

# THE DRAGON BUILDER PROMO

***S**pears clattered off the azure dragon's scales like rain on rock. She cackled, a moment of calm in a storm of teeth and claws. With half the orc tribe in a hopeless battle and the other half bleeding to death, none were in a position to notice a blur of bronze scales snatching their shaman. The second dragon relieved the orc of his precious gem-encrusted idol and, with a low growl, crushed him in a single, snapping bite. High above, a third dragon shining crimson red spoke words of arcane power in the tongue of the first dragons, and fire poured down, augmented by a blast of her breath weapon. As the camp burned, all three dragons took wing, greedy talons clutching the latest addition to their ever-growing board. The orcs that yet lived would never forget the day the dragons came.*

There is something special about dragons. Creatures of myth and legend from across the world, dragons have captured the human imagination for millennia, and they hold a special place in tabletop roleplaying games. 5<sup>th</sup> Edition is no exception, and some say dragons are half the game. Whether you are a DM dreaming of creating a customized dragon perfectly tailored for your campaign, or a player who wants to soar the skies as a mighty wyrm, this is for you. Let your imagination run wild, and please show us your creations over in [2CGaming's Discord server](#). Welcome to the Dragon Builder.

## WHAT'S INSIDE

This is a promo for *Dragonflight*, 2CGaming's next book all about playing as a dragon.

In this document you'll get your first glimpse at the beating heart of the project, a new system for 5<sup>th</sup> Edition for creating dragons a cut above the rest. It can be used to make dragon player characters that can form an adventuring party and advance from wyrmling to ancient dragon, or powerful NPC dragons for a traditional 5<sup>th</sup> Edition campaign. If you want to wield ancient magic as a red dragon arcanist, you can do that. Does your game need a blue dragon with terrifying physical power and customizable features? Go for it. Perhaps you seek something really outlandish, a green dragon assassin that tears out its enemies' throats before they can even scream. When you create a dragon using the Dragon Builder, you can do so as both a player and a GM. The system mirrors the character classes in the *PHB*, but dragons are much more powerful than the average adventurer. It's no accident that dragons you create here will be more powerful than their official counterparts. Your dragon may be fast, strong, or tough, and can excel at physical combat, magic, or leadership. No two dragons will be the same, but they'll all be legendary.

This version of the Dragon Builder is only a promo, and details progression up to 7<sup>th</sup> level, where wyrmling dragons can grow into young dragons. The final release will extend up to level 20, detailing unique ancient dragons with the same level of care and attention shown here. We hope you enjoy it, and invite you to support *Dragonflight* on Kickstarter on October 11<sup>th</sup>. If you want to know when the project launches, you can sign up for our mailing list and be the first hear about it when it goes live!

## WHAT ISN'T HERE

Though it is the heart of *Dragonflight*, the Dragon Builder is only a small part of a very big system. In the full book you'll get special rules for dragon backgrounds, roleplaying, party dynamics for a dragon adventuring party, specialized dragon feats, legendary action customization, and rules of building and maintaining a proper lair.

With all that to look forward to, please enjoy the Dragon Builder. Ideas and suggestions for what you'd like to see added to the builder are welcome in the 2CGaming Discord, and you can share your dragon characters with members of the community. And if you feel inspired to create fan art of your dragon, we'd love to see it!

Ready to make a dragon?

## GETTING STARTED

Like making a typical player character, you need a standard 5<sup>th</sup> Edition character sheet, something to write with, and a set of dice to begin building your dragon. If you're a DM making a dragon NPC for your game, you can either use a character sheet or condense the information into a standard monster stat block.

The first step is choosing your species. You can select any species of dragon found in 5<sup>th</sup> Edition, which is considered the “race” of your character. You can even choose a dragon provided by a 3<sup>rd</sup> party publisher, though the builder is only balanced around official options, so your character may be significantly stronger or weaker than other dragons. Your choice changes certain aspects of your dragon, granting it the following racial traits.

**Breath Weapon.** All true dragons have breath weapons. The species you choose must have a breath weapon that deals damage. The type of damage dealt by the breath weapon is considered your dragon’s energy type, make a note of this on your character sheet.

**Energy Type.** Certain features and attacks will do damage of your energy type. If a breath weapon involves multiple types of damage, damage of your energy type is divided evenly between those damage types (rounded down). The type of saving throw required to resist your breath weapon (if any) is the same as a typical member of your species. Don’t worry about the saving throw DC yet, that will come later.

