

DRAGON DOMAIN (DIVINE DOMAIN)

Gods of dragons - including Bahamut, Tiamat, Faluzure, Io, and various lesser deities - are few compared to other gods but inspire fear and awe from many. Their followers are mighty dragons or more humanoid servants such as dragonborn, kobolds, half dragons, or others that revere the legendary dragon gods. In particular, Bahamut and Tiamat both have a strong following of non-draconic worshippers. Devotees of the Platinum Dragon, king of metallic dragons, spread their god's ideals of justice, compassion, and goodness. Meanwhile, worshippers of the evil Dragon Queen, mother of chromatic dragons, revel in her greed and need to elevate dragons above all others. Clerics of the dragon gods glorify the power of dragons, while seeking to assist and protect those dragons who are aligned with their dragon god.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Dragon Domain Spells table. See the Divine Domain class feature for how domain spells work.

DRAGON DOMAIN SPELLS

Cleric Level	Spells
1st	<i>absorb elements, chromatic orb</i>
3rd	<i>dragon's breath, see invisibility</i>
5th	<i>fireball, fly</i>
7th	<i>elemental bane, stonewall</i>
9th	<i>cone of cold, dominate person</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

DRACONIC BLESSING

From 1st level, your god bestows you with the blessing of one of its draconic children. You must choose a dragon from the Draconic Blessing table. The damage type and breath weapon associated with each dragon is used by features you gain later.

DRACONIC BLESSING

Dragon	Damage Type	Breath Weapon
Black	Acid	10 by 60 ft. line (Dex. Save)
Blue	Lightning	10 by 60 ft. line (Dex. Save)
Brass	Fire	10 by 60 ft. line (Dex. Save)
Bronze	Lightning	10 by 60 ft. line (Dex. Save)
Copper	Acid	10 by 60 ft. line (Dex. Save)
Gold	Fire	30 ft. cone (Dex. Save)
Green	Poison	30 ft. cone (Con. Save)
Red	Fire	30 ft. cone (Dex. Save)
Silver	Cold	30 ft. cone (Con. Save)
White	Cold	30 ft. cone (Con. Save)

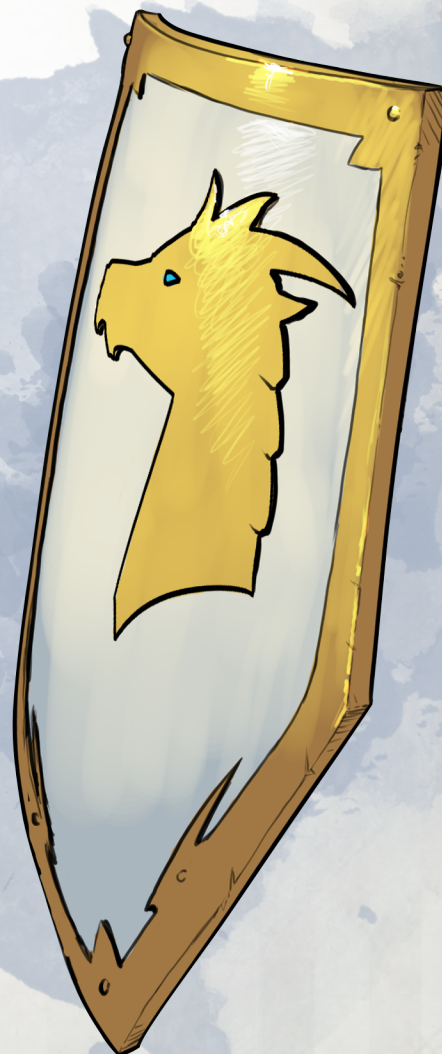
If you choose Bahamut as your deity, then you must choose a metallic (brass, bronze, copper, gold, or silver) dragon for your Draconic Blessing. If you choose Tiamat as your deity, then you must choose a chromatic (black, blue, green, red, or white) dragon for your Draconic Blessing.

When you deal damage of the type associated with your Draconic Blessing to other creatures, you can choose a number of them equal to your proficiency bonus. The chosen creatures automatically succeed on their saving throws against it (if any), and suffer no damage from it.

Additionally, when you deal damage with a domain spell, you can change the damage type to the one associated with your chosen Draconic Blessing.

You can read, write, and speak Draconic. Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

NOTE: When playing as a gold half dragon, and your Reserved Companion trait causes fire damage you deal to become radiant damage against fiends and undead creatures instead, then this radiant damage retains all the benefits that would come with dealing fire damage.



CHANNEL DIVINITY: DRAGON'S WRATH

Starting at 2nd level, as an action, you can use your Channel Divinity to unleash a devastating exhalation of energy; your breath weapon. Your Draconic Blessing determines the size, shape, and damage type of your breath weapon.

When you use this breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your Draconic Blessing. A creature takes $3d8 +$ your cleric level damage on a failed save, and half as much damage on a successful one.

LEGENDARY PROTECTION

At 6th level, your deity rewards you with the fabled protection of their draconic children, granting you the following benefits:

- You gain resistance to the damage type of your Draconic Blessing. If you already have resistance to that type from another source, then you can instead reduce damage of that type by an amount equal to your Wisdom modifier (minimum of 1) after halving the damage.
- While wearing heavy armor, you gain a +1 bonus to AC. You also gain this bonus while wearing scale mail made out of dragon scales.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra $1d8$ damage of the type associated with your Draconic Blessing to the target. When you reach 14th level, the extra damage increases to $2d8$.

