

ORDER OF THE GREY DRAGONS

A NEW FACTION, DEITY, DRAGONIC SPELLS FOR YOUR TYRRANY OF DRAGONS
CAMPAIGN



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Io

THE FATHER OF DRAGONS

Io is the creator of the dragon race. Not long after creating dragonkind, Io was slain by the primordial Erekh-Hus, split from head to tail with a rough-hewn axe of adamantine. By some accounts, Io's death released his divine energies and elevated his two eldest children, **Bahamut** and **Tiamat**, to deities, but by other accounts, **Bahamut** and **Tiamat** arose from the two halves of **Io's** corpse.

Io was once the chief deity worshiped by dragons, god of all dragonkind, peace and balance. He was seen by his people as creator of all things. He was neutral in alignment, but contained within him all alignments. His symbol was a multi-coloured disk.

Even in **Tiamat's** *trickery* she accidentally *gave life to Io*. Xarthrupran the Ancient Silver Dragon who had lost his grace was convinced by Tiamat that the ancient draconic magic was refound, along with it the wisdom of Io, Xarthrupran contrary to what Tiamat has expected of him, he created an order that in secret worshiped Io.

Io's reborn. The faith of dragons awaken Io from the dead after countless years. The father looked at his children and he was utterly dissatisfied. They wasted so much potential, influence and power on meaningless conflicts and wars with each other.

A vision was granted to Xarthrupran of Dragons united dominating not only across material plane, but much further.

Io is now only a fraction of his previous form, born as a **God of Fire**. Reborned, now grants fire to his followers, to unite or destroy the dragons who don't see the truth that Io has granted them.



Io's holy symbol

Io

Deity
Primordial

BASIC INFORMATION

Title(s): The World Shaper
The Concordant Dragon
The Great Eternal Wheel
Swallower of Shades
The Ninefold Dragon
Creator of Dragonkind
The Fire Lord

Status: Deity

Pantheon: Draconic

Power Level:	Greater Deity
Alignment:	Lawful Neutral, Neutral
Symbol:	A multi-coloured disk.
Home Plane:	Prime Material Plane
Portfolio:	Dragonkind, Domination, Dragons, Knowledge, magic, spells, strength, travel, and wealth
Domains:	Dragons, Fire, Knowledge, magic, spells, strength, travel, and wealth
Worshippers:	Dragons, Draconic humanoids, some members of the reptilian races
Worshiper alignments:	All
Favored weapon:	Claw on Fire



Io's rejuvenated avatar

DOMINATION DOMAIN

The Domination domain represents discipline, and skill bending towards the more powerful individual, as well as service to a society or an institution, whether that service is rendered in obedience to or enforcement of the law—civil, or both.

Not many Gods across the worlds grant access to this domain, mainly evil deities grant this domain and it can easily be mistaken with the domain of Trickery, Destruction and so on. This is the ideal domain for the strong and masterminds who wish to enforce total Domination and then bring law and order. Some might say it is the Chaos that gets dominated and then gives way to domination so the law can start the circle.

Mainly Draconic entities have a natural inclination towards this domain as most of the Dragons are both powerful and intelligent creatures. The ideal of Domain of Domination is submission and compliance from the weaker both mentally and physically to the stronger. Clerics of order are typically concerned with how things are will be, and not whether an action's results are just. Following the ancient law of nature, the strongest and the wisest survive, the rest must either follow or perish. They don't usually preach or silver-tongue their way, rather they will dominate their enemies with presence and if that is not enough, they always have their maces at the ready. More importantly, domination establishes control and consequences for those who do not yield to it.

Those who select domination will either try to go around the law to bring domination or use the way of the mace and sword to build the laws themselves. The way of domination is for the strong and clever to manifest the foundation for them to create new laws. Domination not only needs those who obey must do so to the best. Followers who serve this domain, view it as the best way to set up an orderly society, not by law-games or by creating chaotic enviroment, but by force and wits.



