

PALADIN

OATH OF THE DRAGON

Paladins of this oath emulate the powers of a dragon. For some, that is an oath of service and loyalty to a powerful dragon, to others it is the aspirational ideals of a dragon god, and, for a few whom dragon blood runs strongly in the veins, it is a deeply ingrained code of conduct. Shaped by the draconic convictions, these Paladins take on aspects and powers of dragons, becoming more dragon-like in mind, body, and soul as they approach the summit of power—such is the power of true conviction and dedication to an oath.

DRACONIC IDEAL

3rd-level Oath of the Dragon feature

When you take this oath, select which color of dragon from the following table represents your perfect ideal. Some of your subsequent features depend on this selection.

Dragon Color	Associated Element	Three Virtues
Black	Acid	Patience, Cunning, Survival
Blue	Lightning	Authority, Strategy, Pride
Green	Poison	Subtlety, Manipulation, Control
Red	Fire	Ambition, Strength, Dominance
White	Ice	Instinct, Endurance, Ferocity
Brass	Fire	Curiosity, Wit, Hospitality
Bronze	Lightning	Justice, Vigilance, Courage
Copper	Acid	Creativity, Humor, Freedom
Gold	Fire	Wisdom, Nobility, Compassion
Silver	Ice	Honor, Mercy, Friendship

TENETS OF THE DRAGON

3rd-level Oath of the Dragon feature

While the exact nature of an Oath varies greatly based on the Draconic Ideal and source of the Oath, all oaths tend to share the following aspects:

- **Embody the Ideal.** Place the Three Virtues of your Draconic Ideal at the forefront of your actions as your guiding beacons.
- **Apex Perspective.** View the world from above—broaden your perspective, extend your timeline, and not allow yourself to be fettered by petty concerns. Stand above fetters and limitations of lesser creatures.
- **Draconic Pride.** You do not kneel anything external to your Draconic Oath. Have conviction and confidence in your action as an emissary, incarnation, or representative.
- **Accumulate Wealth.** It is better for what you value to be in your possession, for you are best suited to appreciate and curate that value.

The details of the oath may vary if your oath is to a specific draconic being—for example, placing things in its hoard may become the ideal, but the tenets remain broadly aligned.

OATH SPELLS

3rd-level Oath of the Dragon feature

You gain oath spells at the Paladin levels list in the Oath of the Dragons Spells table.

Paladin Level	Spells
3rd	<i>command, frighten^K</i>
5th	<i>dragon surge^K, elemental exhalation^K</i>
9th	<i>fear, fly</i>
13th	<i>polymorph, secret chest</i>
17th	<i>dominate person, summon dragon^K</i>

CHANNEL DIVINITY

3rd-level Oath of the Dragon features

You gain the following two Channel Divinity options. You may replace one of the options with a Draconic Ideal specific option presented at the end of the subclass.

- **Draconic Awe.** As a bonus action, you can use your Channel Divinity to exude the overawing presence of a dragon. For the next 10 minutes you have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks. When you activate it you can focus the full weight of the overwhelming presence on a single creature you can see within 15 feet of you, forcing it to make a Wisdom saving throw. On a failed save, it becomes your choice of Charmed by you or Frightened of you for 1 minute. The affected creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Draconic Wrath.** Immediately after you deal damage to a creature with your Divine Smite feature, you can use your Channel Divinity blast all creatures within a 15-foot cone extending from the target of the smite. All creatures in that cone take an equal amount of damage, but the damage type is that of the Associated Element from your Draconic Ideal.

When you reach 7th level, the range of Draconic Awe increases to 30 feet, and Draconic Wrath becomes a 30 foot cone.

AURA OF DOMINION

7th-level Oath of the Dragon feature

Your presence exudes domination over the Associated Element of your Draconic Ideal. While you are not Incapacitated, you and allied creatures within 10 feet of you gain resistance to that element, while hostile creatures within 10 feet of you that have resistance to that element lose their resistance to that element. When you reach 18th level in this class, the range of the aura increases to 30 feet.

DRACONIC WINGS

15th-level Oath of the Dragon feature

As a bonus action, you can manifest ethereal draconic wings. While you have these wings, you gain a flying speed of 30 feet, and once per turn when you take attempt to shove a creature, you can buffet them with your wings, shoving all creatures of your choice within 10 feet of you instead and, on success, cause them to take Bludgeoning damage equal to 1d8 + your Strength modifier.

These wings last until you dismiss them as an action.

