

A HOBGOBLIN'S GUIDE TO DRAGONS

HOME BREW

A Guide to playable dragons for D&D 5E

DRAGONS

THE DRACONIC RACE

"I never thought I'd see one up close" said the scared old wanderer. "It was a monster beyond equal, claws like spear tips, scales like plate armor, wing beats like a tempest, a voice like a thunder clap, and breath so hot that death himself would be afraid"

DRAGONS

Dragons are powerful and magical creatures that live far longer than any other species. While older dragons tend to settle down and spend their time protecting their horde of treasure, some young dragons will strike out into the world on an adventure. Some may do this to expand their horde of treasure while others may do it to satisfy a grudge or keep a promise, others may just do it to sate their wonderlust and thirst for adventure.

DRACONIC NATURE

Dragons are very elemental creatures, as much creatures of magical power as they are of natural birth. As such dragons tend towards personality traits that are typical of that type of dragon. While every dragon is unique they differ far less in terms of personality than any natural race. A dragon will rarely differ from the alignment associated with their race. And should they differ, it will not be by much. A Gold Dragon could lose their drive to fight for justice and goodness and become lawful neutral, or see that obeying law can hamper their ability to fight for the greater good and change to neutral or even chaotic good. They are all but incapable of acting in a way that they perceive to be evil. Likewise, Chromatic Dragons have a difficult time feeling empathy towards any creature other than a dragon and have an inherent rage and spite towards non-dragons or even other dragons of their kind. While a strange past could drive a Red Dragon to tend towards neutrality or towards lawful evil, one being of a good alignment has never been seen. Dragons outside of the common Metallic and Chromatic species tend to be far more flexible, if so rare that they are hardly seen, but they also tend towards the common tropes of their species.

No matter the type of dragon, every dragon will have some traits that are shared by every other dragon. Dragons are inherently greedy and egotistical. A dragon, no matter how kind and just, will never suffer to part with their wealth willingly. While they might buy and sell, they almost never give their wealth away. Charity for a dragon is an almost alien concept. A dragon's natural ego will often lead them to look down at others. A good aligned dragon will likely see this as them having a burden to protect other races while an evil dragon will see others as lesser beings that deserve to be ground under foot.

ISOLATION AND ALIENATION

Dragons often live far away from others of their kind. Dragon parents will sometimes leave their eggs in the care of humans or alone to fend for themselves. While a dragon has a natural instinct to protect its children, they often tend to be drawn away from them by a quest or some other issue, many dragons are slain before their children hatch. Because of this some young dragons grow up away from the influence of other dragons. Older female dragons will often spend much of their time mentoring wyrmlings, but dragons like this are few and far between. So a dragon unfortunate enough to be born without guidance may have to develop their skills of survival on their own.

DRAGONS AS ADVENTURERS

Dragons are uniquely powerful creatures and as such do not follow the traditional rules of a player class. Playing a dragon requires that you adhere to the rules specific to them. Every dragon begins play in the Dragon class and is unable to change into a different class by traditional means. Additionally no race other than a Dragon can occupy the Dragon class.

A DM may allow for another race than Dragon to begin taking levels in the Dragon class. If you do so then you maintain you choose a dragon subrace and gain the abilities associated with that subrace as it relates to the class, they keep their racial modifiers. If that player is a Dragonborn or Draconic Bloodline Sorcerer, then the subrace is the same as their Draconic Ancestry. If the race is a Kobold then the subrace must be either a Chromatic Dragon or a Cobalt Dragon. When assuming a humanoid form using the Shape Change feature, the form they assume must be their normal form from before taking levels in the class.

OPTIONAL RULES

WYRMLING STATS

Instead of rolling dice and applying racial modifiers, the DM may allow a player to begin play with the ability scores of their subrace's wyrmling as seen in the Monster Manual.

DRACONIC MUTATIONS

Rarely a area of wild magic, a genetic mutation, or simply crossbreeding will result in a dragon born with unusual abilities. A lesser degree of this is observed with Chromatic Dragons that can use the Shape Change ability. In more serious cases of this a dragon will be born with the appearance, damage immunity, movement speed, and personality of one type of dragon but with the breath weapon and ability score modifiers of another.

DRAGONIC CLASSES

Instead of taking a subclass at level 2, a DM may allow you to choose to take levels in a class as if you had multiclassed into it. In this case your character level is treated as your Dragon class level. Your hit points, hit die, and ability score improvements are unaffected by this change and progress as if you were leveling in the Dragon class normally. You also make the following changes to the Dragon class.

- Instead of preparing spells from the Dragon spell list equal to your level divided by 2 + your Charisma modifier, you learn 1 spell at every even numbered level. You may replace a spell you know with another spell from the Dragon spell list whenever you level up.
- Your spell slot progression is changed so that you can cast each spell you know from the Dragon spell list once per day. You do not gain spell slots from levels in the Dragon class. The spell level you can cast is equal to the spell slots that you would have if you were leveling in the class normally.
- You require 20% more EXP to gain a level. Your DM may wave this restriction.
- Once you reach level 20, you gain 2 class levels in the class you are currently gaining levels in. For example a level 19 dragon that had chose to start taking levels in Barbarian at level 2 would be Character level 19, Dragon level 19, and Barbarian level 18. Once that Dragon reaches level 20 then they will be Character 20, Dragon 20, Barbarian 20.
- You can choose to "multiclass" and take levels in a different class than the one they picked at level 2.

This option is **Highly** unadvised for newer players and DMs. This option is far more flexible and complicated than the base class. Any character that chooses to gain levels like this will likely be more powerful, harder to balance encounters for, and highly unpredictable. A barbarian would be able to cast fireball randomly. A circle of the moon druid would be able to cast spells while transformed. Etc.

While this is somewhat on par with the power level of the subclasses made available in this book, the ruling issues would create more problems than this system would solve and lead to a lot of extra work for everyone. The abilities of the Dragon class often contradict the abilities of other classes if this system is used. The subclasses contained in here make it so that any character a player would want to make like this would be fairly easy to create just using those.

DRAGON NAMES

Male Names: Ardum, Blas, Carsh, Dreige, Talos, Karas, Io
Female Names: Adalos, Bals, Calaba, Despayr, Phi, Kymar, Zela

DRAGON TRAITS

Your draconic anatomy grants you many unique powers that are rare among adventurers.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dragons mature quickly and continue to grow stronger with age. Despite not reaching adulthood until they are over 100 years old, they are as strong and smart as a human within a year or so. Adventuring dragons tend to be around 15-25 and have just left their Wyrmling stage. Dragons live well past 1000 and don't show the negative signs of aging until around 4400 years or more.

Alignment. A dragon's alignment varies greatly depending on what type of dragon they are. Chromatic and Metallic dragons will almost never differ from evil and good respectively, but some dragons have a more flexible morality.

Size. Dragons of this age are around 7 to 8 feet tall but their habit of walking around on all four legs has them come to about the same height of a horse. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your eyes are specialized to see in any light. You can see in dim light up to 60 feet as if it were bright light, and in darkness as if it were dim light.

Draconic Greed. Whenever you make an Intelligence (Investigation), Intelligence (Arcana), or Intelligence (History) check related to a item or weapon that could be considered valuable or is made of a valuable substance, you are considered proficient with that skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. If you are naturally proficient in that skill, triple your proficiency bonus instead. If you succeed on the check, you also learn the approximate value of that item.

Languages. You can speak, read, and write Draconic.

Subrace. Multiple draconic subraces are found in the infinite world of the multiverse, most of which fall into either Chromatic or Metallic.

METALLIC DRAGONS

Metallic dragons are all inherently good aligned, though their personality can lead them to take actions that humans consider evil. Their alignment ranges from lawful to chaotic depending on the species.

GOLD DRAGON

Gold dragons are often said to be the wisest, strongest, and most honorable of all dragons. They have a strong thirst for justice and spend massive amounts of time fighting evil in the world. This quest can often lead them to become a tyrant and try to stamp out anyone that they view as being evil. Their favorite type of item to hoard is magic items of considerable power, though they will seek out gold like all dragons.

Ability Score Increase. Your Intelligence or Charisma score increases by 2.

Alignment. Gold Dragons are almost always Lawful Good.

Amphibious. You can breath in air or water, and have a swim speed equal to your speed.

SILVER DRAGON

Silver Dragons are odd among the Metallic Dragons. They have the same concern for justice that is present in the Gold Dragon, but follow a strict code of non-violence whenever possible. They follow the code of "That which harms others is a crime, that which does not is one's own business". While Gold Dragons follow their path of justice because of their hatred for evil, a Silver Dragon has a deep concern for the wellbeing of others. They have a special fondness for humans and other short lived races, often choosing to spend much of their time in human form. Because of this they tend to prefer treasure like jewelry that can be carried on their person. These are the second most likely type of dragon to set out into the world as a adventurer.

