

## D&D 3.5e PRESTIGE CLASS

### GLANTRIAN MASTER OF SECRETS (DRACOLOGIST)

(Adapted from Basic D&D supplement GAZ3 The Principalities of Glantri by Bruce Heard ©1987 TSR, Inc.)  
V1.0

The most interesting features of the Great School of Magic are its secret crafts. These are arcane philosophies of magic-use that have led to the creation of a new magic. The general public is not aware of these factions, but any student curious enough to ask questions and observe people at the School can discover the secret orders' existence.

Each secret order is divided into five Circles controlled by a High Master. The High Master's identity is unknown to all, except disciples of the Fourth Circle within their orders. While studying at each Circle, a follower gains special magical abilities. All of them are natural abilities of the disciple, not related to normal spell-casting limits. They are, however, all magical abilities that can be *dispelled* at any time. Unlike spells, they do not need to be prepared every day to be used.

To enter a secret order, a PC must first find a disciple who will sponsor him. Students or masters never openly admit to being disciples of one order or another. Newcomers in an order are usually not welcome because they represent another source of competition for the rank of High Master. The PC has to convince the disciple to sponsor him. *Charm*, corruption, deceit, blackmail, and bribery are all legitimate ways to further a PC's ambitions, but subtlety is a must. Brute intimidation or violence will get the PC in serious trouble with the order. A "convinced" disciple then informs his order of a PC's wish to become a follower; if they think he may bring new knowledge to further their cause, they will accept him. Upon entering the order, the PC must swear loyalty (revealing the craft to outsiders will get the PC expelled from the order and probably hunted by city thugs).

Once a disciple, the PC is marked with an invisible symbol to prove his identity to other disciples. Once a month, the brethren gather to plan their activities in the school. The PC then begins to study his new abilities. In private instruction, higher-level disciples teach him the craft in exchange for gold (that will be spent for research). The price and length of studies vary depending on which Circle the PC reached. Exact numbers are at the GM's discretion, though a guideline of (500 GP x Circle)/ability and (14 days x Circle)/ability may be used.

All abilities of a Circle must be learned before advancing to the next Circle. A new Circle is achieved at each odd level (1<sup>st</sup> Circle at level 1, 2<sup>nd</sup> Circle at level 3, 3<sup>rd</sup> Circle at level 5, 4<sup>th</sup> Circle at level 7) until the 5<sup>th</sup> Circle which is not achieved until level 10. A 4<sup>th</sup> Circle student must find the way to reach the 5<sup>th</sup> Circle by himself. Once he has reached the last Circle, the High Master will challenge his rival to a duel. The 5<sup>th</sup> Circle ability is gained only after the High Master is defeated. High Masters do not necessarily reside at the school. They are likely to be found in their own towers.

The duel is strictly between the PC and the High Master. They may travel great distances in order to find a deserted area for the challenge to occur. The loser of the duel may die or surrender. If the PC loses, he retains his abilities, but must leave the order (revealing the order's secrets is still a major crime). If the High Master is defeated, he loses the 5<sup>th</sup> Circle ability. The nature of this ability is such that the winner of the duel gains this ability. The High Master will not lose his ability if the challenge has not successfully accomplished the last cycle of studies. Upon losing his ability, the High Master (if still alive) permanently retires from the order.

Magic-users specializing in *dracology* (the study of dragons) are capable of protecting themselves from dragons, imitating their powers, controlling them and finally becoming true dragons if need be.

When starting his career, a dracologist, or Dragon Master (as they call themselves), must choose a dragon color corresponding to his alignment. His choice is secret until he uses an ability in a way that reveals his colors.

Elves are fond of this craft, and elven dracologists may become formidable opponents in combat.

**Adaptation:** While this prestige class is particular to the Mystara game-world, it could easily be adapted to a specialist wizard in another game setting. The heavy skill requirements are intended to represent extensive study as a student at Glantri's Great School of Magic and may need to be adapted to your campaign setting. As well, the Divine spellcaster prohibition reflects the anti-clerical attitudes of Glantri and might be eliminated in your campaign.

**Hit Die:** d4

#### REQUIREMENTS

To qualify to become a dracologist, a character must fulfill all the following requirements:

**Race:** Any nondragon

**Language:** Draconic

**Skills:** Concentration 10 ranks, Knowledge (Arcana) 10 ranks, Spellcraft 10 ranks, Gather Information 5 ranks, Knowledge 5 ranks.

**Spellcasting:** Ability to cast 4<sup>th</sup>-level arcane spells, cannot have any levels in a Divine spellcaster class.

