

WARLOCK PATRON: THE DRAGON

Your patron is an ancient spellcasting dragon, either a chromatic dragon (black, blue, green, red, or white) or a metallic dragon (brass, bronze, copper, gold, or silver). Dragons vary from lawful good to chaotic evil and often have far-reaching, inscrutable goals on account of their extremely long lifespans and great power. Some merely desire agents to help them locate and obtain treasures for their hoard, but most do so for reasons that may only come up once every few decades. Many ancient dragons have acquired enough magical skill to share their power in a pact. Some aspiring warlocks even make pacts with the dragon goddess Tiamat, making a bargain with one of her five heads in particular and drawing on her power as a dragon rather than as a fiend or goddess.

You choose the scales of your dragon, or determine it randomly, using the Dragon Kind table. Each dragon is associated with a damage type and a breath weapon.

DRAGON KIND

d10	Dragon Patron	Damage Type	Breath Weapon
1	Black	Acid	5 by 30 ft. line
2	Blue	Lightning	5 by 30 ft. line
3	Brass	Fire	5 by 30 ft. line
4	Bronze	Lightning	5 by 30 ft. line
5	Copper	Acid	5 by 30 ft. line
6	Gold	Fire	15 ft. cone
7	Green	Poison	15 ft. cone
8	Red	Fire	15 ft. cone
9	Silver	Cold	15 ft. cone
10	White	Cold	15 ft. cone

DRAGON EXPANDED SPELLS

Spell Level	Dragon Spells	Black Spells	Blue Spells	Green Spells	Red Spells	White Spells
1st	<i>chromatic orb</i>	<i>tasha's caustic brew</i> (TCE)	<i>radic's sudden spark</i> (new)	<i>ray of sickness</i>	<i>burning hands</i>	<i>fog cloud</i>
2nd	<i>dragon's breath</i> (XGE)	<i>melf's acid arrow</i>	<i>dust devil</i> (XGE)	<i>protection from poison</i>	<i>flaming sphere</i>	<i>ice sculpture</i> (new)
3rd	<i>protection from energy</i>	<i>acid cloud</i> (new)	<i>lightning bolt</i>	<i>toxic breath</i> (new)	<i>fireball</i>	<i>cold snap</i> (new)
4th	<i>stoneskin</i> (as scales)	<i>glistening acid slick</i> (new)	<i>storm sphere</i> (XGE)	<i>envenomed weapon</i> (new)	<i>fire shield</i>	<i>ice storm</i>
5th	<i>bigby's hand</i> (as a claw)	<i>maelstrom</i> (XGE)	<i>fingers of lightning</i> (new)	<i>cloudkill</i>	<i>immolation</i> (XGE)	<i>cone of cold</i>
9th	<i>shapechange</i> (dragons only)					
Spell Level	Brass Spells	Bronze Spells	Copper Spells	Gold Spells	Silver Spells	
1st	<i>burning hands</i>	<i>thunderwave</i>	<i>tasha's caustic brew</i> (TCE)	<i>burning hands</i>	<i>fog cloud</i>	
2nd	<i>scorching ray</i>	<i>drown</i> (new)	<i>melf's acid arrow</i>	<i>heat metal</i>	<i>gust of wind</i>	
3rd	<i>fireball</i>	<i>lightning bolt</i>	<i>acid cloud</i> (new)	<i>fireball</i>	<i>cold snap</i> (new)	
4th	<i>fire shield</i>	<i>storm sphere</i> (XGE)	<i>glistening acid slick</i> (new)	<i>fire shield</i>	<i>ice storm</i>	
5th	<i>immolation</i> (XGE)	<i>fingers of lightning</i> (new)	<i>sinking maw</i> (new)	<i>immolation</i> (XGE)	<i>cone of cold</i>	

EXPANDED SPELL LIST

The Dragon lets you choose from an expanded list of spells when you learn a warlock spell. The Dragon Expanded Spells table shows the dragon spells that are added to the warlock spell list for you, along with the spells associated in the table with your dragon's kind.





ARMOR OF THE WYRM

At 1st level, you gain a gift of draconic scales from your patron. Parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

BREATH OF THE WYRM

Also starting at 1st level, you can borrow your patron's breath weapon. You have a pool of d6s that you spend to exhale the breath weapon. The number of dice in the pool equals 1 + half your warlock level.

As a bonus action, you can exhale this breath weapon in an area, spending dice from the pool to do so. The maximum number of dice you can spend at once equals your proficiency bonus + 1, divided by two. Roll the dice you spend, add them together, and deal that much damage to each creature in the area. The area and the type of damage are determined by your dragon's entry on the Dragon Kind table.

