

THE DRAGON KNIGHT (5E)

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CREATED BY CHRISTOPHER RANKIN

# DRAGON KNIGHT

A horde of orcish barbarians fall one by one screaming as flashes of metal dart back and forth between them. When the dust settles a lone elven woman stands amongst the carnage.

A human grips his glaive in one hand. With his other hand he gently touches the pale blue crystal hanging from his neck. He closes his eyes for a moment to concentrate then flings his hand outward sending a fireball careening into a mass of skeletal warriors.

A gnome stands before a pair of hill giants. Next to her rests a hammer larger than she could ever hope to be but with a single movement of unnatural speed and strength she brings the weapon spinning over her head and then down to the ground sundering it under her opponent's feet and casting them into the abyss below.

## CHOSEN BY THE DRAGON GODS

Some individuals seek out greatness. Others are chosen for a higher purpose. Such is the case with Dragon Knights. These proud warriors are specially chosen by one of the divine dragons to receive a single drop of their blood. The arcane and divine essence of this gift manifests itself in various ways for different people but one thing that all these individuals have in common is that they can no longer go back to being ordinary.

## DIVINE PRESENCE ON THE BATTLEFIELD

Dragon Knights are exceptionally rare as the Platinum Dragon and the Chromatic Queen do not bestow their gifts lightly. When they appear, it is common for them to be an army unto themselves. There are many tales told throughout the land of warriors in shining, silvered armor wading into battle outnumbered hundreds to one. More still of stories of mysterious figures in hooded cloaks systematically dismantling an enemy formation without even moving a finger. Whatever the case may be, the life of a Dragon Knight is one often filled with a very special kind of loneliness. The divine blessing bestowed upon them marks them as outsiders. In the best case, they are held up as prophets or demigods. At worst, they are treated with mistrust and malice. Because of this, many do what they can to hide their blessing from those around them.

## CREATING A DRAGON KNIGHT

As you create your Dragon Knight, remember that, being a blessing from a dragon god, their abilities are likely extremely rare, if not unique in this world. What are your character's aspirations in life? How will the onset of this blessing effect those plans? Will they eagerly take up the call, or will they shy away from the responsibility?

While their power comes from one of the divine dragons, Dragon Knights are not beholden to their will and often fall into two categories. Some are reluctant and try to hide their new gifts from others, only using their powers when necessary. Others eagerly take up the call and seek out opportunities to prove their worth. In both cases, Dragon Knights will find great value in a small group of friends whom they can trust and rely on.

## QUICK BUILD

You can make a Dragon Knight quickly by following these suggestions. First, make Dexterity your highest ability score. Make Charisma your next highest.

## CLASS FEATURES

As a Dragon Knight, you gain the following features

### HIT POINTS

Hit Dice: 1d8 per Dragon Knight Level

Hit Points at 1<sup>st</sup> Level: 8 + your Constitution Modifier

Hit Points at Higher Levels: 1d8 + your Constitution Modifier per Dragon Knight Level

### PROFICIENCIES

Armor: Light Armor

Weapons: Simple Weapons, Short Swords

Tools: Smith's Tools or Tinker's Tools

Saving Throws: Dex, Cha

Skills: Choose 2 from: Acrobatics, Arcana, Athletics, Deception, Insight, Intimidation, Perception, Persuasion, Religion

### EQUIPMENT

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

- Two simple weapons or (b) a martial melee weapon
- A Holy Symbol or (b) An Arcane Focus
- An Explorer's Pack or (b) A Dungeoneer's Pack
- Leather Armor