**Special:** The player chooses a dragon variety when taking the first level in this prestige class, subject to the DM's approval.

#### CLASS SKILLS

The dracologist's class skills (and the key ability for each skill) are Concentration (Con), Decipher Script (Int), Gather Information (Cha), Knowledge (Int), Profession (Wis), Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

#### CLASS FEATURES

All of the following are class features of the dracologist prestige class.

**Weapon and Armor Proficiency:** Dracologists gain no proficiency with any weapon or armor.

**Spells per Day:** A dracologist's training focuses on arcane spells. Thus, when a dracologist level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of dracologist to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became a dracologist, he must decide to which class he adds each level of a dracologist for the purpose of determining spells per day.

**Dragon Eye (First Circle) (Sp):** At 1<sup>st</sup> level a dracologist gains the power of Dragon Eye which can be enabled as a Free Action. When activated, the dracologist can recognize any dragon in a *polymorphed* form, unless the dragon has more Hit Dice than the dracologist has levels. This power includes all forms of illusions and tricks dragons use to conceal their appearance.

This ability lasts 1 minute per dracologist level and may be used a number of times per day equal to the dracologist's Intelligence modifier (minimum 1).

**Protection from Dragons (First Circle) (Sp):** At 2<sup>nd</sup> level a dragon master gains the ability to protect himself from one or more dragons as a Standard Action. This ability gives him automatic success against a total Hit Dice of dragons equal to his total level. If his level is insufficient to fully affect a dragon, the dragon receives a Will save (DC 15 + class level + Cha modifier) versus magic with a bonus of +2 per difference in level. If the save succeeds, the effect is negated.

This power prevents a dragon from harming the dragon master. The dragon is fully aware of the dracologist's presence. He can converse with him or physically block his way without touching him, as long as he does not initiate combat or use his breath weapon against the dragon master. The dragon can cast spells or use natural abilities if they do not affect the dragon master in any way, and he can attack members of the dragon master's party.

This effect lasts as long as the dragon master remains visible and within 150 feet of the dragon, or until dispelled. The effect is dispelled if the dragon master obviously attempts to steal the dragon's treasure, eggs or hatchlings, attacks him, or casts spells that obviously affect the creature. Any member of the party initiating combat versus the dragon will cause the effect to be dispelled. Once the effect is broken, the dragon master cannot affect that specific dragon until the following day.

**Dragon Brawn (Second Circle) (Sp):** At 3<sup>rd</sup> level a dracologist gains the ability to manifest claws and a bite attack, if he does not already have them, as well as a temporary boost to his Strength. Manifesting these attributes is a Full Round Action and provides a temporary +6 Strength increase as well as a claw and bite attacks which inflict the following base damage (not including Strength modifier):

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6

A dragon master is considered proficient with these attacks. When making a full attack, a dragon master uses his full base attack bonus with his bite attack, but takes a -5 penalty on claw attacks. The Multiattack feat (see page 304 of the *Monster Manual*) reduces this penalty to only -2.

This ability lasts 1 minute per dracologist level and may be used a number of times per day equal to the dracologist's normal Strength modifier (minimum 1).

**Dragon Scale (Second Circle) (Sp):** At 4<sup>th</sup> level a dragon master gains the ability to manifest a natural armor increase. While this ability is active, the dragon master's skin develops tiny iridescent scales, nearly invisible at first, but becoming more noticeable at higher levels. The natural AC bonus increases every two dracologist levels: +1 at level 4, +2 at level 6, +3 at level 8, to a maximum of +4 at level 10.

This ability lasts 1 hour per dracologist level and may be used a number of times per day equal to the dracologist's Constitution modifier (minimum 1).

**Dragon Breath (Third Circle) (Su):** At 5<sup>th</sup> level, the dracologist gains the ability to manifest a minor breath weapon. The type and shape depend on the dragon variety the dracologist has chosen to study (see below). Regardless of type the breath weapon initially deals 2d8 points of damage of the appropriate energy type.

At 7<sup>th</sup> level the dragon breath damage increases to 4d8, and at 9<sup>th</sup> level the damage increases again to 6d8. Use all the rules for dragon breath weapons (see page 69 of the *Monster Manual*) except as specified here.

The DC of the breath weapon is 10 + class level + Con modifier. A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone-shaped breath weapon is 30 feet long.

Dragon Variety*	Breath Weapon
Black	Line of acid
Blue	Line of lightning
Green	Cone of corrosive gas (acid)
Red	Cone of fire
White	Cone of cold
Brass	Line of fire
Bronze	Line of lightning
Copper	Line of acid
Gold	Cone of fire
Silver	Cone of cold

\* Other varieties of breath weapon are possible, using other dragon varieties as study subjects.

