

OTHERWORLDLY PATRON

THE WYRM

Tear apart your foes, breathe the breath of dragons, and bring to bear their ancient will. Wield the awesome power of dragonkind with this subclass option for the Warlock in 5th Edition **DUNGEONS & DRAGONS**.



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OTHERWORLDLY PATRON: THE WYRM

This document presents an otherworldly patron option for the warlock class from the Fifth Edition **DUNGEONS & DRAGONS** *Player's Handbook*.

This is Playtest Material

The material presented herein is unofficial, draft, playtest content. This material is subject to revision pending playtest feedback and may or may not be appropriate for use in your own campaigns and adventures at your sole discretion.

OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature, striking a bargain with an entity of great or terrible power. This choice grants Warlock features at 1st level and again at 6th, 10th, and 14th level.

THE WYRM

Your patron is among the most ancient of all dragonkind. Untethered from material concerns, your patron seeks to gain influence over the esoteric matters which direct the universe.

Any dragon to achieve a means of traversing the multiverse or to have gain access to power beyond that of mundane dragons could be a Wyrms patron. In Eberron, your patron may be among those dragons closest to grasping the Draconic Prophecy and unlocking its foretelling secrets; In the multiverse of Magic the Gathering, your patron may be an elder dragon like Nicol Bolas, enacting schemes upon ancient schemes.

Draconic Endowment

At 1st level, you have been granted some of the supernatural powers of your patron. As a bonus action, you can manifest this draconic endowment, gaining the following benefits for one minute or until you end the effects as a bonus action:

- You gain draconic claws which are d8 melee weapons. When you attack with the claws, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Your Draconic Endowment

The bestowal of draconic powers can happen by many means. You may have undergone a blood ritual sealing your pact, the dragon may have visited you in your dreams and granted your power through them, or perhaps your abilities were unbound when you remarkably survived the devastating blast of your patron's breath.

The way that you manifest your Draconic Endowment can have many forms. Your claws and scales may physically grow from your body when you manifest them and disappear after; Perhaps they manifest in an ethereal form about you while you gain the benefits of your endowment; You could even choose for them to always be present, merely gaining enhanced power when your endowment is active.

- You gain draconic scales which protect you from harm. Your AC can't be less than 16, regardless of what kind of armor you are wearing.

Expanded Spell List

The Wyrms 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.

Wyrms Expanded Spell List

Spell Level Spells

1st	chromatic orb, wrathful smite
2nd	dragon's breath, see invisibility
3rd	elemental weapon, haste
4th	Leomund's secret chest, staggering smite
5th	commune with nature, skill empowerment

Wyrms Breath

By 6th level, your draconic endowment has altered your being, empowering your very breath with draconic magic.

You can use your breath as a spellcasting focus for spells you cast. Additionally, when you cast a damaging Pact Magic spell that targets only one creature and doesn't have a range of self, you can

cause that spell to target each creature in a 30-foot line, or each creature in a 15-foot cone, instead.

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

Ancient Will

Starting at 10th level, when you would fail a saving throw, you can choose to succeed instead. Once you use this feature, you can't use it again until you finish a long rest.

Master's Form

By the time you reach 14th level, your draconic endowment has come to fruition, granting you powers akin to those of your patron. You the following additional features:

- The claws from your Draconic Endowment feature deal an extra 2d8 acid, cold, fire, lightning, or thunder damage (you choose the damage type when you manifest your draconic endowment).
- Your Wyrms' Breath feature can be used twice, instead of once per long rest.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocation feature. Here is a new option for that feature, in addition to the options in the *Player's Handbook* and *Xanathar's Guide to Everything*.

Draconic Weapons

Prerequisite: Pact of the Blade, The Wyrms' Patron

The claws bestowed by your Draconic Endowment feature count as pact weapons for you, and can be created using your Pact of the Blade feature, even if you are not currently manifesting your Draconic Endowment.

Playtest Feedback

We'd love to hear your thoughts! Once you feel like you've gotten a feel for this content, please take a moment to respond to our short playtest survey and give us your feedback!

Your playtest feedback is the best way for us to continuously improve our content.

Feedback Link

<https://dndtime.stream/#feedback-dragonwarlock>

Attributions & Special Thanks

This content was created by Jeremy over at <https://www.twitch.tv/dndtime>. Special thanks to everyone in the DnDTime community for their feedback and overwhelming support.



FANTASY LABS

CONTENT TO-DATE

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<https://www.dndtime.stream/>

SC-001 - BARDIC COLLEGE

The College of Color

<https://www.dmsquid.com/product/309684/>

Paint your whims and spells into physical existence and explore the power of artistic creation with this subclass option for the Bard.

SC-002 - BARDIC COLLEGE

The College of Psychology

<https://www.dmsquid.com/product/309686/>

Manipulate the psyche to empower your companions and to tear down your foes with this subclass option for the Bard.

SC-003 - BARDIC COLLEGE

The College of Mystique

<https://www.dmsquid.com/product/309685/>

Bestow the banes and boons of fate and fortune, delve into otherworldly magics, and weave doom into your enemies' fates with this subclass option for the Bard.

SC-004 - OTHERWORLDLY PATRON

The Great and All-Powerful Genie

<https://www.dmsquid.com/product/313480/>

Use the power of magical relics of your patron's collection, wreathe yourself in fantastical illusion, and ultimately wield the unmatched cosmic power of a genie's Wish with this subclass option for the Warlock.

SC-005 - OTHERWORLDLY PATRON

The Great Tree

<https://www.dndtime.stream/#treewarlock>

Explore the vastness of existence and reclaim those who would stray from the cycle of life and death with this subclass option for the Warlock.

SC-006 - Druid Circle

The Circle of Eyes

<https://www.dndtime.stream/#eyesdruid>

Assume otherworldly forms, grasp the maddening reality of the Far Realm, and stare into the eyes of infinity. Channel the otherworldly essence of the void beyond the stars with this subclass option for the Druid.

CFV-001 - RANGER CLASS FEATURE VARIANTS

Favored Enemy & Natural Explorer Variants

<https://www.dndtime.stream/#variantranger>

Spiritual successors to the Favored Enemy and Natural Explorer features, enshrining their design intent and class fantasy with a more engaging implementation and well-rounded gameplay.

SC-007 - OTHERWORLDLY PATRON

The Coven

<https://www.dndtime.stream/#hagwarlock>

Concoct vile potions from the flesh of your foes, conduct wicked rites, and turn your enemies to toads! Explore the mysterious magics of hags with this subclass option for the Warlock.

SC-008 - DIVINE DOMAIN

Night

<https://www.dndtime.stream/#nightcleric>

Don a mantle of darkness and banish your foes to an realm of night eternal. Wield the forbidden magics of shadows and night with this subclass option for the Cleric.

SC-009 - OTHERWORLDLY PATRON

The Wyrn

<https://www.dndtime.stream/#dragonwarlock>

Tear apart your foes, breathe the breath of dragons, and bring to bear their ancient will. Wield the awesome power of dragonkind with this subclass option for the Warlock.