

GIFTS OF THE DRAGON

IN A WORLD FILLED WITH GODS, what would bring people to worship dragons? Though the great kingdoms of the world have accepted the gods of dragonkind into their pantheons, the fur-draped folk of the frigid north still worship living, breathing dragons as gods incarnate. When winter grows unbearably cold and impossibly dark, what better way to survive than to become like the dragons, who can withstand any element?



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Whether one embraces dragons as living gods or curses them as tyrants, dragons inspire fear, wonder, and envy—and those whose fates are intertwined with dragonkind can taste their power with the new character options, like background details, environmental objects, and boons, contained within.

MARKED BY THE DRAGON

Both dragon cultists and dragonslayers often present affects and motivations that reflect life in the shadow of dragons. GMs can draw from this section to create NPCs, and players can also use these traits to flesh out dragon-associated characters.

APPEARANCE

1d6 Feature

- 1 Terrible scarring disfigures half of face
- 2 Hair is long and spikey. When emotional it stands on end, forming a ridge.
- 3 Dragonish tattoo or piercings, Fangs, wings, bones, or a draken sigil (see below).
- 4 Personal dress shows a lot of skin. Emits an aura hot as a stove.
- 5 Eyes have a cunning glow. Fiery amber, serpentine green, or icy blue.
- 6 Robust and heavy breathing. Almost seems to exhale steam.

Engaging with Dragons

Appeasing a dragon usually entails occult worship or general submission, or any time one ritually observes the dragon as religious or political sovereign. Examples include:

- Offering a whole burnt offering of livestock or a humanoid at a draconic shrine.
- Offering a beautiful youth as a living sacrifice.
- Delivering notable treasure to the dragon's lair.
- Pledging personal religious or military service to the dragon.

Dragonslayers and the like likewise obtain draconic favor, by enacting these rituals in reverse (destroying shrines, saving captives, liberating treasure). This represents the heroes encroaching on dragonkind's mystical territory and stealing their power.

BOND

1d8 Feature

- 1 A dragon fanatic, but has never actually met or even seen one.
- 2 A relative was famously eaten by a dragon. They know the dragon's name.
- 3 Lone survivor of a dragon attack.
- 4 Kidnapped by a dragon cult.
- 5 Gave up everything to worship dragons.
- 6 Member of a long-lost draconic line.
- 7 Member of a dragonslayer dynasty.
- 8 Clan has a pact with a local dragon.

FLAW

1d6 Feature

- 1 Fear of dragons lay heavily on their spirit.
- 2 Will risk life and limb to get a closer look at dragonkind.
- 3 Fanaticism blinds them to everyday concerns.
- 4 Paternalism. Those I protect must do as I say.
- 5 I will take everything my enemies hold dear.
- 6 Hatred for all scaled beings.

EQUIPMENT

1d6 Feature

- 1 Weapon blades jagged like dragons' teeth
- 2 Item constructed from bones and sharp teeth
- 3 Clothing features draconic stitchwork motif
- 4 A vial of dragon's blood
- 5 Scroll describing the genealogy of a local dragon or dragonborn dynasty
- 6 Dragonvein agate that glows when a true dragon or a dragonvein is within 5 miles. Made into a ring, pendant, or pommel.

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ENVIRONMENTAL OBJECTS

When players are exploring a wilderness scene and you want to add a dose of fey flavor, roll on this table and add the appropriate object to the scene.

RANDOM DRACONIC OBJECT

1d6 Random Object

- | | |
|---|--|
| 1 | Draken Sigil |
| 2 | Draconic Obelisk |
| 3 | Vassal Reliquary |
| 4 | Dragonvein |
| 5 | Petrified Fundamentum |
| 6 | Roll twice; ignore additional results of 6 |

Draken Sigil

Spellcasting dragons use sigils to spread their mark their domain. Each dragon has their own unique sigil, which can be as small as a human handprint, perfect for a cultic shrine; or they may be vast, like a forest, mountain, or cave system shaped in the rune's image.

A spellcasting dragon can cast *scrying* on any creature, object, or surface that bears its draken sigil as a ritual. Any knowledge gained from a divination spell cast within the line of sight (or within) a draken sigil is also revealed to the dragon, including the name and appearance of the creature who cast the spell.

