

# DRAGONFLIGHT



The essential guide to playing and running dragons



## PROMO: DRAGON DESIGNER

PRODUCED BY  
2CGaming

WRITTEN BY  
Ryan Servis

5E COMPATIBLE

# DRAGONFLIGHT - DRAGON DESIGNER

## AUTHORED BY

Ryan Servis, Casey Machado, Joshua Mendenhall

## PRODUCED BY

2CGaming, LLC.

## ART BY

Matteo Marjoram, Juan Arabal, Ambrose Hoilman,  
Damien Westenhofer, Daniel Kamarudin, Nolan Nasser

## DESIGN BY

BNE Design

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# DRAGONFLIGHT DRAGON DESIGNER



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*The hail of arrows clattered harmlessly off the blue dragon's scales. She smiled, taking a moment to enjoy the fear and disbelief on her enemies faces, before thundering forward in a fresh storm of teeth and claws. With half the First Legion engaged in a hopeless battle and the other strewn bloody and broken across the field, few were in a position to notice the blur of bronze scales snatching General Ethelric himself, horse and all, from behind his scattering lines. The second dragon relieved the Ethelric of his magical, gem-encrusted spear and, with a low growl, crushed both the general and his black stallion in a single, snapping bite. High above, a third dragon wheeled, shining crimson in the setting sun. He spoke words of power in the tongue of the first wyrms, and flaming ruin fell from the skies on what remained of the general's forces. As the lands burned, all three dragons took wing, greedy talons clutching the latest addition to their ever-growing hoard. None that survived the destruction of the legion would never forget the day the dragons came.*

**Disclaimer:** This is Playtest Material, and not representative of the final product that is *Dragonflight*. The goal of this material is to provide the community an opportunity to provide feedback and aid in the development of a well-balanced and thoroughly tested system that delivers a high-quality dragon experience.

**T**here is something special about dragons. Creatures of myth and legend from across the world, dragons have captured the human imagination for millennia, and they hold a special place in tabletop roleplaying games. 5th Edition is no exception, and some say dragons are half the game. Whether you are a DM dreaming of creating a customized dragon perfectly tailored for your campaign, or a player who wants to soar the skies as a mighty wyrm, this is for you. Let your imagination run wild, and please show us your creations over in [2CGaming's Discord server](#). Welcome to *Dragonflight*.

### WHAT'S INSIDE

In this document you'll get your first glimpse at the beating heart of the project *Dragonflight*, a new system for 5th Edition that empowers you to create a huge variety of might dragons. It can forge dragon Player Characters or powerful draconic NPC for a traditional 5th Edition campaign. Want to wield ancient magic as a red dragon arcanist? You can do that. Does your game need a blue dragon with terrifying physical power and customizable features? Go for it. Perhaps you seek something really outlandish, a green dragon assassin that rips out its enemies' throats before they can scream.

When you create a dragon using the Dragon Designer, you can do so as both a player and a DM. The system mirrors the character classes in the *PHB*, but dragons are much more powerful than the average adventurer. It's also no accident that dragons you create here will be far more formidable than their official counterparts. Your dragon may be fast, strong, or tough, and can excel at physical combat, magic, or leadership. No two dragons will be the same, but they'll all be legendary.

This version of the Dragon Designer is only a beta build, and details progression up to 20th level, from wyrmling to legendary ancient. We hope you enjoy it and invite you to support *Dragonflight* on Kickstarter.

### GETTING STARTED

As when making a typical Player Character, you need a standard 5th Edition character sheet, something to write with, and a set of dice to begin building your dragon. If you're a DM making a dragon NPC for your game, you can either use a character sheet or condense the information into a standard monster statistical block. Note that if you are creating a dragon as a monster, explicitly spelling out its every feature and change to its statistics is unnecessary and often detrimental to use of the dragon due to a bloated statistical block. Aim to condense things whenever possible.

### STARTING TRAITS

**Species.** The first step is choosing your species. Your dragon must be of a species of true dragon, each of which possesses unique characteristics and powers. This choice is hugely significant, for while your dragon need not adhere to the stereotypes common to its species, it still represents a legendary breed of creature that other cultures and species have strong opinions about. While what constitutes a "true dragon" is determined by your campaign setting, as a general rule all true dragons meet the following qualifications.

- Possess a breath weapon and the ability to fly.
- Greatly advance in power as it ages, possessing multiple age categories.

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You can choose your dragon species from the Dragon Species section detailed later in this document. For the purposes of this promo, only ten dragon species are represented: the most iconic specimens from the 5th Edition core rules. When complete, *Dragonflight* aims to develop a comprehensive list of dozens of species, along with guidelines for homebrewing your own or using those published in third-party material unreferenced here.

**Ability Score Increase.** Two different ability scores of your choice increase by 2.

**Breath Weapon.** All true dragons have breath weapons. You have a primary breath weapon option according to your species and one secondary breath weapon option chosen by you from the Secondary Breath Weapon table, each of which you can unleash as an action. The saving throw DC of your breath weapons is equal to your dragon save DC (see Draconic Nature below), and the type of saving throw an affected creature must attempt against your breath weapon is determined by your species. The size and damage of your breath weapon can be found in the Breath Weapon Column of the Dragon table, while the type of damage dealt by your breath weapon and its saving throw type is determined by your species. On a successful saving throw, a target takes half damage from your breath weapon.

Once you have used a breath weapon, you cannot use this feature again until you recharge it. To recharge it, roll a d6 at the end of each your turns. If you roll a 5 or

a 6, your breath weapon recharges. Your breath weapon also recharges when you finish a short or long rest.

**Energy Type.** Certain features and attacks will do damage of your energy type, which is determined by your dragon species as detailed later in this section. If an effect deals multiple types of damage, damage of your energy type is divided evenly between those damage types (rounded down).

**Damage Immunities.** You are immune to the damage(s) of your energy type.

**Alignment.** Dragons are typically born with an alignment according to their species. You are free to choose any alignment you wish, but know that choosing one atypical of your species may bring harsh judgment from others of your kind.

**Size.** Your size is based on your Constitution, as detailed in the Size by Constitution table.

**Speed.** Your speed is based on your size, as detailed in Size by Constitution table.

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



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## STARTING ABILITY SCORES

Now you need some ability scores! It is strongly recommended you generate your starting statistics using the “point buy” system provided in the 5th Edition core rules. You can use the standard array or roll for your ability scores if you wish.

When assigning ability scores for your dragon you should consider what kind of dragon you want to create. Unlike player character classes, dragons are extremely versatile and can benefit tremendously from every ability score. While Strength and Dexterity offer their usual benefits, your Constitution score also determines your dragon’s size. Bigger dragons have stronger bite, claw, and tail attacks, as well as improved movement speeds. Your breath weapon and other draconic abilities have their saving throw DC based on Strength, Dexterity, or Constitution, so one of those ability scores should be high.

When you reach 2nd level, you will choose your Dragon Paradigm, moving down the path of the Arcanist, the Knight or the Emperor. Arcanist dragons rely on a high Charisma for casting their spells, while Knight emphasize physical attributes in their combat-focused approach, and Emperors use their Intelligence to concoct masterful schemes. Wisdom, while not directly tied to a Dragon Paradigm, still determines your resilience to spells and mental effects, as well as affecting important skills like Perception and Insight.

As a dragon you get many more opportunities to increase your ability scores than typical player characters, so don’t worry about getting it exactly right.

## DRAGON SPECIES

The following dragon species are presented below. Each species details that dragon’s skill proficiencies, details on its breath weapon (shape, and requisite saving throw), its energy type, and other traits. The details of the many species of dragon in worlds of fantasy could fill a dozen tomes, so *Dragonflight* will not recount them all here, and instead refers to the 5th Edition core rules for any details you wish to explore about your dragon species beyond what is presented here. Note that the normally polarized alignments and personalities of these traditional dragons are more flexible when presented in *Dragonflight*, as restriction or encouragement of the expected alignments may limit roleplaying opportunities.

## CHROMATIC DRAGONS

The following dragon species are from the chromatic family of dragons.

