

SUBCLASS

RANGER ARCHETYPE

DRAGON APPRENTICE

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	Spells
3rd	<i>heroism</i>
5th	<i>see invisibility</i>
9th	<i>fly</i>
13th	<i>secret chest</i>
17th	<i>commune</i>

DRACONIC AFFINITY

When you choose this archetype at 3rd level, you irrevocably align yourself with a category of dragons. Choose one of the following options as your draconic affinity: chromatic, cosmic, or metallic.

You focus your training under one type of dragon associated with your draconic affinity, designating them as your advocate. The Dragon Advocate table shows the available options for each affinity. You can change your advocate whenever you gain a level in this class. Your advocate is used for several features you gain.

Dragon Advocate

Dragon	Damage Type
<i>Chromatic Affinity</i>	
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold
<i>Cosmic Affinity</i>	
Comet	Fire
Moon	Cold
Nebula	Psychic
Planetary	Choose one: Poison (<i>Gas Giant</i>), Cold (<i>Ice Giant</i>), or Fire (<i>Terrestrial</i>)
Sun	Radiant
<i>Metallic Affinity</i>	
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold

In addition, you gain a supreme awareness and understanding of dragons. You can speak, read, and write Draconic, and 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 finish a short or long rest.

DRAGON WARRIOR

Beginning at 3rd level, you can invoke the power of your dragon advocate in battle. As a bonus action, you can cause one weapon you are holding to begin pulsing with draconic energy for 1 minute. If you are engaging in two-weapon fighting, you can simultaneously cause the effect on both weapons as part of the same bonus action.

For the duration, the first target you hit on each of your turns with a pulsing weapon takes an extra 1d6 damage of the type associated with your advocate. When you reach 11th level in this class, the extra damage increases to 2d6.

RITE OF THE DRAGONS

At 7th level, you learn an ancient ritual bestowed by dragon-kin 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 dragon 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 benefits based on your draconic affinity.

Chromatic Affinity. You gain resistance to the damage type associated with your dragon advocate. In addition, you have advantage on saving throws against being frightened.

Cosmic Affinity. Your hit point maximum increases by an amount equal to your ranger level. In addition, you have advantage on ability checks made to discern illusions.

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

ADVOCATE'S PRESENCE

At 11th level, you learn to channel the fearsome 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.

Each creature of your choice within 60 feet of you must make a Wisdom saving throw against your ranger spell save DC. A target automatically succeeds on the save if it

can't see or hear you. On a failed save, a target becomes frightened of you 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. Once you use this feature, you can't use it again until you finish a short or long rest.

DRAGON KEEPER

When you reach 15th level, your proven kinship with your draconic allies grants you a boon for your friendship and service: a dragon spirit entrusted to you by your advocate. You can cast *find steed* using this feature, without expending a spell slot, to summon the spirit to join you as a companion.

When you cast it in this way, the spirit takes the form of a dragon wyrmling of the same type as your advocate, and its creature type is dragon, rather than celestial, fey, or fiend. When summoned in this way, the reach of the wyrmling's bite attack increases to 10 feet, and its size increases by one category—from Medium to Large, for example. It retains all other statistics. Once you use this feature, you can't use it again until you finish a long rest.