

THE DRAGON SHAMAN

A POWERFUL, ELEMENTAL CLASS FOR THE WORLD'S GREATEST ROLEPLAYING GAME.

"NO, I WOULD NOT WANT TO LIVE IN A WORLD WITHOUT DRAGONS, AS I WOULD NOT WANT TO LIVE IN A WORLD WITHOUT MAGIC, FOR THAT IS A WORLD WITHOUT MYSTERY, AND THAT IS A WORLD WITHOUT FAITH. AND THAT, I FEAR, FOR ANY REASONING, CONSCIOUS BEING, WOULD BE THE CRUELEST TRICK OF ALL."

—R.A. Salvatore, Drizzt Do'Urden "Streams of Silver"

by JASON MENDELL



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast. ©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK All other original material in this work is ©2016 by Juan Marcano and published under the Community Content Agreement for Dungeon Masters Guild

DRAGON SHAMAN

Hgleaming, bronze dragonborn dashes through the entrance to the mine and into a group of kobolds. Swinging his gigantic warhammer, the bodies of half a dozen mongrels are sent careening through the air. Terror frozen on their faces, they have never experienced this type of raw power before.

Her hands reach over the face of the cliff, and the dwarf's massive arms easily launch her over to rejoin the battle. The wyvern's poison never even slows the powerful charge of this stocky challenger as she launches a javelin mid-run. Batting the attacking tail aside as she closes in on the magnificent beast, the nearby farmer paid well for his livestock's protection, and he would get his money's worth.

The first bolt from his heavy crossbow fired from the lip of the volcano gets its attention. The second gets its ire. However, the half-orc only laughs as the red dragon opens its ancient maw. Fire brewing at the back of the great red wyrm's throat, the chuckle turns into a challenging shout as he readies himself for the onslaught of flame. The dragon's breath would be a nice warm up before the real fight begins.

MIGHT OF THE DRAGONIC

Empires crumble, eons pass, and even gods wither and die, but dragons remain. Mortal but eternal, the face of true dragons weather the roll of the ages because of their unsurpassed might. Few creatures can match a dragon in its full fury, whether in a combat of arms or battle of wits. Dragon shamans recognize this fact and see true dragons as more than powerful beings. To a dragon shaman, the passing shadow of a dragon flying overhead isn't a sign that invokes fear. It's a blessing that reveals you to be in the presence of greatness.

Dragon shamans respect true dragons as power incarnate. Some worship wyrms, but most simply aspire to gain dragon powers for themselves. In assuming the abilities and likeness of a dragon, a dragon shaman seeks to emulate that might and embody that power within themselves.

ONE WITH WYRMS

The struggle to obtain the power of a true dragon is one fret with dangerous environments and malicious foes. This is why dragon shamans are few and far between in the world. Acquiring even a fraction of a connection to dragonkind is notoriously rare, but those who do accomplish this feat are truly blessed. Whether they delve into the depths of a long-lost citadel to parley with a gold dragon: treasure and loyalty for power. Or she combs through ancient lore and spellbooks in a grand library for some forgotten magic or arcane word of power to summon the spirit of an ancient wyrm from centuries past. Or he spends his last dime to track down a pittance of dragon blood to perform a profane ritual to imbibe him with terrible draconic traits. It is never easy. It is never truly safe. However, the strife is worth the reward.

Due to the drastic measures which are often taken to acquire their powers, most dragon shamans find themselves adventuring throughout the world. Their goals can be as simple as protecting the truly good against evil dragonkin or collecting treasure from bandits on the well-traveled roads. Often times, those who share magic with a dragon patron are sent on to complete tasks by that very same wyrm. The shaman will seek out lost draconic children or reclaim a powerful magical item. Those who obtain their power through non-bargaining means seek out to display their skills to any who will bear witness. This drive leads to great heroes and even worse villains.

