

DRAGON PLAYER CHARACTERS

A proud bronze dragon, bristling and ready to fight, leaps into the air. Bearing a paladin rider aloft, the two of them speed towards the invading demons, prepared to emerge victorious or die.

The forest stirs, trees straining, as the great green dragon flies overhead. In its wake, it leaves a trail of dead enemies, choking on the vile corruption that blossoms around them.

A mysterious stranger offers to aid a group of adventurers, joining them for a time on their journeys. Is she a sorcerer? A warlock? Or something else entirely?

DRAGONS ARE AMONG THE MOST POWERFUL, MAGICAL, AND frightening creatures in all of fantasy. They are so emblematic of the genre that the creators of the game put them right in the name! And modern fiction is full of all sorts of dragons — dragons as sidekicks and mounts, friendly dragons as protectors and companions, and the occasional scheming dragon antihero. They run the gamut of protagonists, villains, and everything in between. Whether they are subtle schemers, ferocious brutes, lofty idealists, or just in it for the treasure, a dragon can be a tremendous asset to any adventuring party.

These rules allow you to create and play a dragon as a player character, starting with your dragon's basic racial traits. Only dragon characters can earn levels in the dragon class, which allows you to improve your already-formidable abilities. A special dragon-only background, foster wyrmling, can help explain why you are adventuring with humanoids.

POWER, PERSONIFIED

Every culture has its own mythology of dragons — terrifying serpentine monsters that trigger some of humankind's oldest and most primitive fears. Modern tales of dragons depict no savage predators, however. Massive, armored, and ferocious, dragons are also keenly intelligent, long-lived, and magical. They lead lesser monsters, breathe elemental destruction upon those who displease them, and even demand sacrifices from mere mortals.

These are the traits of power, in all its forms. Even the dragon's hoarding of wealth is a representation of a form of power. From a human perspective, dragons are the pinnacle of evolution and the supreme creatures on the material plane.

Dragons agree with this assessment.



CHROMATIC AND METALLIC

Myriad dragons inhabit the world, from the lung dragons of the far east to the dragon turtles of the vast oceans. But ten species in particular stand out: the so-called “true dragons.”

The benevolent metallic dragons see themselves as stewards or shepherds, using their might to protect and enlighten lower creatures. Many are curious about humanoids and fond of traveling, and they are more likely to take a direct interest in the magical arts. Despite their kind-hearted nature, they are still dragons, proud and miserly. Metallic dragons can get along well with others and make good player characters.



Chromatic dragons are almost universally evil; their greed and malice unmatched only by the foulest of fiends. These are the fearsome villains that terrorize the countryside, slaying for sport and seizing whatever treasures they find.

And yet, there are exceptions; occasionally a chromatic dragon may turn towards the path of good. Some may have a bit of metallic blood in their ancestry, others perhaps had a life-altering experience in their youth, or even a religious conversion. These chromatic dragons face a constant struggle against both their own dark nature and the rightfully-placed prejudice of humanoids everywhere. Such a dragon would be wise to join a band of adventurers.

LEGENDS AND LAIRS

Dragons are typically monsters, residing in well-guarded lairs, waiting for the PCs to come and slay them for treasure. But there are also plenty of tales of dragons taking an active role in the wider world, becoming adventurers themselves.

A silver dragon might assume the form of a wood elf to aid in a war against evil dragons. A young gold dragon may travel the world in the guise of an old man, meting out justice. A green dragon may be an agent for a local thieves' guild — hoping in time to assume control of the whole operation.

CREATING A DRAGON CHARACTER

The biggest question when creating a dragon player character is: why is a dragon accompanying a bunch of humanoids on their adventures? Are you seeking to build up your treasure hoard, trying to follow your ideals, or just curious about the world?

Starting dragon PCs are Young dragons, a few decades old. The wyrmling background supposes that you were raised by humanoids, or has at least spent substantial time around them, so you're familiar with their languages and customs. If you select a different background, work with the DM to explain how your dragon attained their training and occupation.

Your choice of dragon species also determines many things about your character's personality — or at least, determines what other people will think. A metallic dragon may find themselves beseeched by the weak and helpless wherever they go, with expectations of aid and heroism. Chromatic dragons are mostly evil in nature. Evil characters usually don't make good PCs because their selfishness can cause conflict between party members. A good or neutral chromatic dragon will still face fear, mistrust, or even outright hostility from otherwise-civilized people, until they have proven themselves virtuous.

QUICK BUILD

You can make a dragon quickly by following these suggestions. First, Strength should be your highest ability score, followed by Constitution and Charisma (in either order). Second, choose the gold dragon species. Third, take the foster wyrmling background. Fourth, take your first level in the dragon class, selecting the History and Insight skills.