Ability Score Increase. Your Wisdom score increases by 2.

Alignment. Silver Dragons are almost always Lawful Good.

Could Walk. You know the Mold Cloud cantrip and can cast Cloud Walk at will.

BRONZE DRAGON

Bronze dragons are another kind of dragon that love to spend time outside of their natural form. They generally love to swim around the sea as a dolphin or take the form of a old begger to test the goodness of a traveler, though and kindness will only be met with a smile and no form of actual reward. Like a gold dragon they tend to take a very hard stance against what they view to be evil, often taking over cities in their elder years to purge it of evil. They especially hold a deep hatred of pirates, often wrecking their ships. They love the taste of shark and collect pearls and gems as their favored form of treasure, though they secretly prefer gold.

Ability Score Increase. Your Strength score and Charisma score increases by 1.

Alignment. Bronze Dragons are almost always Lawful Good, but can be Lawful Neutral. They can be swayed to Lawful Evil more easily than other Metallic dragons, but only if they view what they do as being for the greater good.

Amphibious. You can breath in air or water, and have a swim speed equal to your speed.

BRASS DRAGON

Brass Dragons are by far the most friendly and seemingly harmless of all dragons. They always seek out companionship and conversation from any creature that will lend them an ear, or that are just unlucky enough to get lost and become a captive audience. They are kind and trusting to a fault.

Ability Score Increase. Your Charisma and Intelligence score increases by 1.

Alignment. Brass Dragons are almost always Chaotic Good.

Burrowing. You have a burrow speed of 15 feet.

Gift of Tongues. You learn 3 additional languages of your choice and can cast Speak with Animals at will.

COPPER DRAGON

Copper dragons are tricksters by nature. Despite being fairly weak by dragon standards, they make up for it with guile and trickery. Even though they tend to be good natured, they will hold grudges for a very long time, though these grudges tend to result in more pies to the face than blood split.

Ability Score Increase. Your Dexterity and Charisma score increases by 1.

Alignment. Copper Dragons are almost always Chaotic Good.

Climbing. You have a climb speed equal to your speed.

Sculptor of Earth. You know the Mold Earth cantrip.

CHROMATIC DRAGONS

RED DRAGON

Red Dragons are by far the most wrathful and destructive of all true dragons. They're greed so unmatched, even among dragon kind, that the theft of even a single coin is enough to send them into a rampage, razing the countryside to the ground. Their anger burns so hot that it can only be quenched by oceans of blood. They will tolerate no insult to their pride, seeing any slight as being worthy of death.

Ability Score Increase. Your Strength or Charisma score increases by 2.

Alignment. Red Dragons are almost always Chaotic Evil.

BLUE DRAGON

Blue dragons are oddly social and in some cases friendly for Chromatic dragons. Though they typically only extend this to members of their own kind. They are patient and very smart. They tend to spend a great deal of their time thinking of tactics to use against enemies.

Ability Score Increase. Your Intelligence score increases by 2.

Alignment. Blue Dragons are almost always Lawful Evil but can be Lawful Neutral.

Burrowing. You have a burrow speed of 15 feet.

BLACK DRAGON

Black dragons are, for lack of a better descriptor, the most evil of all dragon species. While most Chromatic dragons are driven to do evil by their own desires, Black dragons are driven only by their hatred of life and their love of human suffering.

Ability Score Increase. Your Charisma and Dexterity score increases by 1.

Alignment. Black Dragons are always Chaotic Evil.

Amphibious. You can breath in air or water, and have a swim speed equal to your speed.

Fearsome Ambush. You have proficiency in Dexterity (Stealth) checks. When attacking a creature that is unaware of your presence and is not expecting an attack, you can treat that attack roll as a 20.

GREEN DRAGON

Green dragons are the most manipulative and cunning of all Chromatic dragons. They delight in seeing their plans come to fruition as they watch humans play into their schemes. They spend their time in forests near human settlements, trying to sway the population towards discord. Despite this, they are very dedicated parents and lovers, being sure that their children are always taken care of.

Ability Score Increase. Your Wisdom and Strength score increases by 1.

Alignment. Green Dragons are almost always Lawful Evil.

Amphibious. You can breathe in air or water, and have a swim speed equal to your speed.

Wise Deception You can substitute your Wisdom modifier with your Charisma modifier for any Charisma (Deception) or Charisma (Persuasion) checks.

WHITE DRAGON

To be frank, White dragons are by far the dumbest and most mentally inept of all dragons. They are the brutes of the dragon world, less intelligent than the average Orc. They are cold and emotionally stunted, having trouble comprehending abstract concepts like emotion and personal connections. However, they have a great memory. They are able to remember any event that they witness with perfect clarity. Recalling every slight and insult in the slightest most minute detail. They are also the most likely to be tamed and bent to the will of a master that is stronger than them, such as a cloud giant or powerful wizard.

Ability Score Increase. Your Wisdom and Dexterity increases by 1 and your Intelligence score is reduced by 2.

Alignment. White Dragons are almost always Chaotic Evil.

Burrowing. You have a burrow speed of 15 feet.

Amphibious. You can breathe in air or water, and have a swim speed equal to your speed.

FERROUS DRAGON

Ferrous dragons are a rare subspecies of dragon. Some believe that they were, along with gem dragons, created before Io was split in half. Others believe that they originated on a plane of existence far removed from others. While some believe that they are simply an oddity that formed among metallic dragons. Ferrous dragons are typically of a lawful alignment and tend towards neutrality, however this isn't the case for all of them. Unlike Gem dragons, they have much more mobility in terms of morality and range from evil to good alignments.

IRON DRAGON

Iron dragons are the strongest of all ferrous dragons with the god emperor of all ferrous dragons, Graughlothor, being a member of their race. Ferrous dragons believe, much like Red dragons, that they were the first of their subspecies of dragon and that all other ferrous dragons are lesser creatures. They look down on non-dragons but aren't hostile towards them. As a general rule they will leave you alone if you don't get in their way, though their taste for iron ore and other ferrous metals often puts them in conflict with dwarfs.

Ability Score Increase. Your Intelligence, Charisma or Strength increases by 2.

Alignment. White Dragons are almost always Lawful Neutral but can be Lawful Evil.

Burrowing. You have a burrow speed of 15 feet.

Magnet Sense. You can detect the general location, shape, and size of any object made of a non-precious metal within 30 feet. When making a Perception or Investigation check you will be able to find any such object within the range of this effect without rolling. If there is a person carrying a weapon or wearing armor made of such material you will not be able to locate them specifically, you will only know that there is a large roughly dagger or breastplate shaped object in their general direction.

STEEL DRAGON

Steel Dragons have a unique love of humans, almost always preferring to lair in cities and live as a human. Their favorite type of treasure is real estate and ownership of businesses that can generate more profit, usually storing any money they make in a bank. If they do have a traditional horde it will always be things like magic items, art, antiques, and other such valuable collectibles. These are the most common type of dragon to see in an adventuring party, sometimes going years before anyone finds them out.

Ability Score Increase. You increase two ability scores of your choice other than Constitution by 1 each.

Alignment. Steel Dragons are usually Lawful Neutral or Lawful Good.

A Thousand Faces. You have advantage on any Performance and Deception checks related to making others think you are someone or something you are not or assuming another's identity.

TUNGSTEN DRAGON

Tungsten dragons are an odd member of the dragon race. On first glance you would be forgiven if you were to assume that they are a standard metallic dragon, with their obsession with justice and law. But they are a unique form of lawful good. They have a never ending thirst for the destruction of evil that is rivaled by the gold and bronze dragons in its zeal. It's hatred of all evil so deep that it approaches the rage of a red dragon.

Ability Score Increase. Your Strength and Charisma increases by 1.

Alignment. Tungsten Dragons are always Lawful Good.

Burrowing. You have a burrow speed of 15 feet.

CHROMIUM DRAGON

Chromium Dragons are unique among Ferrous dragons in that they are one of only two dragons of their type to tend towards a Chaotic alignment. In fact they are, in every way but color, a chromatic dragon. They have an evil nature rivaled only by a Black Dragon and a rage not unlike a Red Dragon.

Ability Score Increase. Your Strength and Dexterity increases by 1.

Alignment. Chromium Dragons are always Chaotic Evil.

Climbing. You have a climb speed equal to your speed.

Sadist Resolve. When attacking a creature that is Incapacitated, triple the damage dealt by the attack. You may choose to make this damage unable to kill the creature.

COBALT DRAGON

Cobalt Dragons are Trap obsessed lurking creatures with little interest in anything else. They are uninterested in taking mates for any reason other than maintaining their population and certainly don't like socializing. They have many similarities in their appearance to Kobalds, and are thought by some to be their creators.

