

OTHERWORDLY PATRON: THE ANCIENT DRAGON



THE ANCIENT DRAGON

Your patron is as ancient as the world upon which you walk—an ancient dragon whose ambitions are far-reaching, sinuous, and profound. An ancient dragon's goals often concern the domination or liberation of kingdoms and peoples; advancing a plot that perhaps began well before your family even climbed forth from the dust; the retrieval of priceless artifacts or the deepening of its hoard; or merely adulation—for mighty is this drake, and it deserves the worship of lesser mortals. The morality of these schemes is often dictated by the nature of your draconic patron, be they the archetypal evil chromatic dragon, or the noble metallic drake. As beings of great upheaval and consequence for the world, it is only natural for an ancient dragon to seek out mortals to carry forth its bidding. Dragons powerful enough to form pacts with and bestow magic to mortals include Hoondarrh, the Red Rage, Khuralos the Protector, and the insidious Maelestor Rex.

DRACONIC PATRON

The nature of your pact is heavily influenced by the draconic race of your patron. A chromatic dragon is likely to bless a mortal with a portion of its power to further some dark agenda, whereas a metallic dragon may empower an individual to seek out dangerous artifacts or deliver justice upon the world.

DRACONIC PATRON

Dragon	Damage Type	Breath of the Ancient Damage, Size & Saving Throw
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

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ANCIENT DRAGON EXPANDED SPELLS

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>absorb elements, chromatic orb</i>
2nd	<i>dragon's breath*</i> , <i>locate object</i>
3rd	<i>glyph of warding, protection from energy</i>
4th	<i>leomund's tiny chest, stonewall</i>
5th	<i>dominate person, passwall</i>

*requires *Xanathar's Guide to Everything*, replace with *alter self*

BREATH OF THE ANCIENT

Starting at 1st level, you can channel your patron's power into a draconic breath. As a bonus action on your turn, you may unleash it, subjecting all creatures within its area to a saving throw equal to your spell save DC. On a failure, they take damage equal to 2d6 + your Charisma modifier, or half damage on a success. This die increases by 1d6 for every level spell slot granted to you via your Pact Magic feature. For example, as a 5th level warlock, you have third level spell slots; therefore, your Breath of the Ancient deals damage equal to 4d6 + your Charisma modifier.

The type of damage dealt, the saving throw made, and the size of your Breath of the Ancient is determined by your patron in the Draconic Patron table. Once you use this feature, you cannot again until you finish a short or long rest.

DRACONIC WINGS

At 6th level, you can manifest a metaphysical pair of draconic wings in the color of your patron.

When you are struck by an attack, you can use your reaction to manifest your wings, gaining a flying speed of 15 ft. until the end of your next turn. Additionally, you can beat your wings, subjecting each Medium or smaller creature within a 10-foot cone in front to a Strength saving throw. On a failure, a creature is pushed 5 ft. away from you. Once you use this feature, you cannot again until you finish a long rest.

At 10th level, your power swells, allowing you to maintain your draconic wings indefinitely. You gain a flying speed of 30 ft.

YOUR PACT BOON

Each Pact Boon option produces a special creature or an object that reflects the nature of your patron.

Pact of the Chain. As part and parcel of their pact, warlocks serving ancient dragons tend to use pseudodragons of a particular brood descended from their master.

Pact of the Blade. The details of your pact weapon often are representative of your patron's nature. Warlocks of a chromatic dragon tend for forms that evoke terror and exact extra, unnecessary pain, such as barbed spears crackling with lightning or axes coated in acidic juices. Meanwhile metallic patrons expect more stately, honorable weapons to be wielded by their servants, such as a gem-encrusted longsword or a gilded mace.

Pact of the Tome. Your Book of Shadows might be a tome fashioned from the scales of one of your patron's long-slain rivals—another great leviathan that had dared to cross your master. Perhaps even many leviathans, their remains all knitted together as a dire omen to all those that would have the gall to put themselves between what your patron has, and what it wants.

HOARD OF THE DRAKE-CULTIST

At 10th level, you begin to emulate your patron's guarded nature. Through an hour-long ritual, you may ward a cube of up to 120 feet on a side, lacing this temporary lair in abjuration magic. Common lairs include caverns, deserted watch-towers, or secluded groves, and even manors. For up to 8 hours, your lair provides the following effects:

- Within 1 mile of your lair, you and your companions leave no evidence of your passage, such as tracks, unless you will it.
- You know the approximate location of any gold, silver, precious gems, or metals within your lair, and if they have been disturbed. You must have previously seen and known of these valuables by or before casting the ritual for them to be considered your hoard.
- You have advantage on death saving throws made while in your lair.
- You have advantage on saving throws against being frightened or charmed while in your lair.
- The lair exudes an aura of dread. Beasts of CR 1/2 or below must make a Wisdom saving throw; on a failure, they cannot willingly enter the area. You may specify any number of beasts of your choice to exclude from this effect when you begin casting the ritual.

Should you die, these effects end in 1d4 hours, even if you are brought back to life, such as through the *raise dead* spell.

DRAKELORD

At 14th level, your body changes to tolerate the same extreme environments and energies as your patron. You gain immunity to the damage associated with draconic patron, as well as one of the effects below, determined by your patron's race, as seen in the Drakelord Boon table:

Amphibious. You can breathe in air and water, and gain a swimming speed of 30 feet.

Burrower. You gain darkvision out to a radius of 30 feet, and gain a burrowing speed of 20 feet. If you already have darkvision, it is increased by another 30 feet.

Dreamer. You no longer need to sleep, and can converse with a sleeping creature you can see within 10 ft. of you, so long as you share a language, murmuring to it in its dreams.

Wastewalker. You no longer thirst, and can no longer be poisoned by the fumes of smoke or sulphur.

DRAKELORD BOONS

Effect	Dragons
Amphibious	black, bronze, green, white
Burrower	copper, silver
Dreamer	gold
Wastewalker	blue, red

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

ALL THAT GLITTERS

Prerequisite: ancient dragon patron

As an action, you can magically detect nearby precious gems and other metals, such as jewelry and coins, within 30 feet of you, but this sense is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. This effect lasts up to 1 minute. Once you use this feature, you cannot again until you finish a short or long rest.

DRACONIC RESILIENCE

Prerequisite: ancient dragon patron

You can cast *shield* once without using a warlock spell slot. You can't do so again until you finish a long rest.

WYRMCLAWS

Prerequisite: ancient dragon patron, Pact of the Blade feature

Your patron has gifted you a new form for your pact weapon: a pair of gauntlets each furnished with an arcing talon. These weapons have the light and finesse properties, and each deal 1d6 slashing damage.