### Black Dragon

**Breath Weapon:** Line, Dexterity saving throw

**Energy Type:** Acid

**Skills Proficiencies:** Perception, Stealth

**Lineage:** Black dragons are extremely prolific, measuring the worthiness of their offspring on their ability to survive. Hatchlings are left to fend for themselves in a cruel and dangerous world. Those that survive past the wyrmling stage of life are then sought out by their parents and tested. These



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trials are grueling, further thinning the herd leaving only the strongest standing. For this reason, families of black dragons are extremely competitive, but also horribly fractured. Any semblance of familial love is buried or destroyed by decades of neglect, though despite this, black dragons are still proud of their lineage. Few black dragons can follow their lineage back for more than a generation or two, with the oldest lineages considered to be the most powerful for surviving the brutality of black dragon society.

### Blue Dragon

**Breath Weapon:** Line, Dexterity saving throw

**Energy Type:** Lightning

**Skills Proficiencies:** Athletics, Perception

**Lineage:** Blue dragons respect power above all and form lineages around personal achievement. Until a blue dragon proves itself, it garners no respect from its peers. At best, a family of blue dragons will ensure its offspring all begin their journey through life on equal footing and nothing more. A lineage gains prestige and acclaim if its members achieve extraordinary success and personal power. Blue dragons are expected to solve their own problems, and to ask for help is to bring grave dishonor upon the lineage, one that often leads to violent retaliation. Honor is imperative to a blue dragon lineage. Those that employ underhanded tactics to achieve prestige are swiftly dealt with by their fellow family members, regardless of the consequences to the lineage.

### Green Dragon

**Breath Weapon:** Cone, Constitution saving throw

**Energy Type:** Poison

**Skills Proficiencies:** Deception, Perception

**Lineage:** Masters of secrets and intrigue, green dragons treat their lineage like a mystery for others to unravel. The less other creatures know of their ancestry the better. It is not uncommon for green dragons to be unaware of their parents, let alone the rest of their entire family. Those that manage to unravel the elaborate webs of intrigue spun around their lineage are deserving of its honors. While most green dragons rise to this test, others seek to spin their own webs and found new dynasties, ever complicating the scenario beyond what many mortal minds can understand.

### Red Dragon

**Breath Weapon:** Cone, Dexterity saving throw

**Energy Type:** Fire

**Skills Proficiencies:** Intimidation, Perception

**Lineage:** The favored of the dark dragonqueen's children, red dragons hold their divine heritage in the highest regard. Dominion, triumph, and acquisition are the measure of a red dragon family's success. The oldest of red dragon lineages have pillaged the wealth of nations. While its members would never share a single coin with its fellows, their combined wealth brings coveted prestige. A red dragon brings honor to



its heritage by acquiring all that they can. Those that follow less covetous paths bring not only disgrace, but the wrath of the family upon them, as such behavior lowers the collective “value” of their lineage. Consequently, red dragons either hold strongly to their lineage or forsake it entirely.

## White Dragon

**Breath Weapon:** Cone, Constitution saving throw

**Energy Type:** Cold

**Skills Proficiencies:** Perception, Survival

**Lineage:** White dragons are creatures of violence. The more they kill, no matter the reason or result, the better. Families of these dragons hold an extraordinary body count to their name. Each member is expected to make meaningful contributions to this grisly achievement. The more powerful the creature slain, the more prestige is brought to the lineage. As such, most white dragons do not survive to adulthood, let alone to the ranks of venerable ancients. This brutal lifestyle is not for all white dragons. Many members who defect from the lineage often become targets, as few things bring more acclaim to the family name than the death of traitorous offspring. Relationships within these groups are strained. The rampant competitiveness and wanton violence rarely forges meaningful bonds, though the consequences of betrayal keep most white dragons loyal, to a point.

## METALLIC DRAGONS

The following dragon species are from the metallic family of dragons.

### Brass Dragon

**Breath Weapon:** Line, Dexterity saving throw

**Energy Type:** Fire

**Skills Proficiencies:** Perception, Persuasion

**Lineage:** The endlessly talkative nature of brass dragons produces peculiar lineages. The acclaim of a brass dragon lineage is told, literally and in great detail, in a historical epic that all members of the lineage can recite from memory. This epic details every great (in a brass dragon’s opinion) deed ever performed by members of the lineage. The resulting piece can take days to perform, though most brass dragons relish the opportunity to tell the story of their family. Those that forsake their lineage have a mighty task ahead of them: to commit enough deeds worthy of song to rival the achievements of their former family. While such a split is rarely amicable, violence is not an anticipated outcome unless things get out of hand.

### Bronze Dragon

**Breath Weapon:** Line, Dexterity saving throw

**Energy Type:** Lightning

**Skills Proficiencies:** Insight, Perception

**Lineage:** Warriors at heart, bronze dragons bring honor to their lineage by participating in heroic conflicts between titanic powers. Each successful campaign is counted among the family’s great honors, and most bronze dragons are proud, win or lose, to have served on the battlefield. However, not

every battle is worth fighting. Those dragons that serve in particularly bloody or destructive conflicts can be seen as warmongers by their fellows, to be cast out before they visit further disgrace upon the lineage. Bronze dragons that break with their families are respected for such an act of independence, particularly if they make a name for themselves upon as many battlefields as possible.

### Copper Dragon

**Breath Weapon:** Line, Dexterity saving throw

**Energy Type:** Acid

**Skills Proficiencies:** Deception, Perception

**Lineage:** A good comedian is a riot. A family of comedians is a menace. The combined force of a copper dragon lineage produces a tide of pranks and jokes that could fill a library of comedic anthologies. However, to the lineage only joke is worth speaking of - the cleverest, most devious, and most entertaining act of comedy in their history. This legendary feat is the bar all members aspire to surpass. Those in their lineages that rise to this standard are afforded great prestige, while those that cannot meet the comedic challenges suffer damage to their reputation. A lineage may regard one of its members wishing to free itself from such a burden as a coward, though competing families often celebrate this as an act of creative freedom and expression.

### Gold Dragon

**Breath Weapon:** Cone, Dexterity saving throw

**Energy Type:** Fire

**Skills Proficiencies:** Perception, Persuasion

**Lineage:** Noble and virtuous beyond measure, a lineage of gold dragons is one of the greatest forces for good in the known realms. This reputation is well earned, for each gold dragon is expected to commit heroic deeds in the name of its family, often at personal expense. The greater the sacrifice made by an individual member, the greater the honor brought to its lineage. Understandably, many gold dragons chafe at this expectation, which can stifle their personal ambitions or perspectives. Defections, however, are rare. To leave a gold dragon lineage is to turn one’s back on a legacy that brokers no disrespect. Nearly all gold dragons frown on those that choose to start new lineages, holding such renegades to impossibly high standards of success.

### Silver Dragon

**Breath Weapon:** Cone, Constitution saving throw

**Energy Type:** Cold

**Skills Proficiencies:** Arcana, Perception

**Lineage:** The free and dignified silver dragons view their lineage as a confederation of love and friendship. There is no higher honor one can bring to the legacy of a silver dragon family than to live one’s life as fully and passionately as possible, so long as the act of doing so does not impede that goal in others. These lineages afford an unusual degree of respect for non-dragons, even adopting other species into their lineage should they be worthy. A silver dragon only breaks with its lineage if it has been deeply wronged, or wronged its



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lineage in turn, on a personal level. The values of each family are unique, but generally shared amongst each member, and are always of a virtuous nature. Forming a new lineage involves creating a community, fostering both family and friendships that last dozens of mortal lifetimes.

## SECONDARY BREATH WEAPONS

The following breath weapon options are presented in alphabetical order.