RACIAL FEATURES

All dragon characters must belong to the dragon race.

DRAGON NAMES

Dragons have personal names in the Draconic language, given by their parents at birth or selected by themselves. Dragons don't put much emphasis on gender, so the same names are used by both male and female dragons.

In addition, most dragons adopt an epithet – a grandiose nickname in the Common tongue, which is easier for lesser creatures to understand and remember. Often, this epithet is an approximate translation of the Draconic name.

Draconic Names (Epithets): Aussirloex (Deathfrost), Caexoth (Swordtooth), Dartakepek (Stormwrath), Gixustraterenesj (Stoneripper), Haurachmajak (Fatebringer), Ixenloreath (Flamingdeath), Molikethend (Gemscale), Ocuirisk (Starseer), Svaergithaustrat (Bravewing), Thraethurkear (Nightwind), Valeijgix (Bloodtalon), Vuthavyth (Blacksteel).

DRAGON TRAITS

Individual dragons differ considerably based on species and circumstance, but player character dragons share some common characteristics.

Ability Scores. Your Strength score and Charisma score both increase by 2.

Age. You are a Young dragon, a few decades old. Dragons reach full adulthood at about age 100, and can live to be thousands of years old.

Alignment. As powerful creatures who are not afraid to express themselves and impact the world around them, dragons tend away from neutrality and towards the extremes of the alignment scale.

Although each dragon species has a typical alignment, dragon player characters are exceptional members of their species and may have any alignment.

Size. Dragons your age can be up to 25 feet long, with a 30 foot wing span, and weigh 2000-6000 lbs. Your size is Large. Your carrying capacity is double that of a Medium character, and your food and water requirements are quadruple.

Dragon Type. Your creature type is "dragon," which renders you immune to effects that do not affect dragons, such as the *charm person* and *hold person* spells.

Speed. Your base walking speed is 30 feet, and you can fly at a speed of 60 feet. Your dragon species (below) may grant you additional movement speeds.

Darkvision. As supreme predators and frequent cave-dwellers, dragons have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Natural Armor. You can't wear manufactured armor, but your scales give you an armor class of 14 + your Dexterity modifier (maximum +2).

Natural Weapons. You have a -5 penalty to attack with manufactured weapons, but your physiology allows you to make the following unarmed strikes.

- **Bite.** Your bite deals 1d10 piercing damage.
- **Claws.** Your claws deal 1d6 slashing damage.
- **Tail.** Your tail deals 1d8 bludgeoning damage.



Breath Weapon. As an action, you can exhale deadly energy in an area. Each creature in the area must make a saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A creature takes 2d6 damage on a failed save, or half as much on a successful save. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

The area, damage type, and saving throw ability are determined by your dragon species (below).

You can use your breath weapon once, regaining the expended use when you finish a short or long rest.

Damage Resistance. You are resistant to the type of damage dealt by your species's breath weapon.

Languages. You speak Common and Draconic. Draconic is one of the oldest languages, often used for important magical writings. It contains many hard consonants and sibilants, making it difficult for lesser creatures to master.

Species. Choose a dragon species from the next section, which will grant you additional traits.

CHROMATIC DRAGON SPECIES

Evil offspring of the dragon goddess Tiamat, the chromatic dragons are feared and distrusted.

BLACK

The stealthy black dragons live in swamps and breathe acid and often lair underwater. Their skull-like heads bear great curved horns, adding to their wicked appearance.

Alignment. Chaotic evil. The black dragon has a reputation as the most sadistic and cruel of dragons.

Acid Breath (Breath Weapon). You spray a line of corrosive liquid 5 feet wide and 30 feet long, dealing acid damage. Targets in the area resist by making a Dexterity saving throw.

Amphibious. You can breathe both water and air, and have a swim speed of 30 feet.

BLUE

The stocky, muscular blue dragon has a single great horn protruding from its head. They dwell in deserts, burrowing through the sand and soaring overhead.

Alignment. Lawful evil. Blue dragons are masterminds, often employing agents and organizations to do their bidding for them. Despite their evil nature, many blue dragons have an honorable streak, making them the chromatic dragons most suitable as PCs.

Lightning Breath (Breath Weapon). You discharge a line of electricity 5 feet wide and 30 feet long, dealing lightning damage. Targets in the area resist by making a Dexterity saving throw.

Burrow. You can burrow at a speed of 15 feet through sand, earth, mud, or ice. You can't burrow through solid rock.

GREEN

Cunning, serpentine forest-dwellers, green dragons are masters of subterfuge and manipulation, often tricking or tempting others into doing their bidding.

