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DRACONICA

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CHAPTER 1 BRAVE NEW WORLD

AS YOU STEP THROUGH THE DENSE FOG, THE WORLD around you fades away, replaced by a vast expanse of swirling clouds and glimmering scales. You are in the realm of the dragons now, and you can feel the weight of their ancient power bearing down upon you.

In the distance, you can make out the jagged peaks of the Dragon Eyrie, towering above the clouds like a monument to the gods themselves. It is said that the dragons who call this place home are the most powerful beings in all of Draconica, and that they hold sway over the very fabric of reality.

As you approach the mountain, you can see the outlines of massive dragons circling overhead, their scales glittering in the eternal twilight. They are the guardians of the Dragon Eyrie, charged with protecting the realm from any who would seek to enter without the dragons' blessing.

At the foot of the mountain, a great gate looms before you, its ancient stone etched with draconic symbols that pulse with an otherworldly light. As you approach, a figure materializes from the shadows, a towering dragon with scales as black as the night sky.

"I am N'zothar, gatekeeper of the Dragon Eyrie," the dragon booms, its voice echoing across the mountain. "Who comes before me, and what is your business here?"

You explain that you seek entrance to the realm, and that you wish to learn the secrets of the dragon

deities. N'zothar regards you for a long moment, its eyes flashing with an inner fire.

"Very well," it says at last. "But be warned: the Dragon Eyrie is not a place for mortals. If you seek to tread these hallowed halls, you must be prepared for what lies ahead."

With that, the gate slowly swings open, revealing a spiral staircase that winds its way up the mountain's flank. You take a deep breath and begin the climb, wondering what mysteries await you at the top.

WHAT IS THIS BOOK?

This ancient tome is a treasure trove of knowledge for adventurers seeking to delve deeper into the mysteries of Draconica. Within its pages, you will discover new subclasses imbued with the power of the dragon deities, each offering unique abilities and playstyles for players to explore.

The Dragon Pantheon, a collection of powerful dragon deities who hold sway over the realm. Gaiaxus, the Earth Dragon of Stability, to Vorandros, the Obsidian Dragon of Death, each deity offers their followers a different path to power.

Draconica is an essential resource for anyone seeking to unlock the full potential of their dragon-based character. So take up your quill and prepare to delve into the ancient secrets of Draconica.

REALM OF THE DIVINE DRAGONS

Though wizards work wonders with their Art, and adventurers take their fates into their own hands, it is on the dragon gods that most folk in Draconica depend when they have need. The dragon gods play a role in the lives of nearly everyone, from the mightiest lord to the meanest urchin. The various races of Draconica! worship their pantheons, which remain largely the same from region to region, with different cultures and societies emphasizing some deities over others.

However, despite these differences, all agree on one thing: dragons are the most powerful and important beings in the world.

The religion of Draconica is centered around the Dragon Pantheon, a collection of powerful dragon deities who are worshipped and revered by the people of the realm. Each deity represents a different aspect of dragonkind, from the fiery might of Valdorath to the wisdom and knowledge of Luminara.

But the worship of these deities is not limited to mere prayer and offerings. In Draconica, it is believed that the dragons themselves are the embodiment of divine power, and that by emulating their behavior and seeking their favor, one can become closer to the divine.

As such, many religious practices in Draconica involve the emulation of dragon behavior, such as mimicking their hunting techniques or practicing draconic martial arts. These practices are seen as a way of demonstrating respect and reverence for the dragon deities, and are often seen as a path to power and enlightenment.

Of course, not all who worship the dragon deities do so for purely spiritual reasons. Many seek their favor in order to gain power or protection, and there are those who even use their connection to the dragons to gain political or military advantage.

Despite these varying motives, however, the worship of the dragon deities remains a central aspect of life in Draconica. Whether one seeks power, enlightenment, or simply the blessings of the dragons, the religion of Draconica offers a path to achieve one's goals through the divine power of the dragons.

WHAT HAPPENS WHEN YOU DIE?

