

THE ANCIENT DRAGON

WARLOCK OTHERWORLDY PATRON OPTION

Crazed and with wild eyes burning bright as cinders, a half-orc clad in red-stained leather roars with a voice like thunder, charging through the perplexed and outright terrified goblin horde. Astride his allies, the half-orc grins a fanged smile and opens his massive mouth, bellowing out an intense gout of red flame, roasting the hides of his opponents and clearing a path for his compatriots.

A dwarf, silver-haired with a flowing robe to match, raps his burlled knuckles on the weathered stonework of a particularly ancient ruined castle. "I can smell it around here, somewhere..." mutters the dwarf, sniffing softly between pushing, prodding, and knocking weathered stones. With a sudden, surprised grunt, a hollow stone cracks open at his touch, revealing an incredibly valuable, eons-old cask of lustrous, multi-colored gemstones. "Knew it, the ol' nose never lies," exhales the dwarf, with an air of satisfaction.

Adorned with a thin blue tabard over a short-cut white tunic, a fierce-eyed female eladrin stares down a pair of shadowy assassins standing over the body of her fallen friend. She demands the return of her ally, and the assassins fail to oblige, deftly drawing bows to waiting hands. With a roar of pained agony, the eladrin bristles as yellowed horns burst suddenly from her forehead and mighty scaled leather wings rip from her back. Feral rage glowing in her eyes, she stares into the gaze of one assassin who yelps, immediately drops his weapon, and scrambles over a near-by fence. His counterpart is left alone, trembling, cowering before a mighty avatar of draconic fury.

Creatures of innate magic and eons-old intelligence, dragons are beings of legend, fate, destruction, and destiny incarnate. Though it is a secret known to few, the truly ancient of their kind are able to share their inner



magic with mortals by taking part in an eldritch ritual involving a contract and an elixir of the ancient dragon's own blood suffused with the dragon's potent magical will. This ritual binds the mortal to their ancient draconic patron, sharing in the power of the dragon's blood and gaining a portion of the dragon's own magic. Some scholars of arcana theorize such rituals may have been involved in the creation of the dragonborn race, or even in the birth of the first mortal spellcasters.

Dragons are fickle, however, and notorious hoarders of both treasure and power, neither of which they give up without an abundantly good reason. What could have influenced your draconic patron to give up a (even quite small) portion of their power, and what does the dragon hope to gain by it? How involved is your patron in your affairs, and why did they choose you to bear some of their power? Often, these are questions that even the warlock has to ponder, as the true intent of a dragon is hidden to all but the most calculating, or truly insane, minds.

BREATH OF THE ANCIENTS

Beginning at 1st level, the dragon that has chosen to bestow power upon you has lent a distinct character to the abilities you possess. Choose the option that corresponds with your patron's ancestry on the table below.

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line
Blue	Lightning	5 by 30 ft. line
Brass	Fire	5 by 30 ft. line
Bronze	Lightning	5 by 30 ft. line
Copper	Acid	5 by 30 ft. line
Gold	Fire	15 ft. cone
Green	Poison	15 ft. cone
Platinum	Radiant	5 by 30 ft. line
Red	Fire	15 ft. cone
Shadow	Necrotic	15 ft. cone
Silver	Cold	15 ft. cone
White	Cold	15 ft. cone

You gain a breath weapon based on the heritage of your patron, which you may use as an action on your turn. This breath weapon targets all creatures in its listed area (starting from your location), which must make a Dexterity saving throw against your spell save DC, or a Constitution saving throw instead if your patron's damage type is cold or poison. If a creature fails this saving throw, it takes damage of your patron's damage type equal to your warlock level + your Charisma modifier, or half this amount if it succeeds on the saving throw.

Once you use this ability, you must take a short or long rest before you may use it again.

EXPANDED SPELL LIST

When you form a pact with the Ancient Dragon, you gain an expanded list of spells that corresponds to the damage type of your patron, as selected in your Breath of the Ancients feature. The following spells on the list associated with your patron are added to the warlock spell list for you, and may be chosen whenever you would choose a warlock spell.