CREATING A DRAGON SHAMAN

When creating a dragon shaman character, think about where your character comes from and his or her place in the world. Talk with your DM about an appropriate origin for your dragon shaman. Are you searching for rumored treasure among the local ruins? Or have you been motivated to come to a distant land to spread the tales of your greatness and display your abilities? Are you searching for a dragon whose name is but a whisper among the great scholars of your time?

Where are you from? Is it a tropical paradise with a vast cave housing a benevolent gold dragon? Is it a storm-ridden mountain range home to an army of kobolds that frequently raid the surrounding villages? Or do you hail from the frozen Northlands that is home to a tribe of treasure hunters that scour the glaciers for relics in icy tombs? Maybe you were the upstart hero of a tiny village in the plains of the Green Lands needing to stretch your wings and travel the wide world?

QUICK BUILD

You can make a dragon shaman quickly by following these suggestions. First, put your highest ability score the Strength, followed by Charisma. Second, chose the outlander background.

CLASS FEATURES

As a dragon shaman, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per level

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

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

PROFICIENCIES

Armor: Light & Medium Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Arcana, Athletics, Intimidation, Perception, Persuasion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a heavy crossbow and 20 bolts or (b) a spear or trident
- (a) a martial weapon and shield or (b) a two-handed martial weapon

- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) a dungeoneer's pack or (b) an explorer's pack

TOTEM DRAGON

Dragon Color	Damage/Immunity	Breath Weapon	Adaptation
Brass	Fire	5 by 30 ft line (Dex save)	<i>Speak with Animals</i>
Bronze/Blue	Lightning	5 by 30 ft line (Dex save)	<i>Water Breathing</i>
Copper/Black	Acid	5 by 30 ft line (Dex save)	<i>Spider Climb</i>
Gold/Red	Fire	15 ft cone (Dex save)	<i>Speak with Animals</i>
Green	Poison	15 ft cone (Con save)	<i>Locate Objects</i>
Silver/White	Cold	15 ft cone (Con save)	<i>Icewalker</i>

TOTEM DRAGON

You channel the powers of the mighty dragon to enhance key attributes that you possess. Choose one dragon type from the Totem Dragon table. You gain additional class skills based on the dragon you select as your totem.

MIGHT

At 1st level, the titanic power of ancient wyrms eliminates your burdens and enables you to power through physical attacks with ease. You can choose to utilize your Strength modifier in place of your Dexterity modifier for calculating your AC while wearing armor. Additionally, you double your carrying capacity.

Starting at 20th level, your body is granted supernatural might like the dragons you embody. Your Strength is increased by +4 and can go up to a maximum of 24.

DRAGONIC TRAITS

You channel the powers of mighty dragons to enhance key attributes that you possess.

At 1st level, the unshakable will of dragonkind pushes all terror away from your mind and makes you Fearless. You become immune to fear of all kinds: normal or magical.

At 4th level, the awe-inspiring Presence of dragonkind flows outward through your words. You gain advantage on Intimidation or Persuasion checks. You must choose one or the other when you obtain this ability.

At 7th level, the inherent Adaptation to the very force of nature your totem dragon exemplifies forever alters your place in the world. You gain resistance to the energy type associated with your totem dragon. See the Damage/Immunity column in the Totem Dragon table. If you have resistance to that damage type already, choose one other energy from the other damage types listed.

Additionally, you gain a special ability associated with your totem dragon. All special abilities are permanent and can be utilized at will. See the Adaptation column in the Totem Dragon table.

At 11th level, the unyielding Resolve that exists within all dragonkind fills your spirit. You gain immunity to paralysis and sleep effects.

At 15th level, the unassailable Immunity to Energy that varies between dragons covers your form. You gain immunity to the energy type associated with your totem dragon. See the Damage/Immunity column in the Totem Dragon table.

At 17th level, the unearthly Vigor that all dragonkind bask in keeps your physical shell uncracked. Your aging slows down dramatically, increasing your lifespan by 1,000 years.