ORDER OF THE GREY DRAGONS

The order was formed by Xarthrupran, and he served as its leader. Xarthrupran is an ancient silver dragon who has been outcasted from the Order of Metallic dragons. Grey dragon order has been created as counterbalance against both good and evil.

FACTION OVERVIEW

The Grey Dragon Order seeks to become dominant and inescapable, more wealthy and powerful, and most importantly, untouchable. The public face of the order appears much more noble, offering the dragons extreme power, knowledge and wealth. When a dragon needs a family to stand up for him or her or vengeance to a foe. However, the cost of joining the Grey Dragon's order can have an unbearable toll and loss of one self, becoming a tool, unable to refuse orders and their ideas are shaped to the leader's will.

The Order of the Grey Dragons wants to make it necessary to deal with its members. They claim not to worship any god but only the power of dragons and that alone.

The members of the Grey Order think of themselves as a members of a powerful family and relies on the Xarthrupran for knowledge and security. However, members have little autonomy to pursue their own interests and gain some measure of personal power or wealth.



Order of the Grey Dragons Emblem

BELIEFS

- The dragon superiority is the only idea that matters. Dragons who do not accept that, must be destroyed.
 - Dragons must treat inferior mortal creatures as disposable assets.
 - The best defense and offense is unity.
 - If someone is not with us, they are against us
-

GOALS

- To achieve the domination of sky, land and water and prosperity of the dragons across Faerûn and other settlements of Faerûn by forming a strong order against all forces that threaten draconic creatures.
 - Eliminate such threats by any means necessary whenever and wherever they arise, and be rulers of all.
 - Tiamat must be summoned, by doing so the dragons who do not join us, will devour each other and we will emerge victorious in the long run.
-

LEADERSHIP, MEMBERS & HIERARCHY

The Grey Dragon Order is a well organised order with clear guidelines and chain of command. Xarthrupran grants knowledge and power when he sees it fit, humanoids who are not of dragonkin are welcomed only if they demonstrate an achievement to receive the dragonblood so they can turn into dragonkin themselves.

RANK: RIMUN

NAME: XARTHRUPRAN

COMMANDER-IN-CHIEF

Xarthrupran The Ancient Male Silver Dragon also known as **Winterbringer**. He now looks more like a White Dragon as the corruptive power which was granted in secret by Tiamat changed him greatly. Even if he is silver dragon he has command of fire too, he can breathe fire and he is immune to fire. That makes him unique among all dragons as he claimed that Asgaroth granted him with mastery of fire. Xarthrupran considers himself as Asgaroth's chosen to bring unity and honor amongst the dragonkin.

Xarthrupran Traits:

Alignment: Lawful Evil

Personality Traits: I am intolerant of other faiths and condemn the worship of other gods.

Ideals: I only serve Io also known as Asgorath.

Bond: Dragons are superior creatures and must unite to achieve greatness.

Flaw: I am inflexible in my thinking.

RANK: KAISZDEN

NAME: LYRWINTENNIMARR

THIRD IN COMMAND

Lyrwintennimarr The Adult Female Blue Dragon also known as **Kinrdedthunder** is the mistress of wings, she is a mastermind of aerial tactics and commands all winged operations. In fact she was created recently by **Xarthrupran** who used the Create Dragon spell first time on an Ancient Dragon's remains. Xarthrupran used the remains of Fyrentennimarr the Ancient Red Dragon. The spell however was not entirely successful as she wasn't made an Ancient Red Dragon.

Lyrwintennimarr Traits:

Alignment: Lawful Neutral

Personality Traits: I feel no pleasure or joy but the thrill of the battle.

Ideals: My aerial battle tactics are my life.

Bond: Past and future are nothing but mental constructs, I live only for the moment.

Flaw: I fear Xarthrupran as he made me he can easily unmake me.