This ability can be used a number of times per day equal to the dracologist's Constitution modifier (minimum 1).

**Dragon Wing (Third Circle) (Sp):** At 6<sup>th</sup> level, the dracologist gains the ability to manifest Dragon Wings of his chosen color. The wings take a Full Round to appear. He may use the wings to fly at a speed equal to his normal land rate, with average maneuverability. He can carry load as normal, taking into account potential bonuses gained through Dragon Brawn.

This ability can be used a number of times per day equal to the dracologist's unmodified Strength modifier (minimum 1) and lasts for 10 minutes per dracologist level.

**Dragon Prowess (Fourth Circle) (Sp):** At 7<sup>th</sup> level, the dragon master learns to duplicate his selected dragon's other abilities as a Standard Action. These can be natural or spell-like abilities, but are duplicated as spell-like abilities by the dracologist. Any *one* natural ability of the selected dragon type which is not covered by one of the other dragon master abilities can be imitated once per day. At 9<sup>th</sup> level, this increases to two times per day. The dracologist may select any ability each time he uses this power, but the total abilities used cannot exceed once per day at 7<sup>th</sup> level, and twice per day at 9<sup>th</sup> level.

**Dragon Might (Fourth Circle) (Sp):** At 8<sup>th</sup> level, the dracologist gains the ability to *charm* a total of dragon HD equal to his total level (no save) as a Standard Action. Dragon Might is ineffective against a dragon with greater HD than his total level, as well as a group of dragons whose total HD exceed his level. The dragon master creates a mental link and commands the dragons by simple concentration. This allows him to ride a dragon without fear of falling off (+20 to Ride checks). If concentration is broken (e.g. he casts a spell) the dragons keep doing what they were asked to do.

Once the duration has expired, the dragons may become aggressive toward the dracologist, depending on the situation in which the power was used.

This ability requires line of sight to make initial contact his targets, but can be used up to 100' per dracologist level once initial contact is established. It can be used a number of times per day equal to the dragon master's Charisma modifier (minimum 1) and lasts for 10 minutes per dracologist level.

**High Mastery of Dragons (Fifth Circle) (Sp):** At 10<sup>th</sup> level, the dracologist unlocks the secret to actually turn into his chosen dragon form of HD equal to the dracologist's total level. The transformation requires 2 Full Rounds during which the dracologist is unable to take any other action. When in dragon form, he has all statistics and abilities of his dragon type. To use spells beyond the normal dragon's capacity, or magical items that only function for humanoids, the High Master must revert to his previous form, which he can do as a Standard Action at any time.

This ability can be used only once per week. The transformation lasts for 1 hour per total level of the dracologist.

The High Mastery of Dragons ability is not an automatic ability for the level. It must be earned through a duel with the current High Master of Dracology as detailed in the prestige class description above.

#### Glantrian Master of Secrets (Dracology)

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+0	+0	+2	<i>First Circle</i> , Dragon Eye	+1 level of existing arcane spellcasting class
2 <sup>nd</sup>	+1	+0	+0	+3	Protection from Dragons	+1 level of existing arcane spellcasting class
3 <sup>rd</sup>	+1	+1	+1	+3	<i>Second Circle</i> , Dragon Brawn	+1 level of existing arcane spellcasting class
4 <sup>th</sup>	+2	+1	+1	+4	Dragon Scale (+1)	+1 level of existing arcane spellcasting class
5 <sup>th</sup>	+2	+1	+1	+4	<i>Third Circle</i> , Dragon Breath (2d8)	+1 level of existing arcane spellcasting class
6 <sup>th</sup>	+3	+2	+2	+5	Dragon Wing, Dragon Scale (+2)	+1 level of existing arcane spellcasting class
7 <sup>th</sup>	+3	+2	+2	+5	<i>Fourth Circle</i> , Dragon Prowess (1/day), Dragon Breath (4d8)	+1 level of existing arcane spellcasting class
8 <sup>th</sup>	+4	+2	+2	+6	Dragon Might, Dragon Scale (+3)	+1 level of existing arcane spellcasting class
9 <sup>th</sup>	+4	+3	+3	+6	Dragon Prowess (2/day), Dragon Breath (6d8)	+1 level of existing arcane spellcasting class
10 <sup>th</sup>	+5	+3	+3	+7	<i>Fifth Circle</i> , High Mastery of Dragons*, Dragon Scale (+4)	+1 level of existing arcane spellcasting class

\* This ability must be earned through a duel with the current High Master of Dracology.