

ALPHA DRAGONMASTER

An alpha that focuses on the taming of drakes, wyrmlings, and dragons, the dragonmaster is the most daring of all the alphas. These alphas attempt to tame some of the most dangerous creatures in the world, pursuing them with an iron will and a toughened body thanks to scarring from past taming attempts.

As you progress you grow more defensible, embracing the heartiness of the dragons. As you continue to progress you get new offensive capabilities, including a breath attack (or a second breath attack, if you already have one) and more reliable damage from your attacks.

Dragonmasters arguably have access to the strongest pack members (as you could have an adult dragon and a few drakes or wyrmlings, or potentially even a single Ancient White Dragon or Ancient Brass Dragon at 20th level if you are okay with only having one pack member), plus they gain access to unique abilities through their connection with dragons. It is also a decently defensible class, and at higher levels even gains a breath weapon attack. Whether you enjoy running things down with dragons, burning things from far away, or shielding allies from danger, the Dragonmaster has something for every situation.

DRAGON TAMER

Starting at 3rd level, you may add dragon creatures to your pack. In addition, your natural defenses against draconic abilities increases, aiding you in surviving while you attempt to tame them. You gain resistance to breath attacks, and learn the draconic language (if you do not already know it).

DRAGONIC SCALES

Starting at 6th level, your connection to draconic creatures increases. You and your pack members add +2 to your Armor Class, and once per day, when you fail a saving throw, you may choose to pass the saving throw instead. You may do this twice per day at 14th level, and three times per day at 18th level.

DRAGONIC BREATH

Starting at 11th level, your connection with the dragons grants you a breath attack. You may use a bonus action to exhale destructive energy. Choose a breath weapon damage type, damage style, and range that one of your pack members possesses: when you use your breath weapon, each creature in the area must make a saving throw, set by the type of breath attack performed. The DC for the saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature suffers 4d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 5d6 at 16th level. After you use your breath weapon a number of times equal to your Constitution modifier, you may not use it again until you complete a long rest.

DRAGONIC STRIKES

Starting at 14th level, your attacks grow in strength as the might of the dragons courses through you. You and your pack members may reroll any number of damage dice you roll (and must keep the second roll).