RANK: JIRLON

NAME: ICASARACHT

SECOND IN COMMAND

Icasaracht The Ancient Female White Dragon also known as **Undyingfrost**. Her remains were located by Xarthrupran and he brought her back to life, her resurrection had a huge toll on the dragon as she lost her freedom forced into hiding and submission. She has been commanded to remain out of sight and communicate only with her trusted spies which are winter beasts, frost giants and fanatic cultists of the north. Icasaracht shares a many traits with Xarthrupran as he re-created her. The white dragon wants to be able to fly and roam the skies but she seems she can't even disobey her orders, no matter how badly she wants it.

Icasaracht Traits:

Alignment: Lawful Evil

Personality Traits: I am intolerant of other faiths and condemn the worship of other gods.

Ideals: I would die a thousand times for my order.

Bond: I own a great debt to Xarthrupran, I would go to hell and back for him.

Flaw: None has greater influence than me.

RANK: LEINUNM

NAME: EGKROONSHRARAX

FOURTH IN COMMAND

Egkroonshrarax The Adult Male Green Dragon also known as **Acidwing**. He is the brother of Vorgansharax the Adult Green Dragon, however none of the brothers is aware as the dragon egg was stolen by his mother from another Green Dragon who died soon after by Egkroonshrarax's mother, she never recovered the egg though. Leinunm is the master of swamps and has a large network of loyal Yuan-Ti, lizardfolks and several hags in key locations who assist him with locating, cursing and granting boons to creatures that Egkroonshrarax desires.

Egkroonshrarax Traits:

Alignment: Lawful Evil

Personality Traits: I am important; I will not let anyone forget that.

Ideals: I use my words to sway others to my beliefs.

Bond: I'm secretly in love with Lyrwintennimarr.

Flaw: I am obsessed with a huge emerald that belongs to **Protanther** (He is the leader of the Metallic Dragons Council).

XARTHUPRAN THE GREY DRAGON

Gargantuan dragon, lawful evil

Armor Class 23 (natural armor)

Hit Points 522 (25d20 + 260)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	25 (+7)	25 (+7)	24 (+7)

Saving Throws Dex +9, Con +16, Wis +16, Cha +14

Skills Arcana +14, History +14, Perception +21, Stealth +9

Damage Resistances acid, poison, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire

Senses blindsight 120 ft., darkvision 240 ft., passive Perception 31

Languages Common, Draconic

Challenge 26 (90,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS.

Multiattack. Xarthupran can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Xarthupran's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). Xarthupran uses one of the following breath weapons.

Cold Breath. Xarthupran exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. Xarthupran exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fire Breath (Recharge 5–6). Xarthupran exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Change Shape. Xarthupran magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In the new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Xarthupran casting "Create Dragon"



LEGENDARY ACTIONS

Xarthrupran can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Xarthrupran regains spent legendary actions at the start of its turn.

Detect. The Xarthrupran makes a Wisdom (Perception) check.

Tail Attack. Xarthrupran makes a tail attack.

Wing Attack (Costs 2 Actions). Xarthrupran beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Spell (3 actions). Xarthrupran casts a spell.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon creates fog as if it had cast the fog cloud spell. The fog lasts until initiative count 20 on the next round.
- A blisteringly cold wind blows through the lair near the dragon. Each creature within 120 feet of the dragon must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

REGIONAL EFFECTS

The region containing a legendary Xarthrupran's lair is warped by the dragon's magic, which creates one or more of the following effects.

- Once per day, the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't need to be outdoors; otherwise the effect is identical to the control weather spell.
- Once per day, the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't need to be outdoors; otherwise the effect is identical to the control weather spell. Within 1 mile of the lair, winds buoy creatures that fall due to no act of the dragon's or its allies. Such creatures descend at a rate of 60 feet per round and take no falling damage.
- Given days or longer to work, the dragon can make clouds and fog within its lair as solid as stone, forming structures and other objects as it wishes. If the dragon dies, changed weather reverts to normal, as described in the spell, and the other effects fade in 1d10 days.

