

 GEEKS  
NEW ENGLAND

# DRACONOMICON I

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## CHROMATIC DRAGONS



A collection of new chromatic dragon options  
for the world's greatest roleplaying game

"Come not between the dragon and his wrath."  
~ William Shakespeare

## INTRODUCTION

The original *Draconomicon: Chromatic Dragons* was a supplement for the 4th edition of *Dungeons and Dragons*. It introduced a wealth of new dragon types, and many of its pages expanded upon dragon lore and history. In the book you could find dozens of adventure seeds, magic items, and lairs for your dragons to reside in. And of course, the many new monsters to throw at your players. If you find yourself wanting more dragons in your campaign, or if you just enjoy reading about them, I heavily suggest you look for it online or in stores. Much of the lore and encounter ideas are still usable for 5th edition, with others just needing a tweak here and there.

This PDF is inspired by the original *Draconomicon*, though it has a significantly smaller scale to it. Here you will find information on the brown dragon, gray dragon, and purple dragon, with stat blocks for all three (and at all stages of life) and relevant lore and lair information. Additionally, the final page includes new character options that take advantage of these new dragons, such as dragonborn ancestry and new totem dragons for my own Path of the Dragon Shaman Barbarian archetype (which you can find on DMsGuild).

This PDF is titled *Draconomicon I*, and represents the first of three in a series of Dragon-based titles to come in the future. Keep an eye out for *Draconomicon II: Metallic Dragons* and *Draconomicon III: Planar Dragons*.





## ANCIENT BROWN DRAGON

*Gargantuan dragon, neutral evil*

**Armor Class** 22 (natural armor)  
**Hit Points** 350 (20d20 + 140)  
**Speed** 40ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	25 (+7)	22 (+6)	18 (+4)	24 (+7)

**Saving Throws** Dex +7, Con +14, Wis +11, Cha +14  
**Skills** Perception +18, Stealth +7  
**Senses** blindsight 60ft., darkvision 120ft., tremorsense 120ft., passive Perception 28  
**Languages** Common, Draconic  
**Challenge** 22 (30,000 XP)

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Sand Walk.** The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

### Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks; one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 15ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

**Claw.** *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

**Tail.** *Melee Weapon Attack:* +16 to hit, reach 20ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened 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 it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Sand Breath (Recharge 5-6).** The dragon exhales blinding hot sand in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw. On a failed save the creature is blinded and takes 71 (13d10) piercing damage. On a successful save the creature takes half as much damage and is not blinded. A blind creature can repeat the save at the end of each of its turns, ending the blindness on a success.

### Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## ADULT BROWN DRAGON

*Huge dragon, neutral evil*

**Armor Class** 19 (natural armor)  
**Hit Points** 195 (17d12 + 85)  
**Speed** 40ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	20 (+5)	16 (+3)	22 (+6)

**Saving Throws** Dex +5, Con +10, Wis +8, Cha +11  
**Skills** Perception +13, Stealth +5  
**Senses** blindsight 60ft., darkvision 120ft., tremorsense 120ft., passive Perception 23  
**Languages** Common, Draconic  
**Challenge** 14 (11,500 XP)

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Sand Walk.** The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

### Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks; one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Tail.** *Melee Weapon Attack:* +12 to hit, reach 15ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened 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 it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Sand Breath (Recharge 5-6).** The dragon exhales blinding hot sand in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw. On a failed save the creature is blinded and takes 55 (11d10) piercing damage. On a successful save the creature takes half as much damage and is not blinded. A blind creature can repeat the save at the end of each of its turns, ending the blindness on a success.

### Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## YOUNG BROWN DRAGON

*Large dragon, neutral evil*

**Armor Class** 18 (natural armor)  
**Hit Points** 133 (14d10 + 56)  
**Speed** 40ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	17 (+3)	14 (+2)	20 (+5)

**Saving Throws** Dex +4, Con +8, Wis +6, Cha +9  
**Skills** Perception +13, Stealth +5  
**Senses** blindsight 30ft., darkvision 120ft., tremorsense 120ft., passive Perception 20  
**Languages** Common, Draconic  
**Challenge** 7 (2,900 XP)

**Sand Walk.** The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

### Actions

**Multiattack.** The dragon makes three attacks; one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Sand Breath (Recharge 5-6).** The dragon exhales blinding hot sand in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failed save the creature is blinded and takes 49 (9d10) piercing damage. On a successful save the creature takes half as much damage and is not blinded. A blind creature can repeat the save at the end of each of its turns, ending the blindness on a success.