### CHOOSING A BACKSTORY

The next step in dragon character creation is developing a backstory for your dragon, which is analogous to the background of a normal character. Your dragon came from somewhere, and its origins can shape its personality, behavior, and

abilities. Dragons are born with an innate ambition to become powerful and acquire treasure, but how they channel those behaviors and to what end will be what makes your dragon unique. The abilities and features your dragon will gain from the builder set it apart from others of its kind, and its backstory should support the direction you want to initially take the character. Dragons are not humanoids. They rarely have the same emotions and responses that one can expect from lesser creatures. Some are cold like reptiles. Others passionate to the point of near insanity. While you don't have to make your dragon unrelatable, its personality, passions and moral choices will often play out on a very different scale and may be difficult for non-dragons to fully understand. Your backstory should cover your dragon's basic personality characteristics, as well as where its life began. Remember, dragons have no period of infancy; they are born ready to

## SECONDARY BREATH WEAPON TABLE

<b>Corrosive Breath</b>	You exhale a cloud of corrosive saliva in the shape of your breath weapon. Creatures in the affected area must succeed on a Dexterity saving throw or suffer a -5 penalty to their AC for 1 minute. An affected creature can use an action to wipe off the saliva and end the effect.
<b>Dispelling Breath</b>	You exhale a blast of antimagic in the shape of your breath weapon. Spell effects in the affected area immediately end if the 10 + the spell's level is less than your dragon save DC.
<b>Hurricane Breath</b>	You unleash a blast of hurricane force winds in the shape of your breath weapon, blasting your enemies off their feet. Creatures in the affected area must succeed on a Strength saving throw or be thrown directly away from you to the end of the breath weapon's area or until they encounter a solid object, landing prone.
<b>Necrotizing Breath</b>	You exhale a cloud of necrotic gas in the shape of your breath weapon. Each creature in the affected area must succeed on a Constitution saving throw or have its hit point maximum reduced to its current hit points. This reduction lasts until an affected creature benefits from a <i>greater restoration</i> or <i>heal</i> spell, so similar magic.
<b>Obscuring Breath</b>	You exhale a thick cloud charged with elemental energy in the shape of your breath weapon. The affected area is covered in a thick cloud that heavily obscures the area for 1 minute. When a creature enters the area for the first time on a turn or starts its turn there, it takes 2 (1d4) damage of your energy type for each level you have in this class. This effect ends early if you use this breath weapon again, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.
<b>Paralyzing Breath</b>	You exhale a cloud of paralyzing gas in the shape of your breath weapon. Each creature in the affected area must succeed on a Constitution saving throw or be paralyzed 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. Creatures that are immune to the dragon's energy type are immune to this effect.
<b>Sleep Breath</b>	You exhale sleeping gas in the shape of your breath weapon. Each creature in the affected area must succeed on a Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if it takes damage or someone uses an action to wake it.
<b>Slowing Breath</b>	You exhale a cloud of slowing gas in the shape of your breath weapon. Each creature in the affected area must succeed on a Constitution saving throw or become slowed for 1 minute. While so slowed, a creature can't use Reactions, its speed is halved, and it can't make more than one Attack on its turn. In addition, the creature can use either an action or a Bonus Action on its turn, but not both. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
<b>Weakening Breath</b>	You exhale a cloud of weakening gas in the shape of your breath weapon. Each creature in the affected area must succeed on a Strength saving throw or have disadvantage on Strength-based Attack rolls, Strength Checks, and Strength Saving Throws for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

face the world and strike out on their own. If you are playing a dragon, detail the backstory on your character sheet where you would ordinarily describe a character's backstory and add a few key personality traits to the personality traits section while you are at it.

Each dragon has special aspects of its personality that are uniquely draconic in nature: Ambition, Obsession, and Lineage. A dragon's Ambition replaces an ordinary character's Ideals, its Obsession replaces Bonds, and its Lineage replaces Flaws, so you should adjust your character sheet accordingly if you are playing a dragon character.

**Ambition.** A dragon's Ambition is what it strives to accomplish over the course of its very long life. These are almost always broad goals that are impossible to fully achieve, but the dragon attempts, nonetheless. Lesser goals like acquiring treasure and territory are worthy pursuits, but they are not a dragon's life mission. You can roll on the Dragon Ambition Table below or create an Ambition of your own design to determine your dragon's personality.

## DRAGON AMBITION TABLE

### D6 Ambition

**1** **Respect.** I want to be acknowledged by the greatest of my kind for my talents. Whether I am feared or loved matters not, only that I am afforded the proper respect by those whose opinions truly matter other dragons.

**2** **Opulence.** A horde that is the envy of all other dragons is my dream. I am never satisfied with what I acquire, always hungry for more. Allies, adventures, and power – all are just a means to gain wealth beyond mortal comprehension.

**3** **Influence.** I seek to change the world according to a superior draconic sense of morality. The lives of lesser creatures are best suited to an existence of my choosing, and I must acquire the influence to make this a reality.

**4** **Understanding.** A dragon is a figure of supreme significance, and I wish to understand my role in this material world. With every victory I attain, my purpose becomes clearer. A journey of self-discovery is my path, taking place over a hundred mortal lifetimes.

**5** **Prowess.** I must be the best there is at what I do. So long as there is doubt as to which dragon in this world is the greatest at my area of expertise, I am not satisfied. Every battle is just another test to prove to others what I already know: that I am the greatest.

**6** **Soulmate.** With such a long life and prodigious mind, it is difficult to find another soul who both understands me and is deserving of my affection. Species and gender are far less important characteristics than the capacity to understand the kind of existence I lead.

**Obsession.** A dragon's Obsession is an uncontrollable attraction to a certain kind of treasure. All true dragons value treasure, but there is always something in their collections that fills them with inhuman satisfaction. Your dragon's Obsession can be an affinity for mundane coins, rare and elusive languages, or even a menagerie of creatures. However, no dragon will ever willingly part with objects of its Obsession, and the theft of such items is enough to send even the most well-tempered dragon on a rampage. You can roll on the table below or design your own Obsession when determining your dragon's Obsession.

## DRAGON OBSESSION TABLE

### D20 Obsession

- 1** Rare coinage.
- 2** Paintings of a particular style or from a specific artist (Player's Discretion).
- 3** Pottery and earth ware of a specific make.
- 4** Poetry of a specific race or subject matter (such as love poems).
- 5** Historical texts, records, and other documents of antiquity.
- 6** Weaponry, armory, and other tools of war.
- 7** Exotic and bizarre plants.
- 8** Taxidermized creatures, the more unique and unusual the better.
- 9** Musical instruments, in all manner of styles and designs.
- 10** Skulls of unusual creatures defeated in battle.
- 11** Objects of natural beauty, untouched by humanoid hands.
- 12** Items of arcane power and significance, preferably of magic not encountered before.
- 13** Preserved foods and other delectable confectioneries.
- 14** Records of prophecies, some of which have transpired, others that have not come to pass.
- 15** Elaborate glassware that must be handled with extreme care.
- 16** Crowns, masks, and other humanoid headwear.
- 17** Detailed and high-quality topographical maps of various planes.
- 18** Holy symbols of any faith.
- 19** Cut gemstones, with a single type of gemstone favored.
- 20** Textiles, fabrics, and embroidery. The more colorful, the better.

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**Lineage.** Dragon families are complex. While some dragons are born never knowing their parents, others are raised in ancient dynasties with strict rules that govern behavior and mating practices. A dragon's relatives can be rivals, allies, or friendly competitors, and its Lineage determines the relationship it has with them. Your dragon's Lineage is its pedigree: determining how it is viewed by other dragons and sometimes even the world at large. You should think about where the dragon comes from. Is it part of a legendary family, a noble bloodline, perhaps even royalty among dragonkind? Was the dragon raised by loving parents, or thrust into a cold and brutal world to fend for itself? Because dragons are so long-lived, you may want to use the lineage as a plot point or adventure hook throughout a campaign. The lineage of a dragon is often unique to its species, and the general parameters for describing your

lineage can be found in the Dragon Species section of this document.

### SIZE

Your size is based on your Constitution score unaltered by magic or other outside influence. When your Constitution score reaches certain levels, you increase in size, gaining all the associated benefits as detailed in the Size by Constitution table below. If your Constitution score is affected by magic or outside influence, your size does not increase or decrease.

Your ability scores and racial features form the foundation of your character, which begins as a 1st level dragon. The dragon class presented here is like a typical character class, but with more depth of customization and raw power. The "Estimated Challenge Rating" column is for DMs building a dragon NPC, so Players can safely ignore it.

