

Dragon Spells

Dragon spells are devised by dragons, for dragons. The majority of these spells seem to depend somehow on the unique architecture of the draconic mind. Thus most magic-using dragons are theoretically capable of learning these spells. Nondraconic spellcasters, however, are generally incapable of wielding this magic.

There's no reason why human and demihuman wizards can't research their own versions of these spells once they've seen the effects, however. Should they develop their own versions of these spells, the spells, the spells are typically higher level than the draconic version. In addition, the human varieties of these spells have significantly decreased power, as reflected in area of effect, range, etc. Thus a human version of *breathblock* might create a 10' by 10' shield, rather than the 50' by 50' barrier created by the draconic version.

Note that dragons, in general, are capable of using "spell" in three ways. Only two are available to dragons that are not defined as having character levels in a spellcasting class (usually dragon mages, but sometimes dragon clerics, bards, etc.): spell-like abilities due to age and race, and spells. "Character" dragon spells are available to dragons that have character levels.

Spell-like Abilities Due to Age and Race:

These abilities are innate to dragons and are gained as the dragon ages. For example, young blue dragons can create or destroy water three times a day and mature adult green dragons can warp wood three times a day. These abilities are not expressed as wizard or priest spell slots of a certain level, they are just capabilities that the specific type and age of dragon has. Spell-like abilities of this type have a casting time of 3 and are not interruptible. Dragons do not have to study, concentrate, or take any action whatsoever to gain the ability to use these powers again after they have used them. So long as a dragon is still alive (or in existence, in the case of undead creatures), it regains these abilities the next day.

Spells: Dragon spells are expressed as wizard or priest spell slots of certain levels. Most frequently, a dragon has to reach a certain age to begin casting spells, and then as it gets older, a greater number of spells of higher levels become available to it. Dragon spells of this sort are learned haphazardly, and most dragons cannot choose which spells they learn – suddenly something "clicks" and they just know how to cast a particular spell. (This means that DMs should determine which spells most dragons know randomly.) Dragons can cast each spell they know once a day (unless random determination of their spells produces the same spell twice, in which case they can cast it twice per day).

Dragon spells have a casting time of 1 and use only a Verbal component. Most dragons do not use spellbooks or pray to deities to cast their spells (though a deity usually reveals to dragons capable of casting

priest spells how to first cast the spells they know). They sleep for sufficient time to be well rested and concentrate for long enough to impress in their minds the manner in which they cast a particular spell, and they then remember their spells. (Certain dragons, such as gold dragons, keep spellbooks and pursue formal magical training. This means that they study to regain their spells just as a wizard does, but all other aspects of their spell use as a species conform to these guidelines.) Dragon spells can be interrupted, and dragons cannot physically attack, use their breath weapons, use their spell-like abilities, or fly (except to glide) while casting a spell.

"Character" Dragon Spells: These dragon spells function almost identically to normal wizard and priest spells, except that they are slightly more powerful than those spells of comparable level used by humans, demihumans, and humanoids. They can have any combination of verbal, somatic, and material spell components, have casting times of other than 1, etc.

To cast a spell in this way, a dragon has to be a unique individual with character levels in a class that casts wizard or priest spells. Dragon mages of this type keep spellbooks and must learn spells just as normal wizards do. They recover spells through sleep and study just as wizards do, also. Dragon priests of this sort pray for spells just as priests do and are restricted in spheres just as human priests are depending on their class and the deity they serve. (Dragon characters from the COUNCIL OF WYRM™ AD&D game setting would be an example of this type of dragons.)

Note that character dragon spells can be learned by normal dragons as normal dragon spells and thus be castable with verbal-only components and a casting time of 1 when the character dragon spell normally would have additional spell components or a longer casting time. However, dragons cannot, in general, cast both normal dragon spells or character dragon spells. They are either normal dragons or special dragons that use the rules for characters, not both.

The Spells Detailed Here: The spells detailed here are described in the terms necessary to use them as character dragon spells. Most dragons that know them will know them, however, as normal dragon spells. When used as normal dragon spells, these spells have only a verbal component and a casting time of 1. For the purposes of normal dragon usage of these spells, if the effects, duration, etc. of a spell are dependent on the caster's level, the level the dragon casts at is dependent on its species and age, as defined in its MONSTROUS MANUAL tome entry. (For example, a black dragon of wyrm age casts spells – and uses spell-like abilities – at 16th level.)