Alignment. Lawful evil. Green dragons are deceitful and treacherous, but also patient and organized. They would prefer to work with intelligent creatures rather than eat them, which may make them acceptable PCs.

Poison Breath (Breath Weapon). You belch a cone of noxious gas 15 feet long, dealing poison damage. Targets in the area resist by making a Constitution saving throw.

Amphibious. You can breathe both water and air, and have a swim speed of 30 feet.

RED

Massive, armored, and bristling with horns and claws, the red dragon is the most terrible and feared of all the chromatic breeds. They dwell in mountain caves, considering themselves the undisputed masters of all they survey.

Alignment. Chaotic evil. Most red dragons are purely selfish and arrogant, caring only for themselves and acting on whatever whim or impulse catches their fancy.

Fire Breath (Breath Weapon). You exhale a cone of flame 15 feet long, dealing fire damage. Targets in the area resist by making a Dexterity saving throw.

Climb. You have a climb speed of 30 feet.

WHITE

Feral arctic predators, white dragons are stocky and muscular, with a head adorned by a single fin. Most white dragons are loners, more driven by hunger and instinct than by lofty ambition.

Alignment. Chaotic evil. White dragons are brutish thugs who live to hunt, kill, and devour.

Cold Breath (Breath Weapon). You exhale a cone of freezing air 15 feet long, dealing cold damage. Targets in the area resist by making a Constitution saving throw.

Burrow. You can burrow at a speed of 15 feet through sand, earth, mud, or ice. You can't burrow through solid rock.

Ice Walk. Difficult terrain composed of ice and snow doesn't cost you any extra movement, and you don't need to make an ability check to climb or move across icy surfaces. You can climb icy surfaces at a speed of 30 feet.

Swim. You have a swim speed of 30 feet.

METALLIC DRAGON SPECIES

Noble followers of the benevolent dragon god Bahamut, metallic dragons defend the weak against their more fearsome brethren.

BRASS

Brass dragons are sociable, talkative, and inquisitive. They live in deserts and badlands, and have broad frills across their heads.

Alignment. Chaotic good. Brass dragons are curious and free-spirited, but essentially kind at heart.

Fire Breath (Breath Weapon). You spray a line of flame 5 feet wide and 30 feet long, dealing fire damage. Targets in the area resist by making a Dexterity saving throw.

Burrow. You can burrow at a speed of 15 feet through sand, earth, mud, or ice. You can't burrow through solid rock.

BRONZE

These noble and courageous dragons are fierce opponents of evil and fascinated by warfare and battle. They live near the coast, often building lairs underwater, and have webbed feet for swimming.

Alignment. Lawful good. Bronze dragons are loyal allies and honorable warriors.

Lightning Breath (Breath Weapon). You exhale a line of electricity 5 feet wide and 30 feet long, dealing lightning damage. Targets in the area resist by making a Dexterity saving throw.

Amphibious. You can breathe both water and air, and have a swim speed of 30 feet.

COPPER

With a reputation for pranks and jokes, copper dragons are the most whimsical and light-hearted of dragonkind. They live in hills and badlands.

Alignment. Chaotic good. The copper dragon has a propensity for trickery and creative thinking, but is always friendly, never malicious.

Acid Breath (Breath Weapon). You spray a line of corrosive liquid 5 feet wide and 30 feet long, dealing acid damage. Targets in the area resist by making a Dexterity saving throw.

Climb. You have a climb speed of 30 feet.



GOLD

The wisest and noblest of the metallic dragons, gold dragons can live nearly anywhere, but favor beautiful grasslands, forests, and hills. With their characteristic long whiskers and sinuous form, gold dragons are known as magical shape shifters and powerful foes.

Alignment. Lawful good. Gold dragons are the epitome of metallic dragonkind, embodying the best features of dragons.

Fire Breath (Breath Weapon). You exhale a cone of flame 15 feet long, dealing fire damage. Targets in the area resist by making a Dexterity saving throw.

Amphibious. You can breathe both water and air, and have a swim speed of 30 feet.

SILVER

The dragons most likely to associate with humanoids are the brave and friendly silver dragons. Living in cold mountainous regions, silver dragons have a flat, shield-like head split by a shiny frill.

Alignment. Lawful good. Silver dragons are highly moral beings, driven to live a virtuous life.

Cold Breath (Breath Weapon). You exhale a cone of freezing air 15 feet long, dealing cold damage. Targets in the area resist by making a Constitution saving throw.

Climb. You have a climb speed of 30 feet.

OTHER DRAGON SPECIES

You can create alternate dragon species by using the true dragons as examples.

