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Dragons breath dnd 5e

You get a breathing weapon resembling a dragon. When you cast this spell, you choose both the shape and the energy type of breathing weapon from the following options: a line (acid, electricity or fire) or a cone (acid, cold or fire). The line is 5 feet tall, 5 feet wide and 60 feet long, while the cone is 30 feet long, 30 feet high and 30 feet wide. Once you make a choice of shape and type of energy, it is fixed at spell time. Using your weapon breath is a standard action. The breathing weapon inflicts 3d6 points of damage to the chosen type of energy, plus an additional 1d6 damage points for every two levels above the 5th (maximum up to 10d6 at level 19). Targets in the area may try to reflex save for half the damage. You can use this weapon breathing up to three times during the duration of the spell (plus one additional use two levels above 5)... After using this weapon breath, you can't use it again for 1d4+1 rounds. (The use of this weapon of breath does not affect your ability to use other breathing weapons you might have, and vice versa). You can't have more than one dragon breathing spell actively at the same time. Even if the use of your weapon breathing does not pose a danger to you, you will not get any resistance or immunity to the energy type of weapon. Special: The Sorcerers cast this spell at the No.1 caster level. From Dungeons and Dragons Vicky's 5th edition pointer and pointer is a short summary that points to published material. This material is posted in accordance with the Fair Use of Copyright Regulation. The unofficial description and any notes are licensed cc-by-sa. You should take care to edit this page. Xanathar's Guide to All the Breath of the Dragon is a spell published in the Xanathar Guide to Everything. Unofficial description Until the spell ends the creature-target can exhale cone energy to do acid, cold, fire, lightning or poison damage. Sources and Notes (Edit) Tips on Rule (Edit) You Creature Round Down to the home page of → Canon → 5e → Spells of Information posted in accordance with the Copyright Fair Use Regulation. Notes and an unofficial description are licensed under cc-by-sa. DnD Spells List lets you create your own spelling for your character! Click on the red button Create your spelling at the top of the table to enter spelling mode. Once you're in, you can choose the spells that you like by clicking on the checkbox to the left of the spell in the table, so it will be added to your spell book in this section of the page. Roll initiatives and have fun! Your dragon heritage in the different traits you share with other dragons. Ability Assessment Increase: Your strength score increases by 2, and your Charisma score increases by 1.Age: Young Dragonborn grow fast. They walk a few hours after hatching, reach the size and development of a 10-year-old human child by the age of 3 and reach adulthood by the age of 15. They're Them to be around 80.Alignment: Dragonborn tends to extremes, making a conscious choice for one side or the other in the space war between good and evil. Most dragon-born are good, but those on the side of evil can be terrible villains. Size: Dragonborn is taller and heavier than humans, standing more than 6 feet tall and averaging nearly 250 pounds. Your medium.Speed size: Your base walking speed is 30 feet. Dragon Dragon Draconic Pedigree Damage Type Breathing Weapon Black Acid 5 by 30 Foot Line (Dex. Save) Blue Lightning 5 by 30 Foot Line (Dex. Save) Brass Fire 5 by 30 Foot Line (Dex. Save) Bronze Lightning 5 on 30 Foot Line (Dex. Save) Copper Acid 5 on 30 Foot Line (Dex. Save) Golden Fire 15 Feet Cone (Dex. Save) Green Poison 15 Feet Cone (Con. Save) Red Fire 15 Feet Cone (Dex. Save) Silver Cold 15 Feet (Con Save) White cold 15 foot cone (Con. save) draconian pedigree: you have draconian ancestors. Choose one type of Dragon from the Dragon Ancestor table. Your breathing and Resistance damage is determined by the Dragon type, as shown in the table. Breathing Arms: You can use your actions to exhale destructive energy. Your draconian pedigree determines the size, shape and type of exhalation damage. When you use your breathing weapon, every creature in the exhalation area should make a saving throw, the type of which is determined by your fighting pedigree. DC for this save throw equals 8 - your Constitution Modifier - your skill bonus. The creature does 2d6 damage on a failed save, and is half the damage on a successful one. The damage increases to 3d6 at level 6, 4d6 at level 11, and 5d6 at level 16. Once you use your breathing weapon, you can't use it again until you complete the short or long Rest.Damage Resistance: You have resistance to damage type associated with your draconian pedigree. Languages: You can speak, read and write Common and Draconic. Draconic is considered one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous rigid consonants and syllabants. Spell out Xanathar Guide to the entire Transmutation Level: 2 Casting Time: 1 Bonus Action Range: Touch Components: V, S, M (Hot Pepper) Duration: Concentration, up to 1 minute You touch one finished creature and infuse it with the power to spew magical energy out of your mouth, provided it has one. Choose acid, cold, fire, lightning or poison. Until the spell is over, the creature can use the action to exhale the energy of the chosen type in the 15-foot cone. Every creature in this area must make a dext saving throw, taking 3d6 damage like a failed save, or half the damage on a successful one. At a higher level, when you cast this spell using a 3rd level or higher spell slot, the damage increases by 1d6 for each slot level above 2nd. Page: 154 of Xanathar's guidebook around Sorcerer, Wizard, Spell Create and Save Your Own Book of Spells, Sign Up Now! Looking for another spell? Visit to the list of spells backwards