

UNEARTHED ARCANA 2021

Draconic Options

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This playtest document presents race, feat, and spell options related to dragons in *DUNGEONS & DRAGONS*. First is a trio of draconic race options presented as an alternative to the dragonborn race in the *Player's Handbook*, as well as a fresh look at the kobold race. Then comes a handful of feat options that reflect a connection to draconic power. Finally, an assortment of spells—many of them bearing the names of famous or infamous dragons—offer a variety of approaches to manifesting dragon magic.

This Is Playtest Material

The D&D material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your D&D campaign but not refined by full game design and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release on the D&D website soon. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Power Level. The character options you read here might be more or less powerful than options in the *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form.

Draconic Races

The dragonborn race in the *Player's Handbook* is one way to reflect a character with dragons somewhere far back in their ancestry. This document offers three variant dragonborn races you can choose instead, if you want a character with clearer connections to a specific draconic ancestry, as well as a new version of the kobold race. When you're making a new character using one of these races, use the rules under "Creating Your Character" to fill out the details of your character.

Creating Your Character

When you create your D&D character, you decide whether your character is a member of the human race or one of the game's fantastical races. Alternatively, you can choose one of the following draconic races. If you create a character using a race option presented here, follow these additional rules during character creation.

Ability Score Increases

When determining your character's ability scores, you increase one of those scores by 2 and increase a different score by 1, or you increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

The "Quick Build" section for your character's class offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

Languages

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player's Handbook* offers a list of widespread languages to choose from. The DM is free to add or remove languages from that list for a particular campaign.

Creature Type

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race option presented here tells you what your character's creature type is.

Here's a list of the game's creature types in alphabetical order: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant,

Humanoid, Monstrosity, Ooze, Plant, Undead. These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the text of the *cure wounds* spell specifies that the spell doesn't work on a creature that has the Construct type.

Chromatic Dragonborn

Dragonborn with chromatic ancestry claim the raw elemental power of the chromatic dragons. The vibrant colors of the chromatics—black, blue, green, red, and white—gleam in their scaled skin and in the deadly energy of their breath weapons. Theirs is the raw elemental fury of the volcano, of biting arctic winds, of raging lightning storms; theirs also is the subtle whisper of swamp and forest, corrosive and toxic.

Chromatic Dragonborn Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Chromatic Ancestry. You trace your ancestry to a chromatic dragon, granting you a special magical affinity. Choose one type of dragon from the Chromatic Ancestry table. This determines the damage type for your other traits as shown in the table.

Chromatic Ancestry

Dragon	Damage Type
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

Breath Weapon. When you take the Attack action, you can replace one of your attacks with an exhalation of a magical energy in a 30-foot line that is 5 feet wide. Each creature in the area must make a Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d8 damage of the type associated with your Chromatic Ancestry on a failed save, and half as much damage on a successful one. This damage

increases by 1d8 when you reach 5th level (3d8), 11th level (4d8), and 17th level (5d8).

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Draconic Resistance. You have resistance to the damage type associated with your Chromatic Ancestry.

Chromatic Warding. Starting at 3rd level, as an action, you can channel your draconic energies to protect yourself. For 10 minutes, you become immune to the damage type associated with your Chromatic Ancestry. Once you use this trait, you can't do so again until you finish a long rest.

Metallic Dragonborn

Dragonborn with metallic ancestry lay claim to the unflinching tenacity of the metallic dragons—brass, bronze, copper, gold, and silver—whose hues glint in their scales. Theirs is the fire of hearth and forge, the cold of high mountain air, the spark of inspiration, and the scouring touch of acid that cleanses and purifies.

Metallic Dragonborn Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Metallic Ancestry. You trace your ancestry to a metallic dragon, granting you a special magical affinity. Choose one type of dragon from the Metallic Ancestry table. This determines the damage type for your other traits as shown in the table.

