

Draconic Patron (*Warlock*)

You have made a deal with a dragon, or a member of one of the other draconic species. Perhaps your patron gave you power in exchange for riches, or maybe they instead tasked you with taking out pests or other competitors that might see their hoard dwindle. Regardless of the reason, your power comes from the glorious splendor of the most fearsome creatures to have trod the world.

Draconic Spells

Starting at 1st level, your knowledge of magical spells expands. You learn an additional 1st spell of your choice from either the Sorcerer, Warlock, or Wizard spell lists. At 3rd level, you learn a 2nd level spell of your choice from those lists. At 5th level, you learn a 3rd level spell, a 4th level at 7, and a 5th level at 9. These spells are considered Warlock spells for you, regardless of which list they are originally from. When you level up, you may replace one of these spells with a different one of the same level.

Dragon's Breath

Also at 1st level, your patron has granted you a portion of their offensive abilities. You gain the ability to make a breath attack as a bonus action. At the beginning of each turn after using this feature, you may roll a d6; on a 6, your breath weapon recharges and can be used again. Until it recharges, you cannot use your breath weapon again. Enemies within a cone must make a Dexterity saving throw or take 1d8 damage; they take half damage on a successful save. The cone's range is a number of feet equal to 5 x your Charisma modifier, and the damage type is based on the damage type of your patron's breath weapon, as shown below. As you level up, the damage of your breath weapon increases; it deals 2d8 damage at 5th level, 3d8 at 9th level, 4d8 at 13th level, and 5d8 at 17th level.

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

Eldritch Hoard

At 1st level, your patron grants you knowledge of how to modify a bag so that you may use it to begin your own hoard. As part of a short or long rest, you can perform a ritual to turn a mundane bag into your eldritch hoard; if you already have a hoard when you do so, the contents of it are transferred automatically into the new bag, and the old one becomes mundane and empty. Your hoard weighs 20 pounds, regardless of what contents are inside. The inside of the bag expands endlessly, allowing you to store as much in your hoard as you desire; however, a creature cannot enter except to place a hand or other appendage inside to retrieve an item. Doing so requires an Action, and the desired item is magically brought to hand. The hoard can also be turned inside out, dumping all of its contents harmlessly onto the ground, provided there is enough space. Unlike a bag of holding, placing your hoard inside another bag with extradimensional space does not create a rift.

Your patron also enhances your senses, allowing you to expand your hoard more easily. Whenever you make a Perception or Investigation check, you may add your Charisma modifier to the total.

Draconic Mark

Starting at 6th level, you have learned the technique for how a dragon marks their hoard. When you deal damage to a target or curse them using Hex or a similar spell, you can choose to mark them mystically; if the target was already marked when you hit or curse them, you cannot mark them again. When you deal damage to a marked target, you can consume the mark to create an effect. The following options are available to you.

You can consume the mark to immediately roll your recharge roll for your breath weapon.

You can consume the mark on your target to grant yourself temporary hit points equal to your Charisma modifier. These temporary hit points last for one minute.

The mark remains on your target for one hour, or until you use this feature to mark a different target. While you have a target marked, you have advantage on ability checks made to track them.

Essence of the Mighty

Beginning at 10th level, your patron has suffused you with a greater portion of its draconic essence. Your senses improve, granting you advantage on Perception and Investigation checks. Additionally, when you roll to recharge your breath weapon, you can do so on either a 5 or a 6, rather than just a 6. Lastly, in order to make better use of your hoard, you gain an additional attunement slot.

Glory Incarnate

Starting at level 14, you have become imbued with draconic essence. As an Action, you can call upon the power of your patron and assume the glory of a dragon. You gain a flying speed equal to your movement speed, gain a bonus to your AC equal to your Charisma modifier, and you can use your breath weapon in place of a weapon attack or an eldritch blast strike. When you roll a recharge roll while in this form, you can roll the d6 twice and take the higher number. You also have advantage on saving throws against the charmed and frightened conditions, emboldened by your glory. These benefits last for one minute or until you are incapacitated, whichever comes first. You cannot use this again until you complete a long rest, unless you expend a Pact Slot to regain your use of this feature (no action required).

Once you have your 8th-level mystic arcanum, you can instead expend your use of this feature and your use of that mystic arcanum to instead cast *Illusory Dragon* (from *Xanathar's Guide to Everything*). When you do so, you can choose to have its damage type be the same as your breath weapon's damage type.