SPELLCASTING

At 2nd level, you have learned to draw on arcane magic through your connection to dragonkind to cast spells as a sorcerer does. See the dragon shaman spell list at the end of the document.

PREPARING AND CASTING SPELLS

The Dragon Shaman table shows how many spell slots you have to cast your spells. To cast one of your dragon shaman spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of dragon shaman spells that are available for you to cast, choosing from the dragon shaman spell list. When you do so, choose a number of dragon shaman spells equal to your Charisma modifier + half your dragon shaman level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level dragon shaman, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell detect magic, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of dragon shaman spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your dragon shaman spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a dragon shaman spell you cast and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

THE DRAGON SHAMAN

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Totem Dragon, Might, Draconic Trait (<i>Fearless</i>)	-	-	-	-	-
2nd	+2	Spellcasting, Mark of the Dragon	2	-	-	-	-
3rd	+2	Draconic Pursuit, Influence Environment (Minor)	3	-	-	-	-
4th	+2	Ability Score Improvement, Draconic Trait (<i>Presence</i>)	3	-	-	-	-
5th	+3	Extra Attack, Fast Movement	4	2	-	-	-
6th	+3	Pursuit Feature	4	2	-	-	-
7th	+3	Draconic Trait (<i>Adaptation</i>)	4	3	-	-	-
8th	+3	Ability Score Improvement	4	3	2	-	-
9th	+4	Influence Environment (Moderate)	4	3	2	-	-
10th	+4	Pursuit Feature, Frightful Presence (10 ft)	4	3	3	-	-
11th	+4	Draconic Trait (<i>Resolve</i>), Mark of the Dragon (Energy Attack)	4	3	3	-	-
12th	+4	Ability Score Improvement	4	3	3	-	-
13th	+5	—	4	3	3	1	-
14th	+5	Pursuit Feature	4	3	3	1	-
15th	+5	Draconic Trait (<i>Immunity</i>), Influence Environment (Major)	4	3	3	2	-
16th	+5	Ability Score Improvement	4	3	3	2	-
17th	+6	Draconic Trait (<i>Vigor</i>)	4	3	3	3	1
18th	+6	Pursuit Feature	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Might (+4 Str), Frightful Presence (30 ft)	4	3	3	3	2

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can make a dragon shaman quickly by following these suggestions. First, put your highest ability score the Strength, followed by Charisma. Second, chose the outlander background.

MARK OF THE DRAGON

At 2nd level, the powerful life-force of dragonkind permeates through your veins. Your touch can deal elemental damage to creatures. The amount of damage your character can do to creatures is equal to your class level times five. This damage can be spent all at once or in concentrated bursts. When you use this feature, the target creature must make a Constitution DC save equal to your spellcasting ability save. On a successful save, the creature only takes half damage. See the Damage/Immunity column in the Totem Dragon table for the type of damage dealt.

Mark of the Dragon damage points regenerate after a long rest.

Beginning at 11th level, the elemental power that you exude is so potent that it is channeled through every blow. Whenever you hit with an unarmed strike or melee/thrown weapon, you deal an additional 1d8 elemental damage. The damage type of this ability is determined by your totem dragon. See the Damage/Immunity column in the Totem Dragon table.

DRAGONIC PURSUITS

At 3rd level, you choose a pursuit that your character dedicates his/her life. Choose Dragonformer, Dragonjumper (Dragoon), Dragonrider, or Dragonslayer, all detailed at the end of the class description. The pursuit you choose grants you features at 3rd level and again at 6th, 10th, 14th, and 18th level.

INFLUENCE ENVIRONMENT

At 3rd level, you begin to gain specific magical abilities determined by your totem dragon that shapes the area around you to your will. The first ability is a minor effect. At 9th level, you gain a moderate effect. At 15th level, you gain a major effect. These spells do not count towards your spell slots that you have for the day. Each of these spells can only be used once before requiring a long rest to restore their power.

