



OTHERWORLDLY PATRON

THE DRAGON

You've made a pact with a mighty dragon, who has bestowed you with a fraction of its terrifying power. The details of the arrangement varies widely - a metallic dragon may have made the pact to create a force of good or save a life, a chromatic dragon may have made their pact with you in exchange for service... or part of some manipulative plan that the minds of lesser mortals would struggle to comprehend.

Most often these bonds are granted by ancient dragons steeped in immense power and knowledge, but sometimes partnerships of the lesser mortals and younger dragons have been recorded in more unique cases.

DRAGON EXPANDED SPELLS

The Dragon lets you choose from an expanded list of spells when you learn a Warlock spell. The following spells are added to the Warlock spell list for you.

Spell Level	Spells
1st	<i>absorb elements, chromatic orb</i>
2nd	<i>alter self, dragon's breath</i>
3rd	<i>fear, wind wall</i>
4th	<i>fire shield, secret chest</i>
5th	<i>control wind, summon dragon^K</i>

DRACONIC BLAST

Beginning at 1st level, you gain the ability to unleash blasts of primal draconic energy from your hand or mouth. As an action, you can unleash this power in a 15 foot cone or a 30 foot long, 5 foot wide line. Invocations that apply to *eldritch blast* also apply to Draconic Blast, though *Eldritch Spear* has a special interaction making it a 30 foot cone or 60 foot long, 5 foot wide line.

When you gain this feature, select one damage type of acid, cold, fire, lightning, or poison. Creatures in the area of effect must make a Dexterity saving throw, or take 1d10 elemental damage of the selected type. This feature's damage increases by 1d10 when you reach 5th level in Warlock (2d10), 11th level (3d10), and 17th level (4d10).

When you use this ability, you can expend a pact magic spell slot to empower the draconic blast, dealing 1d10 additional damage per level of the pact magic slot expended. When empowered, it deals half damage even against creatures that pass their saving throw against it.

DRACONIC BLAST

- Typically the damage type of dragon blast matches the color of your dragon patron, but if it does or not is between you and your patron.
- Draconic Blast is not a spell, though it typically behaves similar to one.
- Agonizing Blast and other Invocations apply to Dragon Blast, but only once (as it does not fire multiple beams).

ELEMENTAL DEVASTATION

At 6th level, when you deal the elemental damage type you selected as part of Dragon blast to a creature, you can inflict an additional elemental ailment based on the elemental type. You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest.

- **Acid.** You can erode the creature's defenses, giving the next attack roll against them advantage.
- **Cold.** You can freeze them, forcing them to make a Strength saving throw. On failure, they are restrained until the start of your next turn.
- **Fire.** You can ignite them, causing them to 1d6 fire damage at the start of each of their turns, until a creature spends an action to douse the flames.

- **Lightning.** You can shock them, forcing them to make a Constitution saving throw. On failure they are stunned until the start of their next turn.
- **Poison.** You can poison them, forcing them to make a Constitution saving throw. On failure, they are poisoned for 1 minute. They can repeat their saving throw at the end of each of their turns.

HOARD BUILDER

Starting at 10th level, when you take a long rest, at the end of the long rest you gain 1 temporary hit points for each 100 gold pieces in your possession, up to a maximum of your Warlock level.

ELEMENTAL RESISTANCE

Additionally at 10th level, you gain resistance to the damage type selected for your Draconic Blast.

DRAGON FORM

Starting at 14th level, as an action you can take a form reminiscent of your patron, becoming a dragon for 1 minute. You grow mighty horns, thick scales, wings, wicked claws, fangs, and a lashing tail. Any creatures of your choice within 30 feet that witnesses the transformation must make a Wisdom saving throw against your spell save DC, or become frightened until the start of your next turn. While in this form, you gain the following benefits:

- You are a large sized creature. Any gear you cannot use as a large draconic creature merges with your form and is unavailable until the transformation ends.
- Your Strength becomes equal to your Charisma.
- Your scales provide a base AC of 17. You do not add your Dexterity modifier to this.
- Your horns, fangs, and a tail that serve as natural weapons that deal 1d10 piercing damage on hit. You also grow claws that deal 1d6 slashing damage on hit. If you attack with any natural weapon, you can attack with your claws as a bonus action.
- The damage of your Draconic Blasts increases by 1 die, and it's range is doubled.
- You have a flying speed of 40 feet per turn.
- You gain immunity to the damage type selected for your Dragon Blast.

