

paying full XP and gp costs for both. Successfully lighting the scribed candle triggers both stored spells simultaneously, and the candle caster chooses any targets for both effects. The two spells may be differentiated by color; for example, the left half of the candle is green while the right is red.

Maximize Candle: At 10th level, the candle caster reaches the pinnacle of her craft, gaining the ability to maximize all variable, numeric effects of spells she stores in a candle. Effectively, she gains the Maximize Spell metamagic feat (see page 83 of the *Player's Handbook*), but only when scribing candles. All the rules that apply to using Maximize Spell also apply to maximized candles, and the scribed spell takes up a spell slot three levels higher than the spell's actual level.

Dragon Disciple

"My heart is ancient".

A dragon disciple is different. He always suspected, but the flying dreams confirm it. The experience is so vivid and real that other dreams are as dusty cinders in comparison. Hurling through the sky, unfettered by the earth, the dreamer exults in his beautifully scaled wings pulling him through the clouds. His senses are alive as never before, allowing him to smell, hear, and see with a terrible clarity no mere human can ever really comprehend. A volatile power burns in his lungs, a potency he knows he could unleash with a mere breath. It's almost . . . draconic.

It is known that certain powerful dragons can take humanoid form and even have humanoid lovers. Sometimes a child is born of this union, and every child of that child unto the thousandth generation claims a bit of dragon blood, be it ever so small. Usually, little comes of it, though mighty sorcerers occasionally credit their powers to draconic heritage. For some, however, dragon blood beckons irresistibly. First come the dreams. Many dismiss them as nothing more than wish fulfillment (or even nightmares), and that's the end of it. But a few embrace the dreams, recognizing their allure as a promise. These become dragon disciples, who use their magical power as a catalyst to ignite their dragon blood, realizing its fullest potential.

Dragon disciples prefer a life of exploration to a cloistered existence. Most are sorcerers, but bards sometimes follow the path. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. All dragon disciples are drawn to areas known to harbor dragons.

Hit Die: Special (see below).

Requirements

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

Race: Any nondragon (cannot already be a half-dragon).

Knowledge (Arcana): 8 ranks.

Languages: Draconic.

Spells: Ability to cast arcane spells without preparation.

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

Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Dragon Variety	Breath Weapon	3rd Level	7th Level	10th Level	Save DC
Black	Line* of acid	2d4	4d4	6d4	17
Blue	Line of lightning	2d8	4d8	6d8	18
Greed	Cone** of gas	2d6	4d6	6d6	17
Red	Cone of fire	2d10	4d10	6d10	19
White	Cone of cold	1d6	2d6	3d6	16
Brass	Line of fire	1d6	2d6	3d6	17
Bronze	Line of lightning	2d6	4d6	6d6	18
Copper	Line of acid	2d4	4d4	6d4	17
Gold	Cone of fire	2d10	4d10	6d10	20
Silver	Cone of cold	2d8	4d8	6d8	18

* A line is always 5 ft. high, 5 ft. wide, and 60 ft. long

** A cone is always 30 ft. long.

TABLE 3-8: THE DRAGON DISCIPLE

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1st	+0	+2	+0	+2	Hit Die increase (d6), +1 natural armor	1
2nd	+1	+3	+0	+3	Claws and bite, ability boost (Str +2)	1
3rd	+2	+3	+1	+3	Breath weapon (1/3)	None
4th	+3	+4	+1	+4	Hit Die increase (d8), ability boost (Str +2)	1
5th	+3	+4	+1	+4	Enlargement, +2 natural armor	1
6th	+4	+5	+2	+5	Hit Die increase (d10)	1
7th	+5	+5	+2	+5	Breath weapon (2/3), ability boost (Con +2)	None
8th	+6	+6	+2	+6	+3 natural armor	1
9th	+6	+6	+3	+6	Wings, ability boost (Int +2)	1
10th	+7	+7	+3	+7	Dragon apotheosis	None

Class Features

All the following are class features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon disciples gain no additional proficiency in any weapon or armor.

Bonus Spells (Sp): Dragon disciples gain bonus spells as they gain levels in this prestige class, as if through having a high ability score, listed in the above table. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character had more than one spellcasting class before becoming a dragon disciple, he must decide to which class he adds the bonus spell(s). Once a bonus spell has been applied, it cannot be shifted.

Hit Die Increase: As a dragon disciple gains levels in this prestige class, his dragon nature expresses itself more. His base Hit Die type increases at 1st, 4th, and 6th level. This is not a retroactive benefit: Beginning at the appropriate level, the dragon disciple rolls for hit points with the increased Hit Die type.