## BROWN DRAGON

Sometimes called sand dragons, brown dragons are the least likely of the chromatic dragons to seek adventure or force the bidding of lesser creatures. Not good, but neither insatiably evil either, they prefer to remain underground within their desert lairs. They work only to ensure their survival and comfort, and provide for themselves in whatever manner will require the least amount of effort on their part.

The distinctively short skull of a brown dragon is covered in a mass of thick, short horns. Two ridges of membranous frilled spikes run down its back, forming wide, kite-shaped wings that extend down its tail. These wings allow the dragon to soar through sand as if in flight, but function perfectly well in the air as well as underground.

Brown dragon scales are a motley of various browns. As they age, brown dragons will allow their scales to become weathered and tarnished, making them appear more rough and earth-like to give them greater camouflage among the rocks and sand of the desert.

## BROWN DRAGON WYRMLING

*Medium dragon, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	15 (+2)	12 (+1)	16 (+3)

**Saving Throws** Dex +2, Con +3, Wis +3, Cha +5

**Skills** Perception +5, Stealth +2

**Senses** blindsight 10ft., darkvision 60ft., tremorsense 60ft., passive Perception 15

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

**Sand Walk.** The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

**Sand Breath (Recharge 5-6).** The dragon exhales blinding hot sand in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw. On a failed save the creature is blinded and takes 22 (4d10) piercing damage. On a successful save the creature takes half as much damage and is not blinded. A blind creature can repeat the save at the end of each of its turns, ending the blindness on a success.

**Reserved and Indolent.** Brown dragons rarely put themselves in positions of peril and tend not to seek out trouble, preferring to put forth the least amount of effort possible when enacting their goals. Coming face-to-face with one thus requires more work than with other dragon species.

Rarely does a brown dragon attempt to build followers or rule kingdoms, instead remaining content in its relatively solitary existence within its lair.

**Gluttonous Hedonists.** To a brown dragon, the ultimate pleasure and comfort in life is food. Brown dragons have been known to travel thousands of miles in search of exotic creatures to eat, kidnapping them back to their lairs for a special meal.

Some brown dragons so greatly relish the desire to experience new tastes that they will forsake their normally careful mentality and put themselves at greater risk to take a bite out of their enemies. Brown dragons who successfully sample their prey enjoy musing on the particulars of that individual's flavors, even mid combat, as much an intimidation tactic as a natural response to the joys of food.

**Desert Predators.** A brown dragon prefers to travel below the surface of the sands, completely hidden but able to utilize its tremorsense to stalk its prey. When the perfect opportunity presents itself the dragon strikes, bursting from the sand amidst its enemies and dragging its prey below the surface to feast.

Blue dragons and brown dragons often come into conflict when their desert territories overlap, and the two species carry a particular hatred for each other.

**Lavish Palates.** Food is the ultimate treasure to a brown dragon, and even more wealthy items within one's hoard often include various expensive cutlery and crockery. Salted and smoked meats, which can keep for months in the dry desert heat, might be found one section of the lair, with another area commonly devoted to a vast collection of exotic seasonings and spices. Some brown dragons will even keep a herd of livestock in or around their lair to provide fresh meat as needed.

Besides these morsels, brown dragons also find interest in more conventional treasures like coins, unique artwork, or gems. Long-lost artifacts of ancient civilizations are particularly favored for their rarity and history, and in fact brown dragons value anything that may have fallen under a particularly famous individual's ownership. These are collected to fill out the hoard, sometimes buried within the sands of the dragon's lair for safety. Sometimes these treasures are used as bait, a chest of gold or priceless urn left half-buried in an oasis or a crossroads, the dragon waiting for greedy travelers to discover the prize before striking.