## The Dragon Knight

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots Per Spell Level				
				1st	2nd	3rd	4th	5th
1	2	Dragon Forge, Wyrms Talon						
2	2	Spell Casting	1	2				
3	2	Dragon Aspect	1	3				
4	2	Ability Score Improvement	1	3				
5	3		1	4	2			
6	3	Dragon Aspect Feature	1	4	2			
7	3		1	4	3			
8	3	Ability Score Improvement	1	4	3			
9	4	Wyrms Talon (2)	1	4	3	2		
10	4	Dragon Blast	1	4	3	2		
11	4	Dragon Aspect Feature	1	4	3	3		
12	4	Ability Score Improvement	2	4	3	3		
13	5		2	4	3	3	1	
14	5		2	4	3	3	1	
15	5	Dragon Aspect Feature	2	4	3	3	2	
16	5	Ability Score Improvement	2	4	3	3	2	
17	6		2	4	3	3	3	1
18	6		2	4	3	3	3	1
19	6	Ability Score Improvement	2	4	3	3	3	2
20	6	Forged Ground	2	4	3	3	3	2

## CLAWS AND FANGS BARED

At 1<sup>st</sup> level, any melee weapon you are proficient with is considered a Dragon Knight Weapon for you. When Wielding a Dragon Knight Weapon, you may choose to use your dexterity or strength modifier for attack and damage rolls.

## WYRM TALONS

At 1<sup>st</sup> level the divine blessing has awoken in your blood. Your skin from your lower jaw down, excluding your fingers and toes becomes covered in small scales. If the blessing came from the Platinum Dragon, the scales will be a pristine platinum in color. If the Chromatic Queen bestowed her blood to you, the scales will be a mix of all the colors of chromatic dragons.

Once per long rest you can use an action to telekinetically take control of any Dragon Knight weapon in your possession for a number of minutes equal to your Dragon Knight level + your Charisma modifier (Minimum 1). You can control one weapon at a time at 1<sup>st</sup> level. At 9<sup>th</sup> level, the number of controlled weapons increases by 1.

While using this feat, you can use a bonus action to move each weapon up to 30ft. in any direction up to 60ft. away from you. Any weapon with the "Heavy" property can only

move 15ft. If a weapon moves within range of a creature, make an attack roll for each weapon against the creature. Weapons with the "Light" property get advantage on the attack roll.

For attack and damage rolls made in this way, add your proficiency and Charisma modifier to each roll.

## DRAGON FORGE

At 1<sup>st</sup> level, the divine dragon's energies well up inside you like a great fire. You gain Dragon Fire charges equal to your Dragon Knight Level. As a bonus action, you can spend these charges to conjure up to two melee weapons. The weapons can take the form of any Dragon Knight weapon. You spend one charge for each hand the weapons require. Weapons with the Versatile property are considered two handed for the purposes of calculating this cost.

The created weapons appear in your hands or sticking up from the ground within 5ft. of you. The weapons can be used by you or any creature you allow. If a hostile creature tries to pick up a weapon created in this way, it is destroyed and the creature takes 1d4 slashing damage as the weapon shatters in its hand.

Beginning at 5<sup>th</sup> level you can spend an extra charge of Dragon Fire to give a Dragon Forged weapon a +1 modifier to hit and damage or add 1d4 acid, cold, fire, lightning, or

poison damage to attacks made with this weapon. At 14<sup>th</sup> level you can spend 2 additional charges to give a Dragon Forged Weapon a +2 modifier to hit and damage or add 1d6 damage to attacks made with this weapon. Created weapons last for a number of minutes equal to twice your Dragon Knight Level. Once the time has elapsed, the blades dissolve into arcane smoke as the energy used to create them fades. You regain all spent Dragon Fire charges at the end of a long rest.

## SPELL CASTING

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By 2<sup>nd</sup> level, you have learned to harness the magical essence gifted to you by the divine dragon's blood to cast spells. See Chapter 10 of the PHB for general rules of spellcasting and the end of this document for the Dragon Knight spell list.

### CANTRIPS

At 2<sup>nd</sup> level, you know 1 cantrip of your choice from the Dragon Knight spell list. You learn additional Dragon Knight cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Dragon Knight table.

