



FIZBAN'S TREASURY OF DRAGONS™

DUNGEONS & DRAGONS®

Bring dragons to life at your table with this supplement
for the world's greatest roleplaying game

Fizban's Treasury of Dragons

Straight from the Dragon's Mouth

Discover how dragons embody magic across the worlds of D&D and how you can bring them to life at your table in this quintessential reference guide for the world's greatest roleplaying game.

Meet Fizban the Fabulous: doddering archmage, unlikely hero of the War of the Lance, divine avatar of a dragon-god—and your guide to the mysteries of dragonkind in the worlds of Dungeons & Dragons.

What is the difference between a red dragon and a gold dragon? What is dragonsight? How does the magic that suffuses dragons impact the world around them? Here is your

comprehensive guide to dragons, filled with the tips and tools Dungeon Masters and players need for their encounters with these dangerous magical creatures.

Dragonslayers and dragon scholars alike will appreciate the new dragon-themed options for players eager to harness the power of dragon magic and create unique and memorable draconic characters. Dungeon Masters will discover a rich hoard of new tools and information for designing dragon-themed encounters, adventures, and campaigns. Discover a host of new dragons and other creatures. Learn about the lairs and hoards of each type of dragon, and how hoards focus the magic that suffuses dragons

and connects them to the myriad worlds of the Material Plane. Discover everything there is to know about the most iconic monsters of D&D with help from Fizban, your expert advisor on dragonkind!

- Introduces gem dragons to fifth edition!
- Reveals the story of the First World and the role Bahamut and Tiamat played in its creation and destruction.
- Adds new player character options, including unique draconic ancestries for dragonborn, dragon-themed subclasses for monks and rangers, and new feat and spell options.
- Offers everything a Dungeon Master needs to craft adventures inspired by

dragons across the worlds of D&D, with new dragon lair maps and details on 20 different kinds of dragons.

- Presents a complete dragon bestiary and introduces a variety of new dragons and dragon-related creatures, including aspects of the dragon gods, dragon minions, and more.

On the Cover

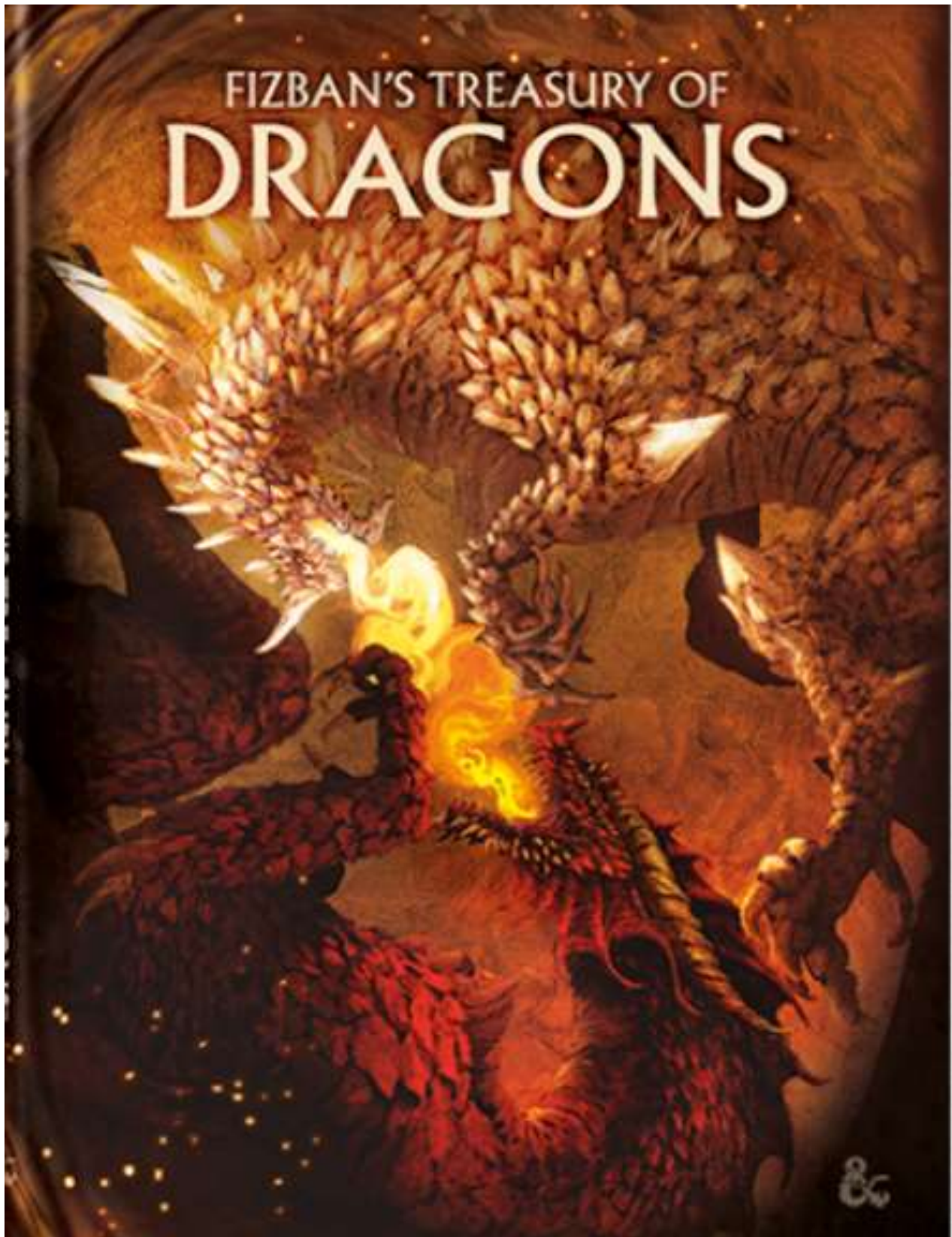
Fizban the Fabulous protects a group of innocents as a crystal dragon and a red dragon clash in the sky, in this painting by Chris Rahn.