Natural Armor: At 1st, 5th, and 8th level, a dragon disciple becomes more draconic in appearance. His skin develops tiny iridescent scales, nearly invisible at first but becoming more noticeable at higher levels. This provides increasing natural armor bonuses to his base Armor Class, as indicated in Table 3-8 (these bonuses do not stack). As his skin thickens, the dragon disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite: At 2nd level, the dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple's base claw and bite attacks, whichever are greater.

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

Ability Boost: As the dragon disciple gains levels in this prestige class, his ability scores increase as noted in Table 3-8. These increases stack and are gained as if through level advancement.

Breath Weapon (Su): At 3rd and 7th level, the dragon disciple begins to develop his ancestor's signature ability: a breath weapon. The type depends on the dragon variety whose heritage he enjoys. The amount of damage dealt is one-third of full strength at 3rd level, increases to two-thirds at 7th level, and reaches full potency at 10th level (dragon apotheosis). Only the potential damage changes; the area and the save DC are as the full-strength weapon (see below). Regardless of its strength, the breath weapon can be used only once per day. Use all rules for dragon breath (see the Dragon entry in the *Monster Manual*) except as specified here.

Enlargement: At 5th level, the dragon disciple's size increases one step, from Small to Medium-



size or from Medium-size to Large. (A character already of size Large or larger does not get any bigger.) The change in size affects the dragon disciple's base claw and bite damage (see above). In addition, he gains a -1 size modifier to his base attack bonus and Armor Class.

Wings: At 9th level, dragon disciples of size Large and above grow wings. They can now fly at their normal speed (average maneuverability). Smaller creatures have wings only if they already possessed them.

Dragon Apotheosis: At 10th level, the dragon disciple fully realizes his draconic heritage and takes on the half-dragon template. His breath weapon reaches full strength, and he gains an additional 4 points of Strength and 2 points of Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, darkvision (60-ft.-range), immunity to sleep and paralysis effects, and an additional immunity based on the dragon variety (see page 214 of the *Monster Manual* for complete details).

Elemental Savant

"O to be the snowflake, the cleansing flame, the ancient stone, the endless wind!"

Elemental savants study the basic building blocks of existence—air, earth, fire, and water—learning to harness their powers. Eventually they transcend their mortal forms and become elemental beings.

Most elemental savants start out as wizards, although clerics and druids are not unknown. Sorcerers occasionally take this prestige class, but since metamagic feats are of less utility to them, they have difficulty using the class's strengths to their fullest.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants. Sometimes groups of them gather in places where an element's majesty and power is on display, such as the flanks of a volcano, an island, or a high, windy mountain.

Hit Die: d4.

Requirements

To qualify to become an elemental savant, a character must fulfill all the following criteria.

Knowledge (Arcana): 8 ranks.

Knowledge (The Planes): 8 ranks.

Feat: Energy Substitution (acid, cold, electricity, or fire).

Spells: Ability to cast at least three spells with one of the acid, cold, electricity, or fire descriptors and at least one summon spell. At least one of these spells must be 3rd level or higher. Alternatively, the character must be able to cast at least one spell of 3rd level or higher and have access to one of the following clerical domains: Air, Earth, Fire, or Water.

Special: The elemental savant must have made prior peaceful contact with an elemental or with an outsider having an elemental subtype (Air, Earth, Fire, or Water).

Class Skills

The elemental savant's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

All the following are class features of the elemental savant class.

Weapon and Armor Proficiency: Elemental savants gain no additional proficiency in any weapon or armor.

Spells per Day: When a new elemental savant level is gained (except at 10th level), the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an elemental savant, she must decide to which class she adds the new level for purposes of determining spells per day.

Elemental Transition: Beginning at 1st level, the elemental savant begins to transcend her mortal form, on the path toward becoming an elemental creature. On first taking this prestige class, she chooses an element, which must be allied with a type of energy she can substitute using Energy Substitution. Each element also has an opposing element and energy form, as shown below. The elemental savant cannot use Energy Substitution to

TABLE 3-9: THE ELEMENTAL SAVANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Elemental transition, resistance +5	+1 level of existing class
2nd	+1	+0	+0	+3	Elemental focus +1	+1 level of existing class
3rd	+1	+1	+1	+3	Elemental penetration +1	+1 level of existing class
4th	+2	+1	+1	+4	Elemental transition, resistance 10	+1 level of existing class
5th	+2	+1	+1	+4	Elemental focus +2	+1 level of existing class
6th	+3	+2	+2	+5	Elemental penetration +2	+1 level of existing class
7th	+3	+2	+2	+5	Elemental transition, resistance 15	+1 level of existing class
8th	+4	+2	+2	+6	Elemental focus +3	+1 level of existing class
9th	+4	+3	+3	+6	Elemental penetration +3	+1 level of existing class
10th	+5	+3	+3	+7	Elemental perfection, immunity	—