Ability Score Increase. Your Dexterity score increases by 2, your Intelligence score increases by 1, and your Strength score is reduced by 2.

Alignment. Cobalt Dragons are almost always Lawful Evil.

Burrowing. You have a burrow speed of 15 feet.

Amphibious. You can breath in air or water, and have a swim speed equal to your speed.

NICKEL DRAGON

Nickel dragons are the smallest and weakest of all Ferrous dragons, being only able to overpower a White dragon on a even playing field. Despite this they are powerful creatures and shouldn't be underestimated. They tend more towards a Chaotic alignment more than other dragons of their kind and tend to avoid conflict where possible.

Ability Score Increase. Your Dexterity and Wisdom increases by 1.

Alignment. Nickel Dragons are almost always Chaotic Neutral.

Amphibious. You can breath in air or water, and have a swim speed equal to your speed.

Allergenic Breath. Whenever a creature takes acid damage from any spell of other attack you make, that creature must pass a constitution saving throw with a DC 8 + your Constitution modifier + your Proficiency bonus or your Spell Save DC, or else have disadvantage on all attack roles and saving throws until the end of their next turn.

EPIC DRAGONS

Epic Dragons are Unimaginably rare and powerful creatures. They are, simply put, better than other true dragons in every way. As such they would overshadow any other people in a group and shouldn't be expected to fight alongside anyone that isn't on a higher level of skill than them and are usually seen working alone. They make for dangerous enemies for even the most powerful adventurer.

PURPLE DRAGON

A Purple Dragon is the Bizarre and rare child of a Red and Blue dragon, taking the best aspects of both. They are natural born spellcasters with a power unrivaled by their Chromatic Kin.

Ability Score Increase. Your Intelligence and Strength are increases by 2.

Alignment. Purple Dragons are almost always Chaotic Evil.

Burrowing. You have a burrow speed of 15 feet.

Dragon High Magic. If you are in a class that can cast spells, you recover all expended spell slots after finishing a short rest. You add your Intelligence modifier to all damage and attack rolls for magic. At level 1, you learn 2 cantrips from any class's spell list.

PLATINUM DRAGON

These dragons are sometimes born from the egg of a Metallic Dragon, usually a Gold, Silver, Or Bronze one. Believed by some to be a avatar of the god Bahamut, these dragons are powerful and respective beyond belief. Anyone with a hit of wisdom will try to avoid angering them.

Ability Score Increase. Your Charisma and Strength are increases by 4 to a maximum of 22.

Alignment. Platinum Dragons are always, without exception, Lawful Good.

Divine Magic. If you are in a class that can cast spells, you can prepare or learn spells from the Cleric spell list. These are both Sorcerer and Cleric spells for you. No matter what class you are in, you can use Charisma instead of the mental ability score that the class normally uses for any class feature that the class has.

Draconic Potential. You can increase all of your ability scores above 20 with a class's Ability Score Improvement feature.

Metallic Authority. You have advantage on all Charisma based skill checks involving Metallic Dragons. If you succeed on a Charisma skill check against a Metallic Dragon, they are charmed by you for up to 1 year. This effect bypasses Charm condition immunity.

CHROMATIC DRAGON

In rare cases a Chromatic dragon will have the misfortune of laying a single large egg containing five baby dragons. Every dragon knows what this means and what curse they have just sired into the world. The five unborn wyrmlings will fight each other inside of the egg until the four weakest dragons have been eaten, only then will the beast hatch. This dragon is born with mismatched scales of every color, baring only a small similarity to their parents. The dragon will grow quickly until it kills it's caretaker, only then can it set out on it's own.

Ability Score Increase. All of your ability scores accept constitution increase by 2.

Alignment. Chromatic Dragons are always, without exception, Chaotic Evil.

Burrowing. You have a burrow seed of 15 feet.

Climbing. You have a climb speed equal to your speed.

Amphibious. You can breath in air or water, and have a swim speed equal to your speed.

Dark Magic. If you are in a class that can cast spells, you can prepare or learn spells from the Warlock spell list. These are both Sorcerer and Warlock spells for you. No matter what class you are in, you can use any mental ability score instead of the mental ability score that the class normally uses for any class feature that the class has.

Draconic Potential. You can increase all of your ability scores above 20 with a class's Ability Score Improvement feature.

Chromatic Authority. You have advantage on all Charisma based skill checks involving Chromatic Dragons. If you succeed on a Charisma skill check against a Chromatic Dragon, they are charmed by you for up to 1 year. This effect bypasses Charm condition immunity.

DRAGON

Level	Proficiency Bonus	Features	Claw Strength	Cantrips	1st	2nd	3rd	4th	5th	Draconic Aspects
1st	+2	Shapechange, Draconic Anatomy, Draconic Aspect	1d4	—	—	—	—	—	—	1
2nd	+2	Draconic Path, Elemental Awakening, Spellcasting	1d4	2	2	—	—	—	—	1
3rd	+2	Dragon Flight*	1d4	2	3	—	—	—	—	1
4th	+2	Ability Score Improvement	1d4	3	3	—	—	—	—	1
5th	+3	Extra Attack	1d6	3	4	2	—	—	—	2
6th	+3	Draconic Path feature, Freightful Presence	1d6	3	4	2	—	—	—	2
7th	+3	—	1d6	3	4	3	—	—	—	3
8th	+3	Ability Score Improvement	1d6	3	4	3	—	—	—	3
9th	+4	—	1d6	3	4	3	2	—	—	4
10th	+4	Draconic Path feature, Dragon Growth	1d6	4	4	3	2	—	—	4
11th	+4	—	1d8	4	4	3	3	—	—	4
12th	+4	Ability Score Improvement	1d8	4	4	3	3	—	—	5
13th	+5	—	1d8	4	4	3	3	1	—	5
14th	+5	Draconic Path feature	1d8	4	4	3	3	1	—	5
15th	+5	—	1d8	4	4	3	3	2	—	6
16th	+5	Ability Score Improvement	1d8	4	4	3	3	2	—	6
17th	+6	—	1d10	4	4	3	3	3	1	6
18th	+6	Draconic Path feature	1d10	4	4	3	3	3	1	7
19th	+6	Ability Score Improvement	1d10	4	4	3	3	3	2	7
20th	+6	Dragon Growth	1d10	4	4	3	3	3	2	7

CREATING A DRAGON

The most important thing to consider when making a dragon playable character is why they would be working with humans. While some dragons like Steel and Silver dragons enjoy the company of humans, others prefer to stay to themselves. While dragons don't require much to set off on adventure, they will usually stay to themselves. They will likely have had some major disruption in their life that forced them to work with others to fix.

Dragons are often hunted by adventurers and armies that see them as a threat. Additionally, a dragon's body is full of natural magical energy, and is highly sought after by wizards, artificers, and cultists alike. Even good aligned metallic dragons are likely to be hunted down if anyone finds out what they are. Few people will stop to learn about what a dragon believes when a danger is presented. As such you should be wary about letting others know what you are.

QUICK BUILD

You can make a dragon quickly by following these suggestions

First, make Strength your highest stat, followed by Constitution and Charisma. You may wish to change what your highest stat is depending on what Draconic Path you want to take. A Dracomage or Dracolord would require high Intelligence or Wisdom for example. However most Draconic Paths will use Strength or Dexterity for their main damaging stat and use Charisma primarily to use their spells. It is recommended that you decide what character you want to build in advance and use your best judgment.

CLASS FEATURES

As a Dragon, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Dragon level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10(or 6) + your Constitution modifier per dragon level

PROFICIENCIES

Armor: None

Weapons: Clubs, Quarterstaves, Daggers

Tools: None

Saving Throws: Charisma, Constitution

Skills: Choose two from Arcana, History, Investigation, Lore, Perception, Insight, Intimidation, and Deception.

EQUIPMENT

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

- (a) a Quarterstaff or (b) a Club
- (a) a Simple weapon, (b) a Martial weapon or (c) a Dagger
- An explorer's pack and 30 gold

SHAPECHANGE

At 1st level, you gain the inherent shapeshifting ability common to many dragons. As an action, you can magically polymorph into a humanoid, or back into your true form. You revert to your true form if you die. Any equipment you are wearing or carrying is absorbed or borne by the new form (your choice). If equipment is absorbed then it still counts towards the amount of weight you are carrying. In a new form, the you retain your alignment, hit points, Hit Dice, ability to speak, proficiencies, Class features, ability to cast spells, and ability scores, as well as this action. Your statistics and capabilities are otherwise replaced by those of the new form

Some abilities can only be used in a dragon's true form and some can only be used while transformed into a humanoid or other form. If a feature of this class or any subclass doesn't specify what form it can be used it then assume that the feature can be used by either form. In general a feature that specifies a weapon attack does not apply to a attack with your natural weapon. Steel Dragons modify this ability somewhat. A Steel dragon can manifest a partial transformation while not in their true form, allowing them to selectively manifest the parts of their body needed to use their Natural Weapons or Fly/Glide speed.