SPELLCASTING

Xarthrupran's spell save DC equals 8 + its proficiency bonus + its Charisma modifier.

Xarthrupran can innately the follow spells requiring no material components. Xarthrupran's spell save DC is 22, and it has +14 to hit with spell attacks. The archmage can cast alter self (shapechange) and invisibility at will and has the following spells prepared:

The draconic spells can be found here [Click here](#) (pages 11,12,13)

Cantrips (at will): mage hand, prestidigitation, message
1st level (4 slots): detect magic, identify, dragon's energy
2nd level (3 slots): detect thoughts, mirror image
3rd level (3 slots): counterspell, dragon's mortality
4th level (3 slots): banishment, greater invisibility
5th level (3 slots): conjure elemental dragon, scrying
6th level (1 slot): call dragon
7th level (1 slot): plane shift
8th level (1 slot): dragon's absorption, control weather
9th level (1 slot): dragon's power, create dragon

DRACONEERS

THE CHILDREN OF DRAGONS

The history of the race can vary depending on the setting. It is also possible that they may be used in a campaign as a substitute for the Dragonborn.

In the series of adventure Tyranny of Dragons Draconeer are magically created by Xarthrupran's own blood in an ancient and forgotten ritual. Humanoids that took place in this ritual voluntarily have no recollection of their previous life nor it is possible to do so.

SOCIETY

Draconeers receive a new names, bodies and abilities and are almost always lawful. They count as baby dragons among the dragon kind as their blood it is of Xarthrupran.

Draconeers are available to communicate telepathically with their creator no matter the distance and plane of existence. They are very proud, honorable and charismatic creatures never turning down a foe or a mission, they are fear no death nor pain.

DRACONEER TRAITS

Ability Score Increase. Your Strength score increases by 1, and your Charisma score increases by 2.

Age. Draconeers become stronger and wiser with age, their lifespan unknown as no Draconeer has ever die of natural causes.

Alignment. Draconeers tend towards neutral alignments. Many are wanderers if they leave their city or hometown. Most are Lawful Neutral.

Size. Draconeers are taller and heavier than humans, standing well over 6 feet tall and averaging almost 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30ft.

Draconic Blood. Dragon's blood flows through your veins. Fire and domination is in your nature. Your breath weapon is fire and you have Limited Fire Immunity.

Dragon Teeth

As Draconeer you know can use your teeth to bring a devastating bite. You are proficient with your jaws, which deal 2d4 piercing plus 1d4 fire on a hit. The Dragon teeth fire damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Breath Weapon. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type is fire. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or Long Rest.

Superior Resistance to fire. You are immune to non-magical fire and resistant to magical fire.

Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest Languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

Draconeer fighter



DRACONEER SUBRACES

SAERTDARAST

The saertdarast are winged draconeers. These rare creatures were given wings by their creator for a special unit purpose. Saertdarast are serve as agents to influence other auran creatures to recruit to the Order's cause.

Ability Score Increase. Your Strength score increases by 1.

Trained limbs. You have proficiency in the Athletics skill.

Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Extra Languages. You can speak, read, and write Auran.

STERLADARAST

The darasmet were created by a special ritual. They understand magic aswell as fire. They can disguise themselves and look more like dragonborns to meagle with humans more easily, spy, gather new magic for their Order.

Ability Score Increase. Your Intelligence score increases by 1.

Arcane Blood. You have proficiency in the Arcana skill.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Disguise Self. Once per dawn you can disguise your self magically to look like a Dragonborn, you choose the color. You can dismiss the effect by using your aciton.

