

PACT OF THE DRAGON



Mythic monsters of magnificence, dazzling dragons dwell in lavish lairs across the multiverse inspiring exciting, exhilarating epics and tantalizingly terrifying tales. These spectacular serpents are innately endowed with majestic magical means, allowing them to command the elements and resplendently reshape the land around them. Dragons are in fact so destructively dynamic and intensely influential that some ambitiously admirable adventurers specifically seek out gloriously generous Great Wyrms and sign compounding contracts with said savvy serpents to enhance their own elemental abilities and fanatically further the dragon's meticulous machinations.

Draconic Patron

When you select this pact at first level, you must also select a type of Draconic Patron. Your Draconic Patron has a damage type associated with them and effects other features of this pact.

Draconic Patron	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Draconic Spells

When you select this pact at 1st level, the following spells are added to the warlock spell list for you.

Draconic Spells	
Spell Level	Spell
1	Absorb Elements
2	Dragon Breath
3	Elemental Weapon
4	Secret Chest
5	Summon Draconic Spirit
7	Draconic Transformation

You also gain additional spells added to your spell list based on the Draconic Patron you chose.

Draconic Patron Spells					
Spell Level	Brass	Bronze	Copper	Gold	Silver
1	Animal Friendship	Fog Cloud	Earth Tremor	Faerie Fire	Frost Fingers
2	Scorching Ray	Air Bubble	Acid Arrow	Flaming Sphere	Skywrite
3	Fireball	Lightning Bolt	Meld into Stone	Fireball	Sleet Storm
4	Dominate Beast	Storm Sphere	Vitriolic Sphere	Divination	Ice Storm
5	Control Winds	Maelstrom	Transmute Rock	Flame Strike	Creation

Draconic Patron Spells (continued)					
Spell Level	Black Dragon	Blue Dragon	Green Dragon	Red Dragon	White Dragon
1	Caustic Brew	Earth Tremor	Ray of Sickness	Burning Hands	Ice Knife
2	Spike Growth	Dust Devil	Wither & Bloom	Pyrotechnics	Gust of Wind
3	Plant Growth	Lightning Bolt	Stinking Cloud	Fireball	Sleet Storm
4	Vitriolic Sphere	Storm Sphere	Grasping Vine	Fire Shield	Fire Shield
5	Insect Plague	Seeming	Cloudkill	Immolation	Cone of Cold

Draconian Elementalist

At 1st level when you choose this patron, you learn to speak, read, and write Draconic and you gain resistance to the damage type associated with your Draconic Patron. If you already know Draconic, you may learn one additional language of your choice. You also learn one additional cantrip of your choice from any spell list. This cantrip becomes a Warlock spell for you. The cantrip you select must deal damage of the same type as your Draconic Patron.

Additionally, when you cast a spell granted to you by your Draconic Spells feature or deal damage of the type associated with your Draconic Patron, you may treat any roll of 1 on the damage die as a 2.

Breath Weapon

Also at 1st level, you can channel the most iconic feature of your Draconic Patron; their breath weapon. As part of the attack action, you can unleash a torrent of draconian energy. You may choose when you use your breath weapon if it manifests as a 15 ft. cone or 30 ft. line. Creatures caught in the effect must make a Dexterity saving throw or take 1d6 + your Charisma modifier + your Warlock level of the damage type associated with your Draconic Patron. When you reach 5th level in this class the initial damage increases to 2d6, 3d6 at 11th level, and 4d6 at 17th level. You may use this feature a number of times equal to your Charisma modifier, regaining all expended uses upon finishing a long rest.

Wurm's Bane

At 6th level you can channel the imposing presence of your patron. As a bonus action, you can let out an unearthly, draconic roar that strikes primal fear into your foes. Creatures of your choice within 30 ft. of you, that can hear you, must make a Wisdom saving throw or become frightened of you for 1 minute. While frightened in this way, a creature falls under the effects of the Bane spell. A creature can repeat the saving at the end of each of its turns, ending the effects on a success. You may use this ability once per long rest.

Serpent's Wings

At 10th level you can temporarily sprout wings reminiscent of your patron as a bonus action. These wings last for 1 hour and grant you a flight speed of 60 ft. While flying, attacks of opportunity against you have disadvantage. You may create these wings a number of times equal to your Charisma modifier, regaining all expended uses upon finishing a long rest.

Dragon's Domain

At 14th level, your patron's provided power allows you to create your own lair. As an action you can open a portal to your own demiplane lair. Creatures of your size or smaller can enter this portal and it stays open unless you close it as an action.

While in your lair, you can control the environment and its appearance but it cannot damage creatures inside and all creatures inside can breathe easily regardless of environment. It can hold a maximum number of other creatures equal to your Charisma modifier (minimum of 1). If you ever leave the lair, all creatures inside are harmlessly ejected to the nearest unoccupied space.

By expending a use of your Mystic Arcanum, you can bring forth your lair from the demiplane into the plane you currently reside. Your lair overlays the land around you in a 120 ft. cube, originating from you. It stays on the plane you are on until you leave the cube or until you become incapacitated.

While in your lair, any damage you deal of the type associated with your patron is doubled and you ignore resistance to that damage type. You may also use your reaction to change the damage type of any spell you cast into the damage type associated with your patron. When you use your Serpent's Wings feature, the wings last until your lair disappears and the flight speed increases to 80 ft.



Pact of the Dragon

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