DRACONIC ANATOMY

At 1st level, you gain the benefits and weaknesses of your draconic body while in your true form.

- You gain a natural weapon in the form of your claws. You are Proficient with these weapons and always have them. You cannot be disarmed while using these. Attacks with these natural weapons deal 1d4. The damage increases as indicated by the Claw Strength column in the Dragon table. Strength is the modifier you use for this attack. Once you reach 6th level, these attacks are treated as being magical for the purposes of overcoming resistance to non-magical weapon.
- While you are unarmored and not using a shield, you have a AC equal to 10 + your Constitution modifier + your Dexterity modifier.
- When you make an attack with your Natural Weapon, you can make a single attack with your tail as a bonus action. This is treated as a Natural Weapon attack.
- You are always fall as if you were under the effects of the Feather Fall spell and can glide up to 15 feet laterally while falling.

- You cannot add any modifiers to attack or damage rolls made with weapons other than your natural weapons, and make all attack rolls with other weapons with disadvantage.
- You cannot use shields, and cannot wear armor that is not made for your body.

DRACONIC ASPECT

Your body has begun developing Draconic Aspects typical of adult dragons, abilities normally developed later in life that your training has allowed you to master earlier in life.

At 1st level, you gain one draconic aspect of your choice. When you gain certain Dragon levels, you gain additional aspects of your choice, as shown in the Draconic Aspects column of the Dragon table.

Additionally, when you gain a level in this class, you can choose one of the aspects you have and replace it with another aspect that you could learn at that level.

A level prerequisite in an aspect refers to dragon level, not character level.

DRACONIC PATH

At 2nd level, you choose which type of training you wish to undertake: the Dracolord, the Dracoknight, or the Dragon Ravager, Draconic Ranger, Dragon Minstrel, and Dragonsage all of which are detailed at the end of the class description. These paths grant you features at 2nd, 6th, 10th, 14th, and 18th level.

ELEMENTAL AWAKENING

From 2nd level and beyond, you have developed the ability to control your elemental energy and use it in combat. You can use your action to exhale destructive energy, the shape, size, and damage type of which is determined by your Draconic Species as seen in the table below. When you use your breath attack, any creature caught in it's range must make a saving throw against your spell save DC, the type of which is determined by your Draconic Species. If your species has access to two, then you can use either. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. Once you use this feature, you cannot use it again until you have finished a short or long rest.

Additionally, you gain resistance to a damage type indicated in the Draconic Species table below. Once you reach 6th level, this resistance becomes a immunity to that type of damage.

While the ability to shapechange is usually unique to Metallic and some Ferrous dragons, a Chromatic dragon can be born with the ability to do so or develop it with practice. Most just chose not to undertake the training needed to use it because they either find it demeaning or have little use for it.

DRACONIC SPECIES

Type	Damage Type	Breath Weapon	Immunity
Gold	Fire	15 ft. cone (Dex. save)	Fire
Silver	Cold	15 ft. cone (Con. save)	Cold
Bronze	Lightning	5 by 30 ft. line (Dex save)	Lightning
Brass	Fire	5 by 30 ft. line (Dex. save)	Fire
Copper	Acid	5 by 30 ft. line (Dex. save)	Acid
Red	Fire	15 ft. cone (Dex. save)	Fire
White	Cold	15 ft. cone (Con. save)	Cold
Green	Poison	15 ft. cone (Con. save)	Poison
Blue	Lightning	5 by 30 ft. line (Dex save)	Lightning
Black	Acid	5 by 30 ft. line (Dex. save)	Acid
Iron	Fire(Sparks)	15 ft. cone (Dex. save)	Fire
Steel	Acid	5 by 30 ft. line (Dex. save)	Acid
Tungsten	Fire(Heated sand)	5 by 30 ft. line (Dex. save)	Fire
Chromium	Cold	15 ft. cone (Con. save), 5 by 30 ft. line (Dex. save)	Cold
Cobalt	Force(Magnetic wave)	5 by 30 ft. line (Dex. save)	Lightning
Nickel	Acid	15 ft. cone (Dex. save)	Acid
Purple	Fire/Lightning	5 by 30 ft. line (Dex. save)	Fire, Lightning
Platinum	Radiant	5 by 60 ft. line (Dex. save)	Radiant, Cold, Thunder
Chromatic	Cold, Fire, Lightning, Acid, Poison	30 ft. cone (Dex. save)	Cold, Fire, Lightning, Acid, Poison

A / means that the attack does half of one damage type and half of another. While a , means that you can choose either. Anything in () is for flavor.

SPELLCASTING

Channeling your natural magical energy allows you to warp the powers of nature to your will. Dragons have access to both the Sorcerer spell list and the Dragon spell list.

CANTRIPS

at 2nd level you know 2 cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Dragon table.

SPELL SLOTS

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

PREPARING AND CASTING SPELLS.

You may prepare a number of Dragon spells equal to your Charisma modifier + your Dragon level divided by three rounded up (Minimum 1). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing new spells requires at least an hour per spell. You can select spells from both the Dragon and the Sorcerer's spell list.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your dragon spells, since the power of your magic relies on your ability to draw on your own magical energy and effect the world around you. 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 dragon 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

Dragons have the ability to channel magic through their body to a degree where they do not require a spellcasting focus. They can also ignore Somatic components of spells if they have a Verbal component. However all spells cast using this feature must have their verbal component uttered in Draconic.

DRACONIC FLIGHT

Once you reach 3rd level, your wings have strengthened enough to allow you to fly. While you are in your true form, you have a flying speed of 30 feet. Some Draconic Species modify this feature.

- **Gold Dragons** can use their fly speed in any form.
- **Steel Dragons** can manifest their wings assuming they aren't obstructed by armor while not in their true form.

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.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FRIGHTFUL PRESENCE

At 6th level, you begin to master the power of a Dragon's Frightful Presence to send out waves of Dragon Fear. You have a 20 foot aura of Dragon Fear around you. While in your true form, whenever an enemy within that area makes an attack roll, you can use your reaction to give that roll disadvantage. You can use this feature a number of times equal to your Dragon level divided by 3 + your Charisma modifier (Minimum 1). You regain all uses after finishing a long rest.

The range increases to 30 feet at 10th level, 40 feet at 14th, and 50 feet at 18th.

DRAGON GROWTH

At 10th level and again at 20th level, the magic flowing through your body allows you to undergo a growth spurt of sorts. The maximum for all of your ability scores increases by 2. Additionally, you increase one of your ability scores by 2.

Your normal size increases by one category. (You become a large creature at level 10 and a Huge at level 20) When using the shapechange feature, you can choose to assume any size lower than the natural size granted by this feature to a minimum of medium. For example a 20th level dragon could use Shapechange to make themselves Huge, Large or Medium, this still counts as your true form. If you die, you will revert to your natural size. For example a level 20 dragon that dies while in it's Medium size will suddenly grow to Huge. You gain the following effects for every size you are above Medium, a Huge dragon would gain an effect twice unless it specifies a different effect for both sizes.

- You roll an additional damage die for attacks with your natural weapon. (2d10 for Large and 3d10 for Huge)
- Your breath weapon's damage dice increase by one stage. (d8 for Large and D10 for Huge)
- Your fly speed increases by 15 feet at large and 30 feet at Huge.
- Your AC equals 11 + your Constitution modifier + your Dexterity modifier at Large and 17 + your Constitution modifier at Huge.

Obviously a increase in size comes with various issues when moving inside and through tight spaces. As such you won't be able to use your larger sizes inside of caves, dungeons or buildings that aren't big enough for you. While you are in a size larger than Medium you cannot use your flying speed while there are walls or other solid objects within five feet of you on either side, and you move at half your walking speed while the ceiling is lower than your height.

DRACONIC PATHS

Dragons that set forth on adventure tend to find themselves training with humans. While dragons are ill suited for taking on normal classes, they're fast learning and natural power allows them to put their own spin on abilities presented by humans. These take the form of Draconic Paths, a path of training on which a dragon embarks to allow it to fight more effectively outside of their natural form.

THE DRACOLORD

A Dracolord is a dragon that has dedicated their life in service as a Cleric of some member of the Draconic Pantheon, usually Bahamut or Tiamat. They strive more than most to uphold the ideals of dragonkind. They have the power of a War Cleric and the Dedication of a Paladin, going to spread the will of their god and vanquish all that oppose their ideals.

BONUS PROFICIENCIES

You have Proficiency in Light armor, Medium armor, Shields, and all Simple weapons.