### PREPARING AND CASTING SPELLS

The Dragon Knight table shows how many spell slots you have to cast your spells. To cast one of your Dragon Knight spells of 1<sup>st</sup> level or higher, you must expend a slot of that spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Dragon Knight spells that are available for you to cast, choosing from the Dragon Knight spell list. When you do so, choose a number of Dragon Knight spells equal to your Charisma modifier + half your Dragon Knight level, rounded down (minimum of 1). The spells must be of a level for which you have spell slots.

### SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Dragon Knight spells, since their power derives from the strength of your resolve. 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 Knight spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

### SPELLCASTING FOCUS

You can use a holy symbol or arcane focus (found in chapter 5 of the PHB) as a spellcasting focus for your Dragon Knight spells.

### ABILITY SCORE IMPROVEMENT

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When you reach 4<sup>th</sup> level, and again at 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 19<sup>th</sup> 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.

## DRAGON BLAST

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At 10<sup>th</sup> level you gain the ability to maximize the damage potential of your weapons at the cost of durability. Before an attack or Wyrms Talon attack, you can declare the attack as a Blast Attack. Roll the attack as normal and, if it hits, you deal additional damage for that attack as the weapon detonates on contact. The additional damage equals twice your Dragon Knight level. Whether you hit or miss, the weapon is destroyed. If the attack was using a weapon you are holding, you take half the damage as it explodes in your hand.

## FORGED GROUND

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At 20<sup>th</sup> level, the divine dragon's power reaches its peak. Once per long rest, you can cast Forged Ground as a 5<sup>th</sup> level spell. This activates your Wyrms Talon feature and creates an area with a 50ft. radius around you filled with magical weapons. The weapons can take the form of any Dragon Knight weapon, have a +3 modifier to hit and damage, and can be used as Wyrms Talons. Additionally, for the duration of this ability, the number of weapons you can control with Wyrms Talons is doubled. Once an attack with one of these weapons succeeds, it shatters dealing 1d6 additional slashing damage to the struck target. While in the area created by forged ground, you can retrieve any of the weapons created by the effect as a free action. If a non-friendly creature attempts to pick up a weapon created by Forged Ground, they must make a DC15 DEX saving throw or take 2d6 slashing damage from the weapon shattering in their hand. On a successful save they take half damage. The area persists for 5 minutes after which the created weapons fade out of existence and you suffer two levels of exhaustion.

## DRAGON ASPECT

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Each individual Dragon Knight is unique and chosen by the gods for a specific purpose. Because of this, the dragon god's blood influences each Dragon Knight differently. At 3<sup>rd</sup> level you choose a Dragon Aspect. As you grow in Dragon Knight levels, this aspect will grant you certain features.

### ASPECT OF THE WING

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The Aspect of the Wing grants a Dragon Knight the ability to quickly move around the battlefield, engage multiple combatants and avoid damage.

### FLURRY OF BLADES AND BLOWS

Beginning when you choose this aspect, you gain the Two Weapon Fighting feature. When you fight with a weapon in each hand, you can add your ability modifier to the damage of the second attack. Additionally, you gain proficiency in longswords and two other martial melee weapons without the Two-Handed property. These weapons are now considered Dragon Knight weapons for you.

### ACROBATIC FIGHTER

At 6<sup>th</sup> level your physical conditioning has improved to the point that your foes often have difficulty hitting you. You gain the following benefits:

- Your speed and jump height increase by 10ft.
- When you take an attack action while wielding a weapon in each hand, you may attack twice for one action.
- Once per turn, when you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.
- Once per turn, you can make an acrobatics check to move along vertical surfaces as though they were flat ground.

(DC = 10 + 5 for every 5 feet past 10ft.)

### DRAGON'S FURY

At 11<sup>th</sup> level, the blessing of the divine dragon increases. You regain your use Wyrn Talon after a short rest. Additionally, you gain access to the Dragon Dive feature.

### DRAGON DIVE

When you use Wyrn Talon to successfully hit a creature, you may use your reaction before your next turn to teleport to the weapon that scored the hit. You appear in an open space adjacent to the struck creature. Moving in this way does not provoke attacks of opportunity.

