

RANGER ARCHETYPE

DRAGON APPRENTICE (REVISED)

Dragon Apprentices dedicate themselves to respecting dragons in all their ferocity and all their mysterious splendor. They learn from dragons and seek to emulate the virtues of those they align themselves with.

DRAGON APPRENTICE MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Dragon Apprentice Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

DRAGON APPRENTICE SPELLS

Ranger Level	Spell
3rd	<i>cause fear</i>
5th	<i>dragon's breath</i>
9th	<i>fly</i>
13th	<i>polymorph</i>
17th	<i>dominate person</i>

In addition, choose a Draconic Affinity as you irrevocably align yourself with either the fearsome, powerful Chromatic Dragons, the mighty, noble Metallic Dragons, or the extraordinary, fierce Divergent Dragons.

You focus your training under one type of dragon associated with your Draconic Affinity, designating them as your Advocate. You can change your Advocate whenever you gain a level in this class. Your Advocate is used for several features you gain.

CHROMATIC AFFINITY

Dragon Advocate	Damage Type
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

METALLIC AFFINITY

Dragon Advocate	Damage Type
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold

DIVERGENT AFFINITY

Dragon Advocate	Damage Type
Dracolich	Necrotic
Dragon Turtle	Fire*
Shadow Dragon	Necrotic
Wyvern	Poison

* Flavored as steam

DRAGON SENSE

At 3rd level, you gain a supreme awareness and understanding of dragons. You can speak and understand draconic, and you have advantage on Charisma (Persuasion) checks made to interact with dragons.

In addition, you can use your Primeval Awareness feature to sense dragons for a number of minutes equal to your proficiency bonus without expending a ranger spell slot. If there are any dragons within range of a type associated with your Draconic Affinity, you learn their exact type, age category, location, and number.

Once you use your Primeval Awareness feature in this way, you can't do so again until you complete a short or long rest.

DRAGON WARRIOR

Starting at 3rd level, you can invoke the nature of your draconic benefactor in battle. As a bonus action, you can cause one weapon you are holding to begin pulsing with draconic energy for 1 minute.

For the duration, when you hit a creature with an attack with that weapon, the target takes an extra 1d6 damage from the attack. The extra damage is of the type associated with your Advocate, and you can deal this extra damage only once per turn.

ART CREDIT:
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ASPECT OF THE DRAGON

At 7th level, you learn an ancient ritual bestowed by dragonkin upon only their most trusted allies. You perform the ritual over the course of 1 hour, which can be done during a short rest. You must be wearing armor while you perform the ritual.

At the completion of the ritual, your armor is magically reinforced by an infusion of gleaming, resilient dragon scales of the same type as your Advocate. If another creature dons this armor, the scales immediately fade, and you must perform the ritual again in order to gain the benefits of this feature.

While wearing this armor, you gain a benefit based on your Draconic Affinity.

Chromatic Affinity. You gain resistance to the damage type associated with your Advocate. In addition, choose two other damage types associated with Chromatic Affinity Advocates. Whenever you take damage of those types, the damage is reduced by 3.

Metallic Affinity. You gain a +1 bonus to AC, and this armor doesn't impose disadvantage on your Dexterity (Stealth) checks.

Divergent Affinity. You gain proficiency in Constitution saving throws. If you already have this proficiency, you instead gain proficiency in Wisdom or Charisma saving throws (your choice).

ADVOCATE'S PRESENCE

At 11th level, you learn to channel the frightful presence of your draconic protector. As an action, you can beseech your Advocate to send a dragon spirit to come to your aid. When you do so, the spectral form of an ancient dragon descends upon your space—only for a moment—as its spirit inhabits your body, allowing you to unleash a terrifying, guttural roar.

ASPECT OF THE DRAGON: DIVERGENT AFFINITY

In place of dragon scales, those of the Divergent Affinity may choose a more appropriate effect for their armor based on their Advocate. For example:

Dracolich Advocates may choose to have their Apprentice's armor interwoven with bone.

Dragon Turtle Advocates may reinforce the armor with a durable shell.

Shadow Dragon Advocates may simply shroud their Apprentice's armor in a persistent black-ish mist.

Wyvern Advocates may choose to cover the armor in stinger-like spines.

Up to six creatures you choose within 60 feet of you must make a Wisdom saving throw (the DC equals your ranger spell save DC). A target automatically succeeds if it can't hear or see you.

On a failed save, a target becomes frightened of you for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success.

Once you use this feature, you must finish a short or long rest before you can use it again.

DRAGON KEEPER

Starting at 15th level, your proven kinship with your dragon allies grants you a boon for your friendship and service. You can cast the *find greater steed* spell with this feature, without expending a spell slot.

When you cast the spell, the form you choose can only be that of a dragon wyrmling of the same type as your Advocate[†]. The summoned creature is considered a dragon. When summoned in this way, the wyrmling is a Large creature and the reach of its bite attack increases to 10 feet. It retains all other statistics.

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

[†] For Divergent Affinity wyrmling stat blocks, refer to the *Divergent Affinity Wyrmlings Supplement*.

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