DIVINE SPELLCASTING

Your position as a Cleric grants you access to the divine powers associated with them. When preparing a spell or learning a cantrip, you may also choose spells from the Cleric list. Additionally, you have the spellcasting ability of a full caster. The number of spell slots you have at each level is listed in the Dracolord table. Your spellcasting ability is changed from Charisma to Wisdom. The number of spells you can prepare is equal to your Wisdom modifier + your Dragon level (Minimum 1).

Spell Save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

RITUAL CASTING

You can cast a spell as a ritual if that spell has the ritual tag and you have the spell prepared.

DRACOLORD

Level	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	—	0	—	—	—	—	—	—	—	—	—
2nd	Holy Weapon, Channel Divinity	3	2	—	—	—	—	—	—	—	—
3rd	—	3	3	—	—	—	—	—	—	—	—
4th	—	3	4	2	—	—	—	—	—	—	—
5th	—	4	4	3	—	—	—	—	—	—	—
6th	Hallowed Presence, Channel Divinity	4	4	3	2	—	—	—	—	—	—
7th	—	4	4	3	3	—	—	—	—	—	—
8th	—	4	4	3	3	1	—	—	—	—	—
9th	—	4	4	3	3	2	—	—	—	—	—
10th	God's Breath	4	4	3	3	3	1	—	—	—	—
11th	—	5	4	3	3	3	2	—	—	—	—
12th	—	5	4	3	3	3	2	1	—	—	—
13th	—	5	4	3	3	3	2	1	—	—	—
14th	Divine Roar	5	4	3	3	3	2	1	1	—	—
15th	—	5	4	3	3	3	2	1	1	—	—
16th	—	5	4	3	3	3	2	1	1	1	—
17th	—	5	4	3	3	3	2	1	1	1	—
18th	Dragon God's Mantel	5	4	3	3	3	2	1	1	1	1
19th	—	5	4	3	3	3	3	1	1	1	1
20th	—	5	4	3	3	3	3	2	1	1	1

HOLY WEAPON

at 2nd level, your bond with your god allows you to channel their power into your weapons. You can preform hour long a ritual on any weapon you are Proficient with to fill it with Divine power. You always know the location of this weapon and can transport it to your hand as an action. This weapon counts as a magic weapon. When attacking with this weapon, you deal an extra 1d4 + your Wisdom modifier radiant damage. This damage increases along with your Natural Weapon damage on the Dragon table. You can preform this ritual again to bind the divine power to another weapon. If you do, the previous weapon loses it's power.

CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Monster and one determined by your Deity.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: TURN MONSTER

As an action, you utter a prayer to your god striking fear any dragon and monstrosity. Each dragon and monstrosity that can see or hear you within 30 feet of you must make a Charisma saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

HALLOWED PRESENCE

Starting at 6th level, your Frightful Presence gains the ability to aid your allies. Whenever dice are rolled to recover the HP of a friendly creature within the area of your Frightful Presence, you can use your reaction to spend a use of your Frightful Presence to have them heal for the maximum amount.

CHANNEL DIVINITY: SECOND ABILITY

At 6th level you gain a new Channel Divinity feature based on what god you worship.

- **Bahamut and other good dragon gods: Smite of the North Wind.** When you make a melee attack, you can use your Channel Divinity to make the attack strike a creature up to 30 feet away from you. You can add both your Strength (Dexterity if the weapon has the Finesse property) and Wisdom modifier to your attack and damage rolls for this attack.
- **Tiamat and other evil dragon gods: Breath of the Dragon Queen.** When you make a breath attack, you can use your channel divinity to impose disadvantage on saving throws made it. Also, all damage dice are treated as rolling their maximum amount.

GOD'S BREATH

At 10th level, your connection to your divine patron is strong enough that you can channel the power of their breath through you. Instead of using your normal breath weapon, you can use one of the breath weapons used by your god. The breath weapons you have access to is determined by the god you worship. Once you use this feature you cannot use your breath weapon or one of the breath weapons granted by this feature for seven days, This is reduced to 5 days at level 14 and 3 days at level 18.

- **Bahamut: Disintegration Ray.** You can use your action to exhale a 5 by 120 foot line of destructive energy. Each creature in the area of the exhalation must make a Dexterity saving throw against your spell save DC, taking 10d6 radiant or force damage (Your choice) on a failed save and half as much on a successful one., this damage increases to 14d6 at 14th level, and 18d6 at 18th level. If this attack decreases a creature's HP to 0 to dies instantly and it and any non-magical item it is carrying are disintegrated. They cannot be revived or repaired in any way save a Wish spell.
- **Bahamut: Breath of the North Wind.** You can use your action to exhale a 60 foot cone of cold air. Each creature in the area of the exhalation must make a Constitution saving throw against your spell save DC, taking 5d6 cold damage, gaining 2 levels of exhaustion, and is stunned until the end of their next turn on a failed save and taking half as much on a passed one. This damage increases to 7d6 at level 14 and 9d6 at level 18.

- **Tiamat: Breath of a Thousand Colors.** You can use your action to exhale a 60 foot cone of destructive energy. Each creature in the area of the exhalation must make a Dexterity saving throw against your spell save DC, taking 2d6 fire damage, 2d6 cold damage, 2d6 lightning damage, 2d6 acid damage, and 2d6 poison damage on a failed save and half as much on a successful one. This damage increases to 2d8 for each damage type at level 14 and 2d10 at level 18. Any creature that fails their saving throw must make a Constitution saving throw against your spell save DC, rolling a d8 and being inflicted with the appropriate condition from the table below for 1 minute on a failed save.

d8	Conditions
1	Poisoned
2	Paralyzed
3	Frightened
4	Blinded
5	Deafened
6	Stunned
7	Gains 1 level of Exhaustion
8	Charmed

You and your DM may wish to create one to fit with the lore of another dragon god if you wish to follow a different one than these two.

DIVINE ROAR

At 14th level, your devotion has allowed you to channel the power of your god's dragon roar. As a reaction you can spend a spell slot to force any creature's of your choice within the area of your Frightful Presence to make a Wisdom saving throw against your spell save DC + the spell slot's level. Being Frightened for one minute on a failed save and being stunned until the end of their next turn on a passed one. A creature may attempt this save at the end of each of their turns to cure their fear status. You can only use this feature once until you finish a long rest.

DRAGON GOD'S MANTLE

At 18th level your body has become an ideal conduit for divine power. As a bonus action on your turn while in your natural form, you can temporarily mantle your god's powers and take on their appearance. You gain the following benefits for 1 minute, after which you gain 4 levels of Exhaustion.

- You have immunity to piercing, bludgeoning, and slashing damage from non-magical weapons.
- **Tiamat** You have immunity to fire, cold, acid, lightning, and poison damage.
- **Bahamut** You have Immunity to cold, radiant, force, and thunder damage.
- You can add both or either your Charisma and Wisdom modifiers to all attack and damage rolls.
- Your movement speed is doubled.
- You can use the God's Breath feature once without applying its restrictions.

THE DRACOMAGE

While all Dragons are born as Sorcerers, some choose a different path to magic and learn the ways of Wizardry. These Dragons hold tremendous knowledge of the Arcane and use their power more effectively than most.

BONUS PROFICIENCIES

You have Proficiency in the Arcana skill and Intelligence saving Throws.

ARCANE SPELLCASTING

Your training in the ways of wizardry allows you to use more magic than most dragons. When preparing a spell or learning a cantrip, you may also choose spells from the Wizard list. Additionally, you have the spellcasting ability of a full caster. The number of spell slots you have at each level is listed in the Dracomage table. Your spellcasting ability is changed from Charisma to Intelligence. The number of spells you can prepare is equal to your Intelligence modifier + your Dragon level (Minimum 1).

Spell Save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

RITUAL CASTING

You can cast a spell as a ritual if that spell has the ritual tag and you have the spell prepared.

DRACOMAGE

Level	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	—	0	—	—	—	—	—	—	—	—	—
2nd	Draconic Recovery,	3	2	—	—	—	—	—	—	—	—
3rd	—	3	3	—	—	—	—	—	—	—	—
4th	—	3	4	2	—	—	—	—	—	—	—
5th	—	4	4	3	—	—	—	—	—	—	—
6th	Dragon Magic Surge, Guiding Presence	4	4	3	2	—	—	—	—	—	—
7th	—	4	4	3	3	—	—	—	—	—	—
8th	—	4	4	3	3	1	—	—	—	—	—
9th	—	4	4	3	3	2	—	—	—	—	—
10th	Mystic Breath	4	4	3	3	3	1	—	—	—	—
11th	—	5	4	3	3	3	2	—	—	—	—
12th	—	5	4	3	3	3	2	1	—	—	—
13th	—	5	4	3	3	3	2	1	—	—	—
14th	Mystic Roar	5	4	3	3	3	2	1	1	—	—
15th	—	5	4	3	3	3	2	1	1	—	—
16th	—	5	4	3	3	3	2	1	1	1	—
17th	—	5	4	3	3	3	2	1	1	1	—
18th	Draconic High Magic	5	4	3	3	3	2	1	1	1	1
19th	—	5	4	3	3	3	3	1	1	1	1
20th	—	5	4	3	3	3	3	2	1	1	1

DRACONIC RECOVERY

At 2nd level, you've learned to recover some of your expended magical energy with minimal rest. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

DRAGON MAGIC SURGE

Starting at 6th level, you gain the ability to weave your inherent magical energy into your spells. Whenever you use a cantrip or cast a spell that deals damage of the type of your breath weapon, you add your Intelligence modifier to the damage dealt.

