Rats in the Rain presents:

Nature of Dragons

- **Dragonborn subraces**
- **One new class**
- **New subclasses, feats and spells**

A handbook of draconic options for the 5th edition of the world's best known role playing game.

By G Christopher Dyson & K S Dyson

Rats
IN THE RAIN

5E
COMPATIBLE

Nature of Dragons

A character options handbook for 5E Dungeons and Dragons

Written by G Christopher Dyson & K S Dyson

Published by Rats in the Rain

ISBN 978-0-9945084-8-5

©2016 G Christopher Dyson

Contents

Introduction

Welcome to the fifth and hopefully final volume in this series of class option manuals.

In previous volumes, we have presented grab bags of unrelated character options. In this volume we break that rule and focus on one character type: Those related to dragons. This includes dragonborn, sorcerers and even some barbarians and druids.
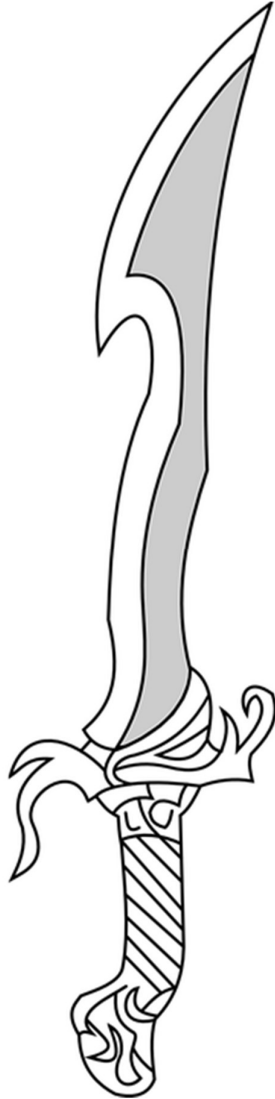
Races

Dragonborn

Royal Dragonborn

The most common of Dragonborn is the royal dragonborn. Typical descendants of the dragon races, these heroes are outlined in the core rules of the game and are what most people refer to when they say "Dragonborn"

Shadow Dragonborn

Considered the skinks of the dragon races, Shadow Dragonborn carry the blood of a different type of dragon, one whose powers originate in darkness.

The shadow dragonborn are smaller and lighter than their cousins. Their scales are dull. They are not as proud of their heritage. They tend to stoop and hide themselves.

They differ from Royal Dragonborn in the following ways:

Ability Score Increase: Instead of the ability score bonuses listed for dragonborn, you gain +2 to dexterity and +1 to Charisma.

Draconic Heritage: You do not choose a draconic heritage.

Breath Weapon: You do have a breath weapon but can only use it once per long rest. It is a 30ft line, dealing necrotic damage. You do not gain damage resistance.

Speed: Your base move is 35'

Darkvision: You have 60-foot dark vision

Dreaming Dragonborn

As a dreaming dragonborn, you carry the blood of two different coloured dragons in your veins.

Your scales are brighter than Royal Dragonborn though you would be shorter than royal dragonborn, yet just as heavy.

The Dreaming Dragonborn is very rare

Ability Score Increase: Instead of the ability score bonuses listed for dragonborn, you gain +2 to Constitution and +1 to Charisma.

Draconic Heritage: You may choose two colours of dragons for your draconic heritage. One must be metallic and one must be chromatic.

Breath Weapon: Having two types of breath weapons, you may use only one of them between rests, but you may choose which one at the time of using it. You do not gain damage resistance to either.

Speed: Your base move is 25'

New Base Class

Dragon-Soul

The dragon-soul is a being who has a distant draconic bloodline and has learned to tap into it. They are not a magic wielder like a sorcerer but they gain the physical aspects of a dragon and become fierce in combat especially with their breath weapon.

Becoming a legend

A dragon-soul begins their career as a simple adventurer, but one who knows they have a destiny beyond simple martial or magical training. They are unconcerned with gods as they feel the powers coming from within. They also know they have a choice, they can turn away from their nature and focus on other skills, or they can embrace their destiny, even to the point of allowing their bodies to change.

Creating a Dragon-soul

Ask yourself: why is this important to you? Why would you choose draconic nature over skill and training? Do you really carry the soul of a dragon?

Quick build

You can make a dragon-soul quickly. Put your highest ability score into Constitution, followed by charisma. A good strength and dexterity are also helpful. Take the hermit background.

Class Features

As a Dragon soul you have the following features:

Hit Points
Hit Dice: 1d10 per dragon-soul level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per dragon-soul level after 1st

Proficiencies
Armor: Light armour
Weapons: Simple weapons
Tools: None
Saving Throws: Constitution, Charisma
Skills: Choose any three from: Athletics, Acrobatics, Arcana, History, Nature, Insight, Perception, Survival, Deception.

Equipment
You start with the following equipment, plus that from your background:
- Great Club or Quarter Staff
- Six darts or two daggers
- Leather armour
- Explorer's pack or diplomat's pack

Lvl	Breath Weapon	Ability
1	2d6	Breath Weapon, Natural Armour +3
2		Claws, Bite (1d4),
3	3d6	Cantrip (1), recharge
4		Ability Score Improvement
5	4d6	Natural Armour +4, Claws, Bite (1d6)
6		Cantrip (2)
7	5d6	Wings
8		Ability Score Improvement
9	6d6	Cantrip (3)
10		Natural Armour +5
11	7d6	Claws, Bite (1d8)
12		Ability Score Improvement
13	8d6	Multiattack, Improved Flight
14		Cantrip (4)
15	9d6	Natural Armour +6
16		Ability Score Improvement
17	10d6	Claws, Bite (1d10)
18		
19	11d6	Ability Score Improvement
20		Natural Armour +7

Breath Weapon: You have a breath weapon. The type of damage it does and the area of effect is determined by the type of dragon you are based on.