### A BROWN DRAGON'S LAIR

Brown dragons den within the desiccated sands of deserts, where the environment is too harsh for most humanoid societies to survive and bother them. Their lairs are composed of rooms of shifting sand below the desert surface, some naturally formed by ruins or buried caves. Still some other dragons carve out homes within the ruins and tombs of ancient civilizations.

Ancient brown dragon lairs are guarded by a constantly raging sandstorm which blinds and disorients potential attackers as well as regions of entombing quicksand, which the dragon checks periodically for potential meals.

Brown dragons burrow new tunnels as needed, easy and willing to modify their lairs in case of intrusion. They will collapse roofs to entomb and suffocate attackers, or create miniature sandstorms within their lairs to blind or restrain foes.

### **LAIR ACTIONS**

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Part of the ceiling collapses above one creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.
- A cloud of sand swirls about in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 constitution saving throw or be blinded 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.
- A whirling gale of sand rushes through the lair in a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The sphere is centered on a point the dragon can see within 120 feet of it. The gale spreads around corners. Each creature in the gale must succeed on a DC 15 Strength saving throw or be restrained. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### **REGIONAL EFFECTS**

The region containing a legendary brown dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- A sandstorm rages within 6 miles of the lair. The strong winds of the sandstorm impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks. It extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a sandstorm must land at the end of its turn or fall.
- Dust devils scour the land within 6 miles of the lair. A dust devil has the statistics of an air elemental, but it can't fly, has a speed of 50 feet, and has an Intelligence and Charisma of 1 (-5).
- Areas of quicksand surround the dragon's lair. Quicksand can be recognized from a safe distance with a successful DC 20 Wisdom (Perception) check. Otherwise, a creature that steps into the quicksand must succeed on a DC 15 Strength saving throw or be restrained.

If the dragon dies, the dust devils disappear immediately, and the sandstorm abates within 1d10 days. Any sinkholes remain where they are.





## ANCIENT GRAY DRAGON

*Gargantuan dragon, chaotic evil*

**Armor Class** 22 (natural armor)

**Hit Points** 378 (20d20 + 168)

**Speed** 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	24 (+7)	19 (+4)	24 (+7)

**Saving Throws** Dex +7, Con +15, Wis +11, Cha +14

**Skills** Deception +14, Insight +11, Perception +18, Persuasion +14, Stealth +7

**Damage Immunities** acid

**Senses** blindsight 60ft., darkvision 120ft., passive Perception 28

**Languages** Common, Draconic

**Challenge** 22 (30,000 XP)

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

### Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks; one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 15ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 9 (2d8) acid damage.

**Claw.** *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

**Tail.** *Melee Weapon Attack:* +16 to hit, reach 20ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened 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 it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Petrifying Breath (Recharge 5-6).** The dragon exhales sticky acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Constitution saving throw. On a failed save the creature takes 58 (13d8) acid damage. On a successful save the creature takes half as much damage. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or similar magic.

### Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

# ADULT GRAY DRAGON

*Huge dragon, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	22 (+6)	17 (+3)	22 (+6)

**Saving Throws** Dex +5, Con +11, Wis +8, Cha +11

**Skills** Deception +16, Insight +13, Perception +13, Persuasion +16, Stealth +5

**Damage Immunities** acid

**Senses** blindsight 60ft., darkvision 120ft., passive Perception 23

**Languages** Common, Draconic

**Challenge** 14 (11,500 XP)

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

## Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks; one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 4 (1d8) acid damage.

**Claw.** *Melee Weapon Attack:* +16 to hit, reach 5ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Tail.** *Melee Weapon Attack:* +16 to hit, reach 15ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened 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 it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Petrifying Breath (Recharge 5-6).** The dragon exhales sticky acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Constitution saving throw. On a failed save the creature takes 45 (10d8) acid damage. On a successful save the creature takes half as much damage. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or similar magic.

## Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## VARIANT: MUNDANE FANG DRAGONS

Some gray dragons lack the elemental powers and petrification abilities of their brethren. It is said that, in ages past, Tiamat blessed a few fang dragon eggs with control over acid and stone, and then tasked her new children with wiping out the inferior bloodline. Today such fang dragons are all but extinct, still hunted once their existence is discovered, though a few may have persisted to the present.

