

WARLOCK PATRON

THE ANCIENT DRAGON WARLOCK PATRON

WEILD THE POWER OF THE MIGHTY AND FEARSOME ANCIENT DRAGONS IN THE FIFTH EDITION OF THE WORLDS GREATEST ROLEPLAYING GAME



OTHERWORLDLY PATRON

THE ANCIENT DRAGON

Your patron is a great dragon, a powerful drake of ancient age and immense power, a beast who rules the skies and its domain with an iron claw

DRAGON PATRON

At 1st level, you choose one type of dragon as your Patron. The damage type associated with each dragon is used by features you gain later. Furthermore you learn the Draconic language if you do not already know it

DRAGON PATRON COLOUR

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

EXPANDED SPELL LIST

The Ancient 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.

ANCIENT DRAGON EXPANDED SPELLS

Spell level	Spells
1st	<i>Identify, Chromatic Orb</i>
2nd	<i>Dragons Breath, Arcane Lock</i>
3rd	<i>Fireball, Tiny Servant</i>
4th	<i>Polymorph, Stoneskin</i>
5th	<i>Dominate Person, Circle of Power</i>

HEART OF THE DRAGON

Starting at 1st level, as an action, you can end one paralyzing or frightening effect on all allies within 10 feet of you, and grant all allies effected Charisma mod Temporary HP. Once you use this feature, you can't use it again until you finish a short or long rest.

DRAGONIC AFFINITY

Starting at 6th level, you have resistance to your chosen damage type, and when you cast a spell that deals the selected damage type, you can add your Charisma modifier to of the selected types damage roll of that spell against one of its targets. Furthermore whenever you hit a creature with a weapon attack, the creature takes extra damage equal to your Charisma modifier, of your selected damage type.

SCALED RESILIENCE.

Beginning at 10th level, you gain advantage on saving throws against spells and magical effects

DRAGONIC ASCENSION.

Beginning at level 14, Once a day you may use a bonus action to transform into a young dragon of your patrons colour. You can stay in a Dragon shape for 1 minute. You then revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the Dragon, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus is higher than yours, use the creature's bonus.
- You assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any extra damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment. Your equipment doesn't change to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

APPENDIX

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