Draconic Obelisk

These tall stone monuments record the triumphs of a specific dragon, as told from the perspective of their cult worshipers. The inscription is a combination of pictograms and Draconic poetry, in which are encoded spells suitable for the dragon cult's arcanists. Recorded on the obelisk are 1d6 wizard spells, with a total of 3d6 spell levels. A wizard that speaks Draconic can copy these spells into a spellbook.

Vassal Reliquary

This Large crystal—some enchanted form of ice, fire, or another element—contains within it a preserved, living humanoid. When dragons find

a worthy vassal or an interesting foe, the dragon can use a secret spell to modify its breath weapon to preserve a humanoid for a later date, instead of killing it.

The reliquary has AC 19, and 50 hit points, and a damage threshold of 15. It is instantly destroyed if it takes any damage from a dragon or dragonborn's Breath Weapon. Destroying the reliquary does not harm the humanoid within. Once the reliquary is destroyed, the humanoid contained within remains unconscious for 1 minute, after which point it awakens and gains the benefits of completing a long rest.

Dragonvein

A dragonvein appears at first to be a clearing with a distinctive environmental feature, like a tar pit, geyser, or dragon skeleton, but a creature that casts *identify* on the vein or succeeds on a DC 15 Intelligence (Arcana) check can sense powerful elemental energy within. A dragonvein is created when an ancient dragon dies, and a fraction of their consciousness lingers in the environment for generations to come. The soil around a dragonvein is plentiful with dragonvein agates.

A dragonvein contains *commune with nature* and one spell from the following: *conjure elemental*, *control weather*, or *move earth*, and a character that can identify the spells within can tap into the dragonvein's powers and utilize them to shape the world around it. A true dragon, dragonborn, Draconic Bloodline sorcerer, or a druid can use an action to beckon the dragonvein to cast one of its contained spells. The beckoning creature makes a DC 18 ability check using Constitution or their spellcasting ability (beckoner's choice). On a success, the dragonvein immediately casts the contained spell of the beckoner's choosing; all spell benefits and effects are under the beckoner's control, but the dragonvein maintains concentration. On a failure, the beckoner takes 17 (5d6) necrotic damage as the dragonvein rebukes them.

Once a spell has been cast from the dragonvein, that spell cannot be cast for 1d10 days.

Petrified Fundamentum

A dragon's heart, crystallized in the elemental energy it breathed in life. When true dragons are afforded proper burial—a rare luxury—the essence of the dragon's elemental organ seeps out and crystallizes around its heart over the course of a century. The size and power of a *petrified fundamentum* depends on the deceased dragon's age.

Wyrmling. Fist-sized wondrous item, rare. Requires attunement. Attuned character deals +1 damage when dealing damage of the deceased dragon's breath weapon's damage type. Said spells and breath weapon DCs also receive a +1 bonus.

Young. Tiny-sized wondrous item, very rare. Same as wyrmling, except the bonuses are +3.

Adult or Ancient. Small-sized wondrous item, legendary. Same as young, except for the following. While attuned, you have resistance to the damage type of the deceased dragon's breath weapon. Additionally, you can touch the *fundamentum* to regain a spent spell slot. Once used, this property cannot be used again until the next dawn.

DRACONIC PLOT GENERATOR

GMs can use the tables in this section to synthesize an entire draconic campaign. Utilizing just a few tables can add depth to a draconic enemy, or fill in blank spaces in the narrative.

DRAGON AGE

1d10 Age

1–3 Young

4–7 Adult

8–9 Ancient

10 Two dragons work together. Roll twice on this table; ignore additional rolls of 6 and duplicates. Also roll twice on the Type table

DRAGON TYPE

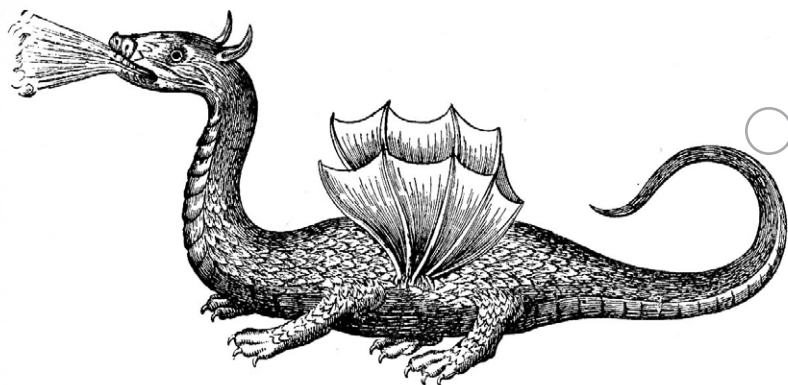
1d6 Type

1–2 Chromatic (Evil)

