

# OATH OF DRACOPAX

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# OATH OF DRACOPAX - A 5E PALADIN OATH

Over 25 millennia ago, when the Dragons still ruled the world, rebellious Elven mages created a weapon to take away the minds of Dragons, pushing them into a self-destructive frenzy - causing what is now known as a Dracorage. There were those who found this genocidal instrument to be a disgrace to all sentient races, and swore to find a better way: attempt diplomacy whenever possible, relying on overwhelming force if it fails. Their Oath was known as the Dracopax.

Dracopax paladins can attempt to calm and reason with others to avoid unnecessary conflict, but unleash devastating draconic power when violence is the only remaining option. They are imbued with the essence of a willing dragon, and draw on it in battle.

## TENETS OF THE DRACOPAX

The tenets of Dracopax require followers to uphold peace when it is possible, and defend their beliefs when it is not.

**Diplomacy.** Any sentient creature can follow peace and reason, even if it is against their nature. Allow all this opportunity.

**Decisiveness.** If peace is not an option, be quick in accepting that you have failed, and crush the opposition.

**Guidance.** Not all are blessed with an open mind and an unshakeable will, but all can be taught. Lead by example, and guide the way of those who wish to change.

**Mercy.** Some hearts are so blackened by evil that their redemption lies only in the hands of the gods. For the rest, consider suppression before slaughter.

**Morality.** Violence is the reality of all conflict; escape it when possible, use it when you must - and punish those who would exploit it for their own pleasure. War criminals and profiteers are fire and brimstone to you.

## OATH SPELLS

You gain oath spells at the paladin levels listed.

### OATH OF DRACOPAX SPELLS

Paladin Level	Spells
3rd	<i>absorb elements, command</i>
5th	<i>dragon's breath, calm emotions</i>
9th	<i>Ashardalon's stride, tongues</i>
13th	<i>charm monster, elemental bane</i>
17th	<i>modify memory, summon draconic spirit</i>

## DRACONIC ESSENCE

When taking this oath, you receive a portion of a dragon's essence - this may be a breath of the dragon's magic, a divine blessing from a draconic demigod, or even a dragon's Draconis Fundamentum.

Regardless, the dragon's essence determines the nature of your oath spells and other features. Any oath spells you cast have their damage type changed to that of your draconic essence if applicable, and the *draconic spirit* you summon is a copy of the dragon who granted the essence to you.

Some dragon types are extremely elusive; work with your DM to find a dragon willing to share its essence with you. The Draconic Essence table shows types of dragons and the essence they can provide.

## DRACONIC ESSENCE

Dragon	Damage Type
Amethyst	Force
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Crystal	Radiant
Deep	Poison
Emerald	Psychic
Gold	Fire
Green	Poison
Moonstone	Radiant
Red	Fire
Sapphire	Thunder
Silver	Cold
Topaz	Necrotic
White	Cold

## CHANNEL DIVINITY

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

**Draconic Presence.** As an action, you unleash a terrifying and awe-inspiring pulse of the draconic essence entrusted to you. Creatures of your choice within 30 ft. gain temporary hitpoints equal to your Charisma modifier. All other creatures within 30 ft. must make a Wisdom saving throw. On a failure, they are frightened of you for 1 minute. They may repeat the saving throw if they cannot see you at the end of their turn, and they become immune to this Channel Divinity for 24 hours if they succeed the save or the effect ends for them.

**Overpowering Essence.** As an action, you pour your draconic essence into a creature within 60 ft. The creature must make a Constitution saving throw, gaining vulnerability to the damage type of your essence for 1 minute on a failure. If the creature has resistance to that damage type, it instead loses the resistance; if it has immunity, it instead loses the immunity and gains resistance. The creature may repeat the saving throw at the start of each of its turns, ending the effect on a success.



## SOARING CHARGE

Starting at 7th level, you can take flight when meeting your foes. During your turn, if you move at least 20 ft. towards an enemy creature, you may fly that distance instead of walking, though your movement speed remains the same.

If you then hit the creature with a melee weapon attack, you can choose to crash down on them, dealing additional damage to them and any creatures of your choice within 10 ft. equal to half your paladin level (rounded down) plus your Charisma modifier, of the type of your draconic essence.

## DRAGON'S RESILIENCE

At 15th level, you are infused with the magical endurance of your draconic ally. You gain resistance to the damage type of your draconic essence. If any other effect or feature would grant you resistance, you gain immunity instead.

Additionally, as a reaction when you or one or more creatures of your choice within 30 ft. must make a saving throw, you can give yourself and any creatures of your choice within 30 ft. advantage on the saving throw. You can use this feature a number of times equal to your Charisma modifier, and must finish a long rest to regain expended uses.