Alignment. Each dragon species should describe the typical alignment of its members.

Breath Weapon. Each dragon species needs a breath weapon. It should be either a 15-foot cone, or a line 30 feet long and 5 feet wide. The breath weapon should be resisted by a Constitution, Dexterity, or Wisdom saving throw. It should deal damage of a type that's not bludgeoning, piercing, or slashing.

Movement Speeds. Most dragon species have an alternate movement speed, such as swim 30 feet, climb 30 feet, or burrow 15 feet.

THE DRAGON

Level	Proficiency Bonus	Breath Weapon Damage	Strength Bonus	Natural Armor Bonus	Features	Dragon Evolutions
1st	+2	2d6	—	—	Improved Breath Weapon	—
2nd	+2	2d6	+2	—	Strength Bonus	—
3rd	+2	3d6	+2	—	Dragon Evolutions	2
4th	+2	4d6	+2	—	Ability Score Improvement	2
5th	+3	5d6	+2	—	Large Natural Weapons	2
6th	+3	6d6	+2	+1	Natural Armor Bonus	3
7th	+3	7d6	+2	+1	Magic Weapons	3
8th	+3	8d6	+2	+1	Ability Score Improvement	3
9th	+4	9d6	+2	+1		4
10th	+4	10d6	+2	+1	Frightful Presence	4
11th	+4	11d6	+4	+1	Multiattack (claw/claw)	4
12th	+4	12d6	+4	+1	Ability Score Improvement	5
13th	+5	13d6	+4	+2		5
14th	+5	14d6	+4	+2	Damage Immunity	5
15th	+5	15d6	+4	+2		6
16th	+5	16d6	+4	+2	Ability Score Improvement	6
17th	+6	17d6	+4	+2	Multiattack (claw/claw/bite)	6
18th	+6	18d6	+4	+3		7
19th	+6	19d6	+4	+3	Ability Score Improvement	7
20th	+6	20d6	+6	+3	Legendary	8

CLASS FEATURES

Only members of the dragon race can gain levels in the dragon class.

As a dragon, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per dragon level

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

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

PROFICIENCIES

Armor: None

Weapons: Unarmed strike

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, History, Insight, Intimidation, Nature, Perception, Persuasion, Stealth, Survival

EQUIPMENT

You start with no equipment, except equipment provided by your background.

IMPROVED BREATH WEAPON

You can use your breath weapon twice before finishing a short or long rest.

Starting at 3rd level, the damage dealt by your breath weapon increases, as shown on the table.

STRENGTH BONUS

From 2nd level onward, you gain a bonus to your Strength, as shown on the table. This bonus doesn't count towards the maximum limit of 20 for ability scores that you increase through your Ability Score Improvement class features.

DRAGON EVOLUTIONS

Each dragon is a unique creature, and they all develop at different rates and in different ways. At 3rd level, select two dragon evolutions from the list in the next section. Select another at 6th, 9th, 12th, 15th, 18th, and 20th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score by 2, or you can increase two ability scores by 1. You can't increase an ability score above 20 using this feature.

MULTICLASS DRAGONS

Prerequisites: Minimum Strength 17

Proficiencies Gained: None

Dragons of Other Classes. The dragon rules were designed with the intention that most dragon characters would advance in the dragon class. If other classes are allowed, some special rules apply in order to prevent dragons from becoming more powerful than other PCs of their level.

Extra Attack: You can't use the Extra Attack feature on the same turn that you attack with a dragon natural weapon.

Martial Arts: You can't use the Martial Arts feature to attack as a bonus action on the same turn that you attack with a dragon natural weapon. The other benefits of the Martial Arts feature do apply to dragon natural weapons.

Weapon Cantrips: When you cast a cantrip that requires you to make a weapon attack, you can't attack with a dragon natural weapon.

LARGE NATURAL WEAPONS

At 5th level, you have grown to the point where your unarmed strikes deal more damage than those of a wyrmling, and have farther reach.

- **Bite.** Your bite deals 2d10 piercing damage with a reach of 10 feet.
- **Claws.** Your claws deal 2d6 slashing damage with a reach of 5 feet.
- **Tail.** Your tail deals 2d8 bludgeoning damage with a reach of 15 feet.

NATURAL ARMOR BONUS

From 6th level onward, you get a bonus to the AC of your natural armor, as shown on the table.

MAGIC WEAPONS

Starting at 7th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to non-magical weapon attacks.

FRIGHTFUL PRESENCE

Starting at 10th level, you can strike fear into the hearts of nearby creatures as an action. All enemy creatures within 60 feet of you that can see or hear you must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you for up to 1 minute. A frightened creature may repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on its saving throw, or the effect ends for it, it is immune to your Frightful Presence for 24 hours.