**Alignment.** Dragons are typically born with an alignment according to their species. You are free to choose any alignment you wish, but know that choosing one atypical of your species may bring harsh judgment from your draconic relatives and peers.

**Size.** Your size is based on your Constitution, as detailed in the Size by Constitution table.

**Speed.** Your speed is based on your size, as detailed in Size by Constitution table.

**Languages.** You can speak, read, and write Draconic.

Now you need some ability scores! It is strongly recommended you generate your starting statistics using the “point buy” system provided in the 5<sup>th</sup> Edition core rules. You can use the standard array or roll for your ability scores if you wish.

When assigning ability scores for your dragon you should consider what kind of dragon you want to create. Unlike player character classes, dragons are tremendously versatile and can benefit tremendously from every ability score. While Strength



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and Dexterity offer their usual benefits, your Constitution score also determines your dragon's size. Bigger dragons have stronger bite, claw, and tail attacks, as well as improved movement speeds. Your breath weapon and other draconic abilities have their saving throw DC based on Strength, Dexterity, or Constitution, so one of those ability scores should be high.

When you reach 2<sup>nd</sup> level, you will choose your Dragon Paradigm, moving down the path of the Arcanist, the Destroyer, or the Emperor. Arcanist dragons rely on a high Charisma for casting their spells, while Destroyers emphasize physical attributes in their combat-focused approach, and Emperors use their Intelligence to concoct masterful schemes. Wisdom, while not directly tied to a Dragon Paradigm, still determines your resilience to spells and mental effects, as well as affecting important skills like Perception and Insight.

As a dragon you get many more opportunities to increase your ability scores than typical player characters, so don't worry about getting it exactly right.

### SIZE

Your size is based on your Constitution score unaltered by magic or other outside influence. When your Constitution score naturally achieves a certain value you increase in size, gaining all the associated benefits as detailed in the Size by Constitution table detailed below. If your Constitution score is affected by magic or outside influence, your size does not increase or decrease.

Your ability scores and racial features form the foundation of your character, which begins as a 1<sup>st</sup> level dragon. The dragon class presented here is like a typical character class, but with a lot of more depth of customization and much more raw power. The "Estimated Challenge Rating" column is for DMs building a dragon NPC, players can safely ignore it.

## CLASS FEATURES

As a dragon, you gain the following class features.

### HIT POINTS

**Hit Dice:** 2d12 per dragon level

**Hit Points at 1<sup>st</sup> Level:** 24 + double your Constitution modifier

**Hit Points at Higher Levels:** 2d12 (13) + double your Constitution modifier per dragon level after first.

### PROFICIENCIES

**Armor:** None

**Weapons:** Natural weapons (bite, claw, tail)

**Tools:** None

**Saving Throws:** Constitution, Wisdom, Charisma

**Skills:** Choose three from Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Nature, Perception, Persuasion, and Stealth

### AGE CATEGORY: WYRMLING

At 1<sup>st</sup> level, you are a mere child to others of your kind: a wyrmling. As a wyrmling, you have the following features.

**Ability Score Increase.** You have four ability score increases, each of which can increase a single ability score by 1. The same ability score can be increased multiple times using this feature.

**Ability Score Maximum.** Your maximum for any ability score is 21.

**Breath Weapon.** You have one or more breath weapon options according to your species, which you can unleash as an action. The saving throw DC of your breath weapon is equal to your dragon

## SIZE BY CONSTITUTION

| Constitution Score | Size       | Speed               | Damage and Reach by Size            |                      |                         |
|--------------------|------------|---------------------|-------------------------------------|----------------------|-------------------------|
|                    |            |                     | Bite Dmg/Reach                      | Claw Dmg/Reach       | Tail Dmg/Reach          |
| 1 - 11             | Small      | 30 ft./fly 60 ft.   | 1d8 piercing/ 5 ft.                 | 1d6 slashing/ 5 ft.  | -                       |
| 12 - 17            | Medium     | 30 ft./fly 60 ft.   | 1d12 piercing/5 ft.                 | 1d8 slashing/ 5 ft.  | -                       |
| 18 - 21            | Large      | 40 ft./fly 80 ft.   | 2d8 piercing/10 ft.                 | 2d6 slashing/5 ft.   | 1d8 bludgeoning/ 15 ft. |
| 22-25              | Huge       | 40 ft./fly 80 ft.   | 2d10 piercing +2d6 (energy)/10 ft.  | 2d8 slashing/5 ft.   | 2d8 bludgeoning/ 15 ft. |
| 26 - 30            | Gargantuan | 50 ft./ fly 120 ft. | 2d12 piercing +4d6 (energy)/ 15 ft. | 2d10 slashing/10 ft. | 3d8 bludgeoning /20 ft. |