In Draconica, it is believed that when a mortal being dies, their soul is brought to the Dragon Eyrie by a powerful dragon deity. This realm is said to be the resting place of all dragonkind, and only those

deemed worthy by the dragons themselves are allowed entry.

As described in the previous section, the Dragon Eyrie is a place of immense power, where the dragons who call it home hold sway over the very fabric of reality. As such, it is believed that the souls of the dead are judged by these dragons, who weigh their deeds and actions in life to determine their ultimate fate.

For those who are deemed worthy, the Dragon Eyrie offers the promise of eternal rest and peace. Their souls are said to become one with the dragons themselves, transcending mortality and joining the ranks of the divine.

However, for those who are found wanting, the Dragon Eyrie offers a very different fate. It is said that those who are deemed unworthy by the dragons are condemned to an eternity of suffering and torment, their souls forever trapped in a state of agony and despair.

Of course, the true nature of what happens when one dies in Draconica remains shrouded in mystery. It is said that only the most powerful dragons truly understand the nature of the afterlife, and that even they keep their secrets closely guarded.

As a Dungeon Master, you may choose to explore the concept of the afterlife in your campaign, using the lore and beliefs of Draconica to create a unique and intriguing world for your players to explore. Whether your players seek to uncover the secrets of the Dragon Eyrie or simply wish to navigate the dangers of the mortal realm, the afterlife in Draconica offers endless possibilities for adventure and intrigue.

Regenerate respons

DRAGON EYRIE

The Dragon Eyrie is a mysterious and awe-inspiring location in Draconica, a vast mountain island shrouded in swirling clouds and guarded by powerful dragon deities. This location is believed to be the heart of dragonkind, the resting place of the most powerful and ancient dragons in the realm.

The island itself is a marvel of natural beauty and wonder, a place where towering mountains and cascading waterfalls give way to deep valleys and winding rivers. The flora and fauna of the Dragon Eyrie are equally impressive, with dense forests, sprawling meadows, and exotic creatures found nowhere else in the world.

At the center of the island stands the mountain for which it is named, the Dragon Eyrie itself. This vast peak is eternally shrouded in frost and surrounded by

wispy clouds, making it a daunting sight even for the bravest adventurers.

It is said that the Dragon Eyrie is home to the most powerful dragons in all of Draconica, and that these deities hold sway over the very fabric of reality itself. The dragons who call this place home are the guardians of the Dragon Eyrie, charged with protecting the realm from any who would seek to enter without their blessing.

For those who seek to enter the Dragon Eyrie, the journey is fraught with danger and uncertainty. The dragons who guard the realm are fierce and powerful, and only those who are deemed worthy by their divine judgment are allowed to pass. But for those who are brave enough to face the trials ahead, the Dragon Eyrie offers the promise of immense power and knowledge, the likes of which can only be found in the realm of the dragons.

DRACONICA PANTHEON

Greater Dragon Deity	Domain	Alignment
Aetharion	Sky and Storms	Chaotic Good
Gormyth	Time and History	Neutral
Nyxora	Night and Shadows	Chaotic Neutral
Sylphera	Nature and Life	Neutral Good
Drakaelius	Fire and Fury	Lawful Neutral
Kalzorath	Ice and Death	Chaotic Evil

These greater dragon deities each represent a different aspect of the natural world and offer their followers a path to power and enlightenment. Aetharion, the Dragon of the Sky and Storms, embodies the chaotic power of the elements. Gormyth, the Dragon of Time and History, watches over the flow of history and the fate of nations. Nyxora, the Dragon of Night and Shadows, holds the secrets of the darkness and the mysteries of the unknown. Sylphera, the Dragon of Nature and Life, offers the promise of renewal and growth. Drakaelius, the Dragon of Fire and Fury, embodies the power of destruction and the might of war. And Kalzorath, the Dragon of Ice and Death, brings the promise of eternal rest and the icy embrace of the grave.

These dragons are revered and worshipped by the people of Draconica, each offering a different path to power and enlightenment. Their influence can be felt in every corner of the realm, from the tallest mountains to the deepest oceans.