- **Minor:** *Entangle* (Brass/Green), *Create or Destroy Water* (Bronze/Blue), *Grease* (Copper/Black), *Faerie Fire* (Gold/Red), *Fog Cloud* (Silver/White)
- **Moderate:** *Wall of Thorns* (Brass/Green), *Control Water* (Bronze/Blue), *Wall of Stone* (Copper/Black), *Wall of Fire* (Gold/Red), *Wall of Ice* (Silver/White)
- **Major:** *Control Plants* (Brass/Green), *Tsunami* (Bronze/Blue), *Earthquake* (Copper/Black), *Sunburst* (Gold/Red), *Control Weather* (Silver/White)

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

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

FAST MOVEMENT

Starting at 5th level, your speed increases by 10 feet while you are not wearing heavy armor.

FRIGHTENING PRESENCE

At 10th level, the frightful essence of dragonkind fuses with your soul. Your body emits an aura of fear that shakes the courage of all enemies that come close to you. All opponents within a radius of 10 feet become shaken for 1 minute. The effect is negated by a Wisdom save (DC is equal to 8 + your proficiency bonus + your Charisma modifier). A successful save indicates that the opponent is immune to your frightful presence for 24 hours.

At 20th level, this aura's radius increases to 30 ft.

DRAGONIC PURSUITS

Four pursuits are most prevalent when following the desires of the ancient wyrms. The passion for the abilities of dragonkind usually stems from vastly different goals: Ascension, mobile combat, partnership, or destruction.

DRAGONFORMER

The pursuit of a Dragonformer follows the path to becoming as close to a true dragon as humanly possible. Those who delve into this pursuit use magical energy to gain even more attributes that true dragons possess making themselves dragon incarnate.

DRAGONIC SCALES

Beginning when you chose this pursuit at 3rd level, your character starts the process of becoming more physically like a dragon by growing scales. You gain the ability to shrug off magical effects. You can your of your Charisma modifier (minimum of 1) to saving throws in which you are not proficient.

Additionally, when you fail to make a saving throw, you can use your reaction and choose to succeed instead. This ability can only be used again after a long rest.

BREATH WEAPON

Starting at 6th level, you can use your action to exhale destructive energy. Your totem dragon determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your totem dragon. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus. A creature takes 6d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 8d6 at 11th level and 10d6 at 16th level.

After you use your breath weapons, you can't use it again until you complete a short or long rest. Additionally, if your character already has a breath weapon of the same type, then the damage of your breath weapon goes up by an additional 1d6. The damage type for this ability is determined by your totem dragon. See the Damage/Immunity column in the Totem Dragon table.

ALTERNATE FORM

Starting at 10th level, you can utilize the dragonkind's ability to freely change their form. You can assume any animal or humanoid form of Medium size or smaller. This ability functions as the polymorph spell cast on themselves at its caster level. However, you do not acquire the hit points of the creature you have transformed into. Your hit points remain the same. You can assume this form for 1 hour. This ability does not towards your spell slots allotted for the day. A long rest must be completed before performing this action again.

DRAGONIC WINGS

Starting at 14th level, you grow a pair of wings that resemble those of your totem dragon. They allow flight at a speed of 60 feet (good maneuverability). You can even fly while carrying a medium load, though your fly speed drops to 40 feet in this case.

ENERGY AURA

Starting at 18th level, an aura of energy surrounds you and inflicts harm on those who would harm you. Any creature striking you with a natural attack or a nonreach melee weapon must make a Dexterity DC save. On a failed save, the creature is dealt elemental damage equal to 2d6. On a successful save, they take half damage. This damage type is determined by your totem dragon. See the Damage/Immunity column in the Totem Dragon table.

DRAGONJUMPER (DRAGOON)

The pursuit of a Dragonformer follows the path to becoming as close to a true dragon as humanly possible. Those who delve into this pursuit use magical energy to gain even more attributes that true dragons possess making themselves dragon incarnate.

