

Dragonmaster

The dragonmaster is one who has passed the Dragon Trials, thus gaining the allegiance of the Four Dragons. The dragonmaster's sole purpose is to protect and aid the Goddess Althena. Their heroic tales are often the theme of many bard songs.

Hit Die: d10.

Requirements

To qualify to become a dragonmaster, a character must fulfill all the following criteria.

Worship: Must worship Althena.

Base Attack Bonus: +6.

Skills: Religion 5 ranks.

Spells: Able to cast 1st-level holy knight spells.

Special: Must pass the White Dragon's Trial (up to DM's discretion on how this is achieved).

Class Skills

The dragonmaster's skills (and the key ability for each skill) are Acrobatics (Dex), Diplomacy (Cha), Intimidate (Cha), Knowledge (Religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis).

Skill Points Per Level: 4 + Int modifier

Table: The Dragonmaster					
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+1	+0	+1	Dragon Gear, Dragon Resistances, Limit Break, +1 level to existing spell-casting class
2 nd	+2	+1	+1	+1	Dragon Magic, +1 level to existing spell-casting class
3 rd	+3	+2	+1	+2	Dragon Gear, +1 level to existing spell-casting class
4 th	+4	+2	+1	+2	Dragon Magic, Dragon Breath (1/day), +1 level to existing spell-casting class
5 th	+5	+3	+2	+3	Dragon Gear, +1 level to existing spell-casting class
6 th	+6	+3	+2	+3	Dragon Magic, +1 level to existing spell-casting class
7 th	+7	+4	+2	+4	Dragon Gear, Dragon Breath (2/day), Wings, +1 level to existing spell-casting class
8 th	+8	+4	+3	+4	Dragon Magic, +1 level to existing spell-casting class
9 th	+9	+5	+3	+5	Dragon Gear, +1 level to existing spell-casting class
10 th	+10	+5	+3	+5	Dragon Magic, Dragon Breath (3/day), Power of Wyrms, +1 level to existing spell-casting class

Class Features

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

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

MP per Day / Spells Known: At each level, a dragonmaster gains MP per day and spells known as if he had also gained a level in a spell-casting class to which he belonged before adding the prestige class level and an increased effective level of spellcasting. He does not, however, gain any other benefit a character of this class would have gained. If he had more than one spell-casting class before becoming a dragonmaster, he must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the dragonmaster receives the Limit Break (Dragonheart).

Dragonheart (Su): This Limit Break bestows the dragonmaster with Althena's love and draconic defenses. For a duration of 1 round per two dragonmaster levels after 1st, the dragonmaster gain a DR of 2- and Fast Healing of 2, which increases by 2 each for every two dragonmaster levels after 1st. This limit break requires only a swift action.

Dragon Resistances (Ex): At 1st level, the dragonmaster gains resist 5 against an element type (chosen at 1st level from the following: earth, fire, holy, ice, lightning, shadow, water, or wind) and a +1 natural armor bonus AC. At 5th level, the elemental resistance increases to 10 and natural armor bonus increases to +2. At 10th level, the natural armor bonus increases to +4.

Dragon Gear (Ex): Also, at 1st level, after the dragonmaster passes the White Dragon's Trial, he receives a set of White Dragon Wings, which takes up a back slot. These wings provide the dragonmaster with a Fly speed equal to half his land base speed (poor maneuverability). At 5th level, these wings increase the fly speed of his Wings ability to his land base speed and increases maneuverability by one.

At 3rd level, the dragonmaster must pass the Red Dragon's Trial (up to DM's discretion) to proceed more into this prestige class. After beating the Red Dragon's Trial, he is bestowed the Red Dragon's Shield, this shield is a +2 Adamantite Heavy Metal Shield that improves by +1 per two dragonmaster levels after 3rd.

At 5th level, the dragonmaster must pass the Blue Dragon's Trial (up to DM's discretion) to proceed more into this prestige class. After beating the Blue Dragon's Trial, he is bestowed the Blue Dragon's Helm, this helm bestows spell resistance of 15 + 3 per dragonmaster level after 5th.

At 7th level, the dragonmaster must pass the Black Dragon's Trial (up to DM's discretion) to proceed more into this prestige class. After beating the Black Dragon's Trial, he is bestowed the Black Dragon's Armor, this armor is a +4 Adamantite Full Plate that improves by +1 at 9th.

At 9th level, the dragonmaster must pass the blessing of Althena (up to DM's discretion) to proceed more into this prestige class. After beating the blessing from Althena, he is bestowed a weapon called Althena's Power, this weapon is a +5 Holy Avenger (weapon becomes whatever weapon the dragonmaster is most proficient with, chosen when getting this ability).

Dragon Magic (Su): Starting at 2nd level and every two dragonmaster levels thereafter, the dragonmaster gains a set of magical abilities that he can cast, without provoking attacks of opportunity.

Blazing Fire (Su): At a cost of 2 MP, the dragonmaster unleashes a bolt of flame within 60 feet to a target that requires a ranged touch attack which deals 1d6 points of fire damage per dragonmaster level + his Charisma modifier.