Once you use this feature, you must finish a short rest before you can use it again. Starting at 14<sup>th</sup> level, you can use it twice per rest. Starting at 18<sup>th</sup> level, you can use it three times per rest.

### IMPROVED FORGE

At 15<sup>th</sup> level the power of the divine dragon comes through in your forged weapons. All weapons created using the Dragon Forge feature gain 1d4 radiant or necrotic damage (depending on which deity provided their blood) damage. At 18<sup>th</sup> level this bonus is increased to 1d6.

### ASPECT OF FLAME

The Aspect of Flame empowers the Dragon Knight's magical abilities allowing them to cast more powerful spells quickly in the midst of a melee. See the Aspect of Flame Spell Chart to see the number of spells you can cast of 1<sup>st</sup> level and above.

### DRAGON LANCER

Beginning when you choose this form you gain proficiency with War Scythes (See Weapons Table at the end of this document.) and two weapons with the *Reach* property. These weapons are considered Dragon Knight weapons for you.

### BATTLE CASTER

At 6<sup>th</sup> level, you have learned to increase your casting speed and work somatic components into your polearm attacks. Whenever you take an attack action with a reach weapon, you may use a bonus action to cast a 1<sup>st</sup> level spell or a cantrip that would normally take an action.

### MAGIC ADEPT

At 11<sup>th</sup> level, your understanding of the arcane and divine arts increases. From this point forward the number of spells you can prepare is twice your Charisma Modifier (Minimum 2) plus half your Dragon Knight level rounded down. Additionally, you gain advantage on Concentration (CON) checks caused by damage from melee weapon attacks.

Finally, at 15<sup>th</sup> level you can prepare the following spells in addition to those found on the normal Dragon Knight List: *Greater Restoration, Revivify, Heal, Divine Word, Chain Lightning, Disintegrate, Delayed Blast Fireball, Teleport*

### DRAGON WAVE

At 15<sup>th</sup> level, you have learned to harness the elemental energies of Dragons. Choose 2 wave types from the Elemental Wave list below. You cannot change this choice. At 18<sup>th</sup> level you may choose one additional wave type. Once per long rest, as a bonus action, you can use the Dragon Wave ability to use your pole arm to send out a wave of elemental energy in a 30ft. cone in front of you. Creatures in the cone must make a Dexterity saving throw. On a failed save the creatures take 6d8 damage and an elemental effect dictated by the damage type in the Elemental Wave list. On a successful save, creatures take half damage.

### ELEMENTAL WAVES

**Acid** – AC bonuses and damage from non-magical armor and weapons are permanently reduced by 2.

**Cold** – Creatures hit are chilled. Their movement is reduced by half and all Dexterity saving throws and checks are at disadvantage for 1 minute or until they make a Constitution saving throw.

**Fire** – Creatures hit are ignited and take 1d6 fire damage at the beginning of their turns until the fire is put out.

**Lightning** – Creatures hit are stunned until the end of your next turn.

Aspect of Flame Spell Chart		Spell Slots Per Spell Level						
Level	Cantrips Known	1	2	3	4	5	6	7
		s	n	r	t	t	t	t
		t	d	d	h	h	h	h
1								
2	1							
3	2	3	2					
4	2	3	2					
5	3	4	2	1				
6	3	4	3	2				
7	3	4	3	3				
8	3	4	3	3	1			
9	4	4	3	3	2			
10	4	4	3	3	2	1		
11	4	4	3	3	2	2		
12	4	4	3	3	2	2		
13	4	4	3	3	2	2	1	
14	4	4	3	3	2	2	1	

15	4	4	3	3	2	2	1	1
16	4	4	3	3	2	2	1	1
17	4	4	3	3	2	2	1	1
18	5	4	3	3	3	3	1	1
19	5	4	3	3	3	3	2	1
20	5	4	3	3	3	3	2	2

## ASPECT OF THE SCALE

The Aspect of the Scale is reserved for Dragon Knights that favor strength over subtly. Knights that embody this aspect often seek to end conflicts with weapons rather than words.

