

MAGE HAND
PRESS



DRACONIS
FUNDAMENTUM

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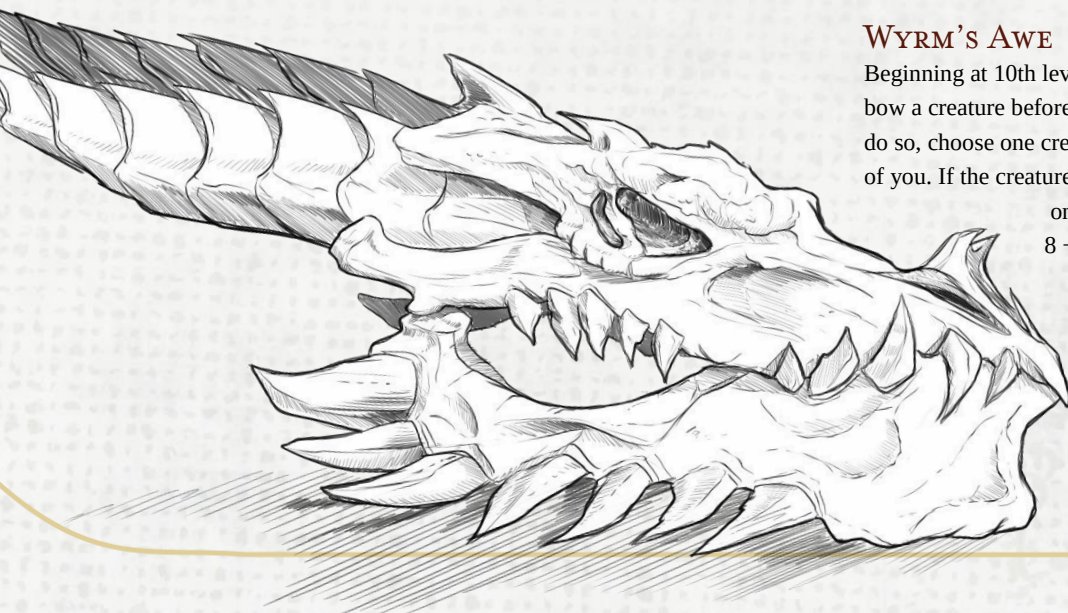
FOREWORD

In ancient languages derived from Draconic, the phrase *Draconis Fundamentum*, which translates literally to *The Foundation of Dragons*, is replete with meaning. Alchemists bestowed this name to an organ within dragons which is the source of their mighty breath weapons. Even with centuries of research, this organ is not well-understood, for it has diverse functions in dragons of different colors and it is deeply arcane in nature. Alchemy has yet to replicate its devastating effects, and in truth, it may never fully do so.

The term also has been adopted by sages to refer to the bedrock of knowledge, the body of things which are simply true, regardless of speculation. At the core of all things, there must be a seed of universal truth, just as inside the terrible dragon, there must be a source of its fire. Sages often outline Planar Truth as a mighty dragon in order to organize their thoughts, dressing the wings, claws, and scales in different metaphors, but always the core must be the same *Fundamentum*.

Most important to this book is its third meaning, which is applied by those who study the mighty wyrms: the scholarly collection of knowledge about dragons. The *Draconis Fundamentum* is a collection published every decade or so with a new edition, compiling all that is known about dragon anatomy, culture, language, and magic. As the decades have progressed, the *Fundamentum* has grown from a solitary, if lengthy, tome, to a complete volumed set, requisite for every true library and university.

CHAPTER 1: CHARACTER OPTIONS



ARCHETYPES

PRIMAL PATH

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE DRAGONHEART

Dragons are fearless. They are apex predators, and have been since the dawn of time. Nothing in nature is as naturally destructive and physically dominant. Barbarians that erect totems of beasts need look no further for a creature to emulate; all beasts bow to dragons.

When you choose the Way of the Dragonheart, you strive to be like the dragon: a hunter that knows no equal with a force of personality to be reckoned with. You will emulate their way of fighting and their supreme confidence until you at last stand alongside dragonkind as the most dangerous things in nature.

DRAGONHEART

Starting when you choose this primal path at 3rd level, you fight with the ferocity of a dragon. While raging, your weapon attacks score a critical hit on a roll of 19 or 20.

DRAGON'S LUNGE

At 6th level, when you take the Attack action on your turn, you can leap up to 15 feet directly towards your target, without provoking Opportunity Attacks, even if this movement causes you to travel through the air. If your target is in the air, you can complete your Attack action before falling.

WYRM'S AWE

Beginning at 10th level, you can use your bonus action to bow a creature before your draconic presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier) or be charmed by you until the end of your next turn.

After you target a creature with this ability, you can't use it again on that creature for 24 hours.

VENGEANCE OF THE WYRM

By 14th level, your weapons are like dragon's fangs, and your armor is like scale. If a creature damages you while you're raging, you can add twice your Rage Damage bonus to damage rolls against that creature on your next turn.

BARDIC COLLEGE

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF DRACOLEXI

Bards who study Dracolexi, the study of the Draconic language, possess voices that create a force like dragon's breath. The study of Dracolexi dates back to the earliest tales of dragons in the world.

Legend has it that, in the early days of the world, all Dragons possessed the same scales and breathed Magic pure. In those days, their language was transcribed from the Words of Creation by the gods themselves. But the corruption of the world was inevitable, and with the eons, the Dragons fractured into many colors, and their language lost the arcane spark.

Dracolexes, by studying and rehearsing the words of dragons, have rediscovered fragments of that primal speech: Old Draconic. These words still retain power, and when rehearsed feverishly and pronounced correctly, boom as they did when the first dragons spoke them.

BONUS LANGUAGE

Starting when you choose this college at 3rd level, you can speak, read, and write Draconic. You have advantage on all Charisma (Persuasion) checks you make to interact with dragons.

POWER WORD FORCE

At 3rd level, you can speak the Old Draconic word of Force as an action, spending 1 Bardic Inspiration die and pushing aside anything – or anyone – who stands in your path. You produce a 15-foot cone of force, and each creature in that area must make a Strength saving throw. On a failed save, a creature is pushed 15 feet away from you, or only 5 feet on a successful save.

VOX DRACONIS

At 6th level, your voice bellows like that of mighty dragons. Once per turn when you deal damage with a bard spell which requires a verbal component, you can add 1d8 thunder damage to the roll.

Additionally, your features and spells which require a verbal component work even in areas of magical silence.

POWER WORD DISABLE

Starting at 14th level, you can speak the Old Draconic word of Disable to coax out the vitality from a creature that hears it. As a bonus action, you can spend 1 Bardic Inspiration die and choose one creature to make a Wisdom saving throw. On a failed save, the target is incapacitated until the end of your next turn. Once you use this on a creature, that creature has advantage on all subsequent saving throws it makes against this ability.

DIVINE DOMAIN

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Aescius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

DRAGON DOMAIN

The dragon gods of old are primal deities that espouse great and terrifying presence and power to their devotees. They value and regard power as the absolute measure of the worth of a life, favoring servants who garner more influence and wealth for their glory. The visages of these gods are typically engraved upon the armor or weapons of their clerics, and other artifacts that these clerics value. Dragon priests typically guard the treasure hoards, arcane artifacts, or holy places of the dragon gods, but they also guide their cults as spiritual leaders and lead their armies as ferocious warlords.

DRAGON DOMAIN SPELLS

Cleric Level	Spells
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1st	<i>dragon roar, feather fall</i>
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3rd	<i>alter self, see invisibility</i>
-----	-------------------------------------

5th	<i>fear, wyrmskin</i>
-----	-----------------------

7th	<i>dimension door, polymorph</i>
-----	----------------------------------

9th	<i>geas, seeming</i>
-----	----------------------

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *dragon claws* cantrip if you don't already know it. This cantrip counts as a cleric spell for you and doesn't count against your number of cantrips known.

DRAGON STAFF

At 1st level, as a bonus action, you can expend a spell slot to charge a quarterstaff you are holding with draconic energy. While you are holding a charged quarterstaff, you can use an action and expend its charge to evoke the destructive energy of the dragon gods you worship, producing raw elemental power in a 30-foot line that is 5 feet wide, or a 15-foot cone. Creatures within the area of effect must make a Dexterity saving throw against your cleric spell save DC.

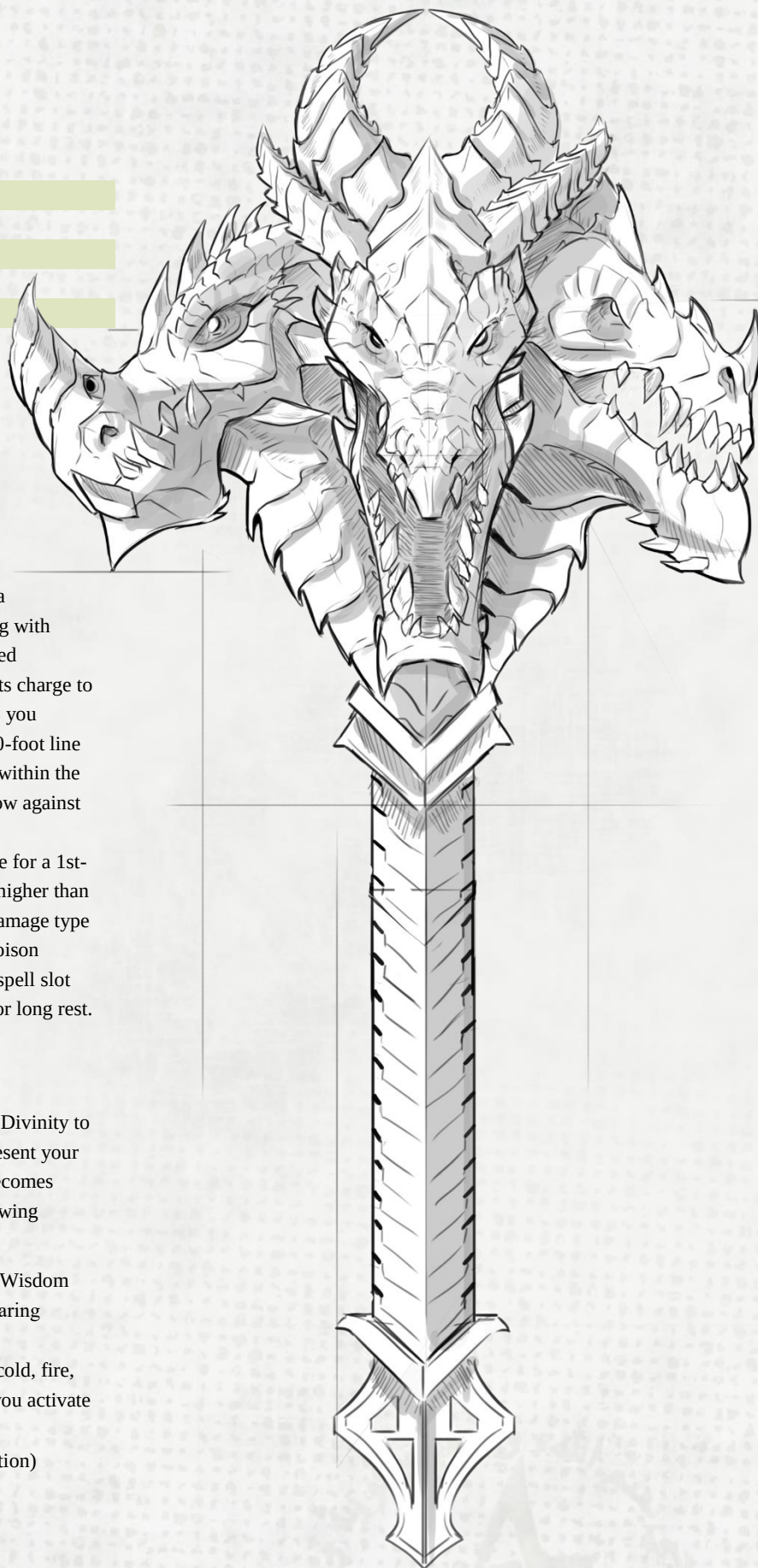
On a failed save, a creature takes 3d6 damage for a 1st-level slot, plus 1d6 damage for each spell level higher than 1st, or half as much on a successful save. The damage type is your choice of acid, cold, fire, lightning, or poison damage. A charged quarterstaff loses its stored spell slot and becomes uncharged when you take a short or long rest.