SHOCK AND AWE

At 17th level, you can unleash a true dragon's roar that terrifies your enemies and inspires your allies. As an action, choose any creatures that you can see within 30 feet of you. If the creature can see and hear you, it must succeed on a Wisdom saving throw against your spell save DC.

On a failed save, the creature becomes frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, then the creature becomes immune to your Shock and Awe for the next 24 hours.

Additionally, all friendly creatures within 30 feet of you can make their next attack roll with advantage (within the next minute) or immediately make a saving throw against one effect on themselves, provided they can hear you.

When you use your Dragon's Wrath Channel Divinity feature, you can use your bonus action to exude a terrifying presence, which causes all the above effects. The difference is that foes and allies (only) need to see you. A creature that becomes immune against your true dragon's roar or terrifying presence becomes immune against both effects.





OATH OF DRACONIC MAJESTY (SACRED OATH)

Dragons are some of the most powerful creatures in the multiverse, and there are those who seek to emulate their majesty in all that they do. Whether they wish to use and exercise a dragon's power, help it extend its influence and change the world, or simply fell in love with the mighty creature and its ideals, they all agree that dragonkind has its role to play in the great battles of this world. Those who follow this ideal have made an oath with an ancient or older dragon, which has become their sovereign. Followers of this oath may also choose Bahamut (god of metallic dragons) or Tiamat (god of chromatic dragons) as their Sovereign.

DRACONIC TENETS

Though the exact words and strictures of the Oath of Draconic Majesty vary, paladins of this oath share the following tenets, with some based on your dragon sovereign.

Majesty. I shall not bring shame to my sovereign, and I will behave in a way befitting of my status. I will be proud.

Treasure. I will gather wealth and unique items, both for my endeavors and for my sovereign. Regardless if they call me greedy. One never has enough riches.

Power. (Chromatic sovereign only) What good is power if it is not used? I shall use my power to advance the goals of my sovereign and myself, and remove those who oppose me.

Goodwill. (Metallic sovereign only) I shall not confuse arrogance and pride, nor shall I think myself above helping the weak and the weary.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Draconic Majesty Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF DRACONIC MAJESTY SPELLS

Paladin level	Spells
3rd	<i>absorb elements, chromatic orb</i>
5th	<i>dragon's breath, hold person</i>
9th	<i>fear, protection from energy</i>
13th	<i>elemental bane, stoneskin</i>
17th	<i>dominate person, legend lore</i>

DRACONIC OATH

At 3rd level, as you seek to emulate the majesty of dragons, you have learned to speak, read and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

When you choose this sacred oath, you choose one type of dragon as your sovereign. The damage type associated with that dragon is used by features of this oath. If you choose Bahamut as your sovereign you can choose any metallic dragon, and if you choose Tiamat as your sovereign you can choose any chromatic dragon.

DRACONIC OATH

Metallic Dragon	Chromatic Dragon	Damage Type
Copper	Black	Acid
Silver	White	Cold
Gold, Brass	Red	Fire
Bronze	Blue	Lightning
none	Green	Poison

When you deal damage with your oath spells, or your Divine Smite and Improved Divine Smite class features, you can now switch the damage type with the one associated with your Draconic Oath.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Frightening Presence. As an action, you can use your Channel Divinity to exude a terrifying presence. Each creature of your choice within 30 feet of you must make a Wisdom saving throw if it can see you. On a failed save, the target is frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Wing Buffet. As an action, you summon radiant wings that create a strong wind. Each creature of your choice in a 30-foot cone, which originates from you, must make a Strength saving throw. On a failure, they are pushed back 15 feet from you and fall prone, and if they encounter a solid obstacle take 1d6 + your paladin level bludgeoning damage. On a success, they are instead knocked back 5 feet.

AURA OF THE DRAGON QUEEN

Chromatic Draconic Oath only

Beginning at 7th level, you imbue your own weapons and those of your allies with the elemental fury of your dragon sovereign. When you or a friendly creature within 10 feet of you hits a creature with a weapon attack, it will deal extra damage equal to your Charisma modifier (minimum of 1) of the type associated with your Draconic Oath. A creature can only deal this extra damage once per turn.

At 18th level, the range of this aura increases to 30 feet.

AURA OF THE PLATINUM DRAGON

Metallic Draconic Oath only

Beginning at 7th level, your devotion grants you and those around you the divine protection of your dragon sovereign. You and friendly creatures within 10 feet of you reduce all bludgeoning, piercing, and slashing damage taken by an amount equal to your Charisma modifier (minimum of 1). Creatures reduce damage this way before resistances have been calculated.

At 18th level, the range of this aura increases to 30 feet.

DRACONIC WINGS

At 15th level, you gain the ability to sprout a pair of spectral dragon wings from your back, gaining a flying speed equal to your walking 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.

While these wings are active, all other friendly creatures who are within 5 feet of you gain half cover.

DRACONIC AVATAR

At 20th level, you can use your action to temporarily ascend to the ideal of dragonkind, sharing its majesty with those around you. You gain the following benefits for 1 minute:

- You have immunity to the damage type associated with your Draconic Oath.
- You gain the effects of the Enlarge option from the *enlarge/reduce* spell.
- You and friendly creatures within 30 feet of you gain half cover, provided your wings are active.
- You can use your bonus action to exhale destructive energy of your Draconic Oath's damage type in a 30-foot cone, which leaves your allies unscathed. Each creature of your choice in that area must make a Dexterity saving throw against your spell save DC. Each target takes damage equal to 3d10 + your Charisma modifier on a failed save, or half as much damage on a successful one. You can choose to change its damage type to radiant damage.

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

CREDITS

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