### SIZE BY CONSTITUTION

Constitution Score	Size	Speed	Damage and Reach by Size		
			Bite Dmg/Reach	Claw Dmg/Reach	Tail Dmg/Reach
1–11	small	30 ft./fly 60 ft.	1d8 piercing/5 ft.	1d6 slashing/5 ft.	-
12–17	medium	30 ft./fly 60 ft.	1d12 piercing/5 ft.	1d8 slashing/5 ft.	-
18–21	Large	40 ft./fly 80 ft.	2d8 piercing/10 ft.	2d6 slashing/5 ft.	1d8 bludgeoning/15 ft.
22–25	Huge	40 ft./fly 80 ft.	2d10 piercing + 2d6 (energy)/10 ft.	2d8 slashing/5 ft.	2d8 bludgeoning/15 ft.
26–30	Gargantuan	50 ft./fly 120 ft.	2d12 piercing + 4d6 (energy)/15 ft.	2d10 slashing/10 ft.	3d8 bludgeoning/20 ft.
31+	Immense <sup>1</sup>	60 ft./fly 140 ft.	3d12 piercing + 6d6 (energy)/15 ft.	2d12 slashing/10 ft.	4d8 bludgeoning/25 ft.

<sup>1</sup> The details of the size and its benefits will be explored in the finished book of *Dragonflight*. For now, assume this size means a dragon which fills a 30 ft. cube of space.

## CLASS FEATURES

As a dragon, you gain the following class features:

### HIT POINTS

**Hit Dice:** 2d12 per dragon level

**Hit Points at 1st Level:** 24 + double your Constitution modifier

**Hit Points at Higher Levels:** 2d12 (or 13) + double your Constitution modifier per dragon level after 1st.

### PROFICIENCIES

**Armor:** None

**Weapons:** Natural weapons (bite, claw, tail)

**Tools:** None

**Saving Throws:** Constitution, Wisdom, Charisma

**Skills:** Choose one from Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Nature, Perception, Persuasion, and Stealth

### Age Category: Wyrmling

At 1st level, you are a wyrmling, a mere child to others of your kind, though already more powerful than many lesser creatures will ever be. As a wyrmling, you have the following features.

**Ability Score Increase.** You have four ability score increases, each of which can increase a single ability score by 1. The same ability score can be increased multiple times using this feature.

**Ability Score Maximum.** Your maximum for any ability score is 21.

**Natural Weapons.** Your claws, bite, and tail are powerful natural weapons, which you can use to make attacks. The damage of these attacks is based on your size, as shown on your Size by Constitution table. You use your Strength modifier for attack and damage rolls with your natural weapons.

## THE DRAGON

Level	Proficiency Bonus	Features	Breath Weapon		Estimated CR
			Damage	Range	
1st	+2	Age Category: Wyrmling, Draconic Instincts, Hoard	2d10	15 ft. cone/40 ft. line	2
2nd	+2	Dragon Paradigm	3d10	15 ft. cone/40 ft. line	3
3rd	+2	Ability Score Improvement	4d10	15 ft. cone/40 ft. line	4
4th	+2	Multiattack	5d10	15 ft. cone/40 ft. line	5
5th	+3	Ability Score Improvement	5d10	30 ft. cone/60 ft. line	6
6th	+3	Dragon Paradigm Feature	6d10	30 ft. cone/60 ft. line	7
7th	+3	Age Category: Young	7d10	30 ft. cone/60 ft. line	8
8th	+4	Dragon Feat	7d10	45 ft. cone/90 ft. line	9
9th	+4	Ability Score Improvement, Multiattack (2)	8d10	45 ft. cone/90 ft. line	10
10th	+4	Dragon Paradigm Feature	9d10	45 ft. cone/90 ft. line	11
11th	+5	Ability Score Improvement	9d10	60 ft. cone/120 ft. line	12
12th	+5	Dragon Feat	10d10	60 ft. cone/120 ft. line	13
13th	+5	Age Category: Adult	11d10	60 ft. cone/120 ft. line	14
14th	+6	Dragon Paradigm Feature	11d10	75 ft. cone/150 ft. line	15
15th	+6	Ability Score Improvement	12d10	75 ft. cone/150 ft. line	16
16th	+6	Multiattack (3)	13d10	75 ft. cone/150 ft. line	17
17th	+7	Dragon Feat	13d10	90 ft. cone/180 ft. line	18
18th	+7	Ability Score Improvement	14d10	90 ft. cone/180 ft. line	19
19th	+7	Age Category: Ancient	15d10	90 ft. cone/180 ft. line	22
20th	+8	Dragon Paradigm Feature	16d10	105 ft. cone/210 ft. line	25

# DRAGON DESIGNER

You can choose to attack with one of your natural weapons each time you take the Attack action.

**Natural Armor.** While you are not wearing armor, your AC is equal to 17.

**Senses.** You have blindsight out to a range of 10 feet, and darkvision out to a range of 60 feet.

**Age Restricted.** While you may grow in power through combat experience, you cannot advance to 7th level until you reach the next age category, becoming a young dragon. To advance your age category, you must be 6th level and have a hoard upon which your entire form can rest comfortably, equivalent in value to the entire holdings of a wealthy noble. The DM determines exactly how much you need to form this hoard. When you have met these prerequisites, you must hibernate with your treasure hoard for a period of time determined by the DM, rapidly maturing your body. At the end of your hibernation you awaken as a young dragon of your species.

## Draconic Instincts

At 1st level, you have an overpowering and instinctual drive to survive. You choose one of the following draconic instincts.

**Cunning.** You stalk your prey from the shadows, striking with frightening speed. While not wearing armor, your AC is equal to 13 + your Dexterity modifier, and your speed is calculated as though you were one size category larger than your normal size, according to the Speed column of the Size by Constitution table.

Additionally, your natural weapons are considered finesse weapons and you are proficient in Dexterity saving throws.

Finally, your Dragon Save DC is calculated as follows:

**Dragon Save DC** = 8 + your proficiency bonus + your Dexterity modifier

**Power.** You punch above your weight class. Your natural weapon attacks deal damage as though you were one size category larger than your normal size, according to Damage and Reach by Size columns of the Size by Constitution table.

Additionally, you are proficient in Strength saving throws.

Finally, your Dragon Save DC is calculated as follows:

**Dragon Save DC** = 8 + your proficiency bonus + your Strength modifier

**Survival.** You endure brutal hardships and punishing environmental conditions with ease. Your hit point maximum increases by two. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

Additionally, you recover all of your hit dice when you finish a long rest, instead of half your maximum hit dice.

Finally, your Dragon Save DC is calculated as follows:

**Dragon Save DC** = 8 + your proficiency bonus + your Constitution modifier

## Hoard

A dragon's hoard is essential to its growth and health, and you must maintain your hoard to advance as a dragon. The area where you keep your hoard is considered your lair, which you must safeguard against would-be thieves. Starting at 1st level you should work with the DM to determine the location of your lair. You may relocate your lair later on, but all dragons start somewhere. If you are playing in a dragonflight, you must decide where to house your collective, working together to amass a hoard larger than any of you could achieve alone. Your hoard is more than treasure, it is a part of you. As you advance in levels and grow in age, the area around it may gain special magical properties befitting your species. The details of these effects and their impact on your dragon will be further explored when *Dragonflight* is complete!

## Dragon Paradigm

At 2nd level, you develop your body and mind to exemplify one of three mighty aspects of dragon kind: Arcanist, Knight, or Emperor. The details of each paradigm are end the end of the class description.

## Ability Score Improvement

When you reach 3rd level, and again at 5th, 9th, 11th, 15th, and 18th level you can increase two different ability scores of your choice by 2, one ability score of your choice by 2 and two ability scores of your choice by 1, or four ability scores of your choice by 1. You can't increase an ability score above your ability score maximum using this feature.

## Multiattack

Beginning at 4th level, when you take the attack action, you can make one bite or tail attack and one claw attack.

## Age Category: Young

At 7th level, you have grown in size and power, becoming a young dragon. As a young dragon, you gain the following features.

**Ability Score Increase.** You can increase four different ability scores of your choice by 2.

**Ability Score Maximum.** Your maximum for any ability score is 25.

**Natural Armor.** While not wearing armor, your AC is equal to 18.

**Senses.** You have blindsight out to a range of 30 feet, and darkvision out to a range of 120 feet.

# DRAGONFLIGHT

**Age Restricted.** While you may grow in power through experience and adventuring, you cannot advance to 13th level until you also advance your age category, becoming an adult dragon. To become an adult dragon, you must be 12th level and have a hoard of equivalent value to a monarch's royal treasury. The DM determines exactly how much that is. When you have met these prerequisites, you must hibernate with your treasure hoard for a period of time determined by the DM, rapidly maturing your body. At the end of your hibernation you awaken as a young dragon of your species.