CHANNEL DIVINITY:

SCALES OF THE DRAKE

Starting at 2nd level, you can use your Channel Divinity to take up the mantle of the great dragons. You present your holy symbol as a bonus action, and your skin becomes covered in dragon scales, granting you the following benefits for 1 minute:

- You gain a bonus to your AC equal to your Wisdom modifier (minimum of +1), if you aren't wearing medium or heavy armor or holding a shield.
- You gain resistance to your choice of acid, cold, fire, lightning, or poison damage, chosen when you activate this Channel Divinity.
- You have advantage on Charisma (Intimidation) checks.



DRACONIC REGENERATION

Starting at 6th level, when you spend a spell slot of 1st-level or higher to deal acid, cold, fire, lightning, or poison damage, you can use a bonus action to regain hit points equal to 2 + the spell's level.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

CHANNEL DIVINITY: WYRM SONG

Starting at 17th level, you can use your action to open a portal and call forth a dragon. The dragon's challenge rating must be 10 or lower. The dragon is friendly to you and your allies, and will aid you in combat.

This dragon obeys any commands you issue it (no action required by you), and if you do not issue any commands, it will defend you and itself but take no other actions. The dragon rolls initiative and acts on its own turn during combat. The dragon remains under your control as long as you maintain concentration (as if you were concentrating on a spell) for up to 1 hour, or until it drops to 0 hit points. If you lose your concentration, you must make a Charisma saving throw (DC equals 8 + the dragon's proficiency bonus + the dragon's Charisma modifier.) On a failed save, you lose control of your draconic ally, and it acts as the GM determines. When 1 hour has passed, the dragon is teleported back to the location you summoned it from.

Once you have used this Channel Divinity you can't use it again until you finish a long rest.

DRUID CIRCLE

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF THE SCALE

Druids who join the Circle of the Scale hold dragons in higher esteem than all other works of creation. These druids believe, as many dragons do, that wyrms are perfect creatures, the pinnacle of all life brought into existence by

the gods. Likewise, these druids aspire to perfect wyrmhood, and gradually become like dragonkind.

DRAGONKIN

Starting when you choose this circle at 2nd level, your beast shapes resemble dragons. You gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

While transformed, your skin is covered in a layer of scales, and your AC is increased by 2.

Also, while transformed, you can use your bonus action to expend one spell slot and breathe fire from your mouth. Each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 1d8 fire damage per level of the spell on a failed save, or half as much on a successful one.

PRIMAL STRIKE

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

DRACONIC WILD SHAPE

At 10th level, you can spend two uses of Wild Shape at the same time to transform into any dragon of challenge rating 6 or lower. You can't use a dragon's Innate Spellcasting feature, if it has one.

WYRM PERFECTION

By 14th level, you have achieved the majesty of a dragon. Even when not transformed, you have majestic dragon wings, and your skin is covered in a layer of scales. While not carrying a shield, you have a +2 bonus to AC, and while unarmored or wearing only light armor, you have a flight speed equal to your base movement speed.

MARTIAL ARCHETYPE

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

DRAGOON

Masters of spears, lances, and polearms and adorned in uniquely crafted armor, dragoon's have become legendary for their grace and power. Their intense training, said to have been passed down by the dragon riders of old, allows these warriors to leap unnaturally high into the air and strike their foes with deadly force from above. Sometimes the enemy is unaware of the dragoon's presence until they see the shadow around them growing larger.



LANCE SPECIALTY

Beginning when you select this archetype at 3rd level, when you wield a lance, you do not suffer disadvantage when attacking creatures within 5 feet of you. However, you must still wield a lance two handed when not mounted.

VELOCITY

At 3rd level, you can leap to incredible heights. When you make a high jump, the following rules apply to you:

- You can leap a number of feet into the air equal to 5 times your Strength modifier, plus an additional 5 feet. This additional height increases by 5 feet at 5th level (10 feet), 10th level (15 feet), 15th level (20 feet), and 20th level (25 feet).
- You need not move 10 feet immediately before making a high jump.
- Regardless of how high you jump, performing a high jump costs only 15 feet of your movement.
- When you take the Attack action when falling from a jump or a great height, you can use your bonus action to perform a velocity attack. The first attack you make deals an additional 1d6 damage for every 10 feet you fell, up to a maximum of 10d6.
- If your target is in the air, you can complete your Attack action before falling.

Additionally, as long as you are conscious and wielding a melee weapon, you take no damage from falling from a high jump and half damage from falling when you did not first jump. You always land on your feet.

LANCET

Starting at 7th level, you gain the ability to drain a creature's energy with your strike. As a bonus action, when

you hit a creature with a melee weapon attack, you can choose to gain temporary hit points equal to half the damage dealt. Once you use this feature, you can't use it again until you finish a short or long rest.

TACTICAL JUMPS

At 10th level, you have learned how to augment your jumps. You can use each of the following abilities once and regain all expended uses when you finish a short or long rest.

Double Jump. When you perform a velocity attack, you can repeat your jump and perform a second velocity attack against another target within 15 feet.

Earthshaker. You can use your action when falling from a jump or a great height to strike the earth with immense force. Each creature in contact with the ground within 15 feet of where you land must succeed a Dexterity saving throw (DC equals 8 + your proficiency bonus + your choice of your Strength or Dexterity modifier.) On a failed save, a creature takes 4d6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half this damage and is not knocked prone.

Passenger. When you make a high jump, you can carry one willing passenger of your size or smaller to your destination.

TERMINAL VELOCITY

Starting at 15th level, as long as you are conscious and wielding a melee weapon, you are immune to damage as a result of falling.

METEOR JUMP

Beginning at 18th level, you can use your action to leap hundreds of feet into the air, disappearing from sight, only to strike moments later with the force of a meteor. Until the start of your next turn, you are at such an altitude that you can't be seen with the naked eye or targeted by attacks or spells. On your next turn, choose a creature within 60 feet of the space from which you jumped to make a Dexterity saving throw (DC equals 8 + your proficiency bonus + your choice of your Strength or Dexterity modifier.) You can't target a creature which has total cover from above. If there is no suitable target, you fall back to your original spot. On a failed save, the creature takes 12d10 + your Strength modifier damage of the same type as your weapon, or half as much on a successful one. You then land in a space adjacent to the target.

You can't use this ability if there is not sufficient clearance to leap high into the air. Once you use this ability, you can't use it again until you finish a short or long rest.

MONASTIC TRADITION

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF THE DRAGON

Warriors of all creeds envy and revere dragons; their power, speed, and energy are nearly unmatched amongst even the most magical of creatures. Monks of the Way of the Dragon seek to externalize their ki, emulating the great dragons, and turning it into fuel which stokes the roaring flame inside them.

DRAGON ARTS

At 3rd level, you learn a number of fighting techniques unique to the Way of the Dragon:

Dragon Claw Strike. As a bonus action, you can spend 2 ki points to wreath your hands and feet in flames. Your unarmed strikes deal an additional 1d4 fire damage for 1 minute.

Dragon Tail Whip. When striking with a Flurry of Blows attack, you can force a target to succeed on a Dexterity saving throw or be knocked prone.

Dragon Wing Blast. You force a great blast of wind from your flapping arms. As a bonus action, you can spend 2 ki points to force all adjacent opponents to make Strength saving throws or be pushed 15 feet away from you.

SOARING DRAGON LEAP

At 6th level, you learn techniques that allows you to ascend into the heavens like the great winged beasts. Your jump distance doubles. This increase can stack with Step of the Wind, multiplying your total jump distance by 4. Additionally, your Slow Fall ability now reduces damage from falling by 10 times your monk level.

DRAGON FIRE BLAST

By 11th level, you can use your action to spend 1 or more ki points and belch flame onto your foes. Each creature in a 30-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 3d6 fire damage plus an additional d6 for each ki point expended, up to a maximum of 10d6, or half as much on a successful save.

SHINING DRAGON STRIKE

At 17th level, you learn the ultimate technique of the Way of the Dragon. You gather your ki into a devastating kick or punch, striking your opponent with the full fury of a raging dragon. As an action, you can spend 3 ki points and make an unarmed strike. On a hit, the target makes a Dexterity saving throw. On a failed save, the target takes 5d8 fire and 5d8 radiant damage, and, if it is Large or smaller, it is flung into the air. For every 10 points of damage it takes, it is moved 10 feet upward, and falls. On a successful save, the target takes half damage and it not flung into the air.

SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF THE WYRM

The Oath of the Wyrms is a covenant forged between paladins and powerful draconic masters, often ancient great wyrms. Paladins who take this oath, often known as Dragon Knights, pledge to protect the wyrm that becomes their benefactor, honor its principles, and add to its horde. In exchange, the dragon imparts some of its own power, allowing the paladin to assume the visage of a dragon to strike terror into their enemies.

TENETS OF THE WYRM

Each ancient great wyrm demands different vows and services of their paladins. Red dragons might demand slaves to be brought to their lairs, while gold dragons might only ask that their paladins combat evil dragons wherever they travel. In general, however, draconic paladins tend to follow these core principles:

The Dragon's Scale. Protect the great wyrm that is your master. Inaction resulting in the death of your master constitutes your failing as a paladin and will result in your fall.

The Dragon's Wing. You are to travel far from the lair that houses your master to combat its enemies and steal from their hordes. Only by flying far are you to extend your master's influence.

Dragonborn Paladins

Dragonborn paladins that swear an Oath of the Wyrms are often placed in special favor by their benefactor, and have advantage on Charisma (Persuasion) checks made against dragons. Additionally, their breath weapons use the damage of their Channel Divinity: Breath Weapon, and the higher of the breath weapon save DCs. Dragonborn paladins that are the same color as their benefactor are of the highest favor, and gain the following feature:

Favored of the Wyrms. While your Dragon Scales Channel Divinity is active, you can use your bonus action to extend your damage resistance to a friendly creature you can see within 30 feet of you. While that creature remains in this range, it has resistance to the damage type associated with your Dragon Ancestry. You can switch this target to another friendly creature you can see within range as a bonus action.