If you wish to include a mundane fang dragon in your game, remove the dragon's acid immunity and breath weapon. The dragon does not have any lair actions, and it causes no regional effects around its lair.





## YOUNG GRAY DRAGON

*Large dragon, chaotic evil*

**Armor Class** 18 (natural armor)  
**Hit Points** 133 (14d10 + 56)  
**Speed** 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	18 (+4)	15 (+2)	20 (+5)

**Saving Throws** Dex +4, Con +8, Wis +6, Cha +9  
**Skills** Deception +13, Insight +10, Perception +10, Persuasion +13, Stealth +4  
**Damage Immunities** acid  
**Senses** blindsight 30ft., darkvision 120ft., passive Perception 20  
**Languages** Common, Draconic  
**Challenge** 7 (2,900 XP)

### Actions

**Multiattack.** The dragon makes three attacks; one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) acid damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 15ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

**Petrifying Breath (Recharge 5-6).** The dragon exhales sticky acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Constitution saving throw. On a failed save the creature takes 40 (9d8) acid damage. On a successful save the creature takes half as much damage. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or similar magic.

## GRAY DRAGON

Gray dragons go by many names; fang dragons for their ferocity and wicked maws, stone dragons for their petrifying abilities, and spike dragons for the sharp spikes with cover their bodies. Whatever they are called, gray dragons are united by their distinctive lack of hue and twin-bladed tails.

Their many fangs can be extremely long, and in many individuals prevent them from being able to properly close their mouths. Beneath this sea of teeth are sharp horns jutting out from the lower jaw, which allows the dragon to easily smash petrified victims.

The scales that cover a gray dragon can vary from limestone white to a much darker granite gray, and anything

## GRAY DRAGON WYRMLING

*Medium dragon, chaotic evil*

**Armor Class** 17 (natural armor)  
**Hit Points** 39 (6d8 + 12)  
**Speed** 30ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	16 (+3)	13 (+1)	16 (+3)

**Saving Throws** Dex +2, Con +4, Wis +3, Cha +5  
**Skills** Deception +7, Insight +5, Perception +5, Persuasion +7, Stealth +2  
**Damage Immunities** acid  
**Senses** blindsight 10ft., darkvision 60ft., passive Perception 15  
**Languages** Common, Draconic  
**Challenge** 2 (450 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 2 (1d4) acid damage.

**Petrifying Breath (Recharge 5-6).** The dragon exhales sticky acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Constitution saving throw. On a failed save the creature takes 18 (4d8) acid damage and is restrained. On a successful save the creature takes half as much damage and is not restrained. A restrained creature can repeat the saving throw at the beginning of each of its turns, ending the effect on a success.

in between. Their ventral scales tend to be paler than those on the rest of the dragon, allowing it to remain hidden as its underbelly blends in with the clouds.

**Savage Hunters.** Gray dragons delight in the hunt. The very act of stalking prey is perhaps more enjoyable to them than the actual rewards, and it is this love which defines their kind. It is not uncommon for local humanoids with powerful interests to successfully employ a gray dragon for a scouting or hunting mission; the very service itself is payment enough for the dragon, who would consider the work to be little more than a hobby.

Gray dragons prefer to remain aloft during their hunts, out of range of most creatures. Though they enjoy the chase, they are much less keen on fair fights and are likely to retreat when the odds stack against them.

**Unpredictable.** Gray dragons are notoriously difficult to barter with, owing to their propensity to compromise on any stated principle and shift their opinions whenever a better alternative is presented. For a gray dragon, all that matters is payoff, wherever it comes from.

Shrewd diplomats can sometimes take advantage of this nature by promising future opportunities for worthy quarry. But gray dragons often look for excuses to begin elaborate chases, and will break off negotiations to present the terms of a hunting game. In these situations, the individual attempting

to negotiate is often given a head start to flee as far as possible. And then the dragon begins to chase.

**Borderland Scouts.** The prime hunting grounds for a gray dragon are dry prairies, scrubland, and other relatively flat terrain. They prefer to ride high thermals like massive condors, scouting for the tiniest movement across the plains.