Fizban's Treasury of Dragons Alt-Cover

An alternative art cover with a distinctive design and soft-touch finish is available exclusively in game stores on October 26, 2021.

On the Alt-Cover:

Battling crystal and red dragons from Fizban's tales comes to vivid life, revealing the underlying conflicts of the cosmos in this painting from Anato Finnstark.



Gallery





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Nikki Dawes





METALLIC DRAGONBORN

Fizban's Treasury of Dragons Preview

Dragonborn with metallic ancestry lay claim to the tenacity of 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 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 have a metallic dragon ancestor, granting you a special magical affinity. Choose one kind of dragon from the Metallic Ancestry table. This determines the damage type for your other traits, as shown in the table.

Breath Weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Metallic Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use your Breath Weapon 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 on your turn, you can replace one of your attacks with an exhalation in a 15-foot cone. The save DC for this breath is 8 + your Constitution modifier + your proficiency bonus. Whenever you use this trait, choose one:

Enervating Breath. Each creature in the cone must succeed on a Constitution saving throw or become incapacitated until the start of your next turn.

Repulsion Breath. Each creature in the cone must succeed on a Strength saving throw or be pushed 20 feet away from you and be knocked prone.

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

Metallic Ancestry

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



RANGER: DRAKEWARDEN

Fizban's Treasury of Dragons Preview

Your connection to the natural world takes the form of a draconic spirit, which can manifest in physical form as a drake. As your powers grow, your drake grows as well, blossoming from a small four-legged companion to a majestic winged creature large and strong enough for you to ride. Along the way, you gain an increasing share of the awe-inspiring power of dragons.

Consider the source of the draconic spirit you have bonded with. The Drakewarden Origin table offers examples.



Drakewarden Origin

d6	Origin
1	You studied a dragon's scale or claw, or a trinket from a dragon's hoard, creating your bond through that token's lingering draconic magic.
2	A secret order of rangers who collect and guard draconic lore taught you their ways.
3	A dragon gave you a geode or gemstone to care for. To your surprise, the drake hatched from that stone.
4	You ingested a few drops of dragon blood, forever infusing your nature magic with draconic power.
5	An ancient Draconic inscription on a standing stone empowered you when you read it aloud.
6	You had a vivid dream of a mysterious figure accompanied by seven yellow canaries, who warned you of impending doom. When you awoke, your drake was there, watching you.

Draconic Gift

3rd-Level Drakewarden Feature

The bond you share with your drake creates a connection to dragonkind, granting you understanding and empowering your presence. You gain the following benefits:

Thaumaturgy. You learn the thaumaturgy cantrip, which is a ranger spell for you.

Tongue of Dragons. You learn to speak, read, and write Draconic or one other language of your choice.



Drake Companion

3rd-Level Drakewarden Feature

As an action, you can magically summon the drake that is bound to you. It appears in an unoccupied space of your choice within 30 feet of you.

The drake is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Drake Companion stat block, which uses your proficiency bonus (PB) in several places. When you summon the drake, choose a damage type listed in its Draconic Essence trait. You can determine the cosmetic characteristics of the drake, such as its color, its scale texture, or any visible effect of its Draconic Essence; your choice has no effect on its game statistics.

In combat, the drake shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you



MOONSTONE DRAGONS

Fizban's Treasury of Dragons Preview

Ancient legends suggest that when the gods came to the First World and tried to populate it with their Humanoid followers, a clever dragon fled to the Feywild to hide a clutch of eggs. The magic of that faerie realm suffused the eggs, which hatched into the first moonstone dragons. Their descendants are now found throughout the Feywild.

Moonstone dragons are graceful and elegant creatures with opalescent scales and ruffs of emerald-green fur running down their chins, chests, backs, and tails. One horn arcs from the back of a moonstone dragon's skull and another at the tip of the nose; the two horns together form a shape that's reminiscent of a slender crescent moon. Moonstone dragons are playful and impetuous forces of mischief in their early years, but the best of them mature into wise teachers and storytellers who anchor Feywild communities. The worst of them are pompous and ill behaved, but even those remain gentle by nature and curious about all things—especially travelers from faraway places.

Moonstone dragons can project themselves into the realm of dreams to communicate with the creatures that sleep near their lairs. In this way, they inspire artists and poets, encourage great thinkers, and spur adventurers to heroic deeds. They sometimes give guidance to those in need or request help from adventurers to encourage them to greatness.

As a rule, moonstone dragons are not particularly interested in gold or copper, but they love silver, platinum, and mithral. They also cherish treasures whose value can't be easily quantified—a song sung from the heart, a lock of a loved one's hair, or a painting of a favorite place. A story of happy times

fondly remembered is more precious to a moonstone dragon than a sack of gold.

A Moonstone Dragon's Lair

For their lairs, moonstone dragons look for places kissed by the moon; lonely peaks, forest clearings, and placid lakes are among their favorite sites. Their whimsical nature makes them more likely than other dragons to establish multiple lairs even at a young age. They link their scattered sites with magic portals, often splitting their time between the Feywild, the Material Plane, and the Ethereal Plane.

The challenge rating of a legendary moonstone dragon increases by 1 when it's encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Banish into Dream. The dragon targets a creature it can see within 120 feet of it and attempts to send that creature to a dream plane. The target must succeed on a DC 15 Charisma saving throw or be banished to a harmless demiplane until initiative count 20 on the next round. While there, the target is stunned. When the effect ends, the target reappears in the space it left or in the nearest unoccupied space.