The Dragon's Tooth. Slay your enemies with the ferocity of a dragon. Those who follow in your wake should feel the might of your master through your actions.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>command, dragon roar</i>
5th	<i>enhance ability, locate object</i>
9th	<i>fly, protection from energy</i>
13th	<i>freedom of movement, locate creature</i>
17th	<i>dominate person, legend lore</i>

DRACONIC ALLIANCE

When you choose this oath at 3rd level, you forge a powerful alliance with a draconic benefactor. Choose one type of dragon from the Draconic Ancestry table on page 14. This choice determines parts of your Breath Weapon and Dragon Scales Channel Divinity options.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Breath Weapon. As an action, you can expend your Channel Divinity to exhale with the destructive breath of a mighty dragon. Your draconic alliance determines the size, shape, and damage type of your exhalation. Each creature in the area of exhalation must make a saving throw, the

type of which is determined by your draconic alliance. A creature takes 2d6 damage for each point of your proficiency bonus, or half as much damage on a successful save.

Dragon Scales. As a bonus action, you can expend your Channel Divinity to plate yourself in dragon's scales of the same color as your master. For the next minute, you have resistance to damage type associated with your draconic benefactor.

Additionally, whenever you take damage, you can use your reaction to reduce the damage taken by 1d8. If the attacker is within 5 feet of you, it then takes damage equal to the same amount. This damage's type is the type associated with your dragon benefactor.

FRIGHTFUL PRESENCE

Starting at 7th level, when a creature with a challenge rating of less than your level moves within 10 feet of you, you can use your reaction to invoke the auras of ancient dragons. That creature must take a Wisdom saving throw or be frightened for 1 minute or until it takes any damage. After a creature fails its saving throw against this effect, it is immune for 24 hours.

At 18th level, the range of this ability increases to 30 feet.

LEGENDARY RESISTANCE

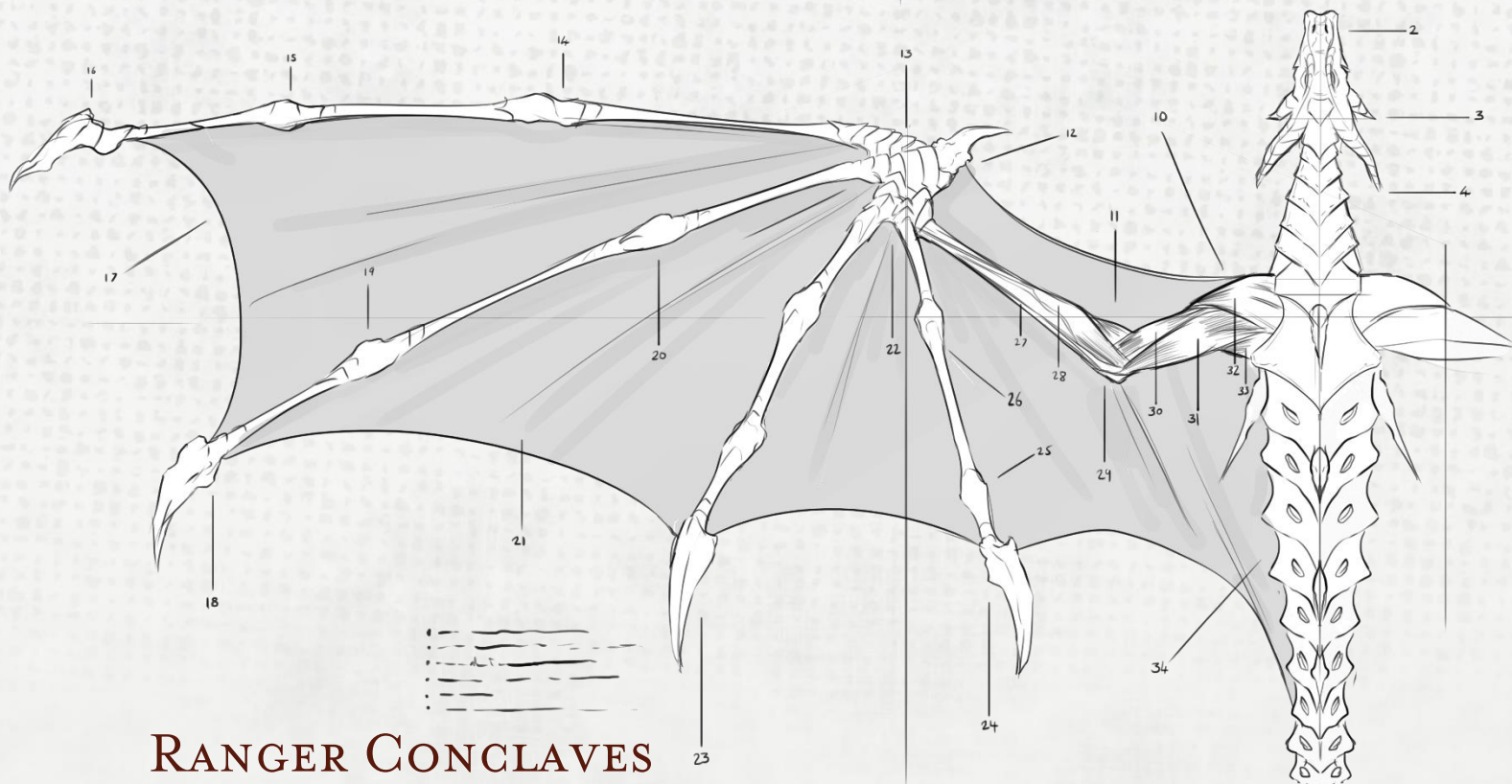
At 15th level, when you fail a saving throw, you can instead choose to succeed. After using this ability, you can't use it again until you finish a long rest.

GREAT WYRM

At 20th level, you can use your action to assume the perfect form of ancient dragons. For 1 minute, you gain the following benefits:

- You sprout scaled wings from your back, which grant you a flying speed of 60 feet.
- You have immunity to damage of your dragon's type.
- You can use your reaction when you take damage to reduce that damage by 1d8.
- You can use your breath weapon at will.

Once you use this feature, you can't use it again until you finish a long rest.



RANGER CONCLAVES

Across the wilds, rangers come together to form conclaves – loose associations whose members share a similar outlook on how best to protect nature from those who would despoil it

DRAGON RIDER CONCLAVE

Prerequisite: The ability to speak, read, and write Draconic

Not all rangers are guides through the wilderness for the wanderers who lose their way. The dragon riders are mighty lords and guardians of the realms, exerting the terrifying might of their steeds to keep the peace. Such a ranger draws their magic from their primal bond with their dragon, rather than the world around them.

PRIMAL BOND

Dragons imprint on the first creature that they see, which for most dragons is their mother. In the case of your dragon, however, the first creature that they saw was you. At 3rd level, your dragon egg hatches and rapidly grows into a **Lesser Red Dragon**.

If your dragon dies and you have at least part of their body, you can spend 50 gp worth of fine meats or jewelry and 8 hours in sacrifice to the ancient dragon gods to restore them to life. If your dragon was killed through means of a *disintegrate* spell, or any other method that destroys its physical form, it leaves behind its *soul stone*, an artifact that can be used to restore them to life through the same ritual. If your draconic mount has been dead for more than a week, you require the assistance of a cleric of the Dragon Domain to resurrect your dragon.

When your dragon dies, you are overcome with an

insatiable thirst for vengeance. Until the creature that slayed your dragon dies, you are afflicted with an indefinite madness, giving you the following personality trait: “I will not rest until my dragon is avenged.” The dragon gods are only sated with blood and will not return your dragon to life until the creature that slayed it is dead.

When you die, your dragon dies as well, as it has bonded more closely to you than the mother they would have had in the wild.

A dragon that shares this primal bond with you gains the benefits of your Draconic Mount class feature.

DRACONIC MOUNT

After hatching, the primal bond between you and your dragon has strengthened your dragon’s mind and body. Starting at 3rd level, your draconic mount obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your draconic mount acts on its own. Your draconic mount is an independent mount.

Your draconic mount has abilities and game statistics determined in part by your level. Your mount uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, a

draconic mount also adds its proficiency bonus to its AC and to its melee damage rolls.

Your draconic mount gains proficiency in two skills of your choice. It also becomes proficient with all saving throws. Also, for each ranger level you gain after 3rd, your draconic mount gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement feature, your mount's abilities also improve. Your draconic mount can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your draconic mount can't increase an ability score above 20 using this feature, unless its description specifies otherwise.

Your mount shares your alignment and has a personality trait and a flaw that you can roll for or select from the tables below. Your draconic mount shares your ideal, and its bond is always, "The ranger I imprinted on is my companion in life, and I would gladly sacrifice myself for them."

DRACONIC MOUNT PERSONALITY TRAITS

d6 Trait

- 1 I laugh at danger, and fear nothing. I do not shy away from the sword.
- 2 If you threaten my ranger, you threaten me.
- 3 The sky is a wide expanse, a massive gateway to sights I haven't seen. I want to see them all.
- 4 I am incredibly slow to trust; anyone could be trying to kill my ranger.
- 5 No one could ever mistake me for a common dragon; dumb brutes as they are.
- 6 I will never pass up a friendly competition, the higher the stakes, the better.

DRACONIC MOUNT FLAWS

d6 Trait

- 1 I have an insatiable desire to experience the many vices humanoids indulge, particularly hard drink.
- 2 I see my ranger's companions as my minions, and I expect them to act as I, and my ranger, dictate.
- 3 I firmly believe that everything that glitters should belong to me.
- 4 My primal instincts take over when I'm in danger.
- 5 Sometimes, I wonder what my rider's companions taste like.
- 6 The promise of arcane secrets easily distracts me.

Dragon Riders in the World

If you intend to play this Ranger Conclave, you have an additional item added to your starting equipment at 1st level: an unhatched dragon egg that is roughly the size of an ostrich egg.

Work with your GM to determine what relationship best approximates that between you and your dragon. Because dragons are powerful, dignified creatures, few will play the part of Familiar or Servant.

In addition, to further capture the draconic theme of the Dragon Rider, talk with your GM and see if it makes sense within their world for your dragon rider to use Charisma instead of Wisdom for your spellcasting ability, and to use the sorcerer spell list instead of the ranger spell list.

FIGHT AS ONE

Beginning at 5th level, you and your draconic mount fight together as a seamless unit. When you take the attack action on your turn while riding your draconic mount, your mount can expend their reaction to make a single melee attack against the same target.

FLYBY

Starting at 7th level, your draconic mount doesn't provoke opportunity attacks when it flies out of an enemy's reach. In addition, its movement speeds are increased by 10 feet, and its fly speed is increased by an additional 10 feet.

HEIGHTENED DESTRUCTION

Starting at 11th level, your draconic mount's breath weapon becomes more powerful than it was before. The area of effect for its breath weapon is doubled, and it now deals 4d6 damage, instead of 4d4.

At 18th level, the damage die changes again, becoming 4d10.