DRACONIC SPELLS

DRAGON'S TAIL

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a lizard's tail)

Duration: Instantaneous

Classes: Sorcerer, Wizard, Warlock, Cleric, Subclasses:
Paladin Oath of Dominance

You conjure a long tail covered in dragonscales, lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 bludgeoning damage, and if the creature is Large or smaller, you push the creature up to 10 feet away from you.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

DRAGON'S BITE

1st-level Evocation

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Classes: Sorcerer, Wizard, Warlock, Cleric, Subclasses:
Paladin Oath of Dominance

You channel draconic magic to cause your head to become dragon like ready to deliver a melting attack. Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 2d10 fire damage. Until a creature takes an action to douse the fire, the target takes (1d4) fire damage at the start of each of its turns. After you make the attack, your head returns to normal.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

DRAGON'S ROAR

2nd-level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard, Warlock, Cleric, Subclasses:
Paladin Oath of Dominance

A sudden loud dragon roar echoes, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. **At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a roaring echo audible out to 300 feet.

DRAGON'S FLIGHT

3rd-level Conjuration

Casting Time: 1 action

Range: 30ft line

Components: S, V

Duration: Instantaneous

Classes: Sorcerer, Wizard, Warlock, Cleric, Subclasses:
Paladin Oath of Dominance

You surround yourself by a draconic spirit, you move with lighting speed a line 30 feet long and 5 feet wide to an unoccupied space that you can see, this action doesn't provoke an attack of opportunity. Each creature in the line must make a Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

DRAGON'S ENERGY

3rd-level Conjuration

Casting Time: 1 action

Range: Self

Components: S, V

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Wizard, Warlock, Cleric, Subclasses:
Paladin Oath of Dominance

An aura of draconic energy surrounds and you receive the following benefits. You gain resistance to fire damage for the spell's duration. Also, the DC of your breath weapons increases by 1. For the spell's duration, your gain +1 AC. Additionally, your attacks deal an extra 1d8 fire damage.

DRAGON'S MIGHT

4rd-level Conjuration

Casting Time: 1 reaction

Range: 90 feet

Components: S, V

Duration: Instantaneous

Classes: Sorcerer, Wizard, Warlock, Cleric, Subclasses:
Paladin Oath of Dominance

Whenever a creature that you can see attacks one ally of yours you can unleash fire upon your enemy that attacked your ally. As a reaction you send fire and hell to your enemy, you lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw against your DC or take 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4rd.

CONJURE FIRE ELEMENTAL DRAGON

5h-level Conjuration (Statblock can be found on page [Click here](#) to go to page 16.)

Casting Time: 1 minute

Range: 90 feet

Components: S, V, M (gold dust worth at least 100 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Sorcerer, Wizard, Warlock, Cleric, Subclasses:
Paladin Oath of Dominance

You call forth an fire elemental dragon servant. Choose an area of fire (for example a bonfire). An elemental of Challenge rating 6 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. The fire elemental dragon disappears when it drops to 0 Hit Points or when the spell ends.

The fire elemental dragon is friendly to you and your companions for the duration. Roll initiative for the fire elemental dragon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the fire elemental dragon, it defends itself from hostile creatures but otherwise takes no actions.

If your Concentration is broken, the fire elemental dragon doesn't disappear. Instead, you lose control of the fire elemental dragon, it becomes hostile toward you and your companions, and it might Attack. An uncontrolled fire elemental dragon can't be dismissed by you, and it disappears 1 hour after you summoned it. The DM has the fire elemental dragon Statistics.

CALL DRAGON

5h-level Enchantment

Casting Time: 1 action

Range: 300 miles

Components: V

Duration: Instantaneous

Classes: Sorcerer, Wizard, Warlock, Cleric, Subclasses:
Paladin Oath of Dominance

By uttering a dragon's name out loud towards the sky, you force it to appear in front of you at its maximum speed. The dragon might be hostile towards you for compelling them against their will. Dragon must succeed on a Charisma saving throw against your DC.

- Wyrmlings and young dragons fail the saving throw automatically.
- Adult dragons roll as described above.
- Ancient dragons have advantage against Call dragon.