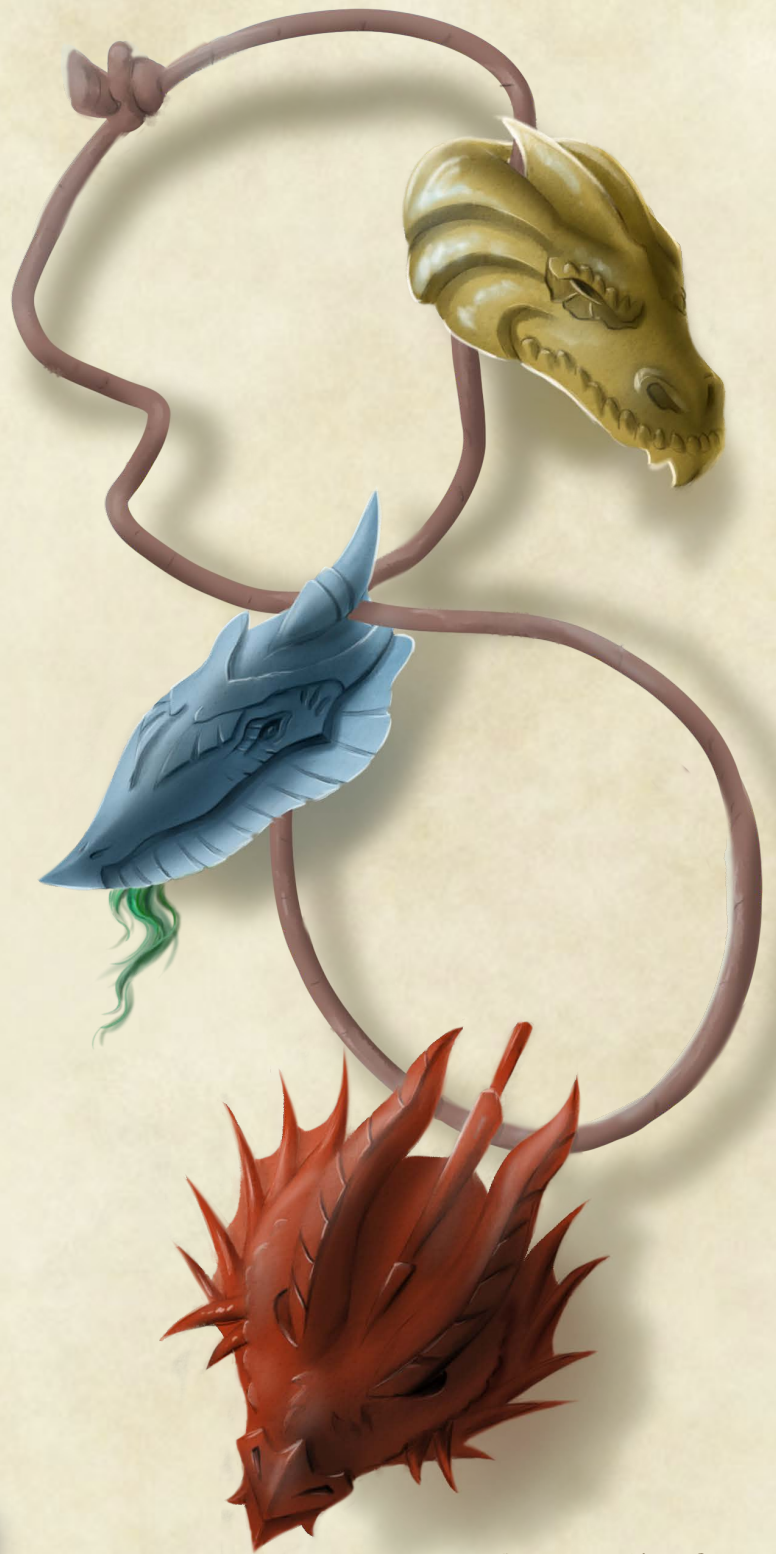
## AVATAR OF DRAGONKIND

At 20th level, you can fuse with the draconic essence bestowed upon you. As an action, you assume the majesty of dragons for 1 minute, gaining the following benefits:

- Dragon scales cover your skin, granting you a +2 bonus to Armor Class.
- Your eyes gleam with draconic power, granting you blindsight for 30 feet. If you already have blindsight, you gain 30 feet of truesight instead.
- Your draconic essence overflows, causing your attacks to deal additional damage of your essence's type equal to your Charisma modifier, and granting you advantage on Charisma checks made to interact with any creatures of the dragon type.

If you are within 120 feet of a true dragon, this transformation lasts 1 hour instead, or until the dragon moves more than 120 feet away from you or enters combat with you (minimum of 1 minute).

Once you have used this feature, you cannot use it again until you finish a long rest.



DRACOPAX HOLY SYMBOL  
CARVED DRAGON SCALES

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