save DC, and their size and damage (when applicable) can be found in the Breath Weapon Column of the Dragon table. Once you have used your breath weapon, you cannot use it again until you recharge it. Roll a d6 at the end of each your turns. If you roll a 5 or a 6, your breath weapon recharges. Your breath weapon also recharges when you finish a short or long rest.

**Natural Weapons.** Your claws, bite, and tail are powerful natural weapons, which you can use to make unarmed strikes. The damage of these attacks is based on your size, as seen on your Size by Constitution Score table. You use your Strength modifier for attack and damage rolls with your natural weapons.

**Natural Armor.** While you are not wearing armor, your AC is equal to 17.

**Senses.** You have blindsight out to a range of 10 feet, and darkvision out to a range of 60 feet.

**Species Features.** You gain all special traits (damage resistances, immunities, traits, special senses, etc.) a Wyrmling dragon of your species normally has. If you are using an unofficial dragon species from a 3<sup>rd</sup> party product, you only gain traits that do not overlap with features that can be gained from advancing in levels of this class.

**Age Restricted.** While you may grow in power through combat experience, you cannot advance to 7<sup>th</sup> level until you reach the next age category, becoming a young dragon. To advance your age category, you must be 6<sup>th</sup> level and have a hoard upon which your entire form can rest comfortably, equivalent in value to the entire holdings of a wealthy noble. The DM determines exactly how much you need to form this hoard. When you have met these prerequisites, you must hibernate with your treasure hoard for a period of time determined by the DM, rapidly maturing your body. At the end of your hibernation you awaken as a young dragon of your species.

## HOARD

A dragon's hoard is essential to its growth and health, and you must maintain your hoard to advance as a dragon. The area where you keep your hoard is considered your lair, which you must safeguard against would-be thieves. Starting at 1<sup>st</sup> level you should work with the DM to determine where your dragon keeps its lair. You may relocate your lair later on, but all dragons start somewhere. If you are playing as part of a group of dragon adventurers, you may decide to share your lair, working together to amass a hoard larger than any of you could achieve alone.

Your hoard is more than treasure, it is a part of you. As you advance in levels and grow in age, the area around it may gain special magical properties befitting your species.

## DRACONIC INSTINCTS

At 1<sup>st</sup> level, you have an overpowering and instinctual drive to survive. You choose one of the following draconic instincts.

**Cunning.** You stalk your prey from the shadows, striking with frightening speed. You gain a bonus to your AC equal to your Dexterity modifier, and your speed is calculated as though you were one size category larger than your normal size, according to the Speed column of the Size by Constitution table. Additionally, your natural weapons are considered finesse weapons and you are proficient in Dexterity saving throws.

Finally, your dragon save DC is calculated as follows:

$$\text{Dragon Save DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$$

**Power.** You punch above your weight class. Your natural weapon attacks deal damage as though you were one size category larger

## THE DRAGON

| Level           | Proficiency Bonus | Features                                   | Breath Weapon Damage/Range             | Challenge Rating |
|-----------------|-------------------|--------------------------------------------|----------------------------------------|------------------|
| 1 <sup>st</sup> | +2                | Age Category: Wyrmling, Draconic Instincts | 2d10 (energy)/15 ft. cone/40 ft. line  | 2                |
| 2 <sup>nd</sup> | +2                | Dragon Paradigm                            | 3d10 (energy)/15 ft. cone/40 ft. line  | 3                |
| 3 <sup>rd</sup> | +2                | Ability Score Improvement                  | 4d10 (energy)/15 ft. cone/40 ft. line  | 4                |
| 4 <sup>th</sup> | +2                | Multiattack                                | 5d10 (energy)/15 ft. cone/40 ft. line  | 5                |
| 5 <sup>th</sup> | +3                | Ability Score Improvement                  | 5d10 (energy)/ 30 ft. cone/60 ft. line | 6                |
| 6 <sup>th</sup> | +3                | Dragon Paradigm Feature                    | 6d10 (energy)/ 30 ft. cone/60 ft. line | 7                |
| 7 <sup>th</sup> | +3                | Age Category: Young                        | 7d10 (energy)/ 30 ft. cone/60 ft. line | 8                |

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than your normal size, according to Damage And Reach By Size columns of the Size By Constitution table.