DRAGON'S ABSORPTION

8th-level Conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a dragon fang)

Duration: Concentration, 1 hour

Classes: Sorcerer, Wizard, Warlock, Cleric

You manifest your draconic power to magical barrier that covers you. For 1 hour you gain immunity to, acid, cold, fire, lightning, poison. If you already have resistance to any of those you instead getting healed for half the damage dealt on you. If you already immune to any of the damage types mentioned above you instead getting healed for all the damage dealt on you.

Fire Elemental Dragon



DRAGON'S POWER

9th-level Conjuration

Casting Time: 1 action

Range: self

Components: V, S, M (a dragon part worth at least 1.000 GP which the spells consumes)

Duration: 8 hours

Classes: Sorcerer, Wizard, Warlock, Cleric

By mustering all the energy it is humanly possible to muster, you transform yourself or a willing creature into an adult dragon for 8 hours. The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality. The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment. The DM determines the adult's dragon color. Usually gold for good aligned creatures, red for evil.

CREATE DRAGON

9th-level Conjuration

Casting Time: 8 hours

Range: self

Components: V, S, M (An skeleton of half-dragon, young, adult or ancient dragon's with all its parts in place, which the spell consumes)

Duration: Permanent

Classes: Sorcerer, Wizard, Warlock, Cleric

Create Dragon Level: 9 Casting time: 8 hours Range: Self Components: S, V, M (An skeleton of half-dragon, young, adult or ancient dragon's with all its parts in place, which the spell consumes) Duration: Permanent

You touch a living and willing creature to give it a new body. The new body depends on the materials, for example if you use the skeleton of an adult blue dragon the new body will be an adult blue dragon. The target's game Statistics, including mental Ability Scores, are replaced by the Statistics of the chosen creature. It retains its Alignment and personality. The spell materials must be set in place to assemble the creature where they belonged. If these materials are granted by a wish spell the spell has 50% chances to fail.

DOMINATION DOMAIN

DOMINATION DOMAIN SPELLS

Cleric Level Spells

1st	Dragon's Bite, Command
3rd	Dragon's Roar, Detect Thoughts
5th	Dragon's Energy, Enemies Abound
7th	Dragon's Might, Charm Monster
9th	Dominates Person, Hold Monster

The draconic spells can be found here [Click here](#)
(pages 11,12,13)

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

DOMINATION PRIEST

From 1st level, when you use the Attack action, on hit you can attempt to paralyze the target which you as a bonus action. The creature hit by the arrow must also succeed on a Constitution saving throw against your DC or be paralyzed. At the end of its next turn, the paralyzing effect ends. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: DOMINATING POWER

Starting at 2nd level, when you roll fire damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

FIRE GOD'S BLESSING

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a 4d6 extra fire damage to the damage roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses. Once you use this feature, you must finish a short or Long Rest before you can use it again.

COMMANDING CHARISMA

Starting at 8th level, you gain proficiency in the Persuasion and Intimidation skill. If you are already proficient in any of these skills, you add double your proficiency bonus to checks you make with it.

AVATAR OF BREATH ESSENCE

At 17th level, you gain immunity to one element of your choice: acid, cold, fire, lightning, poison

OATH OF DOMINANCE

TENETS OF DOMINANCE

The tenets of the Oath of Dominance has been introduced by a vision granted from Io. This oath emphasizes the principles of lawful draconic rulership above any concerns of good and evil. Its fair central principles are simple.

Domination: Through your acts of influence, reignite the vision of just draconic domination over all mortals.

No Mercy for the Apostates: Dragons and draconoids who don't see the truth must perish and become ash for their bodies, will become the vessels of new dragons.

By Any Means Necessary: My personal pleasure and puny life won't get in the way of true greatness. I will give my life and sacrifice anyone in order to bring the domination of the dragonkind one step closer. .