Metallic Ancestry

Dragon	Damage Type
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold

Breath Weapon. When you take the Attack action, you can replace one of your attacks with an exhalation of a magical energy in a 15-foot cone. Each creature in the area must make a Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency

bonus. A creature takes 2d8 damage of the type associated with your Metallic Ancestry on a failed save, and half as much damage on a successful one. This damage increases by 1d8 when you reach 5th level (3d8), 11th level (4d8), and 17th level (5d8).

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Draconic Resistance. You have resistance to the damage type associated with your Metallic Ancestry.

Metallic Breath Weapon. At 3rd level you gain a second breath weapon. When you take the Attack action, you can replace one of your attacks with an exhalation of a magical gas in a 15-foot cone. The save DC for this breath is 8 + your Constitution modifier + your proficiency bonus. When you use this ability, choose one:

- Each creature in the area must succeed on a Strength saving throw or be pushed 20 feet away from you and be knocked prone.
- Each creature in the area must succeed on a Constitution saving throw or become incapacitated until the start of your next turn.

Once you use your Metallic Breath Weapon, you can't do so again until you finish a long rest.

Gem Dragonborn

Dragonborn with gem ancestry partake of the heritage of all gem dragons, who claim to be heirs of the ruby dragon, Sardior—the firstborn of all creation, made by Bahamut and Tiamat in the first days of the First World. The colors and mysterious powers of the gem dragons—amethyst, crystal, emerald, sapphire, and topaz—gleam in their scaled skin and course through their veins. Theirs are the wonders of the mind, the force of will, the brilliant light of insight, the resounding echo of discovery, and the desiccation of despair.

Gem Dragonborn Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Gem Ancestry. You trace your ancestry to a gem dragon, granting you a special magical

affinity. Choose one type of dragon from the Gem Ancestry table. This determines the damage type for your other traits as shown in the table.

Gem Ancestry

Dragon	Damage Type
Amethyst	Force
Crystal	Radiant
Emerald	Psychic
Sapphire	Thunder
Topaz	Necrotic

Breath Weapon. When you take the Attack action, you can replace one of your attacks with an exhalation of a magical energy in a 15-foot cone. Each creature in the area must make a Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d8 damage of the type associated with your Gem Ancestry on a failed save, and half as much damage on a successful one. This damage increases by 1d8 when you reach 5th level (3d8), 11th level (4d8), and 17th level (5d8).

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Draconic Resistance. You have resistance to the damage type associated with your Gem Ancestry.

Psionic Mind. You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature, but the creature must be able to understand at least one language. Your communication doesn't give the creature the ability to respond to you telepathically.

Gem Flight. Starting at 3rd level, you can use your bonus action to temporarily summon an array of spectral gems that match your Gem Ancestry in the shape of wings that last for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

Kobold

Some of the smallest draconic creatures to walk the planes, kobolds display their draconic ancestry in the glint of their scales and in their roars. Legends tell of the first kobolds emerging from the Underdark near the lairs of the earliest

dragons. In some lands, kobolds serve chromatic or metallic dragons—even worshipping them as divine beings. In other places, kobolds know too well how dangerous those dragons can be and help others defend against draconic destruction.

Whatever their relationship to dragons, kobold scales tend to be rust colored, although the occasional kobold sports scale color more akin to that of a chromatic or a metallic dragon. The roar of a kobold can express a range of emotion: anger, resolve, elation, fear, and more. Regardless of the emotion the kobold expresses, the roar resonates with draconic power.

Kobold Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Small.

Speed. Your walking speed is 30 feet

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Draconic Legacy. The kobold connection to dragons can manifest in unpredictable ways in an individual kobold. Choose one of the following legacy options when you select this race:

- You have advantage on saving throws to avoid or end the frightened condition on yourself.
- You know one cantrip of your choice from the sorcerer spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for that cantrip (choose when you select this race).
- You can make unarmed strikes with your tail. When you hit with it, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

Draconic Roar. As a bonus action, you let out a draconic roar at your enemies within 10 feet of you. Until the end of your next turn, you and your allies have advantage on attack rolls against any of those enemies who could hear the roar. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Feats

A feat represents a character achieving mastery in one of their capabilities or discovering the ability to do something completely new. When this mastery arises from a draconic source—whether it's the gift of a true dragon, the manifestation of some draconic heritage, the blessing of a draconic god, or as a consequence of slaying a true dragon—it can have dramatic supernatural effects.