IDEAL INCARNATION

20th-level Oath of the Dragon feature

As a bonus action, you take on a form resembling your Draconic Ideal. You transform into a dragon for 1 minute. While transformed, you gain the following benefits:

- **Dragon Transformation.** Any melee weapons you are carrying (you do not need to have been wielding them) when you transform become natural weapons, retaining any properties they previously had (such as Reach or magical bonuses), but no longer requiring your hands (swords become claws and fangs, glaives become spikes on your tail, etc). If you are carrying a shield, you retain the benefit of the shield, but it becomes part of your scales and no longer requires a hand to hold while transformed. Your AC remains the same as your armor transforms into scales. You can choose to become a Large sized creature.
- **Draconic Wings.** Your Draconic Wings manifest as real wings, giving a flying speed of 60 feet and the damage of shoving creatures with them is increased to $2d8 + \text{your Strength modifier}$.
- **Unfettered Power.** You can use your Draconic Awe and Draconic Wrath an unlimited number of times without expending a use of your Channel Divinity.
- **Elemental Attunement.** You gain immunity to your Associate Element.

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

DRACONIC IDEAL CHANNEL DIVINITIES

When you gain the Channel Divinity option feature from Oath of the Dragon, you can alternatively select one of the following options based on your Draconic Ideal:

- **Black: Sinking Morass.** A 10-foot radius around a point you can see within 30 feet becomes a sinking marshy morass until the start of your next turn. The area is difficult terrain, and creatures that start its turn in the area must make a Strength saving throw. On a failed save, a creature takes $1d4 + \text{your Paladin level acid damage}$ and becomes knocked prone as they are pulled down into the swamp marsh.
- **Blue: Crackling Sandstorm.** A 10-foot radius around a point you can see within 30 feet becomes heavily obscured until the start of your next turn as a sandstorm fills the area. A creature that starts its turn in the area must make a Constitution saving throw. On a failed save, it becomes Blinded until the end of its turn and takes lightning damage equal to $1d4 + \text{your Paladin level}$.
- **Green: Poison Cloud.** A 10-foot radius around a point you can see within 30 feet becomes filled with poisonous clouds until the start of your next turn. A creature that starts its turn within the area must make a Constitution saving throw. On a failed save, it takes $1d4 + \text{your Paladin level Poison damage}$ and becomes Poisoned until the start of your next turn.

- **Red: Flaring Inferno.** A 10-foot radius around a point you can see within 30 feet becomes filled with flames until the start of your next turn. A creature that starts its turn within the area must make a Dexterity saving throw. On a failed save it takes $2d8 + \text{your Paladin level fire damage}$. On a successful save, it takes half as much damage.
- **White: Chilling Blizzard.** A 10-foot radius around a point you can see within 30 feet becomes heavily obscured until the start of your next turn as a blizzard fills the area. A creature that starts its turn in the area must make a Constitution saving throw. On a failed save, its speed is halved until the end of its turn and takes cold damage equal to $1d4 + \text{your Paladin level}$.
- **Brass: Selective Flames.** A 10-foot radius around a point you can see within 30 feet becomes filled with flames until the start of your next turn. Creatures of your choice that start their turn within the area must make a Dexterity saving throw. On a failed save it takes $1d8 + \text{your Paladin level fire damage}$. On a successful save, it takes half as much damage.
- **Bronze: Repulsion Field.** A 10-foot radius around a point you can see within 30 feet becomes powerfully polarized. Attacks against allied creatures within the area have disadvantage, and if a hostile creature enters or starts its turn within the area it must make a Strength saving throw, or be repelled 15 feet away from the center of the zone.
- **Copper: Slowing Field.** A 10-foot radius around a point you can see within 30 feet becomes a slowing field for hostile creatures until the start of your next turn. When a hostile creature enters it, they must make a Constitution saving throw. On a failed save, their speed is halved, they cannot take reactions, and they have disadvantage on attack rolls, Dexterity saving throws, and Dexterity ability checks until the start of their next turn.
- **Gold: Fire Wall.** A 10-foot radius around a point you can see within 30 feet becomes ringed in a wall of opaque golden flame. Any hostile creature attempts to cross the wall of fire must make a Dexterity saving throw. On a failed save it takes $2d8 + \text{your Paladin fire damage}$, and on a successful save it takes half as much damage.
- **Silver: Snow Sanctuary.** A 10-foot radius around a point you can see within 30 feet becomes shrouded in a snowstorm causing the area to become heavily obscured and difficult terrain for hostile creatures until the start of your next turn.

At 7th level, the radius of the selected effect becomes 15 feet.