DRAGONIC GAMBOL

Beginning when you chose this pursuit at 3rd level, your character gains the ability to perform jumps that defy the limitations of a mortal form. You gain the following benefits:

- Failing to move 10 feet before jumping no longer causes you to travel half the distance.
- Your standing high jumps have no limitation.
- Standing up from being prone no longer costs you any additional movement.

LANCER

Starting at 3rd level, you become specialized in the art of attacking with longer weaponry. You gain +2 to damage rolls for attacks made with the following weapons: Glaive, halberd, lance, pike, spear, and trident.

You can also utilize the versatile damage for a spear and trident when throwing these weapons. Finally, you do not suffer disadvantage from utilizing the long range of a thrown weapon.

DRAGON ARTS

Starting at 6th level, you gain access to specialized techniques that incorporate the high-flying combat style of this pursuit. They are as follows:

Gae Bulg. You can choose to jump into the air and dive down on top of a creature in an attempt to deliver a powerful downward strike. Using an action, make a standing high-jump check. After you reach the apex of the leap, you then can use a little bit of draconic magic to rocket yourself towards a foe that you can see within 30 feet. Make an attack roll. If successful, you deal an additional 1d6 damage per 10 feet traveled (rounded down) into the air. The minimum damage bonus for this ability is 1d6.

Gungir. You can choose to jump into the air and launch a weapon at an unsuspecting creature. Using an action, make a standing high-jump check. After you reach the apex of the leap, you can make a thrown attack with one of the weapons from your Lancer trait. Choose a creature within 60 feet of your location. You have advantage on this attack and it is treated as an automatic critical strike if it lands. The foe that is struck by this ranged attack has their speed reduced to 0 until the start of your next turn. After you make an attack, you can use a little bit of draconic magic to rocket yourself back to the ground. You can travel to any unoccupied spot within 30 feet of your location.

SLOW FALL

Beginning at 6th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your dragon shaman level.

DRAGONIC UPSURGE

Beginning at 10th level, the power of your jumping ability increases dramatically. You can choose to make a Strength (Athletics) check in place of your Strength modifier when making a jump. Whatever you roll is the distance you travel in feet.

POLE VAULTER

Beginning at 14th level, you gain double your proficiency bonus to any Athletic (Strength) checks made for jumping as long as you are wielding one of the weapons from your Lancer trait.

ADVANCED DRAGON COMBAT

Starting at 18th level, you can cast the *jump* and *levitate* spells as a bonus action.

Additionally, the travel distance for your Gae Bulg and Gungir techniques are doubled. This means that you can attack an enemy within 60 feet of you with Gae Bulg or move 60 feet after making an attack with Gungir.

Your regular thrown weapon and Gungir range is increased to 120 feet.

DRAGONRIDER

The pursuit of a Dragonrider is one of shared journey between you and dragonkind. Those who delve into this pursuit gain a draconic ally whose power grows with the dragon shaman.

PSEUDODRAGON FAMILIAR

Beginning when you choose this pursuit at 3rd level, you gain a pseudodragon familiar (the same color as your totem dragon) that aids you in combat and follows your commands. It functions just like the Find Familiar spell, except it can attack. If your pseudodragon dies, it will turn back into an egg and then hatch 8 hours later into another one. (See the Pseudodragon entry in the Monster Manual)

DRAGONRIDER ARMOR

Starting at 6th level, you learn a ritual that creates a magical bond between yourself and one armor. You can perform the ritual over the course of 1 hour, which can be done during a short rest. The armor must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

As long as the armor is on the same plane of existence as you, it can be instantly summoned to your body. This bond also grants you the effects of Feather Fall if you fall more than 5 feet and advantage to Wisdom (Animal Handling) checks made by you to control your dragon while wearing this armor. Additionally, your maximum Dexterity or Strength modifier increases by 2 (to 4) while calculating your AC when bonded to this armor.

You can have up to two bonded armors, but can summon only one at a time with your bonus action. If you attempt to bond with a third armor, you must break the bond with one of the other two.