When prey is finally discovered the dragon will slowly ride these thermals closer, sometimes taking hours, then divebomb from the clouds or directly overhead. Most open with their acidic breath, hoping to easily petrify their opponent and make off with their prize.

**Dangerous Upbringing.** Gray dragons distribute their eggs widely, often leaving them in outpost lairs and leaving as soon as they are laid. The wyrmlings are forced to fend for themselves, but the ones who survive their first months are proven to be able to live for many years.

These young gray dragons hatch with small, barely-useable blades on their tails and the soft beginnings of spikes. Their acidic breath is not strong enough to fully petrify an opponent, but can still stiffen their muscles effectively enough to eat. As they mature their spikes harden and grow sharper, and their breath weapon grows more potent.

## A GRAY DRAGON'S LAIR

Gray dragons make their permanent lairs within mountain ledges or other similar locations accessible only from the air. They prefer rocky cave systems, preferably with multiple choke points should it be necessary to defend the lair from attack. Gray dragons commonly leave their permanent lair for many months at a time, using their affinity with stone to collapse tunnels or block passages in order to protect it.

The outpost lairs that gray dragons construct are much like their permanent ones, though generally smaller. Here they stash any treasure they may have collected during their hunts, until such a time that they return to their permanent homes and add it to their growing pile of trophies.

Gray dragons defend their lairs with heaving stone and petrifying magic, cutting intruders off from each other to finish them off more easily. If need be, especially if attacked at an outpost, a gray dragon will bring down as much of the structure as possible before fleeing, then simply construct a new home somewhere else.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses a point on the ground that it can see within 120 feet of it. Stone spikes sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the *spike growth* spell and lasts until the dragon uses this lair action again or until the dragon dies.

- The dragon creates a wall of rock on a solid surface it can see within 120 feet of it. The wall can be up to 60 feet long, 10 feet high, and 6 inches thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space; appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 15, 30 hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and immunity to necrotic, poison, and psychic damage. The wall disappears when the dragon uses this lair action again or when the dragon dies.

- The dragon targets a creature that it can see within 120 feet of it and that is currently petrified. Each creature within 20 feet of the target must make a DC 19 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or similar magic. On a successful save the creature takes half as much damage and is not restrained. The dragon is immune to this effect.

## REGIONAL EFFECTS

Gray dragons tend to remain on the move too often to cause many intense effects on the surrounding countryside. The region containing a legendary gray dragon's permanent lair is warped by the dragon's magic, which creates one or more of the following effects:

- Medusas and basilisks are drawn to the lair, and they act as guards and mutual protectors to the dragon.
  - Areas of the ground within 6 miles of the lair are covered in large, jagged stones. Such areas are difficult terrain, and a creature that attempts to move through them must succeed on a DC 15 Dexterity saving throw or suffer 5 (1d8) piercing damage.
  - Pools of acid surround the dragon's lair. Acid can be recognized with a successful DC 15 Wisdom (Perception) check. Otherwise, a creature that steps into the acid or begins its turn there must succeed on a DC 18 Constitution saving throw. On a failed save the creature takes 31 (7d8) acid damage. On a successful save the creature takes half as much damage. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or similar magic.
- If the dragon dies, the medusas and basilisks abandon the lair within 1d10 days. Any areas of difficult terrain and pools of acid remain where they are.





## ANCIENT PURPLE DRAGON

*Gargantuan dragon, lawful evil*

**Armor Class** 21 (natural armor)

**Hit Points** 385 (22d20 + 154)

**Speed** 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	25 (+7)	26 (+8)	20 (+5)	26 (+8)

**Saving Throws** Dex +8, Con +14, Wis +12, Cha +15

**Skills** Deception +15, Insight +12, Perception +19, Persuasion +15, Stealth +8

**Damage Immunities** necrotic, psychic

**Senses** blindsight 60ft., darkvision 240ft., passive Perception 29

**Languages** Common, Draconic

**Challenge** 21 (27,500 XP)

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Phasing.** The dragon can move through other creatures and objects as if they were difficult terrain. It takes 27 (5d10) force damage if it ends its turn inside an object.