MULTIATTACK

Beginning at 11th level, when you take the Attack action on your turn, you may attack twice with your claws. At 17th level, you may attack once with your bite and twice with your claws. You may choose the order in which you make the attacks.

DAMAGE IMMUNITY

At 14th level, you become immune to the damage type of your racial damage resistance.

LEGENDARY

Starting at 20th level, you begin to acquire the terrifying reflexes of your much older kin.

Legendary Attack. When a creature ends its turn within 15 feet of you, you can use your reaction to attack it with your tail. If you have the Wing Attack evolution, you may make a wing attack instead of a tail attack.

Legendary Resistance. When you fail a saving throw, you can choose to succeed instead. Once you use this ability, you can't use it again until you finish a long rest.



DRAGON EVOLUTIONS

If a dragon evolution has prerequisites, you must meet them to select it. You can select the evolution at the same time that you meet its prerequisites.

You can't select the same evolution more than once, unless otherwise noted.

BEAST SHAPES

Prerequisite: 6th level

As an action, you can magically polymorph into a beast that has a challenge rating no higher than 1/2 your level, 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 your new form, you retain your hit points, Hit Dice, proficiencies, and Intelligence, Wisdom, and Charisma scores. You also retain your personality, alignment, and ability to speak. Your statistics and capabilities are otherwise replaced by those of the new form.

BLINDSIGHT

Prerequisite: 9th level

You gain blindsight to a range of 30 feet.

CONDUCTIVE BREATH

Prerequisite: Blue dragon species

A creature wearing metal armor, wielding metal weapons, or in contact with a large amount of conductive material (such as a body of water) has disadvantage on its saving throw against your lightning breath.

CORROSIVE BREATH

Prerequisite: Black dragon species

A creature that fails its saving throw against your acid breath while wearing armor, or possessing natural armor, begins to corrode. Manufactured armor has its AC reduced by 2; if the armor's base AC becomes 10 or less, it is destroyed. Natural armor is reduced by 2, to a minimum of 10. Natural armor damaged in this way can be restored by an effect that restores lost ability scores (such as *greater restoration*) or body parts (such as *regenerate*).

DEEP BREATH

Prerequisite: 6th level

If your breath weapon's area is a cone or line, its length doubles. If you have multiple breath weapons, this applies to all of them.

DRAGONIC FORTITUDE

You become proficient in Constitution saving throws.

DRAGONIC REFLEXES

You become proficient in Dexterity saving throws.

DRAGONIC SWIFTNESS

Prerequisite: 9th level

Your speed increases to 40 feet, and your flight speed increases to 80 feet. If you have a swim or climb speed, those also increase to 40 feet, and if you have a burrow speed, it also increases to 20 feet.

ELEMENTAL AURA

Prerequisite: 12th level

When a creature hits you with a melee attack, you can use your reaction to deal the creature damage of the type dealt by your breath weapon equal to 1d8 + your Charisma modifier.

ELEMENTAL BITE

When you hit with a bite attack, you deal an additional 1d6 damage of the same energy type as your breath weapon.

ELEMENTAL BLAST

You can emit a focussed blast of elemental energy. As an action, make a ranged spell attack against a target you can see within 60 feet (your spell attack modifier equals your proficiency bonus + your Charisma modifier). On a hit, the target takes 1d10 + your Charisma modifier damage of the type dealt by your breath weapon.

The damage dice of the blast increases to 2d10 at 5th level, 3d10 at 11th level, and 4d10 at 17th level.

EXTRA BREATH

Prerequisite: 12th level

You can use your breath weapon a total of 3 times before finishing a short or long rest.

FREEZING BREATH

Prerequisite: White dragon species

A creature that fails its saving throw against your cold breath becomes chilled until the end of your next turn. A chilled creature has disadvantage on all attack rolls and its speed is reduced by 20 feet.

HUGE SIZE

Prerequisite: 9th level

You have grown to the point where you are considered Huge for rules that depend on your size. You gain 1 hit point per level, and whenever you gain a new level, you gain an additional hit point.

You weigh between 6,000 and 18,000 pounds, and can be up to 35 feet long with a 40 foot wingspan. Compared to a Medium-sized creature, you can carry four times as much, but require 16 times as much food and water.

HUMANOID FORM

You gain the ability to change into a specific humanoid form or back into your dragon form as an action. You assume the same humanoid form each time you use this ability; the form is unique to you. When you change forms, your equipment does not change; clothing or armor you are wearing may become torn, at the DM's discretion.