Lesser Dragon Deity	Domain	Alignment
Krynthia	Ice and Winter	Chaotic Good
Valtorax	Metal and Machinery	Lawful Neutral
Auranthia	Sun and Light	Lawful Good
Erebus	Darkness and Fear	Chaotic Evil
Calantha	Nature and Growth	Neutral Good
Zephyros	Wind and Movement	Chaotic Neutral
Nalathar	Water and Tides	Neutral
Vorandros	Obsidian and Corruption	Chaotic Evil
Gaiaxus	Earth and Stability	Lawful Good
N'zothar	Death and Undeath	Lawful Evil

These lesser dragon deities offer a more focused domain of power and influence compared to the Greater Dragon Deities of Draconica. Krynthia, the Dragon of Ice and Winter, embodies the power of cold and the beauty of the frozen wastelands. Valtorax, the Dragon of Metal and Machinery, represents the innovation and progress of technological advancement. Auranthia, the Dragon of Sun and Light, embodies the warmth and life-giving power of the sun. Erebus, the Dragon of Darkness and Fear, brings the terror of the unknown and the horrors of the night. Calantha, the Dragon of Nature and Growth, represents the harmony of the natural world and the promise of new beginnings. Zephyros, the Dragon of Wind and Movement, embodies the power of travel and the freedom of the open air. Nalathar, the Dragon of Water and Tides, represents the ebb and flow of the seas and the power of the unknown depths. Vorandros, the Dragon of Obsidian and Corruption, brings the promise of power and the corruption of the soul. Gaiaxus, the Earth Dragon of Stability, represents the grounding power of stability and the promise of a solid foundation. And N'zothar, the Dragon of Death and Undeath, embodies the inevitability of the end and the power of the afterlife.

These dragons are revered and worshipped by the people of Draconica, each offering a different path to power and enlightenment. Whether one seeks the icy power of Krynthia or the life-giving warmth of Auranthia, the lesser dragon deities offer a diverse array of domains to explore and master.



CHAPTER 2

CHARACTER OPTIONS

THE PROCESS OF CREATING A CHARACTER IN *DUNGEONS and Dragons* is an exciting one, allowing you to build the adventurer of your dreams. With the multitude of options available in the rule book, you can create a character that embodies your vision and play style. However, the options presented in the core rule book are just the beginning.

This chapter expands upon those options, introducing new character concepts and paths to power. With these additional options, you can create characters that are even more unique and exciting, with abilities and features that set them apart from others.

From new races and subclasses to feats and spells, this chapter offers a wealth of new options to choose from. Whether you want to play as a cunning dragonborn rogue, a powerful paladin devoted to the dragon deities, or a spell-slinging sorcerer with a mastery of dragon magic, the options presented in this chapter make it all possible.

By combining these new options with those in other rule books, the possibilities for character creation become virtually endless. You can create a character that is truly your own, with abilities and features that reflect your play style and vision for the character.

So, whether you're a veteran player looking to try something new, or a newcomer looking to build your first character, the options presented in this chapter will give you the tools you need to bring your adventurer to life.

RULES TO REMEMBER

A few rules in the core rulebooks sometimes trip up a new player or DM. Here are some of those rules. Keeping them in mind will help you interpret the options in this book.

RESISTANCE AND VULNERABILITY

Here's the order that you apply modifiers to damage: (1) any relevant damage immunity, (2) any addition or subtraction to the damage, (3) one relevant damage resistance, and (4) one relevant damage vulnerability. Even if multiple sources give you resistance to a type of damage you're taking, you can apply resistance to it only once. The same is true of vulnerability.

PROFICIENCY BONUS

If your proficiency bonus applies to a roll, you can add the bonus only once to the roll, even if multiple things in the game say your bonus applies. Moreover, if more than one thing tells you to double or halve your bonus, you double it only once or halve it only once before applying it. Whether multiplied, divided, or left at its normal value, the bonus can be used only once per roll.

BONUS ACTION SPELLS

If you want to cast a spell that has a casting time of 1 bonus action, remember that you can't cast any other spells before or after it on the same turn, except for cantrips with a casting time of 1 action.