Additionally, you are proficient in Strength saving throws.

Finally, your dragon save DC is calculated as follows:

**Dragon Save DC** = 8 + your proficiency bonus + your Strength modifier

**Survival.** You endure brutal hardships and punishing environmental conditions with ease. Your hit point maximum increases by twice your dragon level. Whenever you gain a level thereafter, you hit point maximum increases by an additional 2 hit points. Additionally, you recover all of your hit dice when you finish a long rest, instead of half your maximum hit dice.

Finally, your dragon save DC is calculated as follows:

**Dragon Save DC** = 8 + your proficiency bonus + your Constitution modifier

## DRAGON PARADIGM

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At 2<sup>nd</sup> level, you develop your body and mind to exemplify one of three mighty aspects of dragon kind: Arcanist, Destroyer, or Emperor. The details of each paradigm are end the end of the class description.

## ABILITY SCORE IMPROVEMENT

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When you reach 3<sup>rd</sup> level, and again at 5<sup>th</sup> level you can increase two different ability scores of your choice by 2, one ability score of your choice by 2 and two ability scores of your choice by 1, or four ability scores of your choice by 1. You can't increase an ability score above your ability score maximum using this feature.

## MULTIATTACK

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Beginning at 4<sup>th</sup> level, when you take the attack action you can make one bite or tail attack, and a claw attack.

## AGE CATEGORY: YOUNG

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At 7<sup>st</sup> level, you are an aspiring "teenage" member of your species: a young dragon. As a young dragon, you gain the following features.

**Ability Score Increase.** You can increase four different ability scores of your choice by 2.

**Ability Score Maximum.** Your maximum for any ability score is 25.

**Natural Armor.** While not wearing armor, your AC is equal to 18.

**Senses.** You have blindsight out to a range of 30 feet, and darkvision out to a range of 120 feet.

**Species Features.** You gain any special traits (damage resistances, immunities, etc) a young dragon of your species normally has at that age. If you are using an unofficial dragon species from a 3<sup>rd</sup> party product, you only gain traits that do not overlap with features that can be gained from advancing in levels of this class.

**Age Restricted.** While you may grow in power through experience and adventuring, you cannot advance to 13<sup>th</sup> level until you also advance your age category, becoming an adult dragon. To become an adult dragon, you must be 12<sup>th</sup> level and have a hoard of equivalent value to a King or Queen's royal treasury. The DM determines exactly how much that is. When you have met these prerequisites, you must hibernate with your treasure hoard for a period of time determined by the DM, rapidly maturing your body. At the end of your hibernation you awaken as an adult dragon of your species.

## DRAGON PARADIGMS

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As dragons focus their abilities into narrow paths, they commonly exemplify one aspect of their draconic nature: physical power, magic, or leadership. These paradigms don't detract from what makes a dragon powerful but add to its array of already formidable abilities. Respected and feared among their own kind, these dragons are paragons of their species.

## ARCANIST

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Dragons are magical beings, but only some can tap into the tremendous reservoir of arcane energy flowing through their veins. Arcanists are among the most wonderous and mysterious of dragon kind, sculpting the world with their powerful magics. Capable of laying waste to an entire army without lifting a claw, Arcanists also use their magic to explore new worlds, safeguard their hoards, and influence lesser beings.

### *Spellcasting*

When you reach 2<sup>nd</sup> level, you add the ability to cast spells to your already formidable draconic abilities. Your spellcasting follows the standard 5<sup>th</sup> Edition rules, with a few exceptions. You gain the following features.

**Draconic Magic.** Spells you cast using this spellcasting feature can be cast without the need for somatic components or material components without a listed cost. While in your natural form, when you would cast a spell that would project from your hands, it instead projects from your mouth. Additionally, when you cast a spell with a range of touch, you use your tongue to deliver the spell. Your reach for touch spells is the same as your reach for your bite attack.