### OVERWHELMING POWER

Beginning when you choose this aspect, you gain proficiency with Medium Armor. Additionally, you gain proficiency with Great Swords and two other heavy, martial melee weapons. These weapons are considered Dragon Knight weapons for you.

### CLEAR THE WAY

At 6<sup>th</sup> level you begin to understand how to use the mass of your weapon to your advantage. When an attack roll you make against a creature no more than one size category larger than you exceeds its AC by more than 5, you can choose to knock the creature 10 ft. away from you. The creature then takes an additional 1d4 force damage. This additional damage is increased to 1d6 at 10<sup>th</sup> level and 1d8 at 15<sup>th</sup> level.

You can use this feature a number of times equal to your Charisma modifier per long rest.

### UNSTOPPABLE FORCE

At 11<sup>th</sup> level the speed and precision with which you wield heavy weapons is such that you can keep it moving continuously. This aids you both offensively and defensively. When you use a heavy Dragon Knight weapon to take an attack action you may attack twice instead of once. Additionally, you gain +1 to your AC while wielding a heavy Dragon Knight weapon.

### EARTH BREAKER

At 15<sup>th</sup> level the latent magical energy inside you can no longer be contained. Once per long rest you can use your action to slam a heavy Dragon Knight weapon into the ground in front of you. Doing this tears up the ground in a line 5ft. wide and 20ft. long in front of you heaving large chunks of earth forward. Creatures in the line must make a Dexterity saving throw (**DC** = 8 + your Charisma Modifier + your proficiency) or take 5d8 bludgeoning damage and be knocked prone. On a successful save creatures take half damage. At 18<sup>th</sup> level the shape of the attack becomes a 30ft. cone and the damage increases to 7d8.

Once the attack is complete, the area effected becomes difficult terrain. If this feature is used in doors on an upper floor, the area effected creates a hole to the lower floor, creatures fall through the hole on a failed save, and the area below the effect becomes difficult terrain.

## OPTIONAL FEATS

If you choose, you may use your ability score bonus to instead gain one of the following feats.

### STRENGTH OF THE DRAGON

Your STR score increases by 1. You also gain advantage on strength (athletics) checks to hold, drag, push, or carry a creature or object.

### SPEED OF THE DRAGON

Your DEX score increases by 1. Additionally, when you are subjected to an effect that forces you to make a dexterity saving throw you may add half of your CHA modifier (rounded up) to the roll.

### DRAGON SPEEK

Your CHA score increases by 1. Additionally, you learn to read, write, and speak draconic. Also, you may choose any one charisma skill. You now gain twice your proficiency in that skill.

### FLASH STEP

Prerequisites: DEX 18, Dragon Knight Level 12

Once per long or short rest you may choose to automatically succeed on a dexterity saving throw. When you do this, you may also choose to teleport to an unoccupied space up to half your movement speed away. Moving in this way does not provoke attacks of opportunity.

### DRAGON CLAW

Prerequisites: STR 18, Dragon Knight Level 8

Your Dragon Knight weapons gain the "Thrown" property with a range of (30/60) and you are proficient in using them in this way. Additionally, you gain the ability to use any two-handed weapon without the reach property one-handed. Versatile weapons gain their larger damage dice while being used one handed. You may use one heavy weapon in each hand but you attack with disadvantage.

### DRAGON FLIGHT

Prerequisites: CHA 18, Dragon Knight Level 12

You gain the ability to sprout dragon wings from your back once per day for up to one hour. Any clothes you are wearing that are not specially made to accommodate these wings are destroyed when you do so. While the wings are out you gain a fly speed of 60ft.as long as you are not wearing heavy armor.

## WEAPON OPTIONS

**Scythe.** Attacks made against targets within 5ft. of you have disadvantage.

**Twin Blades.** These dual swords each represent part of a whole and are perfectly balanced for wielding one in each hand. They come as a pair and must be used together.

