put on the greatest show ever witnessed. Using your action, you open your bond, gaining the following benefits for 1 minute:

- When you cast a spell targeting yourself, you can also affect your dragon companion with the spell if it is within 30 feet of you.
- As a bonus action on each of your turns, you can grant a creature within 60 feet that can see or hear you a d10 until the beginning of your next turn. Once during that time, the target can roll the d10 and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the d10, but must decide before the DM says whether the roll succeeds or fails.
- You can have your dragon companion use its bonus action on each of its turns to inspire a creature within 60 feet that can see or hear it with draconic power. Once before the beginning of your dragon companion's next turn, when the inspired creature makes a damage roll, it can deal 1d10 additional damage of the type associated with your dragon's color to a single target of the attack or effect.

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

BOND OF THE SCOURGE

Dracoscourges and their dragon companions embrace their darker natures: taking whatever they want, causing whatever havoc they feel like wreaking, and destroying lives and property for the enjoyment of it. Whether they serve only themselves or an evil-aligned deity, most often Tiamat, this darkness and desire for slaughter corrupts their bond, granting them a measure of control over vile negative energies.

RESTRICTION: EVIL-ALIGNED ONLY

Only characters of an Evil alignment can choose the Bond of the Scourge Draconic Bond. This bond closely relies on being a villain that enjoys destruction and slaughter, that exploits the slightest weaknesses in an opponent and enjoys inspiring fear, and is therefore poorly suited for non-Evil characters.

Your DM can lift this restriction to better suit the campaign. The restriction reflects the traditional rigid ideals of alignment, but it may not apply to a more fluid spectrum of good and evil that doesn't strictly follow the alignment system.

VILE IMBUEMENT

When you choose this bond at 3rd level, your dragon companion becomes a shadow dragon, gaining resistance to necrotic damage.

Additionally, whenever you or your companion would deal damage of the type associated with its original dragon color, such as with a breath weapon, you can choose for it to deal necrotic damage instead.

DEATH DEALER

Also at starting 3rd level, you gain a pool of necrotic power that replenishes when you finish a long rest. With that pool, you can deal a total amount of necrotic damage equal your dracoknight level times 5.

When you or your dragon companion hits a creature with a weapon attack, you can draw power from the pool to deal additional necrotic damage to the target, up to your proficiency bonus. Necrotic damage you deal this way ignores resistance to necrotic damage.

Alternatively, when you or your dragon companion hits a creature with a weapon attack, you can expend 5 damage from your pool of necrotic power to attempt to frighten the creature. Instead of taking necrotic damage, the creature must succeed on a Wisdom saving throw against your dragon companion's breath weapon or become frightened of both you and your companion until the end of the target's next turn.

EXPLOITATIVE AMBUSH

Beginning at 5th level, you and your dragon companion learn to strike subtly and exploit a foe's distraction as a team. Once per turn, you or your dragon companion can deal an extra 1d6 damage to one creature you or it hits with a weapon attack if the attacker has advantage on the attack roll.

Neither you nor your dragon companion needs advantage on the attack roll if the other is within 5 feet of the target, isn't incapacitated, and the attacker doesn't have disadvantage on the attack roll.

The amount of extra damage increases to 2d6 when you reach 17th level in this class.

FRIGHTFUL PRESENCE

Starting at 11th level, you can have your dragon companion use its action and expend a use of its breath weapon to unleash a roar that inspires fear in the hearts of all around it. Each creature other than you within 30 feet of your dragon companion must make a Wisdom saving throw against your dragon companion's breath weapon. On a successful saving throw, the target is immune to this feature for 24 hours. On a failed save, the target is frightened of you and your dragon companion for 1 minute. At the end of each of its turns, a frightened target can repeat the saving throw, ending the effects on a success.



DARK VOID

At 17th level, you learn to bend darkness and shadow to your will. You can cast the *darkness* spell without providing material components. Charisma is your spellcasting ability for the spell.

You and your dragon companion can see through any magical darkness you create this way, and regain 5 hit points when you start your turn in it. Hit points you and your dragon companion regain this way can't restore either of you to above half your respective hit point maximums.

You can cast *darkness* this way twice, and you regain all expended uses when you finish a long rest.

SCOURGE 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 unleash havoc and destruction, and annihilate your opposition. Using your action, you open your bond, gaining the following benefits for 1 minute:

- You and your dragon companion's weapon attacks and breath weapons deal double damage to objects and structures.
- Your weapon attacks deal additional necrotic damage equal to your Charisma modifier (a minimum of 1 damage).
- Your dragon companion's bite and claw attacks deal additional necrotic damage equal to its Charisma modifier (a minimum of 1 damage).
- When you or your dragon companion deals necrotic damage to a target with an attack or breath weapon, the target's hit point maximum is reduced by an amount equal to the necrotic damage dealt. A creature dies if its hit point maximum is reduced to 0, but its hit point maximum returns to its normal value when it finishes its next long rest.

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

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