Select a race for this form when you gain this ability (common forms are human, elf, or dragonborn). You retain your ability scores, hit points, Hit Dice, proficiencies, and languages; but otherwise, your statistics are those of a typical member of the humanoid species. You retain your personality and alignment. You can't use any dragon racial traits or class features, except for your Damage Resistance racial trait; Strength Bonus and Damage Immunity class features; and the Beast Shapes, Elemental Blast, Innate Spellcasting, and Superior Senses evolutions.

You become proficient with simple weapons, martial weapons, light armor, medium armor, heavy armor, and one language of your choice.



INNATE SPELLCASTING

You can select this evolution multiple times. Each time, you gain a spell slot, and you learn a spell from the Sorcerer spell list with a level no higher than 1/3 your dragon level. You may also replace a spell you previously learned with a new one that you are capable of learning.

Your spell slots from this evolution always have a level equal to 1/3 your dragon level, increasing in level as you gain dragon levels. You can only use these spell slots to cast the spells you learned from this evolution. You regain expended spell slots when you finish a long rest.

Charisma is your spellcasting ability; your spell attack modifier equals your proficiency bonus + your Charisma modifier, and your spell save DC equals 8 + your proficiency bonus + your Charisma modifier. Your spells don't require material components, except components with a price in gp.

INTENSE BREATH

When you roll damage for your breath weapon, add your Charisma bonus to the roll.

PARALYTIC GAS (BREATH WEAPON)

Prerequisite: Silver dragon species

As an action, you can expend a use of your breath weapon to exhale a paralytic gas in a 15-foot cone. Creatures in the area must succeed on a Constitution saving throw or be poisoned for 1 minute. A poisoned creature must repeat the save at the end of its next turn. On a failure, it becomes paralyzed for as long as it is poisoned, and on a success,

the effect ends for it. A paralyzed creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PERSISTENT BREATH

Prerequisite: 15th level

When you use your breath weapon, roll a d6. On a result of 5 or 6, that use of your breath weapon is not expended.

RAZOR CLAWS

Your claws gain the finesse weapon property, and ignore resistance to slashing damage.

REPULSION FIELD (BREATH WEAPON)

Prerequisite: Bronze dragon species

As an action, you can expend a use of your breath weapon to emit a 15-foot cone of repulsion energy. Creatures in the area must succeed on a Strength saving throw or be pushed up to 30 feet away from you. A creature pushed into a solid object, such as a wall or boulder, takes bludgeoning damage equal to your breath weapon damage.

SCALES OF STEEL

Your armor class from natural armor becomes 16; your Dexterity modifier does not apply.

SEARING BREATH

Prerequisite: Red dragon species

Your fire breath ignores fire resistance.

SLEEPING GAS (BREATH WEAPON)

Prerequisite: Brass dragon species

As an action, you can expend a use of your breath weapon to exhale sleeping gas in a 15-foot cone. Each creature in the area must succeed on a Constitution saving throw or become drowsy. A drowsy creature has disadvantage on ability checks and attack rolls, and must make another Constitution saving throw at the end of its next turn. If the creature succeeds on the save, the effect ends for it; if it fails, it falls asleep. A sleeping creature is unconscious, and awakens if it takes damage or if another creature uses an action to awaken it.

SLOW FIELD (BREATH WEAPON)

Prerequisite: Copper dragon species

As an action, you can expend a use of your breath weapon to disgorge temporal energy in a 15-foot cone. Creatures in the area must succeed on a Constitution saving throw or become slowed for 1 minute. A slowed creature's speed is halved, and it can't use reactions, can't make more than one attack on its turn, and can either take an action or a bonus action on its turn, but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

SUPERIOR SENSES

Your darkvision range increases to 120 feet, and if you are proficient in Perception, add double your proficiency modifier to Wisdom (Perception) checks.

TAIL SLAP

When you hit a creature with your tail, they must succeed on a Strength saving throw (DC 8 + your proficiency Bonus + your Charisma modifier) or be knocked prone.

TERRIFYING PRESENCE

Prerequisite: 15th level

The range of your Frightful Presence increases to 120 feet. You can activate your Frightful Presence as a bonus action prior to taking the Attack action on your turn.

TOXIC BREATH

Prerequisite: Green dragon species

A creature that fails its saving throw against your poison breath becomes poisoned until the end of your next turn.

WEAKENING GAS (BREATH WEAPON)

Prerequisite: Gold dragon species

As an action, you can expend a use of your breath weapon to breathe a 15-foot cone of weakening gas. Creatures in the area must succeed on a Strength saving throw or else suffer disadvantage on all Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

WING ATTACK

Prerequisite: 12th level

As an action, you can buffet your wings against all creatures within 15 feet. Affected creatures must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failure, a target takes 2d6 + your Strength modifier damage and is knocked prone. You may then fly up to half your speed.