Gift of the Chromatic Dragon

You've manifested some of the power of chromatic dragons, granting you the following benefits:

- As a bonus action, you can touch a simple or martial weapon and infuse it with one of the following damage types: acid, cold, fire, lightning, or poison. For the next minute, the weapon deals an extra 1d4 damage of the chosen type when it hits. After you use this ability, you can't do so again until you finish a long rest.
- When you take acid, cold, fire, lightning, or poison damage, you can use your reaction to give yourself resistance to that instance of damage. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Gift of the Metallic Dragon

You've manifested some of the power of metallic dragons, granting you the following benefits:

- You learn the *cure wounds* spell. You can cast this spell without expending a spell slot. Once you cast this spell in this way, you can't do so again until you finish a long rest. You can also cast this spell using spell slots you have. The spell's spellcasting ability is Intelligence, Wisdom, or Charisma when you cast it with this feat (choose when you gain the feat).
- You can manifest protective wings that can shield you or others from attacks. When you or another creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to manifest spectral wings from your

back for a moment. Roll a d4 and grant a bonus to the target's AC equal to the number rolled against that attack roll, potentially causing it to miss. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Gift of the Gem Dragon

You've manifested some of the power of gem dragons, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- When you take damage from a creature that is within 10 feet of you, you can use your reaction to emanate telekinetic energy. The creature that dealt damage to you must succeed on a Strength saving throw (DC equals 8 + your proficiency bonus + the ability modifier of the score increased by this feat) or take 2d8 force damage and be pushed 10 feet away from you. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Spells

This section contains new spells that the DM may add to a campaign, making them available to player characters and monster spellcasters alike. The Spells table lists the new spells, ordering them by level. The table also notes the school of magic of a spell, whether it requires concentration, whether it bears the ritual tag, and which classes have access to it.

Spells

Level	Spell	School	Conc.	Ritual	Class
2nd	Icingdeath's Frost	Evocation	No	No	Sorcerer, Wizard
2nd	Nathair's Mischief	Illusion	Yes	No	Bard, Sorcerer, Wizard
3rd	Flame Stride	Transmutation	Yes	No	Artificer, Ranger, Sorcerer, Wizard
4th	Raulothim's Psychic Lance	Enchantment	No	No	Bard, Sorcerer, Warlock, Wizard
5th	Summon Draconic Spirit	Conjuration	Yes	No	Druid, Sorcerer, Wizard
6th	Fizban's Platinum Shield	Abjuration	Yes	No	Sorcerer, Wizard
7th	Draconic Transformation	Transmutation	Yes	No	Druid, Sorcerer, Wizard

Draconic Transformation

7th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a statuette of a dragon, worth at least 500 gp)

Duration: Concentration, up to 1 minute

With a roar, you draw on the magic of dragons to transform yourself, taking on various draconic features. You gain the following benefits until the spell ends:

- You have blindsight with a range of 30 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature, unless the creature successfully hides from you.
- Incorporeal wings sprout from your back, giving you a flying speed of 40 feet.
- When you cast this spell, and as a bonus action on subsequent turns for the duration, you can exhale a breath of shimmering energy in a 30-foot cone. Each creature in the area must make a Dexterity saving throw, taking 3d8 force damage on a failed save or half as much damage on a successful one.

Fizban's Platinum Shield

6th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a platinum-plated dragon scale, worth at least 500 gp)

Duration: Concentration, up to 1 minute

You create a field of silvery light that surrounds a creature of your choice within range (you can choose yourself). The field sheds dim light out to 5 feet.