**Sunlight Hypersensitivity.** The dragon takes 50 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

### Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks; one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 15ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) necrotic damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 20ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened 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 it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Psychotropic Breath (Recharge 5-6).** The dragon exhales a mind-harming necrotic vapor in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save the creature takes 70 (20d6) necrotic damage and is stunned for 1 minute, and the creature takes 7 (2d6) psychic damage at the start of each of its turns as long as it is stunned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save the creature takes half as much damage and is not stunned.

### Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

# ADULT PURPLE DRAGON

*Huge dragon, lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 212 (18d12 + 102)

**Speed** 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	20 (+5)	16 (+3)	24 (+7)

**Saving Throws** Dex +6, Con +11, Wis +8, Cha +12

**Skills** Deception +12, Insight +8, Perception +13, Persuasion +17, Stealth +6

**Damage Immunities** necrotic, psychic

**Senses** blindsight 60ft., darkvision 240ft., passive Perception 23

**Languages** Common, Draconic

**Challenge** 14 (11,500 XP)

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Phasing.** The dragon can move through other creatures and objects as if they were difficult terrain. It takes 16 (3d10) force damage if it ends its turn inside an object.

**Sunlight Hypersensitivity.** The dragon takes 30 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

## Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks; one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) necrotic damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened 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 it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Psychotropic Breath (Recharge 5-6).** The dragon exhales a mind-harming necrotic vapor in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save the creature takes 56 (16d6) necrotic damage and is stunned for 1 minute, and the creature takes 7 (2d6) psychic damage at the start of each of its turns as long as it is stunned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save the creature takes half as much damage and is not stunned.

## Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## VARIANT: BEGUILING PURPLE DRAGONS

You may want your purple dragon to be more effective at dominating others. Some purple dragons learn spells to augment their natural abilities.

If you wish to have a purple dragon as an innate spellcaster, use the variant rules found on page 86 of the *Monster Manual*. You can use whatever spells you want, but the following is a list of spells most appropriate for a purple dragon to be able to cast: *calm emotions*, *charm person*, *confusion*, *crown of madness*, *dominate beast*, *dominate monster*, *dominate person*, *dream*, *friends*, *geas*, *heroism*, *mass suggestion*, *mind blank*, *modify memory*, *sleep*, and *suggestion*. Some particularly powerful purple dragons may even be able to cast *feeblemind*.



Draconomicon I: Chromatic Dragons  
by Jeff Venancio

## YOUNG PURPLE DRAGON

*Large dragon, lawful evil*

**Armor Class** 18 (natural armor)  
**Hit Points** 142 (15d10 + 60)  
**Speed** 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	18 (+4)	16 (+3)	22 (+6)

**Saving Throws** Dex +5, Con +8, Wis +7, Cha +10  
**Skills** Deception +17, Insight +7, Perception +11, Persuasion +14, Stealth +5

**Damage Immunities** necrotic, psychic  
**Senses** blindsight 30ft., darkvision 240ft., passive Perception 21

**Languages** Common, Draconic  
**Challenge** 7 (2,900 XP)

**Sunlight Hypersensitivity.** The dragon takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

### Actions

**Multiattack.** The dragon makes three attacks; one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 3 (1d6) necrotic damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Psychotropic Breath (Recharge 5-6).** The dragon exhales a mind-harming necrotic vapor in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save the creature takes 42 (12d6) necrotic damage and is stunned for 1 minute, and the creature takes 3 (1d6) psychic damage at the start of each of its turns as long as it is stunned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save the creature takes half as much damage and is not stunned.

## PURPLE DRAGON

Purple dragons are known by some people as deep dragons, and are easily the least-understood and least-commonly encountered chromatic dragon species. Few surface dwellers know of their existence, and the few who have heard of them assume them to be myths.

Unlike other chromatic dragons, purple dragons are very serpentine and sleek. They have thin, swept-back wings and long skulls balanced on long necks, allowing them to slink through subterranean tunnels with ease.

Purple dragon scales are a deep violet or indigo, and shine brightly like thousands of tiny amethyst gems when in light. But in the darkness of their subterranean tunnels, their scales appear dark and black.