FRIGHTFUL PRESENCE

Starting at 15th level, your draconic mount gains the Frightful Presence ability. It can activate its Frightful Presence as an action, and the ability has a radius of 60 feet. The save DC for their Frightful Presence is 8 + your proficiency bonus + its Charisma modifier. Your draconic mount can designate creatures to be immune to their Frightful Presence. This ability lasts for 1 minute, and your draconic mount can't use it again until it completes a long rest.

Creatures who succeed on their saving throw are immune to your draconic mount's Frightful Presence for 24 hours.

DRAGONSLAYER CONCLAVE

Long ago, dragons ruled the earth and the skies, subjugating and warring with all other mortal races. Their time was cut short, however, as some mortals learned ways to counter the dragons' natural advantages. These fearless heroes became known as Dragonslayers. Over time, they became known for hunting and slaying any large monsters that proved a threat to their communities, but the name Dragonslayer stuck, becoming more of an honorific than a job description. As a Dragonslayer, you use your specialized skills to defend others from dragons and their ilk.

SCALE-PIERCER

Starting at 3rd level, you are skilled at finding chinks in a creature's armor. Once on each of your turns, you can reroll the damage for a single attack and select the higher result.

EXTRA ATTACK

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

FEARLESS

Starting at 7th level, you can't be frightened by a creature you can see.

COLOSSUS CLIMBER

At 11th level, you can grab hold of a much larger foe and scale its body. You can grapple creatures of any size. When you grapple a creature that is at least two sizes larger than you, make a Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If you succeed, you do not subject the target to the grappled condition, but instead become able to climb the target's body. While climbing a target, you move with it and have advantage on attack rolls against it. On each of its turns, the target can make a Dexterity (Acrobatics) check contested by your Strength (Athletics) or Dexterity (Acrobatics) check to shake you off. If you are shaken off, you fall from the creature's height and land prone in an unoccupied space around the creature.

EVASION

Beginning at 15th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Revised Ranger

These archetypes make use of the Revised Ranger class. If you wish to use it with the SRD Ranger class, remove the 5th level feature.



ROGUISH ARCHETYPE

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

HOARD RAIDER

The archetypal hoard raider specializes in relieving wealthy, dangerous individuals of said wealth. Since few creatures keep such a phenomenal amount of wealth in one place, most often these individuals are dragons. The extraordinary danger involved in robbing dragons sets these rogues apart from other thieves as experts in high-risk burglary, with an eye for planning and detail to ensure their survival. Of course, having a few magical tricks up one's sleeve helps, too.

INFILTRATOR

When you choose this archetype at 3rd level, you are immune to the lair actions and regional effects of any creature.

DEEP POCKETS

At 3rd level, you can use your action to temporarily transform a pocket, bag, or other container into a *bag of holding*. Such a container must be no larger than one foot on each side and must be able to close completely. The container maintains the properties of a bag of holding for 8 hours, or until it is damaged and unable to close. At the end of this duration the container's contents spill forth and the container becomes a mundane item again.

Once you use this ability, you can't use it again until you take a long rest.

RAIDER'S TRICKS

At 9th level, you learn a selection of magic tricks that help you with breaking into dragon hoards. You can cast each of the following spells without spell slots or spell components: *darkvision*, *locate creature*, *nondetection*, and *pass without trace*. Once you cast one of these spells in this fashion, you can't do so again until you finish a long rest.

UNDETECTABLE

When you reach 13th level, your experience in hiding from dragons allows you to fool even supernatural senses. When you are hidden, you can't be seen by creatures with truesight or the *true seeing* spell.

TITAN KILLER

Starting at 17th level, your weapon attacks against creatures that are Huge or larger score a critical hit on a roll of 18 to 20.

OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect

warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE ELDER WYRM

Your patron is a fearsome lord among wyrms: ancient in years and in possession of untold powers which they bestow on select mortals. Dragons employ their cunning to bind the recipients of their power into servitude, and such a dragon sees their warlock as a trophy, a set piece amongst their vast, unimaginable hoard. After granting you powers, your patron sent you into the world so that they can drink it all in, experiencing everything through your senses. Their presence in your mind drives you to adventure and other draconic habits. Dragons that might make this sort of pact with a mortal include: Bejûrk the Black, Fafnîr the Ancient, Python the Godslain, Sevyris the Terrible, Temerost the Frost Queen, and Yshelm the Drake-smith.

EXPANDED SPELL LIST

The Elder Wyrms allow you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

ELDER WYRM EXPANDED SPELLS

Spell Level	Spells
1st	<i>dragon roar</i> , <i>elemental blade</i>
2nd	<i>alter self</i> , <i>magic weapon</i>
3rd	<i>draconic aura</i> , <i>wyrmskin</i>
4th	<i>dominate beast</i> , <i>polymorph</i>
5th	<i>geas</i> , <i>legend lore</i>

ASPECT OF THE DRAKE

When you choose this patron at 1st level, you select a draconic patron of a particular color, chosen from the Dragon Ancestry table on page 14. You gain resistance to the damage type associated with your patron, though you do not gain a breath weapon.

Additionally, you know the *thaumaturgy* cantrip, which does not count against your number of cantrips known, and you learn to speak, read, and write Draconic.

HOWLING WINDS

Starting at 6th level, you can use your reaction to cause a strong gust of wind. Each creature within 30 feet of you must make a Strength saving throw against your warlock spell save DC. On a failed save, a creature is pushed back



15 feet and knocked prone. Gasses and vapors are dispersed by the wind and any unprotected flames are extinguished. Any protected flames, such as within a lantern, have a fifty percent chance of being extinguished.

Once you use this ability, you can't use it again until you finish a short or long rest.

MIND OF THE WYRM

Starting at 10th level, your patron has imbued you with a mote of their essence, shielding your mind from fear. You are immune to being frightened, and when another creature attempts to frighten you, you can use your reaction to attempt to frighten them. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened of you for 1 minute.

Once you use this ability, you can't use it again until you finish a short or long rest.

DRAGON WINGS

At 14th level, you gain the ability to sprout a pair of dragon wings from your back. These wings grant you a flying speed equal to your current movement speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate them might be destroyed when you manifest them.

PACT BOON

This pact boon is available to all warlocks.

PACT OF THE BREATH

When you gain this pact boon, you choose a type of breath weapon from the Dragon Ancestry table on page 14. Warlocks of the Elder Wyrms must choose the color that matches their patron.

You can use your action to exhale destructive energy in either a 15-foot cone, or a 30-foot line that is 5 feet wide, chosen when you use this breath weapon. Each creature in the area of the exhalation must make a saving throw, determined by your choice. The DC for this saving throw equals 8 + your proficiency bonus + your Charisma modifier. 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 ability, you can't use it again until you finish a short or long rest.

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

FURIOUS BREATH

Prerequisite: 5th level, Pact of the Breath feature

Your breath weapon can now be used more than once between rests. After you use your breath weapon, you can roll a d6 at the beginning of your turn to attempt to regain use of it. On a 5 or a 6, you can again use your breath weapon.

RAVAGING BREATH

Prerequisite: 12th level, Pact of the Breath feature

Your otherworldly patron infuses you with more of its destructive energy. Your breath weapon ignores resistance to its damage type.

ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF BROODMASTERS

Wizards that keep pets are not out of the ordinary; it's no accident that *find familiar* is a popular entry for spellbooks. But wizards that keep entire broods of pets, like pseudodragons, raising them from eggs and experimenting on them until adulthood, are an entirely different breed. The School of Broodmasters teaches the finer art of training a swarm of pets to tear your enemies to shreds.



DRAGON EMPATHY

Starting when you choose this tradition at 2nd level, you can speak, read, and write Draconic. Additionally, by reading nonverbal cues, you can understand dragons that cannot speak.

PSEUDODRAGON CLUTCH

Beginning when you choose this tradition at 2nd level, you have begun to raise and experiment with your own clutch of pseudodragons to follow your commands. You begin with two pseudodragons.

You add your wizard level to your pseudodragons' maximum hit points.

Your pseudodragons act independently of you, but always obey your commands. In combat, your pseudodragons roll initiative as a group and act on one turn. Your pseudodragons can't attack on their turns. However, you can use your action to command each pseudodragon under your control to use its reaction to attack targets that you choose. Your pseudodragons use your spell attack bonus on attack rolls. On a hit, the target is not subjected to the secondary effect of the pseudodragons' Sting attack.

If one or more of your pseudodragons are reduced to 0 hit points, you can revive them and restore the maximum hit points of all your pseudodragons with a 30-minute ritual, which can be performed over a short or long rest.

You gain more pseudodragons as you gain higher levels in this class. At 5th level, you have 3 pseudodragons under your control, at 11th level, you have 4, and at 17th level, you have 5.

BROODRAGE

Starting at 6th level, whenever one of your pseudodragons is reduced to 0 hit points, your remaining pseudodragons can add your Intelligence modifier to their attack and damage rolls until the end of your next turn.

FOR THE MASTER

At 10th level, when an attack is made against you, you can use your reaction to command one of your pseudodragons within 5 feet of you to leap in front of the attack. This attack targets the pseudodragon, rather than you.

PSEUDOCOLOR

Starting at 14th level, over a long rest you can splice the scales of true dragons into your pseudodragons, giving them unique traits and colors. Each of your pseudodragons can gain one of the following benefits, which you can change when you take a long rest.

Black. This pseudodragon has a swim speed equal to its flying speed, and it can breathe water as well as air. When it hits with its stinger attack, it deals an additional 1d4 acid damage.

Blue. When this pseudodragon is hit with a melee weapon attack by a creature within 5 feet of it, a spark of static electricity leaps out at the attacker, dealing 1d4 lightning damage. When this pseudodragon hits with its stinger attack, it deals an additional 1d4 lightning damage.

Green. When this pseudodragon hits with its stinger attack, the target must succeed on a DC 11 Constitution saving throw or become poisoned until the beginning of your next turn.

Red. The pseudodragon has resistance to fire damage. When it hits with its stinger attack, it deals an additional 1d6 fire damage.

White. When it hits with its stinger attack, it deals an additional 1d4 cold damage and the target's speed is reduced by 5 feet until the beginning of your next turn.

DRAGON FEATS

The following feats represent the path of a character embracing their draconic heritage, unlocking the immense potential of their blood and gaining new and powerful abilities. Many of these feats form a chain (beginning with Dragon Ancestry and ending with Great and Terrible Dragon), requiring feats and other abilities as prerequisites to progress in the chain.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

DRAGON ANCESTRY

Even though you are not necessarily a dragonborn half-dragon, or kobold, you share a lineage with the great dragons and express minor draconic traits, like slitted pupils, long, sharp fingernails, and scaly skin. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. 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.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

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

DRACONIC ANCESTRY

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

DRAGON WINGS

Prerequisite: 16th level, Visage of the Wyrms feat, and Breath Weapon racial feature, kobold race, or Dragon Ancestry feat

Your transformation into a true dragon progresses: you sprout a pair of dragon wings from your back and have a flying speed equal to your movement speed. To use this speed, you can't be wearing medium or heavy armor.

