

AGE OF DRAGONS: DRACONIC PLAYER THEMED CONTENT



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ART CREDIT:

- Wizards of the Coast
- u/Polygraf
- u/Korborau
- Paizo Publishing



PATH OF THE DRAGON: BARBARIAN ARCHETYPE

The first warriors of this path were the dragonborn, who harnessed their draconic heritage into mighty strength. As time has passed, other warriors learned this path as well. Barbarians following the Path of the Dragon draw their power from their draconic blood, a draconic ancestor, a blessing from a dragon, or a spiritual connection to a dragon.

These Barbarians channel the power of dragons to destroy their foes. Their personality is often influenced by their draconic heritage or dragon that pushed them on this path. Among dragonborn, these barbarians are seen as champions of their clans while among non-dragonborn, this power can inspire fear, awe, or both.

PATH OF THE DRAGON

Barbarian Level	Features
3rd	Gift of the Dragon, Draconic Fury
6th	Draconic Presence
10th	Dragon Terror
14th	Dragon Flight

GIFT OF THE DRAGON

At 3rd level, your draconic affinity hardens your skin to protect the gaps between your armor and you gain a bonus to your armor class equal to half your proficiency bonus (rounded down). You cannot gain this bonus if you are wearing heavy armor.

You can speak, read, and write Draconic.

Additionally, you gain the power of one specific type of dragon from the table below. This choice determines the damage type of Draconic Fury.

GIFT OF THE DRAGON

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

DRACONIC FURY

Starting at 3rd level, when you enter a rage you can choose to breathe elemental energy over one melee weapon. Your weapon attacks deal additional damage equal to the table below. The damage type is determined by your Gift of the Dragon. This benefit lasts until the end of your rage, at which point the energy lingering on your weapon fades.

DRACONIC FURY

Barbarian Level	Damage
3rd	1d4
5th	1d6
9th	1d8
13th	1d10
17th	1d12

DRACONIC PRESENCE

At level 6, others can sense your growing draconic connection. You gain proficiency in the Intimidation skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses Intimidation.

In addition, you gain resistance to the damage type from your Gift of the Dragon.

DRAGON TERROR

Beginning at 10th level, you can use your action to frighten enemies around you. Choose any creatures that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. If the creature succeeds on its saving throw or is no longer frightened, you can't use this feature on that creature again for 24 hours.

DRAGON FLIGHT

At 14th level, when you enter a rage, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. They last until your rage ends or you dismiss them on your turn.

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





DRAGON DOMAIN: CLERIC DOMAIN

Gods of dragons - including Bahamut, Tiamat, Faluzure, Io, and various lesser deities - are few compared to other gods but inspire fear and awe from many. Their followers are mighty dragons or more mortal servants such as dragonborn, kobolds, lizardfolk, or others that revere the legendary dragon gods. In particular, Bahamut and Tiamat both have a strong following of non-draconic worshippers. Devotees of the Platinum Dragon, king of metallic dragons, spread their god's ideals of justice, compassion, and goodness. Meanwhile, worshippers of the evil Dragon Queen, mother of chromatic dragons, revel in her greed and need to elevate dragons above all others. Clerics of the dragon gods glorify the power of dragons, while seeking to assist and protect the dragons their god favors.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

DRACONIC BLESSING

From 1st level, your god bestows you with the blessing of the mighty dragons. You can read, write, and speak Draconic.

Also, choose from a Dragon Type from Draconic Blessing table. The damage type, breath weapon and color associated with each dragon is used by features you gain later.

DRAGON DOMAIN SPELLS

Cleric Level	Spells
1st	<i>absorb elements, chromatic orb</i>
3rd	<i>darkvision, dragon's breath</i>
5th	<i>fear, protection from energy</i>
7th	<i>elemental bane, polymorph</i>
9th	<i>dominate person, legend lore</i>

DRACONIC BLESSING TABLE

Level	Damage Type	Breath Weapon
Black	Acid	5 by 60 ft. line (Dex Save)
Blue	Lightning	5 by 60 ft. line (Dex Save)
Brass	Fire	5 by 60 ft. line (Dex Save)
Bronze	Lightning	5 by 60 ft. line (Dex Save)
Copper	Acid	5 by 60 ft. line (Dex Save)
Gold	Fire	30 ft. cone (Dex Save)
Green	Poison	30 ft. cone (Con Save)
Red	Fire	30 ft. cone (Dex Save)
Silver	Cold	30 ft. cone (Con Save)
White	Cold	30 ft. cone (Con Save)

CHANNEL DIVINITY: DRAGON WRATH

Starting at 2nd level, as an action, you can use your Channel Divinity to unleash a devastating exhalation of energy. Your Draconic Blessing determines the size, shape, and damage type of your breath weapon.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your Draconic Blessing. A creature takes $3d10 +$ your cleric level damage on a failed save, and half as much damage on a successful one.

LEGENDARY PROTECTION

Starting at 6th level, your deity rewards you with the fabled protection of their draconic children. You gain resistance to the damage type of your Draconic Blessing.