## Dragon Feat

When you reach 8th level, you can expand your draconic abilities and traits in the form of dragon feats. You may select a single feat from the Dragon Feats option detailed later in this document. You must meet any prerequisites 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. At 12th, and 17th level, you may learn an additional feat for which you meet the prerequisites.

## AGE CATEGORY: ADULT

At 13th level, you have attained the size and power of an adult dragon. As an adult dragon of your species, you gain the following features.

**Ability Score Increases.** You have four ability score increases. Each of which can increase a single ability score by 1.

**Ability Score Maximum.** Your maximum possible score for any ability score is 27.

**Natural Armor.** While not wearing armor, your AC is equal to 19.

**Frightful Presence.** When you take the attack action, you can forgo making one of those attacks to instead act in a fearsome manner that terrifies your enemies. When you do

so, each creature of your choice within 120 ft. of you that you are aware of must succeed on a Wisdom saving throw versus your dragon save DC or become frightened for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Frightful Presence for the next 24 hours.

**Legendary Dragon (Solo PC or NPC Only).** If you are the only PC at your game table or are creating a dragon NPC, then you gain the following benefits:

- **Legendary Actions.** You can take 3 legendary actions, choosing from your legendary action options. Only one legendary action option can be used at a time and only at the end of another creature's turn. You regain spent legendary actions at the start of your turn.
- **Legendary Action Options.** You learn 3 legendary action options, choosing from the selection detailed at the end of the class description. When you gain levels in this class, you can choose one legendary action you know and replace it with another legendary action you meet the necessary prerequisites for.
- **Legendary Resistance (3/day).** When you fail a saving throw, you can choose to succeed instead.

**Age Restricted.** While you may grow in power through experience and adventuring, you cannot advance to 19th level until you advance your age category, becoming an Ancient dragon of your species. To advance your age category, you must be 18th level and have a hoard with a value equivalent to the combined wealth of a small nation, the exact quantity of which is determined by the DM. When you have met both prerequisites, you must hibernate with your treasure hoard for a period of time determined by the DM, rapidly maturing your body. At the end of your hibernation you awaken as an Ancient dragon of your species.



## DRAGON DESIGNER

### Why No Legendary Actions for Dragonflights?

A dragonflight is an adventuring party of 3 or more dragons. Due to the mechanical nature of legendary actions, several such creatures presented on a single battlefield creates a logistical disaster of epic proportions. Players will spend too much time interrupting each other to use legendary actions, reducing gameplay to snail's pace and ruining the fun. While this does make a draconic PC less powerful, note this is only true for as long as they remain part of a dragonflight, where their capacity to synergize with their fellow dragons compensates for the loss of legendary actions. Should that character strike out on their own or become an NPC, they can immediately gain access to their legendary actions.

**Ability Score Maximum.** Your maximum possible score for any ability score is 30.

**Natural Armor.** While not wearing armor, your AC is equal to 21.

**Expanded Legendary Actions.** If you are the only PC at your game table or are creating a dragon NPC, you learn two legendary actions you meet the prerequisites for, choosing from the legendary action options detailed at the end of the class description.

### DRAGON PARADIGMS

As dragons focus their abilities into narrower paths, they commonly exemplify one aspect of their draconic nature: arcane magic, physical prowess, or exemplary leadership. These paradigms don't detract from what makes a dragon powerful but add to its array of already formidable abilities. Respected and feared among their own kind, these dragons are paragons of their species.

### AGE CATEGORY: ANCIENT

At 19th level, you have become awe-inspiringly large and powerful, even for one of your kind. You are an Ancient dragon. As an Ancient dragon of your species, you gain the following features:

**Ability Score Increases.** You can increase three different ability scores of your choice by 2.

### ARCANIST

All dragons are magical beings, but only some can tap into the tremendous reservoir of arcane energy flowing beneath their scales. These rare few are dragon arcanists, and are among the most wondrous and mysterious of dragon kind, sculpting the world with their powerful magics. Capable of laying waste to an entire army without lifting a claw, Arcanists also use their magic to explore new worlds, safeguard their hoards, and influence lesser beings.



## Spellcasting

When you reach 2nd level, you add the ability to cast spells to your already formidable draconic abilities. Your spellcasting follows the standard 5th Edition rules, with a few exceptions. You gain the following features:

**Draconic Magic.** Spells you cast using this spellcasting feature can be cast without the need for somatic components or material components without a listed cost. Your maximum reach for touch spells is the same as your reach for your bite attack.

You have an arcanist spell list<sup>2</sup> from which you choose which spells you know, which is detailed below.

**Cantrips.** You learn 3 cantrips of your choice from the arcanist spell list.

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

**Spells Known of 1st Level or Higher.** At 2nd level, you know three 1st-level arcanist spells of your choice.

The Spells Known column of the Arcanist Spellcasting table shows when you learn more arcanist spells of 1st level or higher.

<sup>2</sup> Some spells on this list can be found in the official 5th Edition supplement, XGE

Whenever you gain a level in the dragon class, you can replace two of the arcanist spells you know with other spells of your choice from the arcanist spell list. The new spells must be of a level for which you have spell slots.

**Spellcasting Ability.** Charisma is your spellcasting ability for your arcanist spells because your magic flows from within your body, called forth by your force of personality. You use your Charisma modifier whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for an arcanist 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

## Arcane Jaws

At 2nd level, when you score a hit with your bite attack, you can expend one spell slot to deal bonus damage of your energy type to the target, in addition to the attack's normal damage. The extra damage is 1d6 for a 1st level spell slot, plus 1d6 for each spell level higher than 1st.

ARCANIST SPELLS	
<b>Cantrips</b>	<i>control flames, dancing lights, firebolt, frostbite, mage hand, mending, minor illusion, message, resistance, shape water, thunderclap, vicious mockery</i>
<b>1st Level</b>	<i>alarm, animal friendship, charm person, comprehend languages, create or destroy water, detect magic, dissonant whispers, earth tremor, entangle, fog cloud, magic missile, shield, silent image, sleep, speak with animals, hideous laughter, thunderwave, unseen servant</i>
<b>2nd Level</b>	<i>alter self, crown of madness, darkness, detect thoughts, earthbind, hold person, invisibility, knock, lesser restoration, locate object, magic mouth, mind spike, pass without trace, phantasmal force, shatter, silence, snowball swarm, suggestion, zone of truth</i>
<b>3rd Level</b>	<i>animate dead, bestow curse, call lightning, clairvoyance, counterspell, daylight, dispel magic, erupting earth, fireball, glyph of warding, hypnotic pattern, major image, nondetection, plant growth, sending, speak with plants, slow, tidal wave</i>
<b>4th Level</b>	<i>banishment, blight, charm monster, compulsion, confusion, conjure minor elementals, control water, freedom of movement, greater invisibility, ice storm, locate creature, phantasmal killer, polymorph, storm sphere, vitriolic sphere, wall of fire</i>
<b>5th Level</b>	<i>cloudkill, cone of cold, conjure elemental, contact other plane, dominate person, destructive wave, dream, geas, hold monster, immolation, legend lore, negative energy flood, modify memory, planar binding, scrying, synaptic static, telekinesis, transmute rock, wall of force</i>
<b>6th Level</b>	<i>eyebite, bones of the earth, chain lightning, create undead, contingency, globe of invulnerability, guards and wards, magic jar, mass suggestion, mental prison, freezing sphere, programmed illusion</i>
<b>7th Level</b>	<i>firestorm, mirage arcane, plane shift, prismatic spray, power word pain, project image, symbol, teleport, whirlwind</i>
<b>8th Level</b>	<i>antimagic field, antipathy/sympathy, control weather, dominate monster, earthquake, feeblemind, illusory dragon, maddening darkness, mind blank, power word stun, Telepathy,</i>
<b>9th Level</b>	<i>foresight, invulnerability, mass polymorph, meteor swarm, power word kill, shapechange, storm of vengeance</i>



## DRAGON DESIGNER

### Spellflurry

At 6th level, when you take the attack action, you may forgo making one or more attacks from that action and instead cast an arcanist spell you know for each attack you forgo. Once you cast a spell of 1st level or higher in this manner, you may not cast spells of 1st level or higher for the remainder of your turn.