GREAT AND TERRIBLE DRAGON

Prerequisite: 19th level, Dragon Wings and True Dragon's Breath feats

As an action, you can assume the mantle of a true dragon. You can shapeshift into a dragon of Young Dragon with the same color as your Dragon Ancestry and can stay in this form for up to one hour. You then revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the dragon, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the dragon. If the dragon has the same proficiency as you and the bonus in its stat block is higher than yours, use the dragon's bonus instead of yours. If the dragon has any legendary or lair actions, you can't use them.
- When you transform, you assume the dragon's hit dice and hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of

dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in dragon form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- Transforming doesn't break your concentration on a spell you've cast or prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so.
- Your equipment merges into your new form and has no effect until you leave the form.

After you have used this ability you cannot use it again. At dawn, roll a d6. On a roll of 5 or 6 you regain the use of this ability.

TRUE DRAGON'S BREATH

Prerequisite: Breath Weapon racial feature or Dragon Ancestry feat

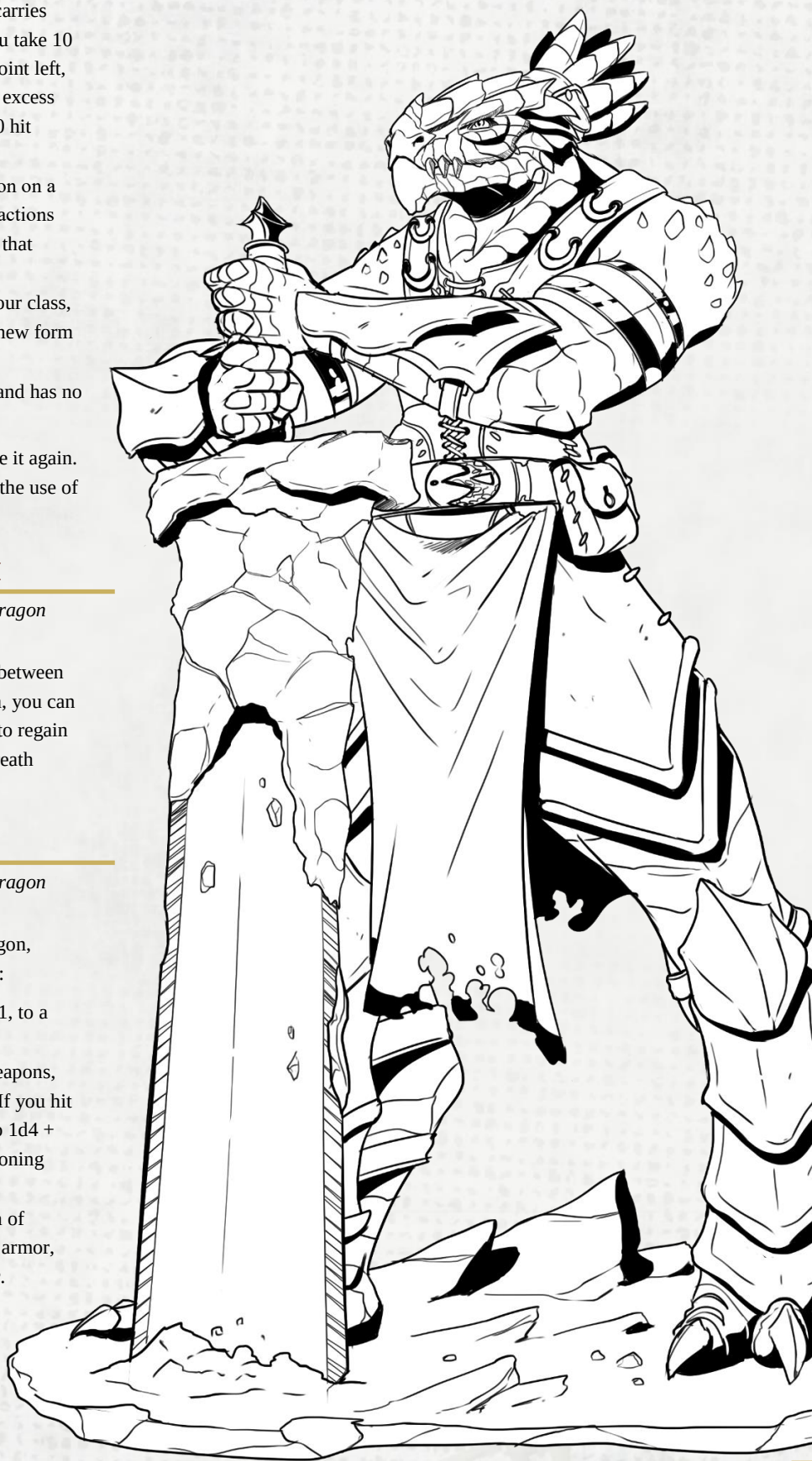
Your breath weapon can now be used more than between rests. Each turn after you use your breath weapon, you can roll a d6 at the beginning of your turn to attempt to regain use of it. On a 5 or a 6, you can again use your breath weapon.

VISAGE OF THE WYRM

Prerequisite: Breath Weapon racial feature or Dragon Ancestry feat

You begin your transformation into a mighty dragon, gaining its appearance and the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You grow wicked claws which are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- Parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.



CHAPTER 2: MONSTERS

Dragons are mighty, terrible creatures, the apex predators of the entire world. Vicious as they are, dragons are not dull like mere beasts; they are mighty sorcerers who live for centuries with a penchant for collecting vast hoards of treasure. They often command armies of lesser creatures, like kobolds, to tend to their whims and gather treasure for them, which is jealously guarded in the dragon's lair.

This chapter presents a few alternative types of dragons to supplement the chromatic and metallic varieties. They might be better suited as campaign-specific additions, or as singular, unique entities in the world.

GATLING DRAGON

A draconic fusion of monster and machine, the gatling dragon is a desperate and deadly predator, perhaps the most dangerous of dragonkind.

Modern Adaptations. In the old days of the Weird West, pioneers and settlers pushed back the wild dragons of the plains with fire and lead. The same weapons that had proven so effective against medieval castles and wooden ships became the province of the dragon hunter, and these legendary creatures were driven close to extinction.

Dragons, however, are wise and calculating beings. Many of them saw the potential of these new weapons, first procuring them for their kobold servants and then devising magical rituals to graft heavy weaponry onto their very bodies. These 'Gatling dragons' replace their forearms with multi-barreled guns that spit death at their enemies from afar, and have become a fixture of the West, as lone monsters, local warlords and hired mercenaries.

Military Collectors. Gatling dragons, like all dragons, tend to hoard valuable items in insidiously guarded lairs. Gatling dragons prefer to collect military memorabilia and historical weapons. Their lairs are often packed with obsolete artillery and storied handguns. Some even go so far as to dress their kobold servants in old-fashioned uniforms from past conflicts, reenacting long-past conflicts from the Old War for their entertainment.

Gatling dragons like magical weapons most of all. To one of these dragons, a horde is incomplete without a legendary weapon or artifact at its center.

Biomechanical Ammunition. A gatling dragon produces its own ammunition internally; it never needs to reload.

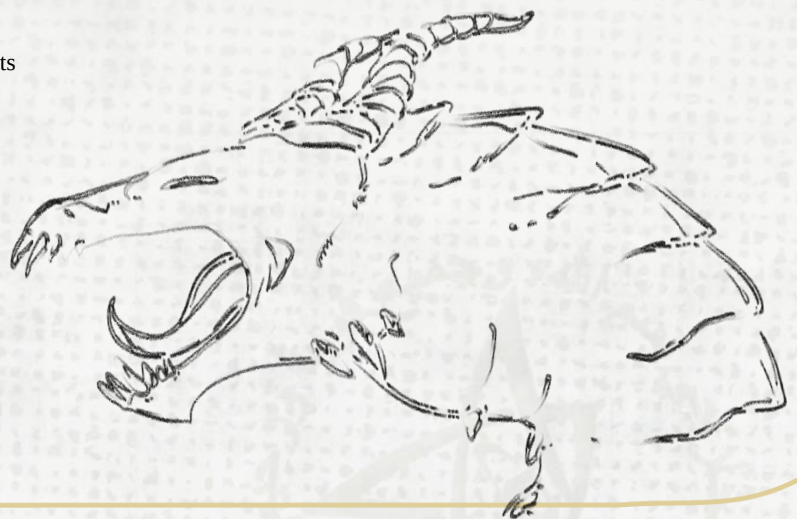
LESSER DRAGON

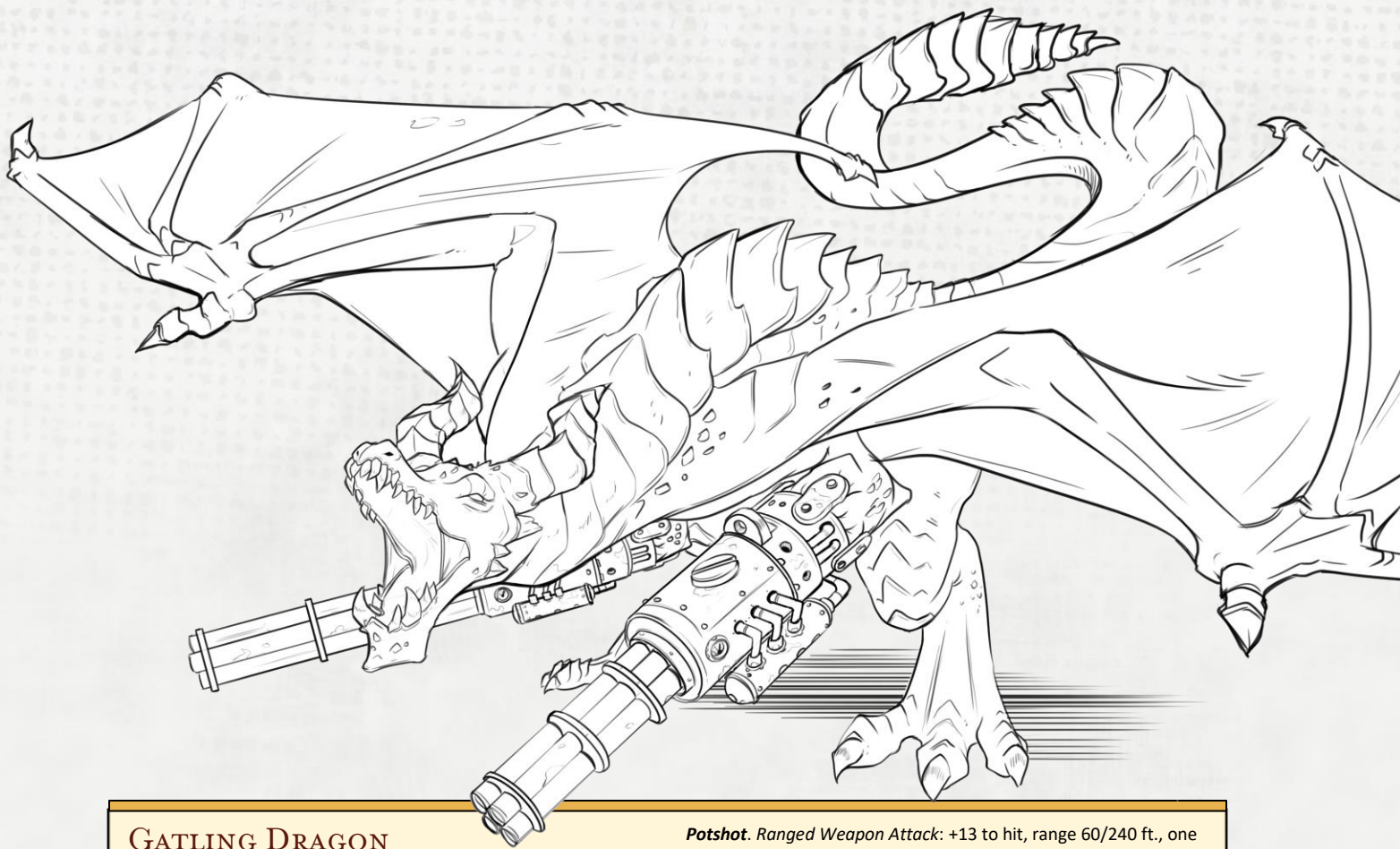
Unlike wyverns and dragon turtles, lesser dragons are true dragons from birth, but through the unlikely circumstance of bonding to a human rider, lesser dragons abandon their claim to a hoard for some time.