You have an arcanist spell list<sup>1</sup> from which you choose which spells you know, which is detailed below.

**Cantrips.** You learn 3 cantrips of your choice from the arcanist spell list.

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<sup>1</sup> Some spells on this list can be found in the official 5<sup>th</sup> Edition supplement, *XGE*.

## ARCANIST SPELLS

|                             |                                                                                                                                                                                                                                                                                  |
|-----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Cantrips</b>             | <i>control flames, dancing lights, firebolt, frostbite, mage hand, mending, minor illusion, message, resistance, shape water, thunderclap, vicious mockery</i>                                                                                                                   |
| <b>1<sup>st</sup> Level</b> | <i>alarm, animal friendship, charm person, comprehend languages, create or destroy water, detect magic, dissonant whispers, earth tremor, entangle, fog cloud, magic missile, shield, silent image, sleep, speak with animals, hideous laughter, thunderwave, unseen servant</i> |
| <b>2<sup>nd</sup> Level</b> | <i>alter self, crown of madness, darkness, detect thoughts, earthbind, hold person, invisibility, knock, lesser restoration, locate object, magic mouth, mind spike, pass without trace, phantasmal force, shatter, silence, snowball swarm, suggestion, zone of truth</i>       |
| <b>3<sup>rd</sup> Level</b> | <i>animate dead, bestow curse, call lightning, clairvoyance, counterspell, daylight, dispel magic, erupting earth, fireball, glyph of warding, hypnotic pattern, major image, nondetection, plant growth, sending, speak with plants, slow, tidal wave</i>                       |
| <b>4<sup>th</sup> Level</b> | <i>banishment, blight, charm monster, compulsion, confusion, conjure minor elementals, control water, freedom of movement, greater invisibility, ice storm, locate creature, phantasmal killer, polymorph, storm sphere, vitriolic sphere, wall of fire</i>                      |

**Spell Slots.** The Arcanist Spellcasting table shows how many spell slots you have to cast your spells of 1<sup>st</sup> level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

**Spells Known of 1<sup>st</sup> Level or Higher.** You know three 1<sup>st</sup> level arcanist spells of your choice.

The Spells Known column of the Arcanist Spellcasting table shows when you learn more arcanist spells of 1<sup>st</sup> level or higher.

Whenever you gain a level in the dragon class, you can replace two of the arcanist spells you know with other spells of your choice from the arcanist spell list. The new spells must be of a level for which you have spell slots.

**Spellcasting Ability.** Charisma is your spellcasting ability for your arcanist spells because your magic flows from within your body, called forth by your force of personality. You use your Charisma modifier whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for an arcanist 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

### Arcane Jaws

At 2<sup>nd</sup> level, when you score a hit with your bite attack, you can expend one spell slot to deal bonus damage of your energy type to the target, in addition to the attack's normal damage. The extra damage is 2d6 for a 1<sup>st</sup> level spell slot, plus 1d6 for each spell level higher than 1<sup>st</sup>.

### Spellfury

At 6<sup>th</sup> level, when you take the attack action on your turn, you may forgo making one or more attacks from that action and instead cast an arcanist spell you know for each attack you forgo. Once you cast a spell of 1<sup>st</sup> level or higher in this manner, any subsequent spells you cast that turn must be cantrips.

## ARCANIST SPELLCASTING

| Dragon Level    | Cantrips Known | Spells Known | Spell Slots Per Spell Level |                 |                 |                 |                 |                 |                 |                 |                 |   |   |   |
|-----------------|----------------|--------------|-----------------------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|---|---|---|
|                 |                |              | 1 <sup>st</sup>             | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> | 6 <sup>th</sup> | 7 <sup>th</sup> | 8 <sup>th</sup> | 9 <sup>th</sup> |   |   |   |
| 2 <sup>nd</sup> | 3              | 3            | 3                           | -               | -               | -               | -               | -               | -               | -               | -               | - | - | - |
| 3 <sup>rd</sup> | 3              | 4            | 4                           | 2               | -               | -               | -               | -               | -               | -               | -               | - | - | - |
| 4 <sup>th</sup> | 3              | 5            | 4                           | 3               | -               | -               | -               | -               | -               | -               | -               | - | - | - |
| 5 <sup>th</sup> | 3              | 6            | 4                           | 3               | 2               | -               | -               | -               | -               | -               | -               | - | - | - |
| 6 <sup>th</sup> | 3              | 7            | 4                           | 3               | 3               | -               | -               | -               | -               | -               | -               | - | - | - |
| 7 <sup>th</sup> | 3              | 8            | 5                           | 4               | 3               | 2               | -               | -               | -               | -               | -               | - | - | - |