**Masterful Manipulators.** Like green dragons, purple dragons are talented manipulators, capable of achieving this manipulation through lies, misdirection, and even direct mental domination. Depending on the dragon this domination may be realized through magic or the dragon's own innate abilities.

Purple dragons seek control for a large number of reasons. Some simply delight in abusing their power, while others like to acquire groups of thralls for security, or even for expendable scouts to look into newly discovered (and potentially dangerous) tunnels.

## PURPLE DRAGON WYRMLING

*Medium dragon, lawful evil*

**Armor Class** 17 (natural armor)  
**Hit Points** 45 (7d8 + 14)  
**Speed** 30ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	16 (+3)	14 (+2)	18 (+4)

**Saving Throws** Dex +3, Con +4, Wis +4, Cha +6  
**Skills** Deception +6, Insight +4, Perception +6, Persuasion +8, Stealth +3

**Damage Immunities** necrotic, psychic  
**Senses** blindsight 10ft., darkvision 120ft., passive Perception 16

**Languages** Draconic  
**Challenge** 2 (450 XP)

**Sunlight Hypersensitivity.** The dragon takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) necrotic damage.

**Psychotropic Breath (Recharge 5-6).** The dragon exhales a mind-harming necrotic vapor in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw. On a failed save the creature takes 21 (6d6) necrotic damage and is stunned for 1 minute, and the creature takes 2 (1d4) psychic damage at the start of each of its turns as long as it is stunned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save the creature takes half as much damage and is not stunned.

**Explorers of the Deep.** Even more than manipulations, purple dragons love to explore. To a purple dragon, the surface world is but a small expanse compared to the great volumes of tunnels and caverns deep in the world. The subterranean world is packed with never-before-seen vaults holding untold treasures and discoveries. Their preferred treasures are maps and cartographic tools in addition to traditional wealth.

The greatest find for a purple dragon is any place never before trod by sentient beings, or tombs and caves locked away for millenia. Such prizes are so valuable, that a purple dragon may bargain with humanoids who arrive with more information pertaining to such locations. The information would have to be very good, however, to convince the dragon not to simply dominate the individuals and send them down on its own terms.

**Sunless Stalkers.** Purple dragons have developed a particular sensitivity to sunlight, so much so that direct contact with it can burn their scales and flesh and potentially even kill them. For this reason, purple dragons almost never venture onto the surface, and rarely leave subterranean tunnels they call home.

Though most purple dragons live in or around the Underdark, a few have been known to venture into the sunless realm of the Shadowfell. There they sometimes treaty with intelligent undead such as wraiths, and find permanent solace from the heat of the sun.

**Preference for Seafood.** Purple dragons lay their eggs in hidden caches near underground lakes or deep ocean grottos far from the light. They prefer a diet of seafood, favoring blind cave fish, crabs, or clams. When the urge to consume more intelligent prey comes over them, purple dragons will hunt kuo-toas and occasionally aboleths.

When faced with outsiders, a purple dragon will wait as long as possible before pouncing, taking time to spy on its prey and get a sense of any potential weaknesses or abilities. When the decision is made to attack, the dragon surprises its prey from the darkness, stunning it with its breath weapon to make domination more easy.

## A PURPLE DRAGON'S LAIR

Purple dragons spend all of their time below ground, venturing ever increasing distances from their lairs to explore even deeper than before. A purple dragon's permanent lair is a honeycomb of rocky hollows connected by narrow, winding tunnels, with dozens of offshoots and emergency exits for the dragon to take advantage of if attacked.

Many tunnels lead to dead ends or traps, requiring adventurers who spelunk into them to display impressive feats of exploration in order to navigate. Occasionally, a purple dragon will set up residence in some structure previously inhabited by some other creature of the Underdark. In order to be favorable, however, such lairs must be appropriately elaborate and complex.

