

The Tempest Practice:

Dragon Knights who spend their lives in the isolated untamed frontiers of the world learn to rely on speed, resourcefulness and ingenuity. Forgoing traditional tactics of heavy-plate and lance in favour of cunning tactics and precision. They are masters of bow, blade and dragonfire, which they weave together to devastating effect.

Soaring through the skies as a pair, they rain death down upon their foes and strike like lightning, before disappearing back among the clouds. A true storm of sword and sorcery.

Swift as the Storm

Beginning from Level 3, you have mastered the art of striking quickly and withdrawing, without giving your opponent time to retaliate. When you or your companion make an attack against a creature, that creature can't make opportunity attacks against you or your companion until the beginning of its next turn.

Dragonshot

Beginning from Level 3, when you make a ranged or thrown weapon attack, you may choose to wreath it in your companion's Dragonfire, creating a *Dragonshot*.

When you make such an attack, the weapon deals damage as normal.

However, hit or miss, the shot subsequently explodes and the target and each creature within 5 feet of it must make a Dexterity or Constitution saving throw (as appropriate to your Dragon's type) and take 2d6 damage on a failed save, or half as much on a successful one. The damage is of the type appropriate to your Dragon.

Save DC = 8 + your proficiency bonus + your Charisma modifier

You can use this ability a number of times equal to your Charisma modifier. You regain all expended uses of this ability when you finish a short or long rest.

This ability's damage increases by 1d6 when you reach 5th level, again at 9th (4d6), 13th (5d6), and 17th level (6d6).

Parting Gift

Even at their quickest, your companion always has the ability to make one last strike, before repositioning.

Beginning from Level 7, if your companion would leave a hostile creature's reach during its movement, it can make a single melee attack as a reaction before it does so.

Scaled Zephyr

Beginning from Level 10, your companion has trained itself for speed, becoming quicker and faster than even its contemporaries.

Your companion's base speed increases by 10 feet and their flying speed increases by 20 feet. Your companion cannot benefit from this feature whilst mounted by anyone wearing heavy armour.



Rekindling

The Dragonfire within you never really dies.

Beginning from Level 15, if you roll initiative and have no uses of *Dragonshot* remaining, you regain one use of it.

In addition, the size of the explosion from *Dragonshot* increases, and it now deals its addition damage to all creatures within 15ft of the target.

Draconic Hurricane

The highest of the Tempests are one-man armies in themselves, capable of tremendous feats of power and speed that terrify and amaze in equal measure.

Beginning from level 18, you may as an action have you and your companion become wreathed in Dragonfire, harnessing the storm inside every Dragon. And now, inside you.

When you use this effect, you gain uses of your *Dragonshot* ability, equal to your charisma modifier.

Until this effect ends, you and your companion both gain the following effects:

- Your speed is doubled.
- You gain a +2 bonus to AC.
- You have advantage on Dexterity saving throws.
- You gain an additional action on each of your turns. That action can be used only to take the Attack (one attack only), Dash, Disengage, Hide, or Use an Object action.

This effect lasts for 1 minute, or can be ended prematurely at no cost. Once you use this feature, you can't use it again until you finish a long rest.

Credits:

- **Tempest Practice** is created by Kenobi_01.
- The [Dragon Knight Class](#) that this is a subclass for, was originally created by [Rain-Junkie](#).
- Art is by Mansik Yang



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