CONCENTRATION

As soon as you start casting a spell or using a special ability that requires concentration, your concentration on another effect ends instantly.

TEMPORARY HIT POINTS

Temporary hit points aren't cumulative. If you have temporary hit points and receive more of them, you don't add them together, unless a game feature says you can. Instead, you decide which temporary hit points to keep.



art: mrdjourn

ARTIFICER

In Draconica, the art of crafting magical objects is not limited to mortal wizards and craftsmen. The dragons themselves are renowned for their mastery of arcane technology, and many artificers in the realm draw inspiration from the draconic traditions.

These artificers, known as Draconic Artificers, use their knowledge of the ancient ways of the dragons to imbue their creations with the power and majesty of the great beasts. Whether they are crafting powerful weapons, imbuing constructs with life, or even creating new life forms from scratch, Draconic Artificers are a force to be reckoned with in Draconica.

Like their mortal counterparts, Draconic Artificers are defined by their inventive nature and their ability to see magic as a complex system waiting to be decoded and controlled. However, unlike other artificers, they draw upon the wisdom and traditions of the dragon deities to create objects of immense power and beauty.

Using rare and exotic materials like dragon scales, arcane gems, and ancient metals, Draconic Artificers create objects that are not only beautiful, but also imbued with the raw power of the dragons themselves. From weapons that can cut through stone like butter to constructs that can breathe fire, the creations of a Draconic Artificer are truly awe-inspiring.

Of course, mastering the art of Draconic Artifice is no easy task. It requires a deep understanding of the arcane, as well as a strong connection to the dragon deities themselves. Only those who are truly worthy can hope to master this ancient craft and join the ranks of the greatest artificers in Draconica.

So, if you are looking to create a character that is truly unique and powerful, consider the path of the Draconic Artificer. With its rich traditions and awe-inspiring creations, it is a path that is sure to impress and amaze your fellow adventurers.

ARTIFICER SPECIALISTS

At 3rd level, an artificer gains the Artificer Specialist feature, which offers you the choice of a subclass. The following options are available to you when making that choice:

Draconic Artificer. This subclass draws upon the ancient traditions and power of the dragon deities to create objects of immense power and beauty. With access to rare and exotic materials and the wisdom of the dragons, Draconic Artificers are truly awe-inspiring creators.



DRACONIC ARTIFICER

Draconic Artificers combine their mechanical aptitude with their fascination with dragonkind to create powerful magic-infused items that harness the power of dragons. Through the study of ancient tomes and the examination of dragon remains, Draconic Artificers seek to unlock the secrets of dragon magic and create devices that emulate their power.

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

DRACONIC ARTIFICER SPELLS

You always have certain spells prepared after you reach particular levels in this class, as shown in the Draconic Artificer table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Artificer Level	Spells
3rd	Chromatic Orb, Absorb Elements
5th	Dragon's Breath, Heat Metal
9th	Elemental Weapon, Protection from Energy
13th	Control Water, Stoneskin
17th	Conjure Elemental, Investiture of Flame

DRACONIC SCHEMATICS

Starting at 3rd level, you gain access to a set of Draconic Schematics that allow you to create magic-infused items with draconic power. These schematics grant you the ability to imbue your creations with the power of a particular dragon type, adding an additional effect based on that dragon's breath weapon damage type.

Each time you gain a level in this class, you can choose one additional Draconic Schematic to add to your collection. The maximum number of Draconic Schematics that you can know is equal to your Intelligence modifier (minimum of 1).

Draconic Schematic	Additional Effect	Dragon Breath Type
Draconic Armor	Resistance to dragon breath damage	Any
Draconic Weapon	Extra damage equal to artificer's Intelligence modifier (minimum of 1)	Any
Draconic Tool	Grants the ability to manipulate and control one aspect of the corresponding dragon type's natural environment (e.g., controlling fire for a red dragon)	Corresponding dragon type
Draconic Gadget	Creates a magical item with a unique effect based on the corresponding dragon type's abilities (e.g., wings that grant flight for a blue dragon)	Corresponding dragon type

DRACONIC INFUSION

Starting at 5th level, you can use your knowledge of dragon magic to infuse your magic-infused items with the essence of dragonkind. You can imbue one of your creations with a limited version of a dragon's breath weapon, allowing the item to deal additional damage of that type when used.