You can also extend your protection to others. When you cast *absorb elements*, you can choose a creature within 30 feet of you. They are also affected by your *absorb elements* spell.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the elemental destruction of dragons. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type of your Draconic Blessing. When you reach 14th level, the extra damage increases to 2d8.

SHOCK AND AWE

At 17th level, you can unleash a true dragon's roar that terrifies your enemies but inspires your allies. As an action, choose any creatures that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw against your Spell DC.

On a failed save, the creature becomes frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Shock and Awe for the next 24 hours.

Also, all friendly creatures within 30 feet of you can make their next attack with advantage or make a saving throw against one effect on themselves.



DRAGON KNIGHT: FIGHTER ARCHETYPE

Dragon Knights represent the pinnacle of dragonborn warriors. The fearsome dragonborn have always prized strength and Dragon Knights are the epitome of martial perfection. Through rigorous training, Dragon Knights fully tap into their draconic heritage to gain powers similar to that of true dragons. Dragonborn that become Dragon Knights are seen as the elite warriors of their clan and often become legendary heroes or famed dragonborn generals.

DRAGON KNIGHTS IN DIFFERENT SETTINGS

In my homebrew setting of Astoria, dragonborn were created by the god Bahamut to help free the mortal races from the tyranny of Tiamat's corrupted dragon overlords in ages past. Legend says that Bahamut trained the first Dragon Knights in mastering their ancestral potential. In Forgotten Realms, the dragonborn of the honorable Tymander kingdom prize Dragon Knights as exemplars of martial ability. In Eberron, Dragon Knights are mighty servants of the great dragons of Argonnessen.

NATURAL LEADER

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Intimidation, or Persuasion.

EMPOWERED DRAGON BREATH

Starting at 3rd level, your training has unlocked greater power from your draconic ancestry. You can use your Breath Weapon trait twice before a short rest. You gain an additional use at 7th, 10th, and 15th level.

The damage for your Breath Weapon increases to 3d6. The damage increases to 5d6 at 6th level, 7d6 at 11th level, and 9d6 at 16th level.

QUICKEN BREATH

At 7th level, you have mastered the ability to blend your swordplay with elemental destruction. When you use the attack action, you can use your Breath Weapon as a bonus action.

GREATER DRACONIC ANCESTRY

At 10th level, your deepened connection with your draconic heritage brings you improved toughness. You are immune to the damage type associated with your Draconic ancestry.

Your Dragon Breath also ignores resistance and treats immunity as resistance.



CAREFUL BREATH

Starting at 15th level, you can protect your allies from your draconic fury. When you use your Breath Weapon, you can choose a number of affected creatures equal to 1 + your Constitution modifier (minimum of one). The chosen creatures take no damage from your Breath Weapon.

Also, when you roll initiative and have no Breath Weapon uses remaining, you regain one use.

DRAGON LORD

At 18th level, you have tapped into ancient draconic magic of your ancestry and transform into a fabled Dragon Lord of legends. You gain the following benefits:

- You sprout draconic wings. With your wings, you have a flying speed equal to your movement speed. You cannot wear armor unless the armor is made to accommodate your wings.
- Your Breath Weapon grows in magnitude. If your Breath Weapon is a cone, the range extends to 30 feet. If your Breath Weapon is a line, the range extends to 60 feet.

THE ELDER WYRM: WARLOCK OTHERWORDLY PATRON

Your patron is an elder wyrm, one of the most powerful entities in the world. Elder wyrms are ancient dragons that witnessed the rise and fall of civilizations, defeated numerous draconic rivals, and slain countless would-be dragon slayers. Beings of incredible knowledge and magical power, these ancient dragons

sometimes bestow a spark of their majesty to mere mortals. Each elder wyrm's motives and goals are individual as the next, but some choose mortal servants to discover ancient treasure, recover lost knowledge, or defeat upstart rivals.

Examples of elder wyrms include Ashardalon, Cyan Bloodbane, Daurgothoth, Klauth, Larendrammagar, and even the dragon gods themselves: Bahamut, Tiamat, and many others.



EXPANDED SPELL LIST

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

ELDER WYRM EXPANDED SPELLS

Spell Level	Spells
1st	<i>absorb elements, chromatic orb</i>
3rd	<i>dragon's breath, locate object</i>
5th	<i>elemental weapon, protection from elements</i>
7th	<i>leomund's secret chest, polymorph</i>
9th	<i>geas, legend lore</i>

ELDER WYRM FAVOR

At 1st level, you can speak, read, and write Draconic.

You also gain the power of your dragon patron from the table below. This choice determines features you later receive.

ELDER WYRM FAVOR

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

ATYPICAL ELDER WYRM PATRONS

Depending on the setting, there might other ancient dragons that can serve as a patron that do not appear on the Elder Wyrms Favor table. For darker patrons such as shadow dragons, the damage type of their favor is **necrotic**. A warlock could also make a pact with Bahamut's celestial dragons or the Platinum Dragon himself. Celestial wyrms favor **radiance** as their damage type. For warlocks pledging themselves to Tiamat or her wyrm servants, they can choose which chromatic dragon favor to receive.