Greater than Wyrmlings. All lesser dragons eventually outgrow their riders and become young dragons. Because lesser dragons are linked to their rider from the moment they bond, their growth and power are consequently stunted. Lesser dragons are larger and more ferocious than wyrmlings, especially with bound to a powerful human rider, but are dwarfed in scale and power by young dragons. Some of the dragon's power is channeled into the human bonded to it, and some of it is willingly suppressed by the dragon itself to remain connected. Eventually, however, the bond to the humanoid fades, or the dragon's growth can no longer be hindered, and its draconic blood takes over in earnest.

Draconic Mounts. Lesser dragons are bonded at the moment of hatching, connecting the souls of a wyrmling and a humanoid. While bonded, the fierce and polarizing instincts of a dragon's color are muted, causing even chromatic lesser dragons to be more relatable and selfless. Instead, the lesser dragon adopts some of the traits of their bonded humanoid, becoming crueler if the humanoid is heartless and more merciful if their humanoid is benevolent.

The dragon's bond is so powerful that the dragon and humanoid can fight effortlessly as mount and rider, a fearsome and legendary duo. Dragon riders have gone down in history with heroic exploits and feats of daring, for just as the soul of the rider imprints on the dragon, so too do the dragon's fearsome instincts manifest in its rider.





GATLING DRAGON

Gargantuan dragon, any alignment

Armor Class 20 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	15 (+2)	19 (+4)	16 (+3)

Saving Throws Dex +10, Con +12, Wis +11, Cha +10

Skills History +9, Perception +11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 21

Languages Common, Draconic

Challenge 21 (33,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed on it instead

Magic Resistance. The dragon has advantage on saving throws against spells and magical effects.

Weaponised. This creature is partly made out of firearms and can be affected by any spells or abilities that would normally affect such an object.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes either two weapon attacks or one Gatling Gun attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Potshot. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 9 (2d8) piercing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Bullet Storm (Recharge 5-6). The dragon opens fire with everything it has, showering a 60-foot cone with bullets. Each creature in that cone must succeed on a DC 21 Dexterity saving throw or take 72 (16d8) piercing damage, or half as much on a successful save.

Gatling Gun. The dragon sprays a 10-foot-cube it can see within 60 feet with shots. Each creature in the area must succeed on a DC 21 Dexterity saving throw or take 18 (4d8) piercing damage, or half as much on a successful save.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Gatling Gun (Costs 2 Actions). The dragon makes a Gatling Gun attack.

Tail Attack. The dragon makes a tail attack.

Lesser Dragons

Lesser dragons are often used as mounts by dragon riders, but not all mounts are red dragons. With the GM's approval, your draconic mount can be a lesser dragon who possesses differently colored scales, altering its statistics in the following ways:

Black scales. Your draconic mount has immunity to acid damage instead of fire damage, and its bite and breath weapon deal acid damage. Its breath weapon is a 30-foot line that is 5 feet wide. It loses its climb speed and gains a swim speed of 30 feet. In addition, it gains the Amphibious trait.

Blue scales. Your draconic mount has immunity to lightning damage instead of fire damage, and its bite and breath weapon deal lightning damage. Its breath weapon is a 30-foot line that is 5 feet wide. It loses its climb speed and gains a burrow speed of 30 feet.

Brass scales. Your draconic mount loses its climb speed and gains a burrowing speed of 30 feet. Its breath weapon is a 30-foot line that is 5 feet wide.

Bronze scales. Your draconic mount has immunity to lightning damage instead of fire damage, and its bite and breath weapon deal lightning damage. Its breath weapon is a 30-foot line that is 5 feet wide. It loses its climb speed and gains a swim speed of 30 feet. In addition, it gains the Amphibious trait.

Copper scales. Your draconic mount has immunity to acid damage instead of fire damage, and its bite and breath weapon deal acid damage. Its breath weapon is a 30-foot line, that is 5 feet wide.

Gold scales. Your draconic mount loses its climb speed and gains a swim speed of 30 feet. In addition, it gains the Amphibious trait.

Green scales. Your draconic mount has immunity to poison damage instead of fire damage, and its bite and breath weapon deal poison damage. It loses its climb speed, and gains a swim speed of 30 feet. In addition, it gains the Amphibious trait.

Silver scales. Your draconic mount has immunity to cold damage instead of fire damage, and its bite and breath weapon deal cold damage. It loses its climb speed and its fly speed increases by 10 feet.

White scales. Your draconic mount has immunity to cold damage instead of fire damage, and its bite and breath weapon deal cold damage. It loses its climb speed and gains a burrow speed of 30 feet, and a swim speed of 30 feet. In addition, it gains the Ice Walk trait.

LESSER RED DRAGON

Large dragon, chaotic evil

Armor Class 13 (natural armor)

Hit Points 13 (2d10 + 2)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	11 (+0)	15 (+2)	16 (+3)

Skills Perception +4

Damage Immunities fire

Senses passive Perception 14

Languages Common, Draconic

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) fire damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales a fiery inferno in a 30-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 10 (4d4) fire damage on a failed save, or half as much damage on a successful one.

JADE DRAGON

Wingless lords of the sky, jade dragons possess boundless wisdom and authority, viewing themselves as regal nobility amongst even the grandest of the ancient dragons.

Eastern Dragons. Though jade dragons are true wyrms by heritage, they look wholly unlike their chromatic and metallic cousins. Long and snakelike, their wingless bodies are ornamented with a tapestry of smooth scales, with sweeping whiskers, an elegant mane, and antlers adorning their heads. They are gentler than their other true dragons, but just as fierce when enraged, known to raze cities and slay armies which provoke them.

Legends claim that jade dragons originated in the rising Eastern sun, and that their wisdom hails from the celestial afterlife visible in sunrise. Many lesser-known scholars have dubbed them “sun dragons” or “celestial wyrms” due to their mythological connection to the sun.

Wise Arcanists. Immortal if unslain, jade dragons devote their time on the Material Plane to gathering wisdom from all corners of the earth, steeping themselves in history, philosophy, the tenets of obscure religions. Their

favorite field of study, however, is the arcane arts. To a jade dragon, all arcane traditions and fields of study are of interest, no matter how intricate or obscure.

Jade dragons pursue and hoard knowledge much in the way that chromatic or metallic dragons hoard gold, gems, and other monetary treasures. They are known to construct grand archives of scrolls and tomes within their dwellings, and are often willing to bargain with an adventurer, trading knowledge for knowledge. In such a bargain, the jade dragon must deem the knowledge of equal value. Of course, such worthiness can differ from dragon to dragon, but most often, jade dragons prize scrolls of arcane secrets as a king's ransom.

Jade Orb. Some even become spellcasters in the practical sense by using a *Jade Orb*, a crystal sphere of immense and terrible power, to weave their ancient magic into spells. These orbs give jade dragons the ability to cast spells while they are holding them. Scholars liken the orb to an arcane focus which must be attuned to and held to cast spells, but its mysterious power goes far beyond that. Despite the arcane nature of its magic, a jade orb draws on forgotten arcane secrets to allow its user to conjure spells using wisdom, rather than their intelligence, making it ideal for enlightened, ageless dragons.

MAGIC ITEM: JADE ORB

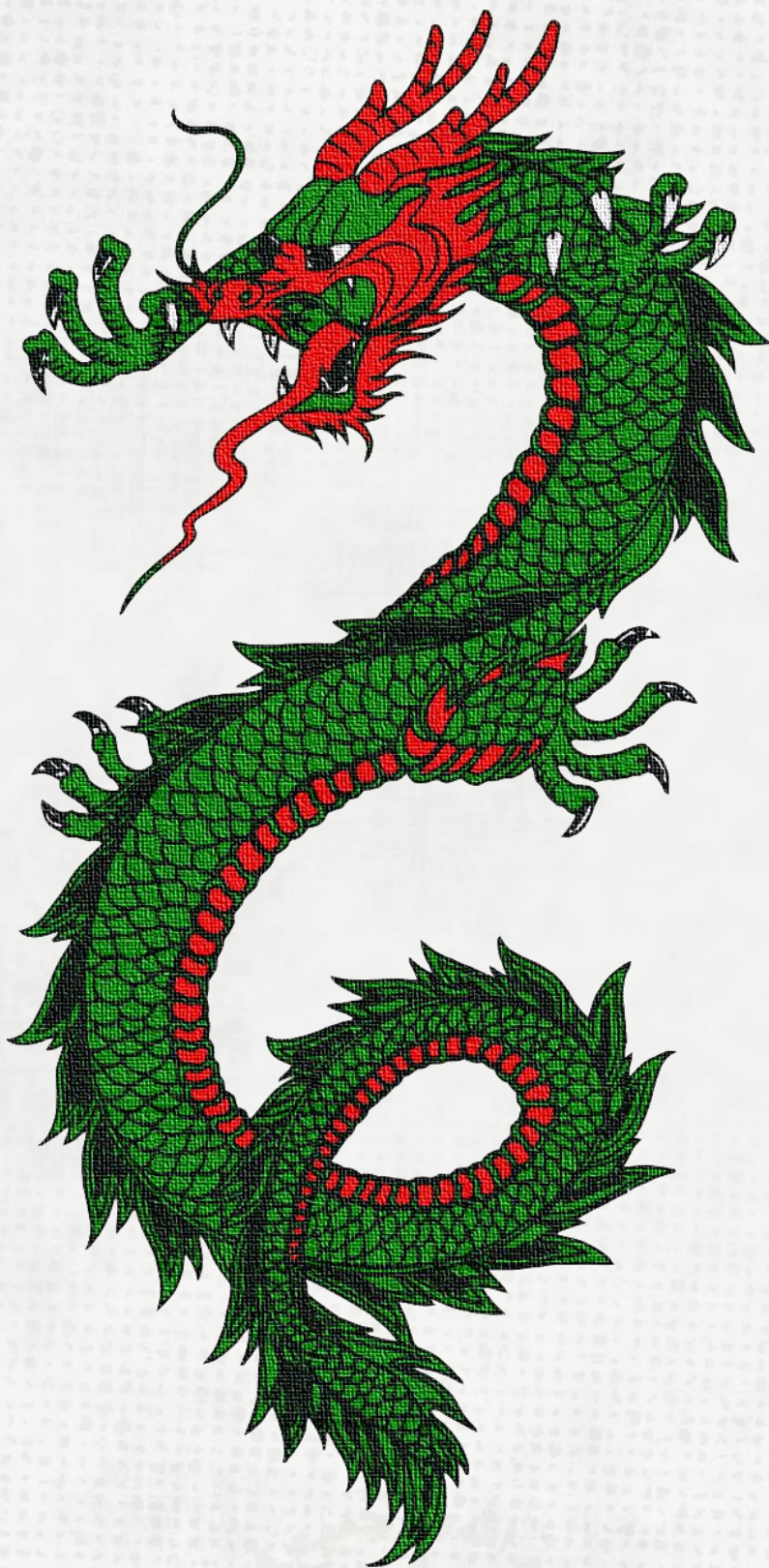
Wondrous item, legendary (requires attunement)

These orbs are sacred to the jade dragons, and give their wielders access to powerful arcane secrets, unearthed by the dragon who possessed the orb. Jade dragons carry their orb matching their scale color with them wherever they go.