OATH SPELLS

Level Spells

3rd	Dragon's Bite, Cause Fear
5th	Dragon's Roar, Blindness/Deafness
9th	Dragon's Energy, Fear
13th	Dragon's Might, Divination
17th	Dominate Person, Hold Monster

The draconic spells can be found here [Click here](#) (pages 11,12,13)

CHANNEL DIVINITY

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

Abjure Enemy: As an action, choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Fire Glare. As an action, you target a creature that you can see within 60 feet. The target must make a Wisdom saving throw against your DC. On a failure, the target is set on fire and receives 2d4 fire damage at the end of its turn, the effect ceases to hold if you deal damage to the target, or until the end of the target's next turn. The target, which is on fire, cannot put the fire out by any means. It repeats the saving throw at the end of each of its turns.

VOW OF FIRE

As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you. You gain an extra 1d10 fire damage rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

FEARLESS MIGHT

By 7th level, Fear is something you do not understand anymore. You are immune to the frightened condition.

BENDING THE ELEMENTS

Beginning at 15th level, you are always under the effects of Protection from Energy for two damage types of your choice: acid, cold, fire, lightning, or thunder; once you pick the two types you cannot change them.

DRACONIC FORM

At 20th level, you can assume the form of a dragon, taking on an appearance of your choice. Using your action, you undergo a transformation.

For 1 minute, you gain the following benefits:

At the start of each of your turns, you regain 10 hit points. Whenever you cast a paladin spell that has a casting time of 1 action, you can cast it using a bonus action instead. You gain flying speed equal to your base speed, if you already have flying speed you can double it. Once you use this feature, you can't use it again until you finish a long rest.

MONSTERS

FIRE ELEMENTAL DRAGON

Large elemental, neutral

Armor class 14

Hit points 90 (13d10 + 20)

Speed 40 ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	8 (-1)	13 (+1)	6 (-2)

Saving Throws Dex +8, Con +5

Skills Perception +4

Damage Resistance Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 Ft., passive Perception 14

Languages Draconic, Ignan

Challenge 6 (2,300 XP)

Fire Form. The fire elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental dragon or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage. In addition, the elemental dragon can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The fire elemental dragon sheds bright light in a 30-foot radius and dim light in an additional 30 ft. Water Susceptibility. For every 5 ft. the elemental dragon moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS.

Multiattack. The fire elemental dragon uses flame spit once, or it makes 2 bite attacks

Bite. Melee Attack: +7 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) fire damage and the target must make a successful DC 13 Constitution saving throw or take 10 (2d8) fire damage.

Flame Spit. Ranged Attack: +7 to hit, range 120 ft., one creature. Hit: 15 2d10+4 fire damage.

FIRE ELEMENTAL DRAGON

The Fire Elemental Dragon creatures are extremely rare. They usually are red dragons that the eggs were cracked open before their time. Instead of the spirit to follow the usual root, when the mother tried to revive by breathing fire on them. Their souls ablazed took a new form of life in the plane of Fire. They associate with other fire elemental creatures and many draconic spell casters are able to summon them.

IMMORTAL DRACONIC ESSENCE

Medium elemental, chaotic evil

Armor Class 14

Hit Points 86 (8d12 + 30)

Speed 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	4 (-3)	8 (-1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities depending on the type of the dragon it has one of the following acid, cold, fire, lightning and poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Blindsight 30 ft, darkvision 60 ft, passive Perception 10

Languages understands Common and Draconic but can't speak it.

Challenge 5 (1,800 XP)

Actions

Consume. *Melee Attack:* +6 to hit, reach 0ft., one target. *Hit* 12 (2d6 + 4) and the target must make a DC 14 Constitution saving throw, taking 17 (4d8) (depending on the type of the dragon it has one of the following acid, cold, fire, lightning and poison) damage on a failed save, or half as much damage on a successful one. Immortal Draconic Essence receives hit points for half the amount of damage dealt rounded down.

ENDLESS DRACONIC ESSENCE

Whenever an enraged and evil dragon dies right after it used its breath weapon, there is chance that its essence will be trapped inside the breath's energy. The essence takes life after 8 hours of the dragon's death right were the dragon died.

LEGAL STUFF

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