ANCIENT DRAGON (ACID/POISON) EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, command</i>
2nd	<i>locate object, Melf's acid arrow</i>
3rd	<i>elemental weapon, stinking cloud</i>
4th	<i>locate creature, Mordenkainen's private sanctum</i>
5th	<i>cloudkill, dominate person</i>

ANCIENT DRAGON (LIGHTNING) EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, command</i>
2nd	<i>gust of wind, locate object</i>
3rd	<i>elemental weapon, lightning bolt</i>
4th	<i>locate creature, Mordenkainen's private sanctum</i>
5th	<i>destructive wave, dominate person</i>

ANCIENT DRAGON (FIRE) EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, command</i>
2nd	<i>flaming sphere, locate object</i>
3rd	<i>elemental weapon, fireball</i>
4th	<i>locate creature, Mordenkainen's private sanctum</i>
5th	<i>dominate person, flame strike</i>

ANCIENT DRAGON (COLD) EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, command</i>
2nd	<i>gust of wind, locate object</i>
3rd	<i>elemental weapon, sleet storm</i>
4th	<i>locate creature, Mordenkainen's private sanctum</i>
5th	<i>cone of cold, dominate person</i>

ANCIENT DRAGON (RADIANT) EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, command</i>
2nd	<i>locate object, zone of truth</i>
3rd	<i>daylight, elemental weapon</i>
4th	<i>locate creature, Mordenkainen's private sanctum</i>
5th	<i>destructive wave, dominate person</i>

ANCIENT DRAGON (NECROTIC) EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, command</i>
2nd	<i>blindness/deafness, locate object</i>
3rd	<i>blink, elemental weapon</i>
4th	<i>locate creature, Mordenkainen's private sanctum</i>
5th	<i>destructive wave, dominate person</i>

DRAGONBORN AND DRACONIC GODS

When pacting with an Ancient Dragon, one of the first tools to be granted to a prospective warlock is a breath weapon that emulates that of their patron. Dragonborn who pact with an Ancient Dragon will thus have two breath weapons: one which they derive from their own ancestry, and one granted by their patron. These breath weapons exist independently of one another, and do not necessarily share a refresh, area of effect, or damage type.

On the subject of draconic patrons themselves, an Ancient Dragon patron may run the gamut from being a legendary dragon situated in a lair somewhere in the Prime Material, to truly otherworldly creatures such as shadow dragons, star dragons, or the gods Bahamut and Tiamat. Your DM may only allow you to pact with the more mundane, if still impossibly powerful, dragons found within your world, and may choose to disallow draconic gods and the more esoteric dragons found on the outer planes. If this is the case, the shadow and platinum draconic patronage options may not be chosen, as they represent both shadow dragons and either the god Bahamut or star dragons, respectively.

If your DM allows you to pact with draconic gods and you choose the goddess Tiamat, select one of her multiple heads (Black, Blue, Green, Red, or White) to pact with. You gain the powers associated with the ancestry that head represents, and may risk becoming a pawn in the schemes of power that particular head undoubtedly plays against its sister heads.

DRAGONSCALES

Starting at 6th level, you can call upon the scales of your patron to burst forth in patches upon your body, protecting you from harm. As a reaction when you are hit by an attack, you may extend your dragonscales and add your Charisma modifier to your AC until the beginning of your next turn. This bonus to AC also applies against the attack that triggered this ability, and may cause the triggering hit to instead become a miss.

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

BLOOD OF DRAGONS

Starting at 10th level, you gain resistance to the damage type associated with your draconic patron, as selected in your Breath of the Ancients feature.

In addition, if you are included in the area of a spell or effect that deals damage, and you succeed on a saving throw imposed by that spell or effect, you become enraged with the fury of your patron. While enraged, the first attack you make before the end of your next turn will deal 2d6 additional damage of your patron's damage type on a hit.