BACKGROUND

Only members of the dragon race can have the foster wyrmling background.

However, this background is not required; you can choose any background for your dragon character, as long as you can come up with a plausible explanation for it. For example, a dragon raised by a kindly old wizard might have the sage background, or one hatched on a ship may be better suited to the sailor background.

FOSTER WYRMLING

Dragons hatch from eggs and begin life as wyrmlings, miniature dragons that are as cute as they are deadly. Many are raised by their dragon parents, but some are fostered by other creatures, and some are simply left to wander and fend for themselves.

In your case, you've already spent considerable time around humanoids. Maybe you were raised from a hatchling by a humanoid foster family, or maybe your dragon parents had close humanoid allies who you interacted with and learned from. This early exposure left you with an understanding of humanoid ways and a willingness to adventure that most of your dragon kin lack.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: None

Languages: Two languages spoken by the humanoids you were raised with

Equipment: A small gem worth 50 gp (such as citrine, moonstone, quartz, sardonyx, or zircon) with which you are loath to part, and a special wearable harness to which you can attach pockets, pouches, and equipment



HUMAN RELATIONSHIPS

You were raised amongst humanoids or alongside them. How did this come to pass? Roll on the table below, and then decide the specific details about the people who raised you, such as their race, profession, and alignment. How well do you get along with them now? How well do you know your dragon parents?

d10 Humanoid Relationships

- 1 You hatched, and there was no-one around, so you just wandered into the nearest village.
- 2 You were the runt of the clutch — your siblings forced you to leave your dragon parents' lair.
- 3 An adventurer came upon your clutch just as you were hatching, and adopted you.
- 4 Your egg was stolen, and you were raised by a cruel master who wanted a dragon servant.
- 5 You and your dragon parents never saw eye-to-eye. You left home to live with the humanoids as an act of rebellion.
- 6 You were a disappointment to your dragon parents, who kicked you out of the lair in the hopes you would change your ways.
- 7 As part of an ancient pact, you are to be raised by the great-great-grandchild of a humanoid your dragon parents helped to raise.
- 8 You observed the humanoids, and became fascinated with them, desiring to learn their ways.
- 9 You to believe it is your destiny to protect those weaker than you, so you sought them out.
- 10 Your dragon parents have a scheme to infiltrate human civilization, and you are their willing agent.

FEATURE: DRAGON REPUTATION

Most of the civilized world regards dragons as dangerous monsters to be feared and avoided, or killed and sold for parts. In small or remote towns, you can generally go where you please and do what you want — as long as you are not hurting anyone or destroying people's livelihood, most common folk will be too afraid to interfere. Primitive humanoid tribes and lone creatures in the wilderness, even unintelligent ones, tend to treat you with much the same respect. In large towns and cities, you may get the opposite reaction; the town guard will question you upon entry, and may send soldiers or militia members to escort you around, ready to drive you off at the slightest provocation.

SUGGESTED CHARACTERISTICS

Dragons are creatures with strong and prominent personalities. Even those of the highest good are proud, often to the point of arrogance. The nice ones try not to be rude about it; they just know that they are better than other creatures. All dragons crave treasure, which can seem greedy to lesser beings. Other characteristics can vary considerably, tending towards what humanoids would consider extreme or eccentric.

d8 Personality Trait

- 1 I'll talk your ear off if you let me.
- 2 I love the arts — music, poetry, theater.
- 3 I eat constantly and love to try new foods.
- 4 I'm incredibly lazy. When you live for 1,000 years, what's the big hurry?
- 5 I like to admire and show off my treasure.
- 6 I always talk down to people, and I don't understand why this bothers them, since I am clearly superior.
- 7 Jokes, puns, and riddles are my primary language.
- 8 Anger, joy, sorrow, passion — I express emotions freely and have wild mood swings.

d6 Ideal

- 1 Greed. My only concern is to grow my treasure hoard. (Evil)
- 2 Curiosity. I want to experience all that life has to offer. (Chaotic)
- 3 Independence. Everyone should do what they want, and not be beholden to anyone else. (Chaotic)
- 4 Knowledge. Information is the most valuable treasure. (Lawful)
- 5 Noble Obligation. I must protect and care for those weaker than me. (Good)
- 6 Honor. I must act as befitting one of my high station. (Lawful)

d6 Bond

- 1 One of my humanoid friends is guarding my treasure hoard while I travel.
- 2 I find humanoids most fascinating.
- 3 I seek revenge against a more powerful creature.
- 4 I have learned a secret clue to the location of a great treasure hoard.
- 5 Humanoids are weak, and need my protection.
- 6 I will prove to everyone that I am the wisest and most powerful.

d6 Flaw

- 1 All treasure is rightfully mine. All of it.
- 2 I find humanoids most delicious.
- 3 Those who insult me must submit or die.
- 4 Why tell the truth when a lie will suffice?
- 5 I put myself in harm's way to protect weaker creatures, which is just about everyone.
- 6 Everyone is beneath me. They should defer to my wishes.