DRACONIC DESTRUCTION

At 1st level, you gain the ability to channel your patron's draconic energy to strengthen your magic or weapons. You have a pool of d6s that you spend to fuel this destruction. The number of dice in the pool equals 1 + your warlock level.

As a bonus action, you can add elemental power to one damage roll of a spell or weapon attack, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add them together, and deal damage equal to the total. The damage type is determined by your Elder Wyrms Favor.

Your pool regains all expended dice when you finish a long rest.

ELEMENTAL EMPOWERMENT

Starting at 6th level, when you use Draconic Destruction or cast a spell that deals damage of the type associated with your Elder Wyrms Favor, you can add your Charisma modifier to one damage roll. You also have resistance to the damage type of your Elder Wyrms Favor.

LEGENDARY RESILIENCE

Starting at 10th level, as your usefulness grows, your patron helps protect you from all threats, including your patron's draconic rivals. You have advantage against being frightened.

Additionally, if you fail a saving throw, you can choose to succeed instead. Once you use this feature, you can't use it again until you finish a long rest.



NEW ELDRITCH INVOCATION

ELEMENTAL BLAST

Prerequisite: The Elder Wyrms

When you cast *eldritch blast*, you can change the damage type from force to the damage type associated with your Elder Wyrms Favor.

ASPECT OF THE DRAGON

Starting at 14th level, you can assume the form of a humanoid dragon that reflects the appearance of your patron. As a bonus action, your body transforms and you gain the following benefits:

- You grow draconic wings and gain a fly speed equal to your movement speed
- You gain immunity to the damage type of your Elder Wyrms Favor
- As an action, you can exhale energy of your Elder Wyrms Favor in a 30-foot cone. Each creature in that area must make a Dexterity saving throw, taking 10d6 damage of the chosen type on a failed save, or half as much damage on a successful one. Once you use this ability, you cannot use it again until your next transformation

Your dragon form lasts for up to 1 minute. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

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



RACIAL FEATS FOR DRAGONBORN

GREATER DRAGONBORN BREATH

Prerequisite: Dragonborn

Your draconic breath weapon is even more fearsome than that of your kin. You gain the following benefits:

- You increase your Strength, Constitution, or Charisma by 1, to a maximum of 20
- The damage die for your Breath Weapon increase to d8 instead of d6. You also add your Constitution modifier to the damage roll.

Depending on your Draconic Ancestry, you also gain the following benefit:

- **Black/Copper:** Your acid burns your foes' faces causing blinding pain. Creatures that fail the saving throw against your Breath Weapon are also blinded until the end of your next turn.
- **Blue/Bronze:** Your lightning causes bolts of electricity to spark out at nearby enemies. Choose a number of creatures equal to your Constitution modifier (minimum of one) within 15 feet of any creatures affected by your initial Breath Weapon. Those creatures are also affected by your Breath Weapon.
- **Green:** Your poison is noxious enough to cause agonizing sickness in others. Creatures that fail the saving throw against your Breath Weapon spend their next action that turn in pain and unable to take any other action. Creatures immune to poison are not affected.
- **Red/Gold/Brass:** Your fire leaves lingering flames on its victims. Creatures that fail the saving throw against your Breath Weapon take fire damage at the start of their next turn equal to your Breath Weapon damage, and then the flames burn out.
- **White/Silver:** Your cold freezes enemies in their path. Creatures that fail the saving throw against your Breath Weapon are restrained until the end of your next turn.

DRAGON WINGS

Prerequisite: Dragonborn

Your draconic ancestry is more powerful than most and you sprout draconic wings. With your wings, you have a flying speed of 30 feet if you aren't wearing heavy armor and aren't exceeding your carrying capacity.

HURL BREATH

Prerequisite: Dragonborn

You mastered your draconic breath to propel it over a short distance to explode in fiery destruction. You gain the following benefits:

- You increase your Strength, Constitution, or Charisma by 1, to a maximum of 20
- You can expend a use of your Breath Weapon trait to create an orb of deadly energy that you direct to a point you choose within 60 feet away. The orb explodes and each creature in a 15-foot-radius Sphere centered on that point must make a saving throw against your Breath Weapon.

HYBRID ANCESTRY

Prerequisite: Dragonborn

Your bloodline is unique among Dragonborn. You gain the following benefits:

- You increase your Strength, Constitution, or Charisma by 1, to a maximum of 20
- Pick another type of dragon from the Draconic Ancestry table. You gain an additional resistance and breath weapon option as determined by the dragon type.

DRAGONBORN RACE VARIANT

Dragonborn are weaker mechanically than the average race. Per your DM's discretion, you can gain the following features in addition to the race's core features presented in the **Player's Handbook**:

- **Draconic Vision:** Like true dragons, you 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.
- **Draconic Presence:** You gain proficiency in either the Intimidation or Persuasion skill.