Choices include:

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Cold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. The amount of damage done is determined by your level. It requires an action to use the breath weapon. It can be used once per short or long rest. At 3rd level you gain the benefits of the recharge feat (described below)

Natural Armour: parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armour, your AC equals 10 + the bonus listed on the Dragon-soul table + your Dexterity modifier.

Natural Weapons: At 2nd level, your body starts to change as your fingers develop claws and your jaw becomes more powerful. You develop natural claw attacks and a natural bite attack any of which can be used as a strength based melee weapon attack, or as an off-hand attack. At 2nd level these attacks all do 1d4 damage. This increases at 1d6 at 5th level, 1d8 at 11th level and 1d10 at 17th Level.

Multiattack: At 13th Level, you gain multiattack. When you use an attack action, you can make two claw and one bite attack.

Cantrips: At 3rd level, you gain a cantrip of your choice from the sorcerer's spell list. You gain additional cantrips at 6th level, 9th level and 14th level.

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.

Wings: At 7th level you gain wings and a flying speed equal to your base land speed. At 13th Level, your flying speed increases to double your base land movement rate.

Multiclassing

To multiclass as a Dragon-soul, you need a constitution score of 13.

When multiclassing to Dragon-soul you gain no proficiencies.

Natural Armour cannot be used if an unarmoured defence was gained from another class.

Archetypes for existing classes
Barbarian Totem: Dragon

Totem Spirit: At 3rd Level you gain dragon scales. While raging and not wearing any armour, your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier + your rage damage bonus. You can use a shield and still gain this benefit. You also gain resistance to one element chosen when you first take this ability.

Aspect of the Beast: You gain blind sight to a range of 15 feet.

Totemic Attunement: At 14th level you gain a breath weapon that you can use as a bonus action on each turn while you are raging.

You can use your action to exhale destructive energy. You choose a dragon colour when you choose this ability; this 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 draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and no damage on a successful one.

Druid: Circle of Scales

The natural order is a product of its apex predator, and some druids turn specifically to the great dragons as their inspiration.

At second level, in place of the existing circles, you may choose the circle of scales.

Bonus Cantrip: When you choose this circle at 2nd level, you learn one additional sorcerer cantrip of your choice.

Wildshape: Instead of using wildshape, you may expend one use of wildshape uses to gain:

- A bite attack doing 1d4 damage
- Two claw attacks doing 1d4 damage
- Multiattack, allowing you to attack with all three as an attack action
- Natural scale armour. If you are not wearing armour, your armour class become 13 + your dexterity modifier and you may also use a shield.

These last for one hour and are clearly visible.

At 16th Level, you may wildshape into a dragon whose challenge rating challenge rating as high as your druid level divided by 3, rounded down.

Sorcerer: Dragonblood

When a dragonborn taps into their draconic heritage to become a sorcerer it fires a spark of their bloodline greater than a regular draconic sorcerer.

Dragonblood is a sorcerous origin that can be chosen at 1st level instead of the existing choices.

Racial Restriction: Only a Royal Dragonborn may choose this origin.

Draconic Ancestry: A Dragonblood must choose the same colour of ancestor as they did for their racial selection.

Natural Armour: Your dragonborn scales become tougher and more resilient as you gain experience. When not wearing armour, your armour class becomes 10 + your dexterity modifier + your proficiency bonus.

Enhanced Breath Weapon: You may sacrifice a spell slot to enhance your breath weapon.

When you do this, you add 1d6 damage, plus an additional 1d6 for each level of the spell slot you have chosen to sacrifice.

Recharge: By sacrificing a spell slot you regain uses of your breath weapon. For each level of the spell slot used, you regain one use of the breath weapon that can be used until your next short rest.

At 6th level, your body starts to change as your fingers develop claws and your jaw becomes more powerful. You develop natural claw attacks and a natural bite attack any of which can be used as a strength based attack, or as an off-hand attack.

Feats

Recharge: When you take this feat, choose one racial or class ability that can be used once per short rest (dragonborn breath weapon, channel divinity etc) After you have used this ability, you may expend a bonus action to attempt to recharge it. To do so, roll a 1d6 and it is recharged on a 6.

If instead, you use an action to focus on your recharge, it will happen on a roll of 3+

If a full minute is spent focusing on the recharge, the power can be assumed to recharge automatically.

Dragon-friend

You speak draconic and gain advantage with persuasion and deception checks when interacting with dragons.

New Sorcerer Cantrip

Breath weapon

Conjuration cantrip
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Instantaneous

You breathe a powerful burst of an element that matches your draconic bloodline. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 damage of the type based on your bloodline.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

This cantrip can only be cast by a caster with some form of draconic heritage and has selected a dragon colour.

Acknowledgements

With thanks to:

identify itself or its products or the associated products contributed to the Open Game License by the Contributor

(g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.

(h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty----free, non----exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co----adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

R509 Nature of Dragons

Book 9 in a series of character options for the fifth edition of the world's greatest role playing game.

In this volume are choices to make your game more draconic:

- **New Dragonborn subraces**
- **One new class, and three new subclasses**
- **New feats and Spells.**

There's something for everyone!

Rats
IN THE RAIN