Bright Blast (Su): At a cost of 3 MP, the dragonmaster unleashes a blast of holy energy within 60 feet to an area of a 20-ft.-radius that deals 1d6 points of holy damage per dragonmaster level to all creatures within range, with a Reflex save (DC 10 + the dragonmaster's level + his Charisma modifier) for half damage.

Calm Litany (Su): At a cost of 3 MP, the dragonmaster unleashes a calming litany within 30 feet to all allies within range that heals 1d6 points of damage per dragonmaster level. **Prerequisite:** The dragonmaster must be at least 4th level to select this dragon magic.

Dragon Bolt (Su): At a cost of 3 MP, the dragonmaster unleashes a bolt of lightning that streaks forward in a 60-ft.-line, dealing 1d6 points of lightning damage per dragonmaster level, with a Reflex save (DC 10 + the dragonmaster's level + his Charisma modifier) for half damage.

Dragon Fire (Su): At a cost of 3 MP, the dragonmaster unleashes a cone of flame that breathes forward in a 30-ft.-cone, dealing 1d6 points of fire damage per dragonmaster level, with a Reflex save (DC 10 + the dragonmaster's level + his Charisma modifier) for half damage. **Prerequisite:** The dragonmaster must have the Red Dragon's Shield to select this dragon magic.

Dragon Quake (Su): At a cost of 3 MP, the dragonmaster unleashes an earthquake that billows out from him in a 30-ft.-radius, dealing 1d6 points of earth damage per dragonmaster level, with a Reflex save (DC 10 + the dragonmaster's level + his Charisma modifier) for half damage. **Prerequisite:** The dragonmaster must have the Black Dragon's Armor to select this dragon magic.

Dragon Tear (Su): At a cost of 3 MP, the dragonmaster unleashes a plume of ice that drops down from the sky in a cylinder within 60 feet (10-ft. radius, 40-ft. high), dealing 1d6 points of ice damage per dragonmaster level, with a Reflex save (DC 10 + the dragonmaster's level + his Charisma modifier) for half damage. **Prerequisite:** The dragonmaster must have the Blue Dragon's Helm to select this dragon magic.

Flame Bomb (Su): At a cost of 5 MP, the dragonmaster unleashes a rain of fireballs to rain upon an area within 100 feet, in a 30-ft.-radius, that deals 1d8 points of fire damage per dragonmaster level to all creatures within range, with a Reflex save (DC 10 + the dragonmaster's level + his Charisma modifier) for half damage. **Prerequisite:** The dragonmaster must be at least 4th level to select this dragon magic.

FlamerFireball (Su): At a cost of 3 MP, the dragonmaster unleashes a fireball within 60 feet to an area of a 20-ft.-radius that deals 1d6 points of fire damage per dragonmaster level to all creatures within range, with a Reflex save (DC 10 + the dragonmaster's level + his Charisma modifier) for half damage.

Holy Light (Su): At a cost of 6 MP, the dragonmaster unleashes a blast of holy energy within 60 feet to an area of a 20-ft.-radius that deals 1d6 points of holy damage per dragonmaster level to all enemies within range, with a Reflex save (DC 10 + the dragonmaster's level + his Charisma modifier) for half damage. All allies within range are healed for 1d6 points of damage per dragonmaster level. **Prerequisite:** The dragonmaster must have Althana's Power to select this dragon magic.

Light Rain (Su): At a cost of 5 MP, the dragonmaster unleashes a rain of holy energy to rain upon an area within 100 feet, in a 30-ft.-radius, that deals 1d8 points of holy damage per dragonmaster level to all creatures within range, with a Reflex save (DC 10 + the dragonmaster's level + his Charisma modifier) for half damage. **Prerequisite:** The dragonmaster must be at least 4th level to select this dragon magic.

Light Ray (Su): At a cost of 2 MP, the dragonmaster unleashes a bolt of holy energy within 60 feet to a target that requires a ranged touch attack which deals 1d6 points of holy damage per dragonmaster level + his Charisma modifier.

Little Litany (Su): At a cost of 2 MP, the dragonmaster can restore some hit points equal to triple his dragonmaster level + double his Charisma modifier.

Power Litany (Su): At a cost of 1 MP, the dragonmaster can restore a little bit of hit points equal to double his dragonmaster level + his Charisma modifier.

Breath Weapon (Su): At 4th level, the dragonmaster gains a breath weapon. This breath weapon deals 1d6 points of damage of the element type chosen at 1st level per dragonmaster level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + the dragonmaster's level + his Charisma modifier. The shape of the breath weapon depends on the dragonmaster (either 30-ft.-cone or 60-ft.-line, chosen when receiving this ability). At 4th level, he can use this ability once per day. At 7th level, he can use this ability twice per day. At 10th level, he can use this ability three times per day.

Wings (Su): At 7th level, leathery dragon wings grow from the dragonmaster's back as a standard action, giving him a fly speed of 60 feet with average maneuverability. He can dismiss the wings as a free action. If the dragonmaster is wearing the White Dragon Wings, this ability instead increases his fly speed by 60 feet and his maneuverability by one.

Power of Wyrms (Su): At 10th level, the dragonmaster's draconic heritage becomes manifest. He gains immunity to paralysis, sleep, and damage of his element type. He also gains blindsense 60 feet.