You can use this ability once per short or long rest, and the infused item retains its properties until the next time you use this ability.

DRACONIC WARDING

At 9th level, you gain the ability to imbue a creature with draconic energy, providing them with resistance to a specific type of damage associated with a dragon. As an action, you can touch a willing creature and imbue them with this warding, which lasts for 8 hours or until it is used.

The creature gains resistance to the type of damage associated with the dragon whose energy you channel. For example, if you channel the energy of a red dragon, the creature gains resistance to fire damage. You can use this ability a number of times equal to your Intelligence modifier (minimum of once), regaining all uses after finishing a long rest.

DRAGON'S FURY

At 15th level, you gain the ability to unleash a devastating attack that channels the raw power of dragonkind. As an action, you can expend a use of your Draconic Infusion ability to channel the energy of a dragon's breath weapon into a single attack.

You choose a target within 30 feet and make a ranged spell attack against them. On a hit, the target takes damage equal to 8d6 plus your Intelligence modifier (minimum of 1) of the type associated with the dragon whose energy you channel. You can use this ability once per long rest.

BARBARIAN

Barbarians are fierce warriors who rely on their primal instincts and raw physical power to overcome their foes. Some barbarians, however, have a special connection to the dragons that inhabit the wilds they call home. These dragon-touched warriors tap into the power of the dragons, channeling their fury and their elemental energy into their attacks.

Through a combination of intense training and innate draconic magic, these barbarians become a force to be reckoned with on the battlefield. With each rage, they grow stronger and more in tune with the power of the dragons, becoming a whirlwind of destruction that leaves their enemies battered and broken.

PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Path of Dragons

PATH OF DRAGONS

The Path of Dragons is a primal path for barbarians who have tapped into the raw power and fury of the dragons. These barbarians have a deep connection with these ancient creatures and channel their essence to enhance their combat abilities.

DRAGONIC HERITAGE

Starting at 3rd level, you gain a powerful connection to the dragons. You gain resistance to the damage type associated with your chosen dragon totem as described in the Draconic Totem table below. In addition, you gain proficiency in one of the following skills of your choice: Arcana, History, or Intimidation.

DRAGONIC FURY

At 6th level, your connection with the dragons grows stronger, allowing you to unleash your fury in battle. When you enter a rage, you gain temporary hit points equal to your Constitution modifier (minimum of 1). In addition, your melee attacks deal extra damage equal to your Strength modifier (minimum of 1) of the damage type associated with your chosen dragon totem.

DRAGONIC PRESENCE

Starting at 10th level, your presence becomes imbued with the essence of your chosen dragon totem. You gain advantage on Charisma checks made against creatures of the same type as your chosen dragon totem (e.g., dragons, reptilian humanoids,

etc.). In addition, you can use a bonus action to roar like your chosen dragon totem, causing all creatures within 30 feet of you to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength or Constitution modifier, whichever is higher) or become frightened until the end of your next turn.

DRAGONIC TRANSFORMATION

At 14th level, you can channel the full power of your chosen dragon totem, transforming into a draconic form. As an action, you can spend one use of your rage to transform into a dragon for one minute. Your size becomes Large, and you gain wings and a breath weapon based on your chosen dragon totem, as described in the Draconic Totem table below.

Once the transformation ends, you can't use it again until you finish a long rest.

DRAGONIC TOTEM

When you choose the Path of Dragons at 3rd level, you must choose a totem dragon spirit type. Your totem dragon determines the damage type of your draconic heritage and your draconic transformation, as well as the type of breath weapon you gain during your transformation. The Draconic Totem table lists the totem dragons available to you and their associated damage types and breath weapons.