1st level

Burnish

(Wiz 1; Alteration, Abjuration) Reversible

Range: Touch

Components: V

Duration: 1 day/level

Casting Time: 1
Area of Effect: Up to 1,000 pounds of metal/level
Saving Throw: None

This spell is employed regularly by many copper, bronze, and brass dragons whose skins often acquire an unsightly patina on their scales over time. Copper dragons in particular employ this spell to remove the verdigris that plagues their scales in wet climes.

Burnish can be employed on any metal – including gold, silver, bronze, brass, or copper – to restore its natural luster and shine, no matter where it is found, even as a trace element of another substance. Thus, metallic dragons can employ it on themselves or on their hoards. Up to 1,000 pounds of metal (in other words, 10,000 coins) per level of the spellcaster can be burnished by means of this spell. Since metallic dragons contain only trace amounts of metal in their scales, one application of this spell is sufficient to restore a vain wyrm's natural hue, no matter how large the wyrm is.

In addition, for the duration of the spell, any metal enchanted by means of this spell does not tarnish under any conditions. This protection can be ended by means of a dispel magic spell or similar incantation. When the spell duration expires, tarnishing proceeds at its normal rate.

The reverse of this spell, *tarnish*, was invented by a mischievous and vain copper dragon who commonly employed it to diminish the luster of rivals, particularly when competing for a likely mate. *Tarnish* covers precious metals in an unsightly patina, diminishing their luster, and can also be employed on substances with only traces of metal in their composition.

Calm

(Wiz 1; Alteration)

Range: 0
Components: V
Casting Time: 1
Duration: Concentration
Area of Effect: The caster
Saving Throw: None

The spell calm enables a dragon to temporarily nullify the effects of its own *fear aura*. While the dragon concentrates, creatures suffer no morale effects from the sight or presence of the dragon. The spell ends as soon as the dragon ceases to concentrate on it. It also ends if the dragon suffers damage or casts a spell of 4th level or higher (the concentration required to cast such spell disrupts its focus on damping its fear aura).

Hoard Servant

(Wiz 1; Conjuration/Summoning)

Range: 10 yards
Components: V
Duration: 1 hour/level
Casting Time: 1
Area of Effect: Special

Saving Throw: None

This spell is the draconic version of the standard *unseen servant* spell. Since the needs of a dragon are far greater than those of lesser races (according to dragons), a common *unseen servant* just does not possess the physical strength to fulfill its required tasks.

Unlike an *unseen servant*, a *hoard servant's* sole purpose is to tend the hoard of the casting dragon. In fact, the spell is cast on the hoard itself, binding the *hoard servant* to it for the duration of the spell; it can never move more than 10 yards away from the hoard without negating the spell. (Note that a dragon's hoard is treasure in a single location for the purposes of this spell, not secreted in a number of separate lairs.)

Once the spell is cast, the *hoard servant* polishes jewels and gems, separates and stacks coins, organizes chests and boxes, etc. It is stronger than a standard *unseen servant* and is able to carry 50 lbs. or push or pull 100 lbs. over smooth surfaces. It can also withstand more damage than an *unseen servant*, possessing 15 hit points instead of the usual 6. A *hoard servant* is identical to an *unseen servant* with regard to its limitations and means of destruction.

This spell is particularly favored by metallic and gem dragons, both of whom seem more interested in the appearance of their hoards than do other dragons.

Scale Shift

(Wiz 1; Alteration)

Range: 0
Components: V
Duration: 1 turn/level
Casting Time: 1
Area of Effect: The caster's scales
Saving Throw: None

With this spell, a dragon can change the color of its scales to that of another type of dragon. Note, however, that the color change must be within the dragon's related group (for example, chromatic dragons can change their color only to that of other chromatic dragons). Thus, a red dragon can change the color of its scales to green, blue, and so forth, but not to gold, silver, emerald, sapphire, etc.

This spell changes only the dragon's color, not its physical form. Therefore, if a white dragon changes the color of its scales to black, it retains the form of a white dragon. The color change is usually enough to fool most observers, however, for there are few beings who can recognize a dragon by its anatomy. Notable exceptions to this rule are