As a bonus action on subsequent turns, you can move the field to another creature within 60 feet of the field.

The creature protected by the field gains the following benefits:

- The creature has half cover.
- The creature has resistance to acid, cold, fire, lightning, and poison damage.
- If the creature is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the creature instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Flame Stride

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The billowing flames of a dragon cover your feet, granting you explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks.

When you move within 5 feet of a creature or object that isn't being worn or carried, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase your speed by 5 feet for each spell slot level above 3rd. Additionally, the spell deals an additional 1d6 fire damage for each slot level above 3rd.

Icingdeath's Frost

2nd-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S, M (a vial of meltwater)

Duration: Instantaneous

A burst of icy cold energy emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is covered in ice for 1 minute or until a creature uses its action to break the ice off itself or another creature. A creature covered in ice has

its speed reduced to 0. On a successful save, a creature takes half as much damage with no additional effects.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the cold damage by 1d8 for each slot level above 2nd.

Nathair's Mischief

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: S, M (a piece of crust from an apple pie)

Duration: Concentration, up to 1 minute

You fill a 20-foot cube centered on a point you choose within range with fey and draconic magic. Roll on the Mischievous Surge table to determine the magical effect produced. At the start of each of your turns, you can move the cube up to 10 feet and reroll on the table.

Mischievous Surge

d4	Effect
1	The smell of apple pie fills the air, and each creature in the cube must succeed on a Wisdom saving throw or become charmed by you until the start of your next turn.
2	Bouquets of flowers appear all around, and each creature in the cube must succeed on a Dexterity saving throw or be blinded until the start of your next turn as the flowers spray water in their faces.
3	Each creature in the cube must succeed on a Wisdom saving throw or begin giggling until the start of your next turn. A giggling creature is incapacitated and uses all its movement to move in a random direction.
4	Drops of molasses appear and hover in the cube, turning it into difficult terrain until the start of your next turn.

Raulothim's Psychic Lance

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Instantaneous

You unleash a shimmering lance of psychic power from your forehead at a creature that you can see within range. Alternatively, you can utter

the creature's name. If the named target is within range, it gains no benefit from cover or invisibility as the lance homes in on it. If the named target isn't within range, the lance dissipates, and the spell slot is not expended.

The target must succeed on an Intelligence saving throw or take 10d6 psychic damage and be incapacitated until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Summon Draconic Spirit

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an art object from a dragon's hoard, worth at least 500 gp)

Duration: Concentration, up to 1 hour

You call forth a draconic spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Draconic Spirit stat block. When you cast this spell, choose a family of dragon: Chromatic, Gem, or Metallic. The creature resembles a dragon of the chosen family, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, use the higher level wherever the spell's level appears in the stat block.

Draconic Spirit

Large Dragon

Armor Class 14 + the level of the spell (natural armor)

Hit Points 50 + 10 for each spell level above 5th

Speed 30 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	10 (+0)	14 (+2)	14 (+2)

Damage Resistances (Chromatic and Metallic only)

acid, cold, fire, lightning, poison

Damage Resistances (Gem only) force, necrotic, psychic, radiant, thunder

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Draconic, understands the languages you speak

Challenge — **Proficiency Bonus** equals your bonus

Shared Resistances. When you summon the dragon, choose one of its damage resistances. You have resistance to the chosen damage type until the spell ends.

Actions

Multiattack. The dragon uses its Breath Weapon, and it makes a number of Bite and Claw attacks equal to half the spell's level (rounded down).

Bite and Claw. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 1d6 + 4 + the spell's level piercing damage.

Breath Weapon. The dragon exhales a stream of multicolored energy in a 30-foot cone. Each creature in that area must make a Dexterity saving throw, taking 2d6 damage of your choice of a damage type this dragon has resistance to on a failed save, or half as much damage on a successful one.