Totem Dragon	Spirit Type	Breath Weapon
Black	Acid	5 by 30 ft. Line (Dex. Save)
Blue	Lightning	5 by 30 ft. Line (Dex. Save)
Brass	Fire	5 by 30 ft. Line (Dex. Save)
Bronze	Lightning	5 by 30 ft. Line (Dex. Save)
Copper	Acid	5 by 30 ft. Line (Dex. Save)
Gold	Fire	15 ft. Cone (Dex. Save)
Green	Poison	15 ft. Cone (Con. Save)
Red	Fire	15 ft. Cone (Dex. Save)
Silver	Cold	15 ft. Cone (Con. Save)
White	Cold	15 ft. Cone (Con. Save)

The damage type of your draconic heritage, your draconic transformation, and your breath weapon is determined by your totem dragon. When using your breath weapon, creatures within its area of effect must make a saving throw as indicated in the Draconic Totem table. The DC of the saving throw is equal to 8 + your proficiency bonus + your Constitution modifier.

CLERIC

Clerics are divine spellcasters who channel the power of their gods to work miracles and heal the wounded. However, not all clerics worship benevolent deities. Some are drawn to the power of dragons, and dedicate themselves to serving these fearsome creatures as their divine patrons. These clerics draw upon the elemental power of dragons to heal their allies and vanquish their foes, and are known as Draconic Clerics of the Draconic Domain.

At 1st level, Draconic Domain Clerics gain access to unique spells and abilities that reflect their draconic heritage. As they gain experience and grow in power, they unlock even more potent abilities that allow them to harness the elemental might of dragons to smite their enemies and protect their allies.

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

DRACONIC DOMAIN SPELLS

At 1st level, Draconic Domain Clerics gain access to a special set of spells that are unique to their domain. These spells allow them to tap into the power of dragons and harness their elemental energy to achieve their divine purposes.

Cleric Level	Spells
1st	Burning Hands, Chromatic Orb
3rd	Dragon's Breath, Lesser Restoration
5th	Elemental Weapon, Fear
7th	Control Water, Elemental Bane
9th	Control Winds, Maelstrom

ELEMENTAL HERITAGE

At 1st level, the Draconic Domain Cleric gains a damage resistance based on their chosen totem dragon. Additionally, they gain proficiency in either the Intimidation or Persuasion skill.

CHANNEL DIVINITY: ELEMENTAL FURY

Starting at 2nd level, you can use your Channel Divinity to unleash a devastating blast of elemental energy upon your foes. When you use this ability, you choose one of the following damage types: acid, cold,

fire, lightning, or poison. All creatures within a 30-foot radius centered on you must make a Dexterity saving throw against your spell save DC. Those who fail take 2d6 damage of the chosen type, while those who succeed take half as much.

DRACONIC TRANSFORMATION

At 6th level, you can channel your draconic heritage to transform yourself into a powerful dragon-like creature. As an action, you can assume this form, which lasts for 1 minute. During the transformation, you gain a breath weapon attack and resistance to damage based on your chosen totem dragon.

Your breath weapon deals damage of the appropriate type and scales as you gain levels. It starts at 2d6 at 6th level and increases to 4d6 at 14th level. At 14th level, the range of the breath weapon increases to a 30-foot cone or 60-foot line, depending on the dragon.

You can use this ability once per long rest, making it a powerful tool for turning the tide of battle in your favor.

DRAGON'S BLESSING

At 8th level, you gain the ability to empower your allies with the blessings of the dragon. As an action, you can choose a number of creatures within 30 feet of you equal to your Wisdom modifier (minimum of one creature). Each creature gains resistance to damage of the same type as your chosen totem dragon for 1 minute.

You can use this ability once per long rest.

BREATH OF THE DRAGON

At 17th level, you gain the ability to unleash a powerful blast of elemental energy from your mouth. As an action, you can use your breath weapon to deal 10d6 damage of the appropriate type to all creatures within a 60-foot cone or 120-foot line, depending on the dragon. Creatures caught in the area of effect must make a Dexterity saving throw against your spell save DC. Those who fail take full damage, while those who succeed take half as much.

You can use this ability once per long rest.