

DRACONIC PRESENCE

1st level Enchantment

Casting Time: 1 action

Range: Self

Components: V, S

duration: Instantaneous

Description: You channel the power of dragons to enhance your presence and intimidate your foes. For the duration of the spell, you gain a +2 bonus to Charisma checks and your eyes turn bright, fiery red. Additionally, any creature within 10 feet of you must make a Wisdom saving throw or become frightened of you until the end of their next turn. Creatures that are immune to being frightened are not affected by this spell.

MINOR DRAGON'S BREATH

1st level Evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

duration: Instantaneous

Description: You channel the power of dragons to unleash a blast of elemental energy from your mouth. Choose one of the following damage types: fire, cold, acid, or lightning. You exhale a 15-foot cone of energy of that type, and each creature in the area must make a Dexterity saving throw, taking 2d6 elemental damage on a failed save, or half as much damage on a successful one. The damage increases by 1d6 when you cast this spell using a spell slot of 2nd level or higher (3d6 at 2nd level, 4d6 at 3rd level, and so on).

DRACONIC WARD

2nd level Abjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

duration: Concentration, up to 1 hour

Description: You invoke the power of dragons to create a protective ward around yourself. For the duration of the spell, you gain resistance to a damage type of your choice: fire, cold, acid, or lightning. Additionally, you have advantage on saving throws against any effect that would charm, frighten, or possess you.

DRAGON'S FURY

2nd level Evocation

Casting Time: 1 action

Range: Self

Components: V, S

duration: Concentration, up to 1 minute

Description: You unleash a surge of raw draconic power from within yourself. For the duration of the spell, you gain the following benefits:

- Your melee weapon attacks deal an extra 1d6 damage of your choice: fire, cold, acid, or lightning.
- You have resistance to the chosen damage type.

When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each level above 2nd.

DRAGON'S FURY FIELD

4th level Evocation

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

duration: Concentration, up to 1 minute

Description: You create a field of raw draconic energy that pulses with power. For the duration of the spell, any creature that enters the area or start its turn there takes 4d8 damage of the chosen type (fire, cold, acid, or lightning) unless it succeeds on a Dexterity saving throw.

Additionally, any weapon attack made within the area of effect deals an extra 2d6 damage of the chosen type.

When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each level above 4th, and the extra weapon damage increases by 1d6 for each level above 4th

DRAGON'S BREATH

5th-level Evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

duration: Instantaneous

Description: You exhale a mighty cone of draconic breath that deals 8d6 damage of the type associated with the dragon color you choose when casting the spell: acid (black, copper), cold (white, silver), fire (red, gold), lightning (blue, bronze), or poison (green).

Creatures caught in the cone must make a Dexterity saving throw. On a failed save, they take full damage; on a successful save, they take half damage.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

If you have draconic blood lineage, you can only make the free upcast if the breath is the same as your draconic lineage

KEMRUMHAAR'S DRAGON BANE

5th-level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S

duration: Instantaneous

Description: You call upon the power of dragon slayers of old to protect you from the might of dragons. For the duration of the spell, you have resistance to damage dealt by dragons, advantage on saving throws against their breath weapons, and advantage on attack rolls against dragons and they can't make opportunity attacks against you.

Additionally, whenever you make an attack against a dragon, 19 is considered a critical.

CRYSTAL DRAGON'S GLARE

6th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small piece of crystal)

Duration: Concentration, up to 1 minute

You tap into the power of crystal dragons, channeling their ability to refract and magnify light. For the duration of the spell, you gain darkvision out to a range of 120 feet, and your eyes begin to glow with an intense light. As an action on your turn, you can unleash a blinding glare in a 15-foot cone. Each creature in the area of effect must make a Constitution saving throw. On a failed save, the creature takes 6d8 radiant damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and is not blinded.

In addition, once during the spell's duration, you can use an action to reflect the light in a different direction, changing the area of effect to a 15-foot cone in a different direction. You can only use this ability once per casting of the spell.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each level above 6th.

DRAGONIC RESILIENCE

7th level Evocation

Casting Time: 1 reaction, casted when you transform from the human form back to draconic form

Range: Self

Components: V, S

duration: Instantaneous

Description: When you go back from the humanoid form to the draconic form, you can take advantage from the transformation to repair some of the flaws in the human form, healing yourself 100 Hit Points.

BLIZZARDS PROTECTION

7th level Conjuraton

Casting Time: 1 action

Range: Self

Components: V, S

duration: Concentration, up to 1 minute

Description: A blizzard starts around you, every creature inside a 30ft radius is considered in difficult terrain.

You also gain resistance to cold and fire damage and any ranged weapon or spell attack made against you is made with disadvantage.

Also, with a bonus action, you can imbue the frost power from the blizzard to your ranged weapon attacks, your next ranged weapon attack deals an additional 6d8 cold damage on a hit.

DRAGON'S DOMINIOM

9th level Conjuraton

Casting Time: 1 action

Range: Self

Components: V, S

duration: Concentration, up to 1 hour

Description: You channel the power of the dragon to create a zone of dominance around yourself. The area within 120 feet of you becomes a dragon's domain, with any creature that enters it immediately feeling the oppressive presence of the ancient beasts.

All creatures within the area must make a Wisdom saving throw or be frightened of you for the spell's duration. On a failed save, a creature also takes 10d10 psychic damage as the dragon's will crushes their mind. A successful save reduces the damage by half and negates the frightened condition.

In addition, one creature you choose within the area gains a significant boost to its abilities. It gains advantage on all attack rolls, ability checks, and saving throws, and its damage dice for attacks and spells are maximized.

FROZEN APOCALYPSE

10th level Evocation

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a diamond worth at least 10,000 gold pieces)

Duration: Concentration, up to 1 minute

Description: You channel the essence of the Azure Dragon, unleashing a devastating icy storm in a 60-foot radius centered on yourself. The storm deals 20d10 cold damage to all creatures within the area on a failed Constitution Saving Throw, or half as much in a successful one and causes the terrain to become difficult terrain as the area becomes coated in thick ice and snow. In addition, the storm is accompanied by howling winds that cause creatures to make a Strength saving throw or be pushed 30 feet away from you. Creatures that fail their saving throw take an additional 10d6 bludgeoning damage and are knocked prone.

At the end of each of your turns, you can use a bonus action to choose a point in the area of the storm. A 20-foot radius sphere centered on that point becomes a blizzard until the spell ends. The blizzard deals 5d10 cold damage to each creature in the area and reduces visibility to a range of 10 feet, causing creatures to have disadvantage on attack rolls.

Any creatures killed by this spell are frozen solid and cannot be resurrected except by the use of a True Resurrection or Wish spell.