LAIR

All dragons can establish a lair — a secure dwelling that holds the dragon's treasure hoard and shares some of the dragon's magic.

Your lair is an enclosed area no larger than a cube that is 1,000 feet on each side. You can only have one lair at a time. Work with the DM to determine the details of your lair.

Treasure Hoard. As you accumulate wealth, your magic begins to suffuse the lair. When the total gold piece value of all treasure in your lair reaches the amount shown on the table, you gain the listed benefits immediately. (The DM determines the gold piece value of any magic items, using the guidelines in the *DMG*.)

If the value of the treasure in your lair is below what is required for your current benefits for 7 consecutive days, your benefits decrease to those of the new treasure hoard total.

Treasure Hoard	Spells Known	Spell Level	Guardians	Guardian Max CR	Guardian Examples
100 gp	2	1	—	—	—
300 gp	2	2	—	—	—
1,000 gp	2	3	1	1	8 kobolds; 4 blink dogs; 1 giant eagle
3,000 gp	3	4	2	2	8 skeletons; 4 lizardfolk; 1 ogre
10,000 gp	3	5	3	4	8 swarms of insects; 4 specters; 1 bone naga
30,000 gp	3	6	4	6	12 orcs; 3 gelatinous cubes; 1 chimera
100,000 gp	4	7	5	8	4 gargoyles; 2 helmed horrors; 1 frost giant
300,000 gp	4	8	5	12	96 kobolds; 4 minotaurs; 1 archmage

LAIR SPELLS

When you are in your lair, on initiative count 20 (losing initiative ties), you can innately cast a lair spell that you know, without components. You may cast each spell an unlimited number of times each day, but you can't cast the same spell two rounds in a row.

Spells Known. Select your spells from the list below. By spending a day in your lair practicing and experimenting, you may replace a spell you know with a different one.

Spell Level. The table shows the level at which you cast all lair spells. You can't learn a lair spell higher than this level.

Duration. If the spell has a duration other than instantaneous, its duration changes to "until initiative count 20 on the next round." Lair spells don't require concentration.

Spellcasting Ability. Charisma is your spellcasting ability for lair spells. Your saving throw DC is 8 + your proficiency bonus + your Charisma modifier.

LAIR SPELL LIST

- 1st level.** *arms of Hadar, entangle, faerie fire, fog cloud*
- 2nd level.** *darkness, gust of wind, shatter, spike growth*
- 3rd level.** *daylight, sleet storm, stinking cloud, wind wall*
- 4th level.** *control water, Evard's black tentacles, hallucinatory terrain, ice storm, wall of fire*
- 5th level.** *cloudkill, flame strike, insect plague, wall of stone*
- 6th level.** *chain lightning, blade barrier, circle of death, wall of ice, wall of thorns*
- 7th level.** *fire storm, reverse gravity*
- 8th level.** *earthquake, incendiary cloud, sunburst, tsunami*

LAIR GUARDIANS

A dragon's lair attracts creatures, or groups of creatures, to guard it and perform other helpful tasks, like cleaning and maintenance. Such creatures may expect a share of your treasure, but they won't take the treasure outside of the lair, so it still counts towards your total treasure hoard. Work with the DM to determine what creatures are guarding your lair and what they expect of you.

Inside of your lair, guardians will defend each other, the lair, and your treasure hoard, with their lives if necessary. Outside of your lair, the guardians won't endanger themselves for you, but may be convinced to help you in other ways. Guardians don't like to travel very far from the lair, and always attempt to return to the lair before each long rest.

Guardians. The table shows how many guardians will inhabit your lair. Whenever you gain a new guardian, you may also replace a current guardian with a new one that could inhabit your lair.

Max CR. A guardian that is a single creature can't have a CR higher than the Max CR listed on the table, and it can't have more hit dice than you.

For a guardian that is a group of creatures, such as a tribe of kobolds, all creatures in the group must have identical game statistics. Each creature can't have a CR higher than the Max CR listed on the table divided by the number of creatures in the group. Each creature also can't have more hit dice than you. For example, a group of 12 orcs, each CR 1/2, counts as a single guardian of CR 6.

Examples. Each example represents one guardian of the Max CR.