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### Weapons Table

Name	Cost	Damage	Weight	Properties
<b>Simple Melee Weapons</b>				
Scythe	20gp	1d10 Slashing or Piercing	10lb.	Two- Handed, Reach, Special
<b>Martial Melee Weapons</b>				
War Scythe	50gp	1d12 Slashing	12lb.	Heavy, Reach, Two- handed
Twin Blades	30gp	2d4+2 Slashing	6lb.	Light, Special

## DRAGON KNIGHTS BEYOND LEVEL 20

### IMMORTALITY AWAITS

In rare cases a Dragon Knight's career leads them to even greater levels of power and renown. The following pages will map out how their abilities grow beyond the mortal realm.

Epic Dragon Knight						Spell Slots Per Spell Level				
Level	EXP	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	
21	410,000	6	Ability Score Improvement, Dragon Aspect Feature	3	4	3	3	3	2	
22	470,000	6	Dragon Bladesmith	3	4	3	3	3	2	
23	540,000	6	Divine Favor	3	5	3	3	3	2	
24	620,000	6	Dragon Nova	3	5	4	3	3	2	
25	710,000	6	Ability Score Improvement, Dragon Aspect Feature	3	5	4	4	3	2	
26	810,000	6	Dragon's Aid	4	5	4	4	4	2	
27	950,000	6	Dragon's Reach	4	5	4	4	4	3	
28	1,200,000	6	Dragon Aspect Feature	4	5	4	4	4	3	
29	1,500,000	6	Ability Score Improvement, Dragon Shield	4	5	5	4	4	3	
30	1,800,000	6	Avatar of the Platinum Dragon	4	5	5	4	4	3	

### ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature. Alternatively, if

your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

### DRAGON BLADESMITH

Beginning at 22<sup>nd</sup> level you can use your object interaction each turn to create up to two dragon forged weapons. Additionally, you can create +3 weapons by spending three extra dragon fire charges.

## DIVINE FAVOR

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At 23<sup>rd</sup> level, the divine dragon's blood has increased your power. You gain the following benefits:

- You can now control three weapons at once using Wyrms Talon.
- You can now use Wyrms Talon twice per long rest
- Your Armor Class equals 13 + your Dexterity modifier + your Charisma modifier while you are not wearing armor or wielding a shield.

## DRAGON NOVA

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At 24<sup>th</sup> level your dragon blast attacks have become more lethal. When you make a dragon blast attack you can declare it to be a Nova attack. Target a creature or point on the ground or other solid surface within range of your weapon or Wyrms Talon attack. The weapon hits that point and explodes. All creatures within a 10 foot-radius centered on the point must make a Dexterity saving throw taking the weapon's damage plus 3 times your Dragon Knight level in radiant or necrotic damage on a failed save or half as much damage on a successful one.

## DRAGON'S AID

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At 26<sup>th</sup> level you have become very skilled in how you maneuver your weapons using Wyrms Talon. Once per turn, while Wyrms Talon is active you can use one of your controlled weapons to grant the help action to a creature within 5 feet of the weapon. You can use each controlled weapon once per round in this way.

## DRAGON'S REACH

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At 27<sup>th</sup> level your control of Wyrms Talon has increased. You gain the following benefits

- The maximum distance at which you can control your weapons is doubled.
- The maximum distance you move a weapon on a turn is doubled.
- Weapons without the heavy property have advantage on attacks using Wyrms Talon.

## DRAGON'S SHIELD

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At 29<sup>th</sup> level the draconic power within shields you from harm. Whenever you are subjected to an effect that allows you to make a saving throw to only take half damage, you instead take no damage if you succeed on the saving throw and half damage if you fail.