## DESTROYER

Scales as thick as shields, teeth as sharp as swords, claws like spears, and a tail like a battering ram. Some dragons are not satisfied with being a living arsenal. The results are the destroyers, dragons of might and uncontested physical prowess. These dragons are rightly feared by other of their kind for their love of battle, and every destroyer wears their numerous battle scars with pride.

### Primal Fury

At 2<sup>nd</sup> level, you can tap into the animalistic and predatory instincts buried deep within all dragons. As a bonus action on your turn, you can enter a blood frenzy which grants you the following features for its duration.

- You have advantage on attacks with your natural weapons.
- Your natural weapons deal extra damage equal to your proficiency bonus.
- You have advantage on saving throws against any effect that would cause you to be incapacitated, stunned, paralyzed, petrified, or knocked unconscious. Additionally, you have advantage on saving throws against effects that would reduce your speed.
- You cannot communicate verbally.

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Your blood frenzy lasts for 1 minute and ends early if you are knocked unconscious. If you are not in combat while still in your blood frenzy, you attempt to consume the bodies of slain enemies as long as doing so would not harm you. If no corpses are available, you rampage through the environment, smashing and destroying non-valuable objects around you. Even in a blood frenzy, dragons love treasure.

Once you have used your blood frenzy, you must finish a short or long rest before you can use it again. At 6<sup>th</sup> level, you can use this feature twice before you must finish a short or long rest

### *Ways of the Destroyer*

Beginning at 2<sup>nd</sup> level, your training influences your body's development, allowing you to perform acts of physical ability well beyond those of normal dragons. You can choose one of the following features of your choice.

**Controlled Breathing.** Your breath weapon now recharges on a d6 roll of 4, 5, or 6.

**Snatch Prey.** Once per turn, when you score a hit with your bite or claw attack against a creature your size or smaller, you may attempt to grapple your target (no action required).

**Aerial Acrobatics.** While you are flying, creatures have disadvantage on attack rolls against you.

### *Greater Ways of the Destroyer*

At 6<sup>th</sup> level, you further develop your physical skills as a dragon. You can choose one of the following features of your choice.

**Maximize Breath.** When you use your breath weapon, you can choose to deal maximum damage on the weapon's damage dice. When you do so, you cannot use your breath weapon again until you successfully recharge it twice.

**Savage Rending.** When you take the attack action on your turn and make all of your attacks against the same target, your attacks score a critical hit on a roll of 19 or 20.

**Thick Scales.** When you would take 10 or less damage in a single instance, you instead take no damage.

## IMPERATOR

The mind of a dragon is a fearsome thing. Emperors are strategists and leaders among dragon kind, wielding their prodigious intellect in multilayered and complex schemes. They view the entire world as a chessboard and its inhabitants (even other dragons) as pieces. Everything these dragons do is in service to a master plan, and their schemes can take centuries to come to fruition. On the battlefield, emperors are always two steps ahead of their opponents, predicting and countering each effort with smug satisfaction.

### *Tactical Genius*

Beginning at 2<sup>nd</sup> level, you see the world as a game of strategy that can be mastered and beaten. When you would make a Charisma (Deception, Intimidation, or Persuasion) ability check, you may instead make an Intelligence ability check in association with the skill.

### *Plan of Attack*

At 2<sup>nd</sup> level, as a bonus action on each of your turns you may examine a creature you can see within 120 feet of you and discover a temporary flaw in its defenses. The next time the target is hit by a weapon attack made by you or one of your allies before the start of your next turn, the attack deals an extra 2d12 damage. This damage increases to 4d12 at 6<sup>th</sup> level.

### *Draconic Brilliance*

At 6<sup>th</sup> level, your superior Intelligence gives you an edge against less brilliant foes. Creatures with an Intelligence score lower than yours have disadvantage on saving throws and ability checks against you.

Additionally, you become proficient in two skills of your choice. The skills you choose must be based on Intelligence, Wisdom, or Charisma.