3–4 Metallic (Good)

5 Gem (Neutral)

6 Dragonkin (dragon turtle, faerie dragon, etc.)



DRAGON'S AMBITION

1d6 Ambition

1–2 Dominate or Obtain

3–4 Destroy

5 Infiltrate or Befuddle

6 Uplift or Promote

DRAGON'S TARGET

1d10 Target

1–2 A nearby village

3–4 A nearby city

5 A kingdom

6 A guild

7 A royal bloodline

8 Religious order

9 A site of magical, holy, or profane power

10 Another dragon

WITH THE HELP OF...

1d10 Assistance

1–3 A barbaric horde

4–6 An insidious cult

7 Local nobility

8 A mighty champion

9 An ancient relic or a mighty ritual

10 A mighty fiend, fey, or celestial

DRAGON'S MOTIVATION

1d6 Motivation

1 Personal validation

2 Treasure

3 Love or Offspring

4 Revenge

5 To protect holdings

6 Magical power or a prophecy

DRACONIC FAVOR

Any time a player would receive Inspiration for an action related to appeasing dragons or confronting them, you can instead grant the player draconic favor. Players can expend their draconic favor to invoke one of the following dragon magic boons, or the GM can keep draconic favor a secret and expend it for players to intervene on behalf of unseen powers.

Activate Dragonvein

As an action, a character may expend their draconic favor to activate a dragonvein. The character beckons to the dragonvein regardless of race or class, and automatically succeeds on the ability check.

Barbaric Shout

As a bonus action, a character can expend draconic favor to roar a draconic curse. The roar resounds loudly out to 300 feet. The character casts one spell from the following list: *burning hands*, *expeditious retreat*, *fog cloud*, *thunderwave*, *gust of wind*, *heat metal*, *hold person*, or *shatter*. The spellcasting ability for this spell is the better of the character's Constitution or Charisma.

Draconic Audience

As an action, a character can touch a draken sigil to psychically visit the dragon. The dragon and the character view each other directly as per scrying. Both the dragon and the character are aware of this effect, neither get a saving throw against the effect, and the duration is concentration up to 10 minutes, as though it were a spell cast by the initiating character.

Draconic Knowledge

As an action, a character can absorb the arcane knowledge recorded on a draconic obelisk. The character permanently learns each spell on the obelisk, and can cast those spells if they had spell slots of sufficient spell-level; otherwise, the creature cannot cast the spell, even as a ritual. The spellcasting ability of these spells is their choice of Intelligence, Wisdom, or Charisma.

(Variant) New Feat: Barbaric Shout

You have a battlecry, a spell that you using only your voice and will. You can use this feat to cast a battlecry spell a total number of times equal to your proficiency bonus, and you regain all uses when you complete a long rest. Your battlecries use only verbal components, and they emit a thunderous echo audible out to 300 feet. Your battlecry spellcasting ability is Constitution or Charisma (your choice).

When you take this feat for the first time, you learn two 1st-level battlecry spells, choosing from the list below. If you choose this feat again, you learn two new spells, choosing from either 1st- or 2nd-level options. You cannot cast your battlecries using spell slots.

- 1st level: *burning hands*, *expeditious retreat*, *fog cloud*, *thunderwave*
- 2nd level: *gust of wind*, *heat metal*, *hold person*, *shatter*

Dragonblooded Fortitude

While exploring inhospitable terrain, a character may expend their draconic favor to invoke dragon magic to fill them with fortitude. The character and up to four other creatures they can see become adapted to your choice of cold climates or hot climates. This effect lasts for 1d10 days.

Piercing Energy

As a bonus action, a creature can expend draconic favor to pierce energy resistance. Choose a damage type associated with a dragon's breath weapon. For the next 1 hour, the character's attacks, spells, and other effects ignores resistance to that damage type.

Spirit of Resistance

As a reaction, when a character takes damage from a type associated with a dragon's breath weapon, they can expend draconic favor to gain resistance to that damage type. This effect lasts for 1 hour. 🐉