## AVATAR OF THE DIVINE DRAGON

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Starting at 30<sup>th</sup> level, your connection to the Platinum Dragon or the Chromatic Queen has granted you demi-god status gaining the following benefits:

- You gain one legendary resistance. Once per day, when you fail a saving throw you can choose to succeed instead.
- You gain a breath weapon. Once per short rest, as an action, you can exhale radiant or necrotic energy in a line 10 feet wide and 60 feet long. Creatures in the line must make a Constitution saving throw taking 12d8 radiant or necrotic damage and becoming blinded until the end of your next turn on a failed save or half as much damage on a successful one.
- You gain the frightful presence of a dragon. As a bonus action you force creatures of your choice within 60 feet of you to make a Wisdom saving throw. On a fail, creatures become frightened of you for 1 minute. A creature can repeat the save at the end of each of its turns to end the effect. On a successful save, a creature is immune to your frightful presence for 24 hours.

## DRAGON ASPECT FEATURES

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Depending on your chosen aspect, you gain additional abilities at levels 21, 25, and 28.

### ASPECT OF THE WING

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#### DIVINE WEAPONS

At 21<sup>st</sup> level, your dragon forged weapons are further empowered. Weapons you create using your dragon forge feature deal 1d8 bonus radiant or necrotic damage. At 28<sup>th</sup> level this damage bonus increases to 1d10.

#### DRAGON'S RAGE

At 25<sup>th</sup> level you can use Wyrms Talon twice per short rest. Additionally, you can use your dragon dive ability four times per short rest.

#### DANCING DRAGON

At 28<sup>th</sup> level, your speed and agility have increased beyond human limits.

- Your speed and jump height increase by an additional 10 feet.
- When you take an attack action while wielding a weapon in each hand you may attack three times instead of two.
- When you hit a creature no more than one size category larger than you with a melee weapon attack, that creature loses its ability to make attacks of opportunity until the end of your next turn.

## ASPECT OF FLAME

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#### MAGIC FOCUS

When you reach 21<sup>st</sup> level you must choose between expertise in divine or arcane magic. Your choice grants you a list of spells that are always considered prepared and don't count against the number of spells you can prepare



each day. Additionally, when you cast a spell of the type you chose, you add your Charisma modifier to the damage or healing dealt.

Aspect of Flame Divine Magic Focus	
Spell Level	Spells
1 <sup>st</sup>	<i>Bless</i>
2 <sup>nd</sup>	<i>Gentle Repose</i>
3 <sup>rd</sup>	<i>Beacon of Hope</i>
4 <sup>th</sup>	<i>Death Ward</i>
5 <sup>th</sup>	<i>Raise Dead</i>
6 <sup>th</sup>	<i>True Seeing</i>
7 <sup>th</sup>	<i>Fire Storm</i>
8 <sup>th</sup>	<i>Earthquake, Holy Aura</i>
9 <sup>th</sup>	<i>Mass Heal, True Resurrection</i>

Dance of the Dragon Arcane Magic Focus	
Spell Level	Spells
1 <sup>st</sup>	<i>Magic Missile</i>
2 <sup>nd</sup>	<i>Hold Person</i>
3 <sup>rd</sup>	<i>Counterspell</i>
4 <sup>th</sup>	<i>Polymorph</i>
5 <sup>th</sup>	<i>Hold Monster</i>
6 <sup>th</sup>	<i>Sunbeam</i>
7 <sup>th</sup>	<i>Plane Shift</i>
8 <sup>th</sup>	<i>Dominate Monster, Sunburst</i>
9 <sup>th</sup>	<i>Gate, Meteor Swarm</i>

### EXTENDED SPELL CAPACITY

At 21<sup>st</sup> level, you gain an additional cantrip and 6<sup>th</sup> level spell slot. At 25<sup>th</sup> level you gain an additional 7<sup>th</sup> level slot. At 28<sup>th</sup> level you gain an 8<sup>th</sup> and 9<sup>th</sup> level spell slot with which you can cast spells from your magic focus.

### WAR MAGE

At 25<sup>th</sup> level, when you take the attack action with a reach weapon, you can use your bonus action to cast a spell of 5<sup>th</sup> level or lower that would normally require an action.