### Mystical Heritage

At 10th level, the latent magic within you becomes ever present, influencing creatures and the environment around you. You gain the Change Shape feature, and either the Beguiling Presence, Magical Senses, or Mysterious Stranger feature.

**Change Shape.** As you action, you can magically polymorph into a humanoid or beast with a challenge rating no higher than your own, 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). In a new form, you retain your alignment, hit points, Hit Dice, ability to speak, proficiencies, Intelligence, Wisdom, and Charisma scores, and the Change Shape action. Additionally, if you have them, you retain your Legendary Resistance, lair actions, Beguiling Presence, Magical Senses, and Mysterious Stranger features. Your statistics and capabilities are otherwise

replaced by those of the new form, except any class features or legendary actions of that form.

Additionally, while you are in the form of a humanoid you retain your Spellcasting feature, regardless of the effect used to assume your new form.

**Beguiling Presence.** Your every movement and spoken word enralls lesser creatures. Unless you choose otherwise, at the start of each of your turns, each creature within 30 ft. of you with a Challenge Rating or character level equal to half your character level (rounded down) must succeed on a Wisdom saving throw against your Dragon Save DC or become charmed by you for 8 hours. Once a creature has been charmed by this feature or succeeded on a saving throw against it, it cannot become charmed by this feature again for 24 hours. This effect ends early for a creature if you directly harm it.

**Magical Senses.** When you touch an object you instantly learn about its nature as though you had cast the spell *identify* and targeted the object. Additionally, you can smell the presence of magic within 60 ft. of you. If you smell magic in this way, you can use your action to learn the exact location of the source along with its school of magic, if any.

### ARCANIST SPELLCASTING

Dragon Level	Cantrips Known	Spells Known	Spell Slots Per Spell Level								
			1st	2nd	3rd	4th	5th	6th	7th	8th	9th
2nd	3	3	3	-	-	-	-	-	-	-	-
3rd	3	4	4	2	-	-	-	-	-	-	-
4th	3	5	4	3	-	-	-	-	-	-	-
5th	3	6	4	3	2	-	-	-	-	-	-
6th	3	7	4	3	3	-	-	-	-	-	-
7th	3	8	5	4	3	2	-	-	-	-	-
8th	4	9	5	4	3	2	-	-	-	-	-
9th	4	10	5	4	3	2	2	-	-	-	-
10th	4	11	5	4	3	2	2	-	-	-	-
11th	4	12	5	4	3	2	2	1	-	-	-
12th	4	13	5	4	3	2	2	1	-	-	-
13th	4	14	6	5	4	3	3	2	2	-	-
14th	5	15	6	5	4	3	3	2	2	-	-
15th	5	16	6	5	4	3	3	2	2	1	-
16th	5	17	6	5	4	3	3	2	2	1	-
17th	5	18	6	5	4	3	3	2	2	1	1
18th	5	19	6	5	4	3	3	2	2	1	1
19th	5	20	7	6	5	4	4	3	3	2	2
20th	6	21	7	6	5	4	4	3	3	2	2

# DRAGONFLIGHT

**Mysterious Stranger.** If a creature with a Challenge Rating or character level equal half your character level spends 1 hour or less in your presence, you can attempt to erase all memory of the encounter. When the creature leaves your presence, you can force it to succeed on a Wisdom saving throw or forget the events which transpired during its encounter with you. This effect occurs over the course of 24 hours. The affected creature's mind fills in the gaps this may leave in its memory with harmless mundane memories.

## Spellbreath Weapon

At 14th level, you can imbue your breath weapon with your magic. When you use your breath weapon, you may also cast a spell with a casting time of an action with an area of effect

(cone, cube, cylinder, line, or sphere) and a duration of instantaneous. This spell's area changes to become the area of your breath weapon and you choose which effect (the breath weapon or the spell) occurs first. After using your breath weapon in this manner, you cannot use your breath weapon again until you finish a Short or Long rest.

## High Arcanist

At 19th level, your species' magical heritage is in perfect symbiosis with your other abilities. When one of your features would use your dragon save DC, you may instead use your spell save DC. Additionally, you have advantage on saving throws against spells and magical effects and have resistance to damage from spells.



# DRAGON DESIGNER

## KNIGHT

Scales as thick as shields, teeth as sharp as swords, and a tail like a battering ram. Some dragons are not satisfied with being a living arsenal. The results are the knights, dragons of might and uncontested physical prowess. These dragons are rightly feared by other of their kind for their love of battle, and every knight wears their numerous battle scars with pride.

### Primal Fury

At 2nd level, you can tap into the animalistic and predatory instincts buried deep within all dragons. As a bonus action on your turn, you can enter a blood frenzy which grants you the following features for its duration.

- You have advantage on attacks with your natural weapons.
- Your natural weapons deal extra damage equal to your proficiency bonus.
- You have advantage on saving throws against any effect that would cause you to be incapacitated, stunned, paralyzed, petrified, or knocked unconscious.
- You cannot communicate verbally.

Your blood frenzy lasts for 1 minute and ends early if you are knocked unconscious. If you are not in combat while still in your blood frenzy, you attempt to consume the bodies of slain enemies as long as doing so would not harm you. If no corpses are available, you rampage through the environment, smashing and destroying non-valuable objects around you. Even in a blood frenzy, dragons love treasure.

Once you have used your blood frenzy, you must finish a short or long rest before you can use it again.

At 10th level, you can use this ability twice between a short or long rest, instead of once.

### Ways of the Destroyer

Beginning at 2nd level, your training influences your body's development, allowing you to perform acts of physical ability well beyond those of normal dragons. You gain one of the following features of your choice.

**Controlled Breathing.** Your breath weapon now recharges on a d6 roll of 4, 5, or 6.

**Snatch Prey.** Once per turn, when you score a hit with your bite or claw attack against a creature your size or smaller, the attack deals an additional 1d6 damage and you may attempt to grapple your target.

Additionally, if a creature you are grappling is at least one size category smaller than you are, your movement is not reduced while grappling a creature.

**Aerial Acrobatics.** While you are moving using your fly speed, creatures have disadvantage on attack rolls against you.

### Battlefield Supremacy

At 6th level, you further develop your physical skills as a dragon. You gain one of the following features of your choice.

**Savage Rending.** When you take the attack action on your turn and make all of your attacks with that action against the same target, the attacks score a critical hit on a roll of 19 or 20.



# DRAGONFLIGHT

**Shape Breath.** When you use your breath weapon, you can choose any number of creatures in the affected area to automatically succeed on their saving throw against your breath weapon.

**Thick Scales.** You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

## Demolisher

At 10th level, your proficiency in combat and destruction allows you to tear apart objects and structures with ease. On your turn, you can spend 20 ft. of movement (no action required) to deal 20 points of bludgeoning damage to an object not being held or structure within 5 ft. of you.

## Conquering Power

At 14th level, your combat abilities are nearly at their peak. You gain one of the following features of your choice.

**Maximize Breath.** When you use your breath weapon, you can choose to deal maximum damage on the weapon's damage dice. When you use your breath weapon in this manner, you cannot use it again until you finish a Short or Long rest.

**Power Dive.** If you fly at least 60 ft. in a straight line and immediately make an attack at the end of that movement, you may take a -5 penalty to that attack roll. If that attack hits, it deals 20 additional damage.

**Sweeping Tail.** When you hit a creature at least one size category smaller than you with your tail attack, you can choose to force it to attempt a Strength saving throw against your dragon save DC. On a failed saving throw, the target is thrown up to 60 ft. away from you in a straight line in a direction of your choice, landing prone.



# DRAGON DESIGNER

## Dragonaut

At 19th level, your physical abilities have no equal amongst dragonkind. While you are in your blood frenzy, you deal maximum damage on damage rolls made with your natural weapons.

Additionally, you gain one of the following features of your choice.

**Apex Predator.** When you hit a creature two size categories smaller than you with a bite attack, you can attempt to swallow it. The target must succeed on a Dexterity saving throw against your dragon save DC or be swallowed by you. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside you, and it takes 35 (10d6) damage of your energy type at the start of each of your turns.

If you take 30 damage or more on a single turn from a creature inside you, you must attempt a Constitution saving throw at the end of that turn, with a DC equal to 10 + half the damage taken or regurgitate all swallowed creatures. If you die, a swallowed creature is no longer restrained and can escape from your corpse by using 20 ft. of movement, exiting prone.