GUIDING PRESENCE

Starting at 6th level, your Frightful Presence gains the ability to effect the magic around you. Whenever a ally within the area of your Frightful Presence makes a ranged attack roll, you can spend one use of your Frightful Presence to add your Intelligence modifier to their roll.

MYSTIC BREATH

At 10th level, you can imbue your breath weapon with additional magical energy. When attacking with your breath weapon, you can spend a spell slot to apply one of the following effects based on the level of the spell slot used to any creature that fails it's saving throw against it.

1. You roll an additional damage die to determine the damage dealt.
2. You roll two additional damage dice to determine damage dealt.
3. You roll three additional damage dice to determine damage dealt.
4. You roll four additional damage dice to determine damage dealt.
5. The creature is deafened.
6. The creature is knocked prone.
7. The creature is Poisoned for 1 minute.
8. The creature is Paralyzed for until the end of your next turn.
9. The creature is Petrified for 1 minute.
10. The creature is Petrified for 1 hour.

MYSTIC ROAR

At 14th level, you gain the ability to channel your magical power into your Frightful Presence. As a reaction you can spend a spell slot to give a number of creatures equal to the level of the spell slot used + 1 disadvantage on all saving throws made against spells until the end of your next turn. You can only use this feature once until you finish a long rest.

DRACONIC HIGH MAGIC

At 18th level, you gain the ability to use some spells without consuming a spell slot. You choose two spells of 3rd level or lower, you always have those spell prepared. They do not count against the number of spells you have prepared, and you can cast those spells without expending a spell slot

Once you reach 20th level, you no longer have a level 9 spell slot. Instead you gain a level 10 spell slot.

THE DRACOKNIGHT

A Dracoknight is a Dragon that has turned their training towards Martial warfare. They have the ability to control the battlefield and strike down their enemies.

BONUS PROFICIENCIES

You have proficiency in Light armor, Medium armor, Heavy armor, Shields, All weapons.

WAR MAGIC

Your training in battle has allowed you to master magic used in warfare to smite enemies and support allies. When preparing a spell or learning a cantrip, you may also choose spells from the Paladin list.

Level	Feature
2	Draconic Smite, Bound Blade, Fighting Style
6	Wyrmcutter, Fortifying Presence
10	Legendary Resistance
14	Kneeling Roar
18	Spell Sunder

DRACONIC SMITE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal damage of the same type as your breath weapon (Your choice if multiple) to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

BOUND BLADE

at 2nd level, you can preform hour long a ritual on any weapon you are Proficient with to fill it with Draconic power. You always know the location of this weapon and can transport it to your hand as an action. This weapon counts as a magic weapon. When attacking with this weapon, you deal an extra 1d4 + your Wisdom modifier damage of your breath weapon's type. This damage increases along with your Natural Weapon damage on the Dragon table. You can preform this ritual again to bind the Draconic power to another weapon. If you do, the previous weapon loses it's power.

At 10th level, you can have power bound to two weapons at a time.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the options available to the Fighter. You can't take a Fighting Style option more than once, even if you later get to choose again. You can only benefit from this feature while not in your true form.

WYRMCUTTER

At 6th level, you gain the ability to channel your elemental power through your blade. When you make a melee attack, you can make the attack strike a creature up to 30 feet away from you. You can add both your Strength (Dexterity if the weapon has the Finesse property) and Charisma modifier to your attack and damage rolls for this attack. You can use this feature a number of times equal to half your Dragon level + your Charisma modifier.

FORTIFYING PRESENCE

Starting at 6th level, your Frightful Presence gains the ability to fortify your allies will power. Allies within the area of your Frightful Presence have advantage on saving throws made against being Frightened or Charmed. As a reaction, you can spend 1 use of your Frightful Presence to give 1 ally advantage on their next saving throw.

LEGENDARY RESISTANCE

At 10th level, your ability to shrug off damage increases. If you fail a saving throw, you can choose two reroll that saving throw with advantage. Once you use this feature, you cannot use it again until after finishing a Long rest.

You gain another use of this feature at 20th level.

KNEELING ROAR

At 14th level, as a reaction you can spend a spell slot to force a number of creatures within the area of your Frightful Presence equal to the level of the spell slot used + 1 make a Wisdom saving throw or be Frightened for 1 minute. They can repeat this saving throw at the end of their turn. You can only use this feature once until you finish a long rest.

SPELL SUNDER

At 18th level, you can cleave through the magic with a strike. Your attacks ignore resistance and Immunity to damage. Additionally, as an action, you can create a zone of dead magic in a 30 foot sphere centered on your position that lasts for 1 minute. You are immune to this effect. Once you use this feature, you cannot use it again until after you finish a long rest.

THE DRACOMINSTREL

While some magic focused dragons spend their time weaving crude magic with shouts and roars, the Dracominstrel believes that magic is much more of an art form. That Draconic isn't a language meant to be yelled like a battle cry, but something sung merrily or whispered like poetry into the ears of a lover. As such these dragons use magic with much more elegance than others, but with no less power.

BARDIC SPELLCASTING

Your training in the arts allows you to use a larger variety of magic than most dragons. When preparing a spell or learning a cantrip, you may also choose spells from the Bard list. Additionally, you have the spellcasting ability of a full caster. The number of spell slots you have at each level is listed in the Dracominstrel table. The number of spells you can prepare is equal to your Charisma modifier + your Dragon level (Minimum 1).

BONUS PROFICIENCIES

You have proficiency in Light armor, Simple weapons, hand crossbows, longswords, rapiers, and shortswords.

You have proficiency with one Instrument of your choice and the performance skill.

DRACOMINSTREL

Level	Features	Cantrips Known	Sorcery Points	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	—	0	0	—	—	—	—	—	—	—	—	—
2nd	Symphonic Magic, Draconic Melody	3	1	2	—	—	—	—	—	—	—	—
3rd	—	3	1	3	—	—	—	—	—	—	—	—
4th	—	3	2	4	2	—	—	—	—	—	—	—
5th	—	4	2	4	3	—	—	—	—	—	—	—
6th	Inspiring Presence, Preserving Presence	4	3	4	3	2	—	—	—	—	—	—
7th	—	4	3	4	3	3	—	—	—	—	—	—
8th	—	4	4	4	3	3	1	—	—	—	—	—
9th	—	4	4	4	3	3	2	—	—	—	—	—
10th	Symphonic Breath	4	5	4	3	3	3	1	—	—	—	—
11th	—	5	5	4	3	3	3	2	—	—	—	—
12th	—	5	6	4	3	3	3	2	1	—	—	—
13th	—	5	6	4	3	3	3	2	1	—	—	—
14th	Inspiring Roar	5	7	4	3	3	3	2	1	1	—	—
15th	—	5	7	4	3	3	3	2	1	1	—	—
16th	—	5	8	4	3	3	3	2	1	1	1	—
17th	—	5	8	4	3	3	3	2	1	1	1	—
18th	Thousand Melodies	5	9	4	3	3	3	2	1	1	1	1
19th	—	5	9	4	3	3	3	3	1	1	1	1
20th	—	5	10	4	3	3	3	3	2	1	1	1

SYMPHONIC MAGIC

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects. You have 1 sorcery point and gain more at later levels. You regain all expended spell slots after finishing a short or long rest.

Additionally, you gain the ability to warp spells by altering the way you perform them. You gain two of the Metamagic options usable by Sorcerers of your choice except Subtle Spell. You gain another one at 10th and 18th level.

DRACONIC MELODY

At 2nd level, you gain the ability to weave magic into a healing song. You and any allies recover HP equal to your Charisma modifier (Minimum 1) when spending a Hit die during a short rest. A creature can only benefit from this effect once per day.

INSPIRING PRESENCE

Starting at 6th level, as a reaction, you can spend a use of your Frightful Presence to give all allies within the range of your Frightful Presence advantage on 1 attack roll they make this turn.

PRESERVING PRESENCE

Starting at 6th level, as a reaction, you can spend a use of your Frightful Presence to give all allies within the range of your Frightful Presence advantage on 1 saving throw they make this turn.