Your pool regains all expended dice when you finish a long rest. At 6th level, the area of cone weapons increase by 5 feet and the length of line weapons increase by 10 feet. They increase again this way at 10th and 14th levels.

DRACONIC ESSENCE

Starting at 6th level, your bond with your patron imbues you with a piece of their magical draconic essence. You have resistance to the damage type dealt by your **Breath of the Wyrms** feature, and when one of your spells or class features deals damage of that type to a creature, you can subject that creature to your patron's terrifying draconic presence. The target must make a Wisdom saving throw against your warlock spell save DC. On a failed saving throw, it becomes frightened for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Once you use this feature, you can't use it again until you finish a short or long rest.

(v1.0) FROM THE ELEMENTS AND BEYOND

EVERLASTING SCALES

At 10th level, your patron grants you the ability to draw on the true might of its scales. Before you take damage, you can use your reaction to harden your scales for a brief moment. Until the end of your next turn, you gain resistance to bludgeoning, piercing, and slashing damage, and immunity to the damage type dealt by your **Breath of the Wyrms** feature.

Once you use your reaction in this way, you can't do so again until you finish a short or long rest.

WINGS OF TERROR

Starting at 14th level, you can use an action to manifest spectral dragon wings as a symbol of your patron's raw power and magic. The wings are made of your patron's breath weapon energy, such as fire, frost, or lightning. When they appear, you can choose to beat the wings in a wing attack, knocking each creature within 10 feet of you prone and dealing each of them damage of the type dealt by your **Breath of the Wyrms** feature equal to 2d6 + your Charisma modifier (minimum +1), and flying up to half your speed to an unoccupied space.

Then, whether you performed a wing attack or not, the wings' appearance casts a frightening presence over the battlefield. Each creature of your choice within 60 feet of you that is aware of you must make a Wisdom saving throw against your warlock spell save DC. On a failed saving throw, a creature becomes frightened for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

The wings remain for 1 minute, granting you a flying speed equal to your walking speed.

Once you use this feature, you can't use it again until you finish a long rest.

ART CREDIT: "Dragon Valley" By Illia Tsiushkevich

NEW ELDRITCH INVOCATIONS

These eldritch invocations are available for warlocks of the Dragon Patron.

METALLIC BREATH

Prerequisite: 9th level, Dragon Patron (Any Metallic)

You can use an action to expend a warlock spell slot to exhale a secondary breath weapon in a 30-foot cone. Each creature in the area suffers the following effects, determined by your dragon patron's kind. These effects end instantly if you lose your concentration (as if you were concentrating on a spell). Any saving throws are made against your warlock spell save DC.

Brass. Targets must succeed on a Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it. Any creature with hit points equal to or greater than your warlock level $\times$ 5 automatically succeeds on the saving throw.

Bronze. Targets must succeed on a Strength saving throw or else be pushed 60 feet away from you.

Copper. Each target must make a Constitution saving throw. On a failed save, a creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. Also, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gold. Each target must succeed on a Strength saving throw or suffer disadvantage on Strength-based attacks, Strength checks, and other Strength saving throws for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Silver. Targets must succeed on a Constitution saving throw or be paralyzed until the end of your next turn. Any creature with hit points equal to or greater than your warlock level $\times$ 4 automatically succeeds on the saving throw.

TIAMAT'S BARGAIN

Prerequisite: 9th level, Dragon Patron (Any Chromatic)

When you use your **Breath of the Wyrm** feature, you can choose to use the breath weapon and damage type of any of the chromatic dragons from the list, instead of using the entry for your patron.

When you finish a long rest, you can choose to change the damage type that your **Draconic Essence** feature grants resistance to. Choose one from acid, cold, fire, lightning, or poison damage.

NEW SPELL FOR THE DRAGON

The new *acid cloud* spell appears on the dragon spell list, as well as the spell lists for druids, sorcerers, and wizards.

ACID CLOUD

3rd-level conjuration (Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a cloud of acidic vapor over the head of one creature you can see within range. The cloud follows the target as it moves and sprays acid upon it periodically. At the start of each of the target's turns while the cloud remains, the target and each other creature in its space must succeed on a Dexterity saving throw or take 5d4 acid damage.

The cloud lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. If the target ends any of its turns at least 50 feet away from where it began that turn, the spell immediately ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage dealt increases by 1d4 for each slot level above 3rd.