**Apocalypse Breath.** Creatures, objects, and structures reduced to zero hit points by your breath weapon's damage are destroyed instantly, their forms reduced to irrecoverable ruin by the breath weapon's elemental energies.

**Indomitable Body.** When you succeed on a Strength, Dexterity, or Constitution saving throw and would suffer an effect on a success, you instead suffer no effect.

## IMPERATOR

The mind of a dragon is a fearsome thing. Imperators are strategists and leaders among dragon kind, wielding their prodigious intellect in multilayered and complex schemes. They view the entire world as a chessboard and its inhabitants (even other dragons) as game pieces. Everything these dragons do is in service of a master plan, and their schemes can take centuries to come to fruition. On the battlefield, imperators are always two steps ahead of their opponents, predicting and countering each effort with astonishing efficiency.

### Tactical Genius

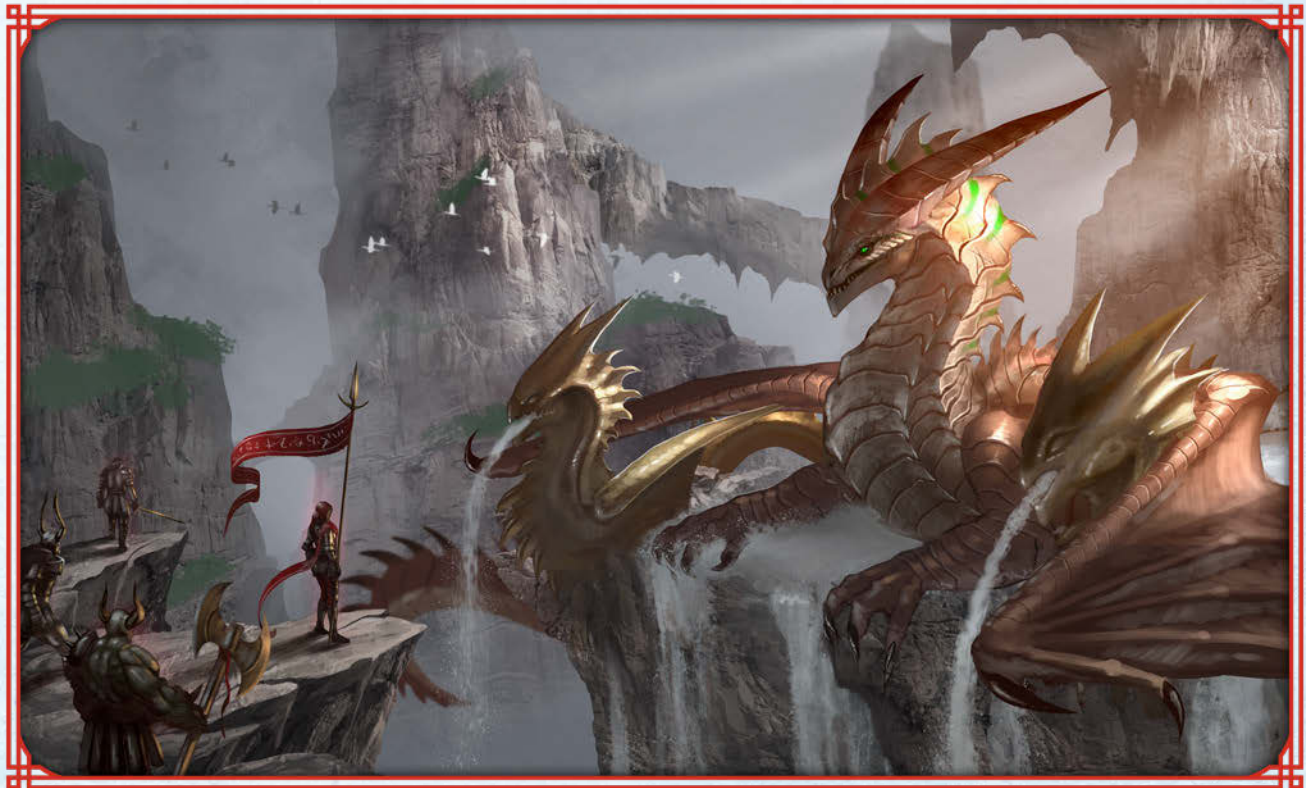
Beginning at 2nd level, you see the world as a game of strategy that can be mastered and beaten. When you would make a Charisma (Deception, Intimidation, or Persuasion) ability check, you use your Intelligence modifier instead of your Charisma modifier when determining your ability score bonus to the check.

Additionally, after you take your action on each of your turns, you may immediately take the Disengage or Hide action.

### Plan of Attack

At 2nd level, as a bonus action on each of your turns you may examine a creature you can see within 120 ft. of you and discover a flaw in its defenses. The next time before the start of your next turn, when you or one of your allies that can see or hear you hits the target with a weapon attack, the attack deals an extra 2d12 damage.

This damage increases to 4d12 at 6th level, 6d12 at 10th level, 8d12 at 14th level, and 10d12 at 19th level.



## Draconic Brilliance

At 6th level, your superior Intelligence gives you an edge against less brilliant foes. You are proficient in Intelligence saving throws and have advantage on Intelligence ability checks.

Additionally, you become proficient in three skills of your choice that are based on Intelligence, Wisdom, or Charisma. If you would select a skill you are already proficient in, your proficiency bonus is doubled for any ability check you make that uses the chosen skill(s).

## Dragonsworn Servant

At 10th level, you attract a humanoid follower enamored with your draconic power and influence. Called a dragonsworn, this humanoid is a bodyguard, agent, and adjutant wrapped into one and imbued with powerful draconic magic. Your dragonsworn has the same alignment as you, and prioritizes your goals, interests, and motivations above all others.

If your dragonsworn is slain, it can no longer be your dragonsworn (even if restored to life), and you attract a new dragonsworn within 1 year. A dragonsworn has the following statistics.

## Supernatural Presence

At 14th level, you have learned to use your very presence to bolster your allies or weaken your enemies. You select one of the following effects. When you would use your Frightful Presence feature, you may instead cause the effect you selected.

**Challenging Presence.** You provoke your enemies into challenging your might. Each enemy creature of your choice that is within 120 ft. of you and aware of you must succeed on a Wisdom saving throw against your Dragon Save DC or be compelled to meet your challenge for 1 minute. An affected creature cannot willingly move away from you and cannot target its allies with spells, magical effects, or other features. An affected creature can repeat the saving throw at end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Challenging Presence for the next 24 hours.

**Inspiring Presence.** Your visage fills your allies with confidence, granting each creature of your choice within 120 ft. of you that is aware of you the following benefits for 1 minute. Once a creature has benefited from this feature, it cannot benefit from it again until it finishes a long rest.

- When a target makes an attack roll or ability check and rolls a 9 or lower, it instead rolls a 10.
- The target is immune to the frightened and charmed conditions.

**Majestic Presence.** Each enemy creature of your choice that is within 120 ft. of you and aware of you must succeed on a Wisdom saving throw against your Dragon Save DC or fall prone and be unable to stand up for 1 minute. An affected creature cannot willingly look at you, and can repeat the saving throw at the end of each of its turns to end the effect. If

a creature's saving throw is successful or the effect ends for it, the creature is immune to your Majestic Presence for the next 24 hours.

## Dragonsworn

Medium humanoid (race of your choice),  
(your alignment)

**Armor Class** 20 (plate, shield)

**Hit Points:** 9 (2d8) + 10 for each level you have in a dragon class  
**Speed** 30 ft., fly 60.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	15 (+2)	19 (+4)	20 (+5)

**Saving Throws** (the dragonsworn is proficient in Strength, Constitution, and Charisma saving throws and uses your proficiency bonus to determine the bonus to its saving throws).

**Skills** (the dragonsworn is proficient in Athletics, Insight, and Perception and uses your proficiency bonus to determine the bonus to its skills)

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception (see Skills)

**Languages** (your languages)

## TRAITS

**Bound.** The dragonsworn is bound to serve you for its entire life. As long as the dragonsworn and you are on the same plane of existence, you can telepathically call the dragonsworn to you, and the dragonsworn knows the exact distance and direction to you. If the dragonsworn is within 120 ft. of you, half of any damage you take (rounded up) is transferred to the dragonsworn.