### DRAGON TIDE

At 28<sup>th</sup> level you gain the ability to use your Dragon Wave ability once per short rest. Additionally, the damage dice increase from d8's to d10's.

## ASPECT OF THE SCALE

### DEVESTATING BLOWS

Beginning at 21<sup>st</sup> level, your strikes with heavy weapons have become increasingly vicious. Attacks you make with heavy Dragon Knight weapons deal an extra die of damage and gain bonus damage equal to your Charisma modifier.

### WHIRLING STEEL

At 25<sup>th</sup> level, you gain a +2 bonus to your Armor Class while you are wielding a heavy Dragon Knight weapon.

Additionally, you can wield heavy Dragon Knight weapons one-handed. While you are wielding a weapon in this way, your off-hand cannot hold a weapon with the heavy or versatile properties.

### EARTH SHATTER

At 28<sup>th</sup> level your Earth Breaker attack has increased in power. The area becomes a 60-foot-cone and deals 7d12 bludgeoning damage.

# DRAGON KNIGHT

## SPELLS

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### Cantrips (0 Level)

Blade Ward  
Booming Blade  
Create Bonfire  
Fire Bolt  
Frostbite  
Light  
Mage Hand  
Message  
Minor Illusion  
Prestidigitation  
Produce Flame  
Ray of Frost  
Resistance  
Shocking Grasp  
Sword Burst  
Thorn Whip  
True Strike  
**1<sup>st</sup> Level**  
Catapult  
Chaos Bolt  
Chromatic Orb  
Compelled Duel  
Detect Evil and Good  
Detect Magic  
Divine Favor  
Feather Fall  
Fog Cloud  
Healing Word  
Heroism  
Ice Knife  
Identify  
Jump  
Magic Missile  
Protection from Evil and Good  
Sanctuary  
Searing Smite  
Shield  
Shield of Faith  
Sleep  
Thunderous Smite  
Thunderwave  
Wrathful Smite

### 2<sup>nd</sup> Level

Aganazzar's Scorcher  
Blur  
Branding Smite  
Calm Emotions  
Cloud of Daggers  
Darkness  
Enhance Ability  
Flaming Sphere  
Gentle Repose  
Hold Person  
Invisibility  
Lesser Restoration  
Magic Weapon  
Misty Step  
Moonbeam  
Protection from Poison  
Scorching Ray  
See Invisibility  
Shatter  
Silence  
Spider Climb  
Spike Growth  
Suggestion  
Zone of Truth  
**3<sup>rd</sup> Level**  
Aura of Vitality  
Beacon of Hope  
Catnap  
Counter Spell  
Crusader's Mantle  
Daylight  
Dispel Magic  
Erupting Earth  
Elemental Weapon  
Fear  
Fireball  
Fly  
Glyph of Warding  
Haste  
Lightning Bolt  
Magic Circle  
Mass Healing Word  
Protection from Energy

Remove Curse  
Sleet Storm  
Slow  
Tongues  
Water Breathing  
Water Walk  
**4<sup>th</sup> Level**  
Banishment  
Confusion  
Control Water  
Dimension Door  
Elemental Bane  
Freedom of Movement  
Greater Invisibility  
Hallucinatory Terrain  
Ice Storm  
Otiluke's Resilient Sphere  
Stoneskin  
Wall of Fire  
**5<sup>th</sup> Level**  
Antilife Shell  
Circle of Power  
Destructive Wave  
Flame Strike  
Hallow  
Hold Monster  
Immolation  
Passwall  
Scrying  
Telekinesis  
Teleportation Circle  
Wall of Force  
Wall of Stone  
**6<sup>th</sup> Level**  
Blade Barrier  
Bones of the Earth  
Flesh to Stone  
Guards and Wards  
Hero's Feast  
Investiture of Flame  
Investiture of Ice  
Mass Suggestion  
Sunbeam  
Wall of Ice