Once you have used this ability, you may not use it again until you complete a long rest.

ELDRITCH INVOCATIONS

The following are some eldritch invocations you can select for this patron.

DRAGONIC COMPANION

Prerequisite: Dragon patron, Pact of the Chain, 5th level

You can cast *dragon's breath* targeting your pact of the chain familiar without expending a spell slot. Once you do so, you cannot do so again until you complete a short or long rest.

DRAGON CLAWS

Prerequisite: Dragon patron, Pact of the Blade, Incompatible with Improved Pact Weapon

As an action, you can grow draconic claws on one or both hands, lasting until you dismiss them as an action.

This claws count as your pact weapon. While the claws are formed, you cannot use a weapon or shield in the hand they are manifested in. These are natural weapons that deal 1d6 slashing damage. When you form claws in both hands, if you make an attack with your claws, you can make one additional weapon attack with them as a bonus action. When you attack with your claws, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

In addition, the claws gain a +1 bonus to its attack and damage rolls. These benefits (Charisma, attack and damage bonus, and counting the natural weapons as your pact weapon) also applies to any natural weapons you gain through the Dragon Subclass (such as Dragon Form). You can sacrifice a martial weapon with a bonus greater than +1 to attack and damage rolls to your patron, permanently destroying it. When you do so, the bonus to attack and damage rolls of your claws increases to that of the sacrificed weapon. Your DM has the final say of which weapons can be sacrificed in this way, and if any other properties are gained from the ritual.



DRAGON WINGS

Prerequisite: 15th level, Dragon patron

You gain the ability to sprout a pair of dragon wings from your back, gaining a 30 foot flying speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

DRAGON SCALES

Prerequisite: Dragon patron

When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

ELEMENTAL MAGIC

Prerequisite: Dragon patron, Pact of the Tome

You gain the following spells at the following levels based on the damage type selected for the Draconic Blast. They are warlock spells for you, and do not count against your spells known.

ACID (BLACK / COPPER)

Level	Spells Learned
1st	<i>caustic brew</i>
3rd	<i>acid arrow</i>
5th	<i>erode^K</i>
7th	<i>vitriolic sphere</i>
9th	<i>acid rain^K</i>

LIGHTNING (BLUE / BRONZE)

Level	Spells Learned
1st	<i>lightning tendril^K</i>
3rd	<i>crackle^K</i>
5th	<i>lightning bolt</i>
7th	<i>jumping jolt^K</i>
9th	<i>sky burst^K</i>

FIRE (RED / GOLD / BRASS)

Level	Spells Learned
1st	<i>burning hands</i>
3rd	<i>aganazar's scorcher</i>
5th	<i>fireball</i>
7th	<i>wall of fire</i>
9th	<i>immolation</i>

POISON (GREEN)

Level	Spells Learned
1st	<i>bad blood^K</i>
3rd	<i>poison dart^K</i>
5th	<i>stinking cloud</i>
7th	<i>poison puff^K</i>
9th	<i>cloudkill</i>

WHITE / SILVER

Level	Spells Learned
1st	<i>arctic breath</i>
3rd	<i>cold snap^K</i>
5th	<i>flash freeze^K</i>
7th	<i>ice storm</i>
9th	<i>cone of cold</i>

^K Spells marked with the ^K are part of Kibbles' Generic Elemental Spells, a free expansion to 5e spells introducing more elemental spells.

TRUE DRAGON FORM

Prerequisite: 18th level, true polymorph spell

When you use *true polymorph* on yourself to take the form of a dragon and allow it to become a permanent effect, the effect cannot be dispelled, and for all intents and purposes of the rules, you become a dragon. This does not revert even if you die, and can only be reversed by *wish* if you allow it to be.

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