DRACONIC APOTHEOSIS

Once you reach 14th level, you can assume the form of an aspect of your draconic patron for up to a minute. You may sprout horns, grow scales, gain burning draconic eyes, and take on other features directly reminiscent of your patron.

You can transform on your turn using a bonus action, which grants the the following abilities:

- Webbed dragon wings sprout from your back, granting you a flying speed of 60 feet.
- As a bonus action on your turn, you may level your draconic gaze at a creature within 60 feet of you. This creature must make a Wisdom saving throw against your spell save DC or become frightened of you for one minute. A creature affected by this repeats this save at the end of each of its turns, and a creature that saves against this effect may not be subject to it again for 24 hours. While a creature is frightened of you, they have disadvantage on saving throws against your spells and abilities, and you have advantage on attack rolls against this creature.
- The damage caused by your Breath of the Ancients increases by 10, and the damage dice from your Blood of Dragons feature increase from 2d6 to 2d12.

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

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Included here are additional invocation options for warlocks, with this otherworldly patron option in mind.

ANCIENT'S HOARD

Prerequisite: 7th level

As an action on your turn, you may cast *Leomund's secret chest* without expending a spell slot or any material components. You cannot choose the chest you summon, but rather summon a (initially) vacant chest from your patron's hoard. When you dismiss this chest, it returns to your patron's hoard, rather than the Ethereal

plane.

Cast in this way, the spell does not have a chance of ending after 60 days. Rather, every 60 days your patron will expect you to include a fitting tribute in your chest, and will remove it from the chest accordingly. What an individual patron considers to be a fitting tribute differs from patron to patron, as no two hoards are alike.

If no tribute is paid, your patron will take what they see fit, but they will never choose to take anything that would make you less effective as an instrument of their will. A warlock that empties their chest specifically to prevent their patron taking tribute will incur their patron's wrath, and everything that entails.

DRAGONLING

Prerequisite: Ancient Dragon patron, Pact of the Chain feature

When you have a pseudodragon as your familiar, you may substitute your spell save DC for the DC imposed by its Sting ability. Further, you may use your pseudodragon as the origin point of your Breath of the Ancients ability, and you may use your Dragonscales ability as a reaction to increase your pseudodragon's AC when it is attacked, instead of increasing your own when you are attacked.



DRAGON LORE

Prerequisite: Ancient Dragon patron, Pact of the Tome feature, 9th level

While holding your Book of Shadows, you are able to cast *identify* as an action without expending a spell slot or material components.

Additionally, you are able to cast *legend lore* as an action without expending a spell slot or material components. Once *legend lore* has been cast in this way, you must complete a long rest before you may cast it with this feature again.

DRAGONTOOTH GLAIVE

Prerequisite: Ancient Dragon patron, Pact of the Blade feature

You can choose to create a long spear-like glaive topped with a serrated dragon's tooth using your Pact of the Blade feature. When you hit a creature with your dragon-tooth glaive, you can expend a spell slot to deal an additional 1d8 + 1d8 per spell level damage to the target, of the damage type chosen for your Breath of the Ancients feature. When you deal this damage, the target becomes frightened of you until the beginning of your next turn.

If you are attuned to a magic weapon that is not your dragontooth glaive, you may undertake an hour long ritual that destroys that magic weapon and breaks your attunement to it. If you do, the properties of the destroyed magic weapon apply to your dragontooth glaive, causing the glaive's damage to become magical and requiring attunement to the glaive, in addition to the destroyed weapon's other properties. You may only have your dragontooth glaive benefit from the properties of one magical weapon at a time, and undertaking this ritual while your glaive already benefits from a magical weapon's properties will overwrite them with the new magical weapon's properties.

KNIGHT OF THE BEYOND

Your patron desires that you are well protected, and has granted you proficiency in heavy armor. Armor you wear weighs nothing while you wear it, and imposes no disadvantage on Dexterity (Stealth) checks.

CREDITS:

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