SYMPHONIC BREATH

At 10th level, you gain the ability to change your Breath Weapon into a sonic blast. When using your Breath Weapon, you can spend a spell slot to change the breath weapon into a 60ft. Cone requiring a Constitution save that deals thunder damage. You deal an additional 1d4 psychic damage per level of the spell slot used.

INSPIRING ROAR

At 14th level, as a reaction you can spend a spell slot to grant a number of creatures within the area of your Frightful Presence equal to the spell slot's level + 1 advantage on 1 roll of their choice this turn. Once you use this feature, you cannot use it again until the end of your next Long rest.

THOUSAND MELODIES

At 18th level, you have learned to weave all forms of magic into song. When preparing spells, you may prepare 1 spell from any class's spell list other than your own.

THE DRACO SHAMAN

Some dragons choose to entrance themselves in nature to better understand the world around them. These Dragons are exceptionally versed in survival and blending into nature. They have the ability to disappear into the forest or amongst animals better than any other creature.

BONUS PROFICIENCIES

You are Proficient in Survival and Wisdom saving throws.

DIVINE SPELLCASTING

Your connection with nature grants you access to the powers associated with Druids. When preparing a spell or learning a cantrip, you may also choose spells from the Druid list. Additionally, you have the spellcasting ability of a full caster. The number of spell slots you have at each level is listed in the Dragon Shaman table. Your spellcasting ability is changed from Charisma to Wisdom. The number of spells you can prepare is equal to your Wisdom modifier + your Dragon level (Minimum 1).

Spell Save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

RITUAL CASTING

You can cast a spell as a ritual if that spell has the ritual tag and you have the spell prepared.

DRAGON SHAMAN

Level	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	—	0	—	—	—	—	—	—	—	—	—
2nd	Improved Shapechange, Partial Transformation	3	2	—	—	—	—	—	—	—	—
3rd	—	3	3	—	—	—	—	—	—	—	—
4th	—	3	4	2	—	—	—	—	—	—	—
5th	—	4	4	3	—	—	—	—	—	—	—
6th	Bestial Shapechange, Befuddling Presence	4	4	3	2	—	—	—	—	—	—
7th	—	4	4	3	3	—	—	—	—	—	—
8th	—	4	4	3	3	1	—	—	—	—	—
9th	—	4	4	3	3	2	—	—	—	—	—
10th	Life's Breath, Monstrous Shapechange	4	4	3	3	3	1	—	—	—	—
11th	—	5	4	3	3	3	2	—	—	—	—
12th	—	5	4	3	3	3	2	1	—	—	—
13th	—	5	4	3	3	3	2	1	—	—	—
14th	Nature's Roar	5	4	3	3	3	2	1	1	—	—
15th	—	5	4	3	3	3	2	1	1	—	—
16th	—	5	4	3	3	3	2	1	1	1	—
17th	—	5	4	3	3	3	2	1	1	1	—
18th	Draconic Shapechange	5	4	3	3	3	2	1	1	1	1
19th	—	5	4	3	3	3	3	1	1	1	1
20th	—	5	4	3	3	3	3	2	1	1	1

IMPROVED SHAPECHANGE

At 2nd level, you gain better control over your Shapechange ability. When using your Shapechange feature, the new form can be a beast, dragon, or monstrosity, with a CR of 1 or lower. If you transform into a non-humanoid creature with Shapechange, you assume it's Strength, Dexterity, and Constitution scores.

PARTIAL TRANSFORMATION

Your mastery of your body allows you to use your natural weapons and grants you a unarmored AC equal to 10 + your Constitution modifier + your Dexterity modifier.

BESTIAL SHAPECHANGE

At 6th level, when using your Shapechange feature, you can also assume the form of a Beast with a CR equal to or lower than your level divided by 3.

BEFUDDLING PRESENCE

At 6th level, you can use your reaction to expend one use of your Frightening Presence to subtract your Wisdom modifier from one enemy within your Frightening Presence's attack rolls this turn.

LIFE'S BREATH

At 10th level, you gain the ability to use your breath weapon to weave life into the area you strike, causing it to become overgrown with plant life. When using your breath weapon, you can spend one spell slot to turn the ground within the area it hit into difficult terrain.

MONSTROUS SHAPECHANGE

At 10th level, you can assume the form of creature's as monstrous as you are. When using your Shapechange feature, you can also turn into a monstrosity with a CR equal to or lower than your level divided by 3.

NATURE'S ROAR

At 14th level, as a reaction you can spend a spell slot to heal a number of creatures within the area of your Frightful Presence equal to the spell slot's level + 1 for 2d8 + and additional d8 per level of the spell slot. Once you use this feature, you cannot use it again until you finish a short or long rest.

DRACONIC SHAPECHANGE

At 18th level, you gain the ability to assume the form of another dragon by using your Shapechange. At 18th level, when using your Shapechange feature, you can also assume the form of a Dragon with a CR equal to or lower than your level. You cannot use any Legendary actions or Legendary Resistances that the creature has.

DRACONIC ASPECTS

Dracnic Aspects a abilities that dragons develop later in life. Though a dragon's growth is tied somewhat to magic, meaning that it is able to gain them early with training.

DRAGON SIGHT

You gain dark vision through both magical and nonmagical darkness up to 120 feet.

IMPROVED SHAPECHANGE

When using the Shapechange feature, you can choose to assume the form of a beast with a CR of 1 or lower.

BREATH RENEWAL

prerequisite: *must be level 2.*

If you have no uses of your Breath Weapon left at the end of your turn, you roll a d10. If you roll a 10, you regain a use of your breath weapon.

BREATH RENEWAL GREATER

prerequisite: *must be level 6.*

If you have no uses of your Breath Weapon left at the end of your turn, you roll a d8. If you roll a 8, you regain a use of your breath weapon.

BREATH RENEWAL MAXIMUM

prerequisite: *must be level 10.*

If you have no uses of your Breath Weapon left at the end of your turn, you roll a d6. If you roll a 6, you regain a use of your breath weapon.

BREATH REGENERATION

prerequisite: *must be level 14.*

If you have no uses of your Breath Weapon left at the end of your turn, you roll a d6. If you roll a 5 or a 6, you regain a use of your breath weapon.

BREATH SURGE

prerequisite: *must be level 2.*

You can add your Charisma modifier to any damage dealt by your Breath Weapon.

DRAGON SKIN PLUS

While in your true form, your AC increases by 2.

DRAGON MOUNT

While in your true form and Medium sized, You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. While a creature that is proficient in Animal Handling is riding on your back, they can use their reaction to add their Proficiency Bonus and Wisdom to your AC for one attack or to one saving throw. They can do this after they know if the attack hit or missed. A creature Proficient in Animal Handling can also use their action to add their Proficiency Bonus plus their Wisdom modifier to any attack rolls you make this turn.

To gain these benefits, you must allow the creature to determine where and how far you move.

DRAGON FEAR

You are Proficient in Charisma (Intimidation) checks and add double your Proficiency Bonus to them.

SILVER TONGUE

You are Proficient in Charisma (Deception) and Charisma (Persuasion) checks.

LEGENDARY ACTION - WINGBEAT

prerequisite: *must be level 17.*

As a reaction while you are in your true form, you can make one attack with your wings. This attack takes the form of a gust of wind that forces all creatures within a 15 foot sphere to pass a Dexterity saving throw or be knocked prone.

DRAGON BACKGROUNDS

CHILD OF DRAGONS

Rarely, a dragon will fall in love with a human. In most cases this results in a Sorcerer or a half dragon. But in very rare cases this will result in a child that, at first, appears to be the same species as their non-draconic parent. In time, however, they will begin developing draconic features and abilities until they finally transform into a full blooded dragon.

You know how to hide your abilities and blend into the crowd. You have learned to make yourself as unassuming as possible when needed. You also have a kill for seeing when someone doesn't have you best interests at heart.

Skill Proficiencies: Deception, Insight

Languages: Common and one other language of your choice.

Equipment: a set of common clothes, a backpack, and a coin purse containing 20 gp.

FEATURE: ONE OF THE CROWD

You can effortlessly blend into crowds of people while in a humanoid form. When trying to evade capture or avoid being spotted in a large group of people you can hide much easier than others.

