

ADVANCED CLASSES

Keeping with the JRPGs that inspired *Keep of the Kobold Queen*, this adventure introduces the concept of advanced classes to bring some of the tropes and mechanics of those games to D&D 5e. Apart from story based prerequisites, advanced classes follow all the normal rules of multiclassing except that they cannot be taken at 1st level.

DRAGONSWORN KNIGHT

To become a dragonsworn knight you must swear an oath to do one of two things: defend dragons from harm or eliminate the threat they pose to humanoids. The order of dragonsworn knights is ancient and the rift between these two sides is just as old. Each claims to be the original philosophy of the combat style but both camps are equally capable of inducting newcomers into the method. Regardless of their precise relationship to dragons, every dragonsworn knight learns to embody the strength and raw elemental power of dragons to better execute their oath.

THE DRAGONSWORN KNIGHT

Level	Features	Dragon's Breath	High Jump Damage
1st	Draconic Mien, High Jump, Lancer	—	1d6
2nd	Dragon's Breath, Dragon's Roar	2d6	2d6
3rd	Breath Inurement, Graceful Landing	3d6	3d6
4th	Ability Score Improvement	4d6	4d6
5th	Dragonheart, Dragon's Breath improvement	5d6	5d6

PREREQUISITES

In order to gain levels as a dragonsworn knight, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing classes):

- **Strength 13.** To challenge or defend living legends such as dragons you must be a physical specimen yourself.
- **Pledge to Defend or Defeat.** To become a dragonsworn knight you must pledge to another dragonsworn knight who is willing to induct you into the order that you will put your life on the line to protect or scourge dragons.

CLASS FEATURES

As a dragonsworn knight, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per dragonsworn knight level

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per dragonsworn knight level

PROFICIENCIES

Armor: Medium armor, heavy armor, shields

Weapons: Javelins, glaives, halberds, lances, and tridents

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

Becoming a dragonsworn knight does not grant you any special equipment.

DRACONIC MIEN

Starting when you gain your 1st level in this class, you carry yourself with the menacing confidence of dragons. You gain proficiency in the Intimidation skill if you don't have it already. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

In addition, you can read, speak, and write Draconic.

HIGH JUMP

At 1st level, you can use your action to jump incredible heights, even from a standstill. When you do, you jump 10 feet vertically and up to 10 feet horizontally. These distances increase by 10 feet each time you gain a level in this class.

At the end of this jump, you can make one weapon attack. The attack deals an additional 1d6 damage for every 10 feet you jumped vertically with the maximum additional damage indicated on the High Jump Damage column of the Dragonsworn Knight table.

LANCER

Also at 1st level, you gain benefits when using certain weapons; javelins, glaives, halberds, lances, and tridents. When you make a weapon attack with any of these weapons, your attack roll is a critical hit on a roll of 19 or 20 on the d20. In addition, the thrown ranges of each of these weapons is tripled for you. Finally, each of these weapons that do not have the reach property count as having the reach property when you use them.

DRAGON'S BREATH

At 2nd level, you can use your action to exhale elemental energy in a 15-foot cone. When you do, choose acid, cold, fire, lightning, or poison. Each creature within the cone must succeed on a Dexterity

saving throw (DC 8 + your proficiency bonus + your Strength modifier), taking 2d6 damage of the chosen type on a failed saving throw or half as much damage on a successful one. The amount of the damage increases as you gain levels in this class, as shown in the Dragon's Breath column of the Dragonsworn Knight table.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 5th level, you can use it twice before a rest.

DRAGON'S ROAR

Also at 2nd level, you can use an action to mimic the terrifying roar of dragons. When you do, each creature that isn't deafened within 30 feet of you must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be frightened of you for 1 minute. Creatures can repeat this saving throw at the end of each of their turns, ending the frightened condition on a success.

Once you use this feature, you can't use it again until you finish a long rest.

BREATH INUREMENT

Starting at 3rd level, when you use your Dragon's Breath feature you gain resistance to the chosen damage type for 1 minute.

GRACEFUL LANDING

At 3rd level, when you take damage from a fall you reduce the damage taken by 10 x your level in this class.

ABILITY SCORE IMPROVEMENT

When you reach 4th 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.

DRAGONHEART

Starting at 5th level, you are immune to being frightened.