WYVERN COMPANION

Starting at 10th level, the shared experience and power between you and your pseudodragon transforms that creature into a wyvern. This creature will serve as your mount, follow your commands, and shares the alignment of your totem dragon. Additionally, the telepathic link remains permanent and your touch attack can still be delivered through your new companion. If your wyvern dies, it will turn back into an egg and then hatch 8 hours later into another one.

This creature functions just like the Ranger Companion in the Beast Master Archetype. (See wyvern in the Monster Manual).

The companion obeys your commands as best as it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

The animal companion loses its Multiattack action. You cannot apply your proficiency bonus to any of the creature's attack or damage rolls.

EXPERT DRAGONRIDING

Starting at 14th level, the connection between you and your dragonkind creature becomes even stronger. The pair of your actions meld into perfect unison. While mounted and rolling the initiatives for both yourself and your companion, use the higher roll for both characters and ignore the other.

Additionally, you gain the Mounted Combatant feat and can utilize a bonus action to command your mount to Dash, Disengage, or Dodge.

TRUE DRAGON MOUNT

Starting at 18th level, the shared experience and power between you and your wyvern transforms that creature into a young true dragon that matches your totem dragon. You maintain your telepathic and touch attack connection. If your dragon dies, it will turn back into an egg and then hatch 8 hours later into another one.

This creature functions just like the Ranger Companion in the Beast Master Archetype. (See dragons in the Monster Manual)

The companion obeys your commands as best as it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

The animal companion loses its Multiattack action. Additionally, you cannot apply your proficiency bonus to any of the creature's attack or damage rolls.

DRAGONSLAYER

The pursuit of a Dragonslayer channels the abilities of the dragon to become their most feared adversary. Those who delve into this pursuit use the acquired abilities to seek out and destroy dragon-like creatures of all types.

ELDRITCH PROTECTION

Beginning when you choose this pursuit at 3rd level, you gain magical protection from harm much like true dragons. You gain resistance to piercing, bludgeoning, and slashing damage from non-magic weapons.

UNSEEN BY WYRMS

Starting at 6th level, you gain the ability to become harder to detect by dragons. Dragonkind and creatures that are at least one size category larger than you have disadvantage when it comes to Wisdom (Perception) and Intellect (Investigation) checks made to detect your character.

WEAK SPOT

Starting at 10th level, the will to destroy dragonkind and aptitude for hunting heavily armored foes makes your attacks more harmful to dragon-like and other tough creatures. When attacking a creature with natural armor, you can choose to ignore an amount of that creature's AC equal to your Charisma modifier.

DRAGON PIERCER

Starting at 14th level, your efficiency for dispatching dragonkind soars to a whole new level based on your experience with the creatures. Your critical strike range increases to 19-20. Additionally, you gain an additional damage die for critical hits versus dragonkind.

THE BIGGER THEY ARE

Starting at 18th level, you channel the titanic strength of dragonkind to enhance your strikes against larger foes. Your attacks with unarmed strikes, melee weapons, and thrown weapons deal an additional 1d12 damage against any creature at least one size category larger than your character.

DRAGON SHAMAN SPELLS

A list of spells that the dragon shaman can cast.

1ST LEVEL

Chromatic Orb
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
Feather Fall
Jump
Silent Image
Sleep

2ND LEVEL

Alter Self

Blindness/Deafness
Blur
Darkness
Darkvision
Detect Thoughts
Enhance Ability
Hold Person
Knock
Invisibility
Levitate
Mirror Image
See Invisibility
Suggestion

3RD LEVEL

Clairvoyance
Counterspell
Daylight
Dispel Magic
Fear
Fly
Haste
Major Image
Protection from Energy
Slow
Tongues

4TH LEVEL

Banishment

Confusion
Greater Invisibility
Hallucinatory Terrain
Polymorph
Stoneskin

5TH LEVEL

Animate Objects
Domniate Person
Legend Lore
Locate Creatures
Scrying
Seeming
Telekinesis