SUGGESTED CHARACTERISTICS

You were raised by normal people and randomly developed new powers as you got older. Depending on your surroundings this may have been just a weird change or something completely life destroying. By the time you departed on an adventure your dragon powers had fully manifested and your life was set on a new course.

d8 Personality Trait

- 1 You tend to underestimate your own abilities and forget what you are capable of
- 2 You take a pragmatic stance on everything and try not to not let emotion crowd your judgment
- 3 You are awkward in social situations that involve strength or other feats of physical ability
- 4 You are self conscious about your body and tend to not talk about it
- 5 Your personality randomly swings to be more like your draconic parent at time, this may or may not disturb you.
- 6 Using your draconic powers is strange to you, sometimes surprising you when you use one that you are not fully versed in
- 7 You find yourself fussing over finances and wealth, maybe taking up a position as the party's financial advisor
- 8 Your personality is similar to your dragon parent

d6 Ideal

- 1 **Family.** Life has left suspicious, but a true family is something that you will always look for.
- 2 **Loyalty.** You hold loyalty as the highest virtue, never forgiving betrayal and always willing to put you life on the line for those you hold dear.
- 3 **Understanding.** You try to understand the positions of others and try to make sure that others are treated justly. (Good)
- 4 **Vengeance** You have lost your tolerance for petty humans and their small minds, you won't let them forget all the injustices they've dealt you. (Evil)
- 5 **Wealth.** You spend your time expanding your riches, hording gold like a dragon
- 6 **Adventure.** You want to explore the world and expand your knowledge of it.

d6 Bond

- 1 I wish to find my draconic father/mother to know more about my heritage.
- 2 I want to find a place to belong.
- 3 My human parent died gave me a quest and i must complete it to honor their memory.
- 4 I can't stand seeing oppression of any kind and will stamp it out given the chance.
- 5 I seek to make my fortune as an adventurer.
- 6 I want to learn more about my powers.

d6 Flaw

- 1 You fly into pointless rages at slight provocation. (Chromatic)
- 2 You force your ideals and morality onto others, sometimes to a extreme extent. (Metallic)
- 3 You are greedy to a fault and tend to make bad choices to make money.
- 4 You boast about your power to others and hold it over their heads.
- 5 You see violence as the best solution to every problem. (Chromatic)
- 6 You refuse to debate once your mind is set. You will never compromise, even if you know you are wrong. (Metallic)

VARIANT CHILD OF DRAGONS: HEIR TO THE THORNE

Instead of a child born from a union between a humanoid and a dragon, you might be the heir to a long line a nobles or royals that have strong dragon blood. You were just born with a lot of it. Maybe you were the result of a long project to breed the perfect king or just a fluke of genetics.

Instead of a backpack and common clothes you might start with a set of fine clothes, a signet ring, and a scroll of pedigree. Instead of Insight, you might be skilled in history.

DRAGON IN DISGUISE

Often a dragon will die or leave before their eggs hatch. Sometimes a dragon will leave their eggs in the care of humans they trust. Other times a young dragon without a parent to raise them, or perhaps a unhatched egg, will find their way into the hands of a couple of humans that will raise and care for them.

This gives you a different perspective on life than a normal dragon would have. The combination of draconic nature and human nurture often produces a personality the differs from dragons of your species, sometimes changing your alignment if your draconic traits are drastically different than what your upbringing would produce. None the less the pride, greed, and anger typical of dragons shows through and influence your actions.

Skill Proficiencies: Perception, Intimidation

Languages: Common.

Tool Proficiencies: One set of Artisan tools or gaming set

Equipment: a set of common clothes, a set of artisan tools or gaming set of your choice, and a coin purse containing 25 gp.

FEATURE: DRACONIC BROTHERHOOD

Dragons tend to have a consideration for younger members of their kind, as long as they aren't from the apposing faction at least. Dragons of your type (metallic, Chromatic, etc.) are unlikely to attack you unless provoked. You have advantage on any Charisma (Persuasion) checks involving them. They may be persuaded to to aid you or come to your defense if it comes at no significant cost to them and a case can be made. Older female dragons especially are likely to give advice and aid if asked, thought not at a risk to their safety or reduction of their horde. This consideration may or may not be extended to your allies depending on their actions and the dragon's personality.

Dragons of other types (Metallic, Chromatic, etc.), however, are not so kind. they will go out of their way to attack you if they perceive you as a threat and any Charisma (Persuasion), (Deception), and (Intimidation) checks involving them are made with disadvantage.

SUGGESTED CHARACTERISTICS

Dragons are highly archetypal and magical creatures that tend towards personality traits that are common among their species. As such any dragon should have some connections to the type of dragon they are. Alignment wise you should be similar to that type of dragon and not swing to wildly away from that alignment without good reason. For example a Red Dragon that was raised by humans and influenced towards a neutral or good alignment should still have strong chaotic tendencies. A evil Gold Dragon should have a past that shows them the worst of humanity and leads them to evil. Dragons form their personalities early and have human adult level intelligence or above after only a few days and speak fluent Draconic within hours. It takes a lot to sway a dragon from their natural tendencies, to the point that Evil Metallic and Good Chromatic dragons are almost unheard of. Though this upbringing has a tendency to mute this at times and temper them towards neutrality.

d8

Personality Traits

- 1 You brag about your abilities without letting others know what you are.
- 2 You see humans as lesser beings. You see it as your duty to protect them and help them when possible. (Metallic) You see them like insects and let them know how you feel. (Chromatic)
- 3 You muse poetic about your lifespan, knowing that even the long lived elves live and die within your lifetime and that you'll likely outlive every nation and institution you enter.
- 4 You find yourself talking down to humanoids without realizing it.
- 5 Dragons can survive by eating anything, so you like tasting everything. Including rocks, trees, sand, whatever that thing is on the dungeon walls.
- 6 You let animalistic tendencies come through in everyday life. Circling people like prey, eating food with your hands, eating more food than you look like you need, etc.
- 7 You try to avoid acting like dragons of your species typically do.
- 8 You are very similar to the stereotype of a dragon of your species.

d6

Ideal

- 1 **Greed.** You dedicate your time to expanding your horde above all else.
- 2 **Power.** You seek out the power to dominate the weak. (Evil) You seek the power to protect the weak. (Good) You seek the power to achieve your Ideals. (Neutral)
- 3 **Adventure.** A nearly immortal life can be dull in your later years, so you want to have as much fun as you can before then.
- 4 **Pride.** You seek to have a fearsome reputation. (Chromatic)
- 5 **Justice.** You seek to stamp out evil, or what you view as evil.
- 6 **Honor.** You want to bring honor to dragonkind and reestablish the dragon empire. (Evil or Lawful Good)

d6 Bond

- 1 You seek to build your horde to one worthy of a dragon.
- 2 You want to live up to the expectations of greatness placed upon you.
- 3 You want to make the humans that raised you proud.
- 4 You are on a quest to live up to the ideas of Bahamut/Tiamat.
- 5 You want to find a group of dragons to accept you. (Gold, Silver, Steel, and Blue only.)
- 6 You have human family members that need something that you are trying to find.

d6 Flaw

- 1 You are incredibly greedy and hate to spend even a single piece of gold.
- 2 Seeing dragons of an other type (Chromatic/Metallic) sends you into a rage, leading you to take stupid risks.
- 3 You talk down to humans without realizing it at times.
- 4 You hate for your pride to be insulted, often leading you to act brashly when it is.
- 5 You are uncomfortable outside of your dragon form, leading you to assume your natural form in sometimes risky situations.
- 6 You don't like taking orders from humans.

d8 Quirk

- 1 You sleep on a golden chainmail blanket/ on top of a pile of gold.
- 2 A weak, non damaging form of your breath weapon flares up out of your mouth and nose when you are angry.
- 3 Your voice sometimes drops an octave when you aren't thinking about it.
- 4 You randomly slip into Draconic when you are angry.
- 5 You taste or bite anything that looks like food, and a lot that doesn't.
- 6 You prefer to pay for things in silver rather than gold if possible.
- 7 You eat way more than a humanoid, even when not in your natural form.
- 8 You like your food burnt, cold, rotten, or poisoned depending on your breath weapon type.

VARIANT DRAGON IN DISGUISE: RAISED BY THE CLERGY

Sometimes a dragon will leave their eggs at a monastery or temple to be raised there. These dragons are brought up like any other child left in their care. These monks or clerics are usually followers of Bahamut, but could be followers of another god. A dragon raised like this would probably have a holy symbol, vestments, and other tools of an acolyte in their starting equipment and might know an additional language instead of skill with a tool.

PRACTICE SAFE HOMEBREWING

People love to flex their creative muscles while composing new homebrew content. More often than not, the inspiration for your homebrew comes from another source. Sometimes significantly. Other times just as a spark.

What is important for the community is that you share your sources of inspiration. This back cover can serve as an easy to find, easy to read place for you to do just that.

So go ahead, remove this chunk of copy and tell everyone who inspired you.

Cover Art: [Wizards of the Coast official art](#)

When you're ready to share with the community, don't forget to mark your document as public so people can find it in the [GM Binder Search](#)



WWW.GMBINDER.COM

MORE CREDITS

Maybe you have so many people to give credit to that you need a bit more space. Well, you can use this column to do exactly that!