**Dragon Strike.** The dragonsworn's attacks are magical. When the dragonsworn hits with any attack, it deals an extra 5 (1d10) of your energy's damage (included in the attack). If you are 14th level, this damage increases to 11 (2d10), and 16 (3d10) at 19th level.

**Innate Spellcasting.** The dragonsworn's spellcasting ability is Charisma (Spell save DC 8 + 5 + your proficiency bonus). It can innately cast the following spells, requiring no material components.

- At will: *create food and water, detect magic, prestidigitation*
- 1/day each: *heroes feast, greater restoration, locate creature*
- 1/year: *mighty fortress*

**Loyalty.** The dragonsworn cannot be compelled to act in a manner that is contrary to your interests.

**Warmaster.** The dragonsworn is proficient in light, medium, heavy armor, and shields, as well as simple and martial weapons.

## ACTIONS

**Multiattack.** The dragonsworn either makes three attacks, or makes one attack and takes one other action.

**Longbow.** *Ranged Weapon Attack:* (5 + your proficiency bonus) to hit, range 150 ft./600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage and 5 (1d10) damage of your energy type.

**Longsword.** *Melee Weapon Attack:* (5 + your proficiency bonus) to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage and 5 (1d10) damage of your energy type.

# DRAGON DESIGNER

**Superior Presence.** You exude supernatural danger and mystery, giving your enemies pause. Each enemy creature that is aware of you, within 120 ft. of you, and with an Intelligence score lower than yours has disadvantage on attack rolls and ability checks against you for 1 minute, or until you deal damage to them (whichever comes first). If the effect ends for it, a creature is immune to your Superior Presence for the next 24 hours.

## Dragon Sovereign

At 19th level, you have achieved the peak of brilliance, using your unrivaled intellect to master the world around you. You gain the following benefits.

- When you would attempt a Wisdom or Charisma saving throw, you may instead attempt an Intelligence saving throw (the save DC remains the same).
- When you would roll with advantage, you roll three d20's instead of two, and may select the highest result.

## LEGENDARY ACTION OPTIONS

If a legendary action has prerequisites, you must meet them to learn it. You can learn legendary actions the same level you meet its prerequisites. A level prerequisite refers to your levels in this class.

### Bite (Costs 2 Actions)

You make a Bite attack.

### Cantrip

*Prerequisite:* ability to cast cantrips

You cast a cantrip

### Cast a Spell (Costs 2 Actions)

*Prerequisite:* spellcasting feature.

You cast a spell. The level of the spell cannot be higher than half your spellcasting ability modifier (rounded down).

### Deep Breath (Costs 3 Actions)

You recharge your breath weapon

### Detect

You make a Wisdom (Perception) check.

### Hide

You take the Hide action

### Overpowering Assault (Costs 2 Actions)

*Prerequisite:* Knight Paradigm

Until the end of your next turn, you gather your strength into a single mighty blow. The next time you make an attack with one of your natural weapons, it deals double damage on a successful hit.

### Readiness

Until the start of your next turn, you gain an additional reaction.

### Tail Attack

*Prerequisite:* ability to make a Tail attack

You make a Tail attack.

### Wing Attack (Costs 2 Actions)

*Prerequisite:* wings, fly speed

You beat your wings. Each creature within 15 ft. of you must succeed on a Strength saving throw against your dragon save DC or take (2d8 + your proficiency bonus) bludgeoning damage and be knocked prone. You can then move up to your fly speed.

## DRAGON FEATS

The following feats are presented in alphabetical order.

### Blessing of the Platinum King

*Prerequisite:* 17th level

You are blessed with the lineage of the platinum king of good dragons. Your scales turn a burnished, iridescent blue as you gain the following benefits.

- Any critical hit against you instead becomes a normal hit.
- Your energy type changes to force.
- Your children are born with this feat, even if they do not meet the necessary prerequisites.

### Blood of the Dragonqueen

*Prerequisite:* 17th level

The blood of the evil dragonqueen flows in your veins. You grow an additional head, which has the same alignment as you, but its own Ambition and Obsession (determined by the DM). You gain the following benefits.

- You can use your breath weapon twice before you must recharge it. When you roll a d6 and successfully recharge your breath weapon, you only recharge a single use.
- When you take an action to use unleash your breath weapon, you may unleash a second breath weapon

## Blood of the Dragonqueen (Continued)

using your other head as a part of that action, provided you have the necessary uses of your breath weapon available.

- You can hold two conversations at once – one with each head.

## Divine Attunement

*Prerequisite: Arcanist Paradigm*

The magic within you becomes infused with divine or natural energy, granting you the following benefits.

- Your spellcasting ability becomes Wisdom.
- When your spellcasting feature lets you learn or replace an arcanist cantrip or arcanist spell of 1st level or higher, you can choose the new spell from the cleric or druid spell list. You must otherwise obey all restrictions for the selecting the spell, and it becomes an arcanist spell for you.
- You know a number of spells from the class list you selected equal to your Wisdom modifier, which do not count against the number of spells you can have known and must be of a level you can cast. When your Spellcasting feature lets you learn or replace spells you know, you may replace spells you selected with this feature.

## Draconic Wanderer

You have learned to move through air, earth, and water with remarkable efficiency. You gain the following benefits.

- Your base walking speed increases to 10 ft.
- Your movement is unaffected by nonmagical difficult terrain.
- You gain a burrow or swim speed (your choice) equal to your base walking speed.

## Dragon Armor

You are proficient in special types of armor designed for dragons, called dragon mail. Dragon mail comes in four types, light, medium, and heavy, which are detailed below. Each set of dragon mail is unique, tailored to fit

## Dragon Armor (Continued)

a specific dragon and size. Dragon mail can be worn by other dragons of the same size as the original owner, but only if they pay half of the armor's cost to get it re-sized by an expert blacksmith. If you do not have the required Strength score as detailed in the Required Strength column of the table, you gain no benefit from wearing dragon mail and your speed is halved.

## Dragonsong

You are a student of the ancient and powerful magic of dragonsong which commands terrific power over non dragons, granting you the following benefits.

- You are proficient in Performance
- As an action, you can begin singing in magical dragonsong. Every non dragon creature of your choice within 300 ft. that can hear you must succeed on a Charisma saving throw against your dragon save DC or become cursed for as long as you continue to sing and the creature can hear you. While cursed in this manner, a creature takes psychic damage equal to your character level each time it makes an attack or casts a spell. On each of your turns, you must use a bonus action to continue singing. The song ends if you are incapacitated.

## Heavy Hitter

*Perquisite: Strength of 25 or higher*

When you score a critical hit with one of your natural weapons, you roll all of the attack's dice three times (instead of twice) and add them together.

## Keeled Scales

Your scales are more pronounced and grow quickly, affording you an extra layer of protection. When you finish a long rest, you gain a number of temporary hit points equal to your Constitution modifier multiplied by 10, which last until you finish a long rest.

## DRAGON MAIL

Armor	Cost	Armor Class (AC)	Required Strength	Stealth	Speed
Light	8,000 gp	20	18	-	-
Medium	20,000 gp	22	21	Disadvantage	(-10 ft./-20 ft. fly)
Heavy	100,000 gp	24	24	Disadvantage, -10 penalty to Dexterity (Stealth) ability checks	(-15 ft./-30 ft. fly)



## DRAGON DESIGNER

### Legendary Leader

*Prerequisite: Emperor Paradigm, 12th level*

You are a masterful commander on the battlefield, able to lead and protect your allies as only a dragon can, granting you the following benefits.

- As a reaction when an ally you can see within 120 ft. fails a saving throw, you can have it reroll the attempt. The creature must use the result of the new roll.
- When an ally within 120 ft. of you that can see you attempts an attack roll, saving throw, or ability check, it can use your proficiency bonus instead of its own.

### Mighty Roar

*Prerequisite: Knight Paradigm*

The sound of your voice echoes with overwhelming power, granting you the following benefits.

- When you would make a bite attack, you can forgo making that attack to instead utter a deafening roar at a creature you can see within 120 ft. The target must succeed on a Constitution saving throw against your dragon save DC or be stunned until the start of its next turn and permanently deafened. Additionally, creatures within 30 ft. of the target must also succeed on a Constitution saving throw or be permanently deafened.