While busy exploring, purple dragons will rest in temporary shelters such as small caves or caverns. Many older dragons, skilled in the use of magic, go to great lengths to find scrolls which allow them to teleport instantaneously back to their lair whenever their adventures are complete.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon makes a Claw attack against a single creature in range. On a hit the creature suffers the attack's normal effects, and must make a DC 19 Constitution saving throw. A creature that fails the save is thrown 25 feet in a direction of the dragon's choosing, and until the end of its next turn can move through other creatures and objects as if they were difficult terrain. A creature takes 11 (2d10) force damage if it ends this forced movement or its turn inside an object. If a creature is inside an object at the end of its next turn when this effect ends it is pushed to the nearest unoccupied space closest to where the creature first entered.

- The dragon targets a single creature within 10 feet that is stunned. The creature must succeed on a DC 19 Wisdom saving throw or be dominated by the dragon, ending the stunned effect on itself. The effect is otherwise identical to the *dominate person* spell and lasts until the dragon dies or the creature succeeds on the saving throw.

- Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

## REGIONAL EFFECTS

Though purple dragons are often missing from their lairs, their permanent homes can still have a negative effect on others around them. The region containing a legendary purple dragon's permanent lair is warped by the dragon's magic, which creates one or more of the following effects:

- Drow are drawn to the lair to worship the dragon and help protect it.

- Shadows envelop the areas within 6 miles of the lair, choking nonmagical sources of light; bright light from mundane sources is considered dim light, and dim light from mundane sources is considered darkness.

- A creature that attempts to take a long rest within 6 miles of the lair must succeed on a DC 15 Wisdom saving throw at the end of the rest, or else fail to receive the benefits of the rest as they are plagued by nightmares.

If the dragon dies, the choking darkness subsides and the drow abandon the lair, both within 1d10 days. Creatures attempting to sleep in the area must now succeed on a DC 5 Wisdom saving throw in order to benefit from a long rest. This effect ends once the dragon's final resting place is purified, such as through a *hallow* spell.

## ADDITIONAL CHARACTER OPTIONS

Many adventurers owe some of their power or heritage to dragons, and brown, gray, and purple dragons are no exception. The magic that flows through them is the same as any other true dragon. When creating a character with draconic options, you can choose a brown, gray, or purple dragon as the basis just as if you chose any other dragon, as indicated below.

### DRAGONBORN

**Draconic Ancestry.** The blood that flows through your veins comes directly from the dragons themselves, altering your breath weapon and visual appearance. Choose one type of dragon from the Dragonborn Draconic Ancestry table. Note that for brown dragons, the damage type applies only to your breath weapon; you do not get resistance to piercing damage from your Damage Resistance trait.

#### DRAGONBORN DRACONIC ANCESTRY

Dragon	Damage Type	Breath Weapon
Brown	Sand (Piercing*)	5 by 30 ft. line (Dex. save)
Gray	Acid	5 by 30 ft. line (Dex. save)
Purple	Necrotic	15 ft. cone (Con. save)

### TOTEM DRAGON

Dragon	Damage Type	Breath Weapon	Draconic Adaptation
Brown	Sand (Piercing*)	5 by 30 ft. line (Dex. save)	Adapted to hot climates (see <i>Dungeon Master's Guide</i> , pg 110)
Gray	Acid	5 by 30 ft. line (Dex. save)	Immune to petrified
Purple	Necrotic	15 ft. cone (Con. save)	Darkvision 60 ft., or darkvision increases by 60 ft.

## DRACONIC BLOODLINE SORCERERS

**Dragon Ancestor.** Your innate magic can be traced back to a draconic ancestor or patron in your family's history, blessing you with the strength and power of dragons. Choose one type of dragon as your ancestor from the Sorcerer Draconic Ancestry table. The damage type associated with each dragon is used by features you gain later. Note that brown dragons do not have any associated damage type.

#### SORCERER DRACONIC ANCESTRY

Dragon	Damage Type
Brown	None*
Gray	Acid
Purple	Necrotic

## PATH OF THE DRAGON SHAMAN BARBARIANS

The Path of the Dragon Shaman is a homebrew archetype for the Barbarian available on DMsGuild.

**Totem Dragon.** You've chosen to emulate a particular dragon. Choose one type of dragon, taken from the Totem Dragon table. Note that for brown dragons, the damage type applies only to your breath weapon; you do not get resistance to piercing damage from your later features.



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