The orb has 10 charges and recovers 1d10 expended charges daily at dawn.

Green Orb: While holding the orb, you can use an action to expend some of its charges to cast one of the following spells from it (spell save DC 20): *augury* (1 charge), *banishment* (3 charges), *command* (1 charge), *demiplane* (5 charges), *hold person* (2 charges), *lesser restoration* (1 charge), *plane shift* (4 charges), *spirit guardians* (2 charges), or *sunburst* (4 charges).

Red Orb: While holding the orb, you can use an action to expend some of its charges to cast one of the following spells from it (spell save DC 20): *banishment* (3 charges), *command* (1 charge), *conjure elemental* (4 charges), *counterspell* (2 charges), *daylight* (2 charges), *demiplane* (5 charges), *faerie fire* (1 charge), *fireball* (2 charges), *haste* (3 charges), *meteor swarm* (8 charges), *planeshift* (4 charges), *scorching ray* (2 charges), *wall of fire* (4 charges).



Ties to the Elements and Virtues

The most common jade dragons have a connection to the celestial planes, but some jade dragons instead come from one of the four Elemental Planes. To represent an elemental jade dragon in your game, make the following changes to its statistics:

Air, the dragon of the White Jade. White jade dragons are aloof and ethereal. They make their homes inside a demiplane concealed within the clouds, and rarely interact with mortals. The white jade dragons lose their immunity to poison and radiant damage, and instead gain immunity to lightning and thunder damage. They are not immune to the poisoned condition, and are instead immune to the paralyzed condition. Their breath weapon no longer deals radiant damage, but instead deals thunder damage. Their fly speed increases to 120 feet. Their alignment is chaotic neutral. The white jade dragon is a symbol for the virtue of independence.

Earth, the dragon of the Black Jade. Black jade dragons make their homes inside deep caverns, and their spartan dwellings match their stoic nature. The black jade dragons lose their immunity to radiant damage and gains instead gain immunity to acid damage. Their breath weapon no longer deals radiant damage, but instead deals acid damage. They lose their swim speed, gaining a burrowing speed of 40 feet, and tremorsense.

within a radius of 120 feet. Their alignment is lawful neutral. The black jade dragon is a symbol for the virtue of endurance.

Fire, the dragon of the Red Jade. Hot tempered and often and incredibly cunning, red jade dragons are still kinder to mortals than the red dragons that most adventurers are familiar with. Making their homes in highly volcanic areas, red jade dragons are most at home in the flame. Red jade dragons lose their immunity to poison damage and instead gain immunity to fire damage. They are not immune to the poisoned condition, and are instead immune to the frightened condition. Their breath weapon no longer deals pure radiant damage, but instead deals 49 (9d10) fire damage plus 49 (9d10) radiant damage. Their alignment is chaotic neutral. The red jade dragon is a symbol for the virtue of courage.

Water, the dragon of the Lavender Jade. The lavender jade dragons hold no permanent residence, resting within a demiplane adrift in the strongest current they can find. Lavender jade dragons lose their immunity to radiant damage and instead gain immunity to cold damage. Their breath weapon no longer deals radiant damage, but instead deals cold damage. Their fly speed is only 40 feet and they do not possess the hover trait, and their swim speed increases to 80 feet. Their alignment is neutral. The lavender jade dragon is a symbol for the virtue of acceptance

JADE DRAGON

Huge dragon, neutral

Armor Class 19 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	25 (+7)	20 (+5)	23 (+6)	21 (+5)

Saving Throws Dex +8, Con +9, Wis +12, Cha +11

Skills Arcana +11, History +17, Perception +18, Stealth +8

Damage Resistances psychic

Damage Immunities poison, radiant

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 18 (20,000 XP)

Amphibious. The dragon can breathe air and water.

Chameleon Skin. The dragon has advantage on Dexterity (Stealth) checks made to hide.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 19 (4d4 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Divine Breath (Recharge 5-6). The dragon exhales positive energy in a 90-foot cone. Each creature in that area must make a DC 21 saving throw, taking 93 (17d10) radiant damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Claw Attack (Costs 2 Actions). The dragon lashes out at a creature. In addition to the attack's normal effects on a hit, that creature must make a DC 25 Strength saving throw or be knocked prone. The dragon can then fly up to half its flying speed.

CHAPTER 3: SPELLS

The might of dragons is not to be questioned. Besides being fearsome predators in their own right, with razor-sharp teeth and armored scales, dragons were also the original arcanists, unraveling the mysteries of sorcery long before mortals tried their hand at the endeavor. As such, the first and most primal magic recorded on page was done in Draconic script, which continues to be the dominant magical language today. Wizards look to dragons for inspiration, clerics look to them for ancient wisdom, and many sorcerers share in the draconic bloodline.

This close association between true dragons and arcane magic has led to a number of potent spells emulating and drawing upon draconic sorcery. For example, spells like *draconic aura* and *dragon roar* closely follow examples of dragon powers, whereas other spells like *adoration of the frightful* and *swift flight* are merely inspired by them.

The chapter begins with the lists of additional spells for the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

BARD SPELLS

CANTRIPS (O LEVEL)

Cheat

1ST LEVEL

Dragon Roar
Elemental Blade

2ND LEVEL

Dragon Shout

4TH LEVEL

Adoration of the Frightful

CLERIC SPELLS

1ST LEVEL

Elemental Blade

6TH LEVEL

Elemental Curse

DRUID SPELLS

1ST LEVEL

Dragon Roar

2ND LEVEL

Swift Flight

PALADIN SPELLS

2ND LEVEL

Dragon Shout

3RD LEVEL

Draconic Aura

RANGER SPELLS

1ST LEVEL

Dragon Roar

SORCERER SPELLS

CANTRIPS (O LEVEL)

Cheat
Dragon Claws

1ST LEVEL

Dragon Roar
Elemental Blade

2ND LEVEL

Dragon Shout
Swift Flight

3RD LEVEL

Draconic Aura
Wyrmskin

4TH LEVEL

Adoration of the Frightful

8TH LEVEL

Permanent Bond

WARLOCK SPELLS

CANTRIPS (O LEVEL)

Cheat

2ND LEVEL

Dragon Shout
Swift Flight

WIZARD SPELLS

CANTRIPS (O LEVEL)

Cheat
Dragon Claws

1ST LEVEL

Elemental Blade

2ND LEVEL

Dragon Shout
Swift Flight

4TH LEVEL

Adoration of the Frightful

SPELL DESCRIPTIONS

These spells are listed in alphabetical order.

ADORATION OF THE FRIGHTFUL

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Your piercing eyes turn terror into praise. When you cast this spell, you can choose for each creature you can see that is frightened of you to instead become charmed by you for the duration of this spell.

CHEAT

Divination cantrip

Casting Time: 1 bonus action

Range: Self

Components: S, M (a weighted die)

Duration: 1 round

You subtly twist your fingers and fate seems to follow suit. For the duration, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this ability could influence a game of Three Dragon Ante, but not the result of a *Deck of Many Things*.

DRACONIC AURA

3rd-level illusion

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You assume a formidable aura of draconic presence. Each creature you choose within 15 feet of you, as well as any creature you choose that enters the area or begins its turn there for the first time, must make a Wisdom saving throw or become frightened of you for the duration. While frightened by this spell, a creature treats the area of the spell as difficult terrain and has disadvantage on attack rolls while it is within that area.

If a creature ends its turn outside the area, it can make a Wisdom saving throw. On a successful save, the spell ends for that creature, even if it returns within the spell's area. If the creature fails this save three times, it is frightened for the duration and can no longer make saving throws against it.

DRAGON CLAWS

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Spectral dragon claws appear around your hands ready to rend your foes. Make a melee spell attack against a creature within 5 feet of you. On a hit, the target takes 1d10 damage, and you choose whether the attack does acid, cold, fire, lightning, or poison damage when you cast the spell.

The spell allows you to make more than one attack when you reach higher levels: 2 attacks at 5th level, 3 attacks at 11th level, and 4 attacks at 17th level. You can make the attacks against the same target or different ones. Make a separate attack roll for each attack. All of your attacks deal the same damage type.

DRAGON ROAR

1st-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V

Duration: 1 round

You bellow forth a great noise like a dragon's roar, audible out to 500 feet. Each creature within 10 feet of you must make a Wisdom saving throw. On a failed save, a creature takes 2d6 thunder damage and is frightened of you until the end of your next turn. On a successful save, the creature takes half that damage and isn't frightened.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

DRAGON SHOUT

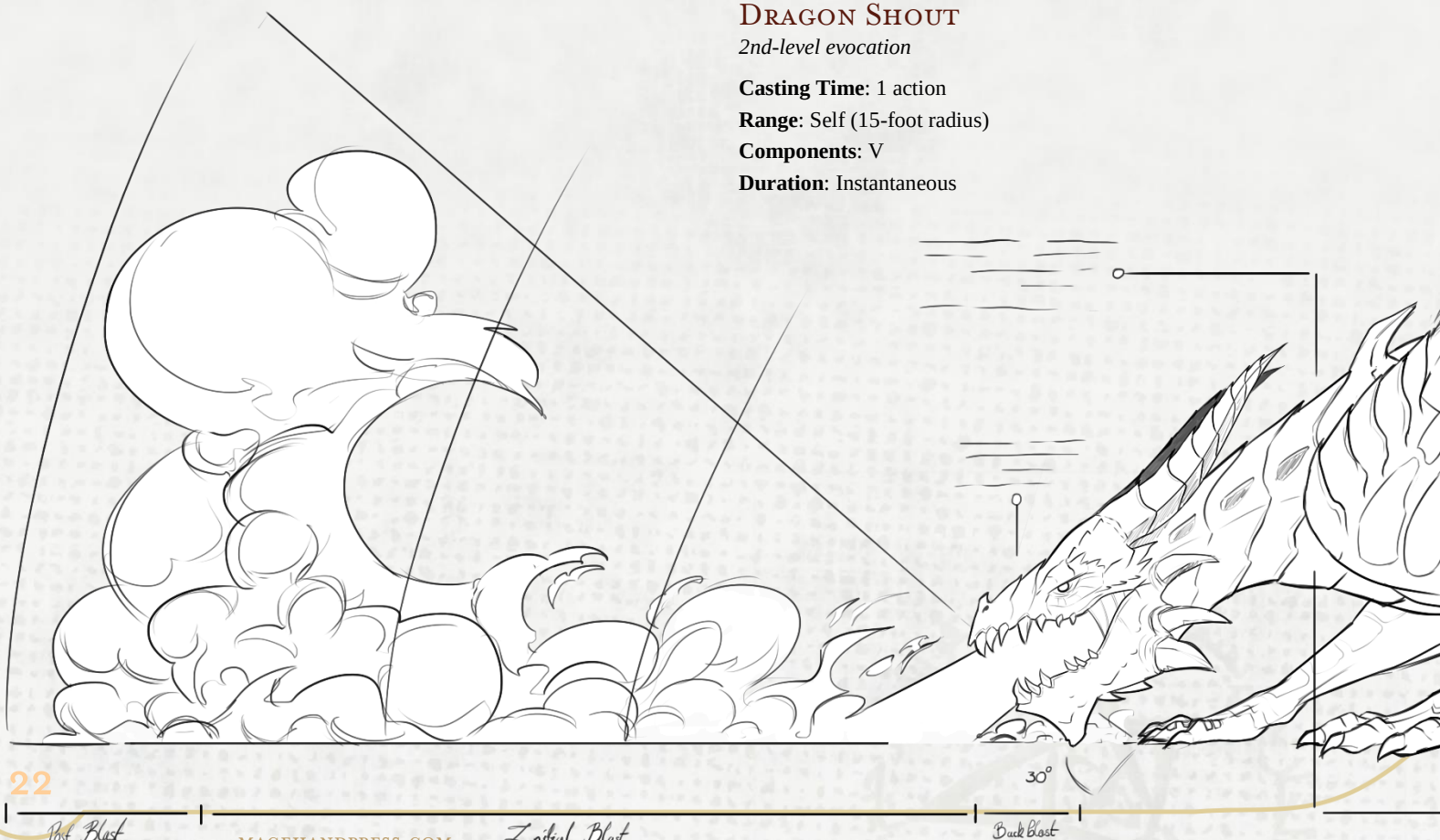
2nd-level evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V

Duration: Instantaneous



You let forth a spirited warcry, which concusses the air in waves of force. Each creature within 15 feet of you must make a Strength saving throw. On a failed save a creature is pushed back 10 feet and is knocked prone. On a successful save, a creature is pushed back only 5 feet and is not knocked prone.

ELEMENTAL BLADE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You evoke a blade of destructive energy in your hand. This blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade it disappears, but you can evoke it again as a bonus action. The damage type of the spell is acid, cold, fire, lightning, or poison damage, chosen when you cast the spell.

You can use your action to make a melee spell attack with the blade. On a hit the target takes 2d6 damage. The blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell at 2nd level or higher, the damage increases by 1d6 for every level of spell slot above 1st.

ELEMENTAL CURSE

6th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A spark leaps from your finger to a creature you touch, spreading in bright cracks across its skin. The target must make a Constitution saving throw or be cursed for the duration. While cursed, the target has vulnerability to your choice of acid, cold, fire, lightning, or thunder damage. If creature has resistance to the chosen damage type, it instead only loses that resistance. If the target has immunity to the chosen damage type, it is treated as having only resistance to that damage.

PERMANENT BOND

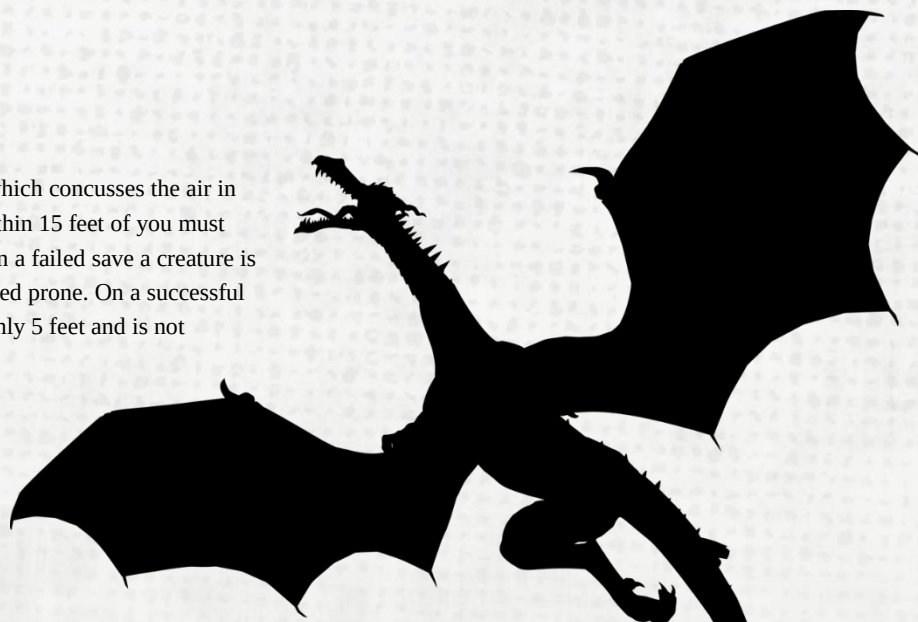
8th-level enchantment

Casting Time: 1 minute

Range: 60 feet

Components: V, S

Duration: Until dispelled



You focus on a dragon that is at least one size category larger than you are, attempting to bond with it. It must succeed on a Wisdom saving throw or be permanently charmed by you, regarding you as if you were part of its family (which will have different meanings for different breeds of dragons). If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. A willing dragon can choose to fail the saving throw.

While the dragon is charmed, it is bound to serve you as a mount in battle, which it does to the best of its ability. You also have a telepathic link with it as long as the two of you are on the same plane of existence and as long as both of you are conscious, each of you can use this telepathic link to communicate with the other.

The dragon knows that it is charmed by you and retains its personality and alignment while under the effects of this spell; for example, a good dragon might refuse to use its breath weapon on innocent civilians. The GM has the dragon's statistics.

This spell ends if either party dies or if you attempt to bond with a different dragon.

SWIFT FLIGHT

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (scales from a dragon's wing)

Duration: 1 round

Streaks of energy flow from your back, tracing the shapes of dragon's wings. For the duration, you have a fly speed of 30 feet.

WYRMSKIN

3rd-level transmutation

Casting Time: 1 action

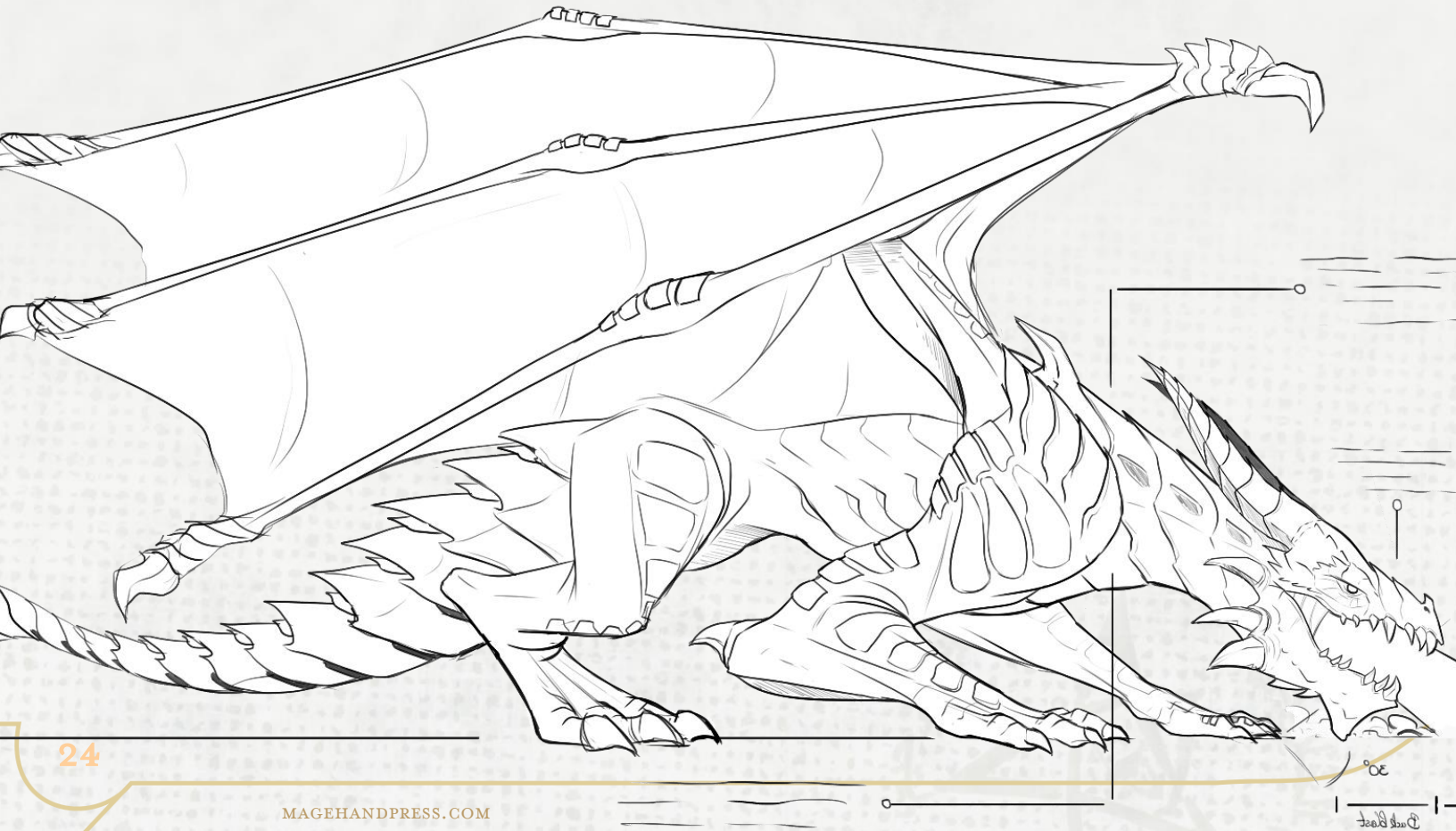
Range: Self

Components: V, M (a dragon scale)

Duration: Concentration, up to 1 hour

This spell transforms you into a dragon of the same color as the scale provided for the material component. The transformation lasts for the duration, or until you drop to 0 hit points or die. Your draconic form is a wyrmling of the dragon whose scale you possess. Your game statistics are replaced by the wyrmling's statistics, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You lose the ability to cast spells in this form and the ability to use any class features that your draconic form could not feasibly perform. Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

At Higher Levels. Casting this spell using a 6th or 7th level spell slot allows you to transform into the young dragon of the dragon whose scale you provided as the material component for this casting. Casting this spell using an 8th or 9th level spell slot allows you to transform into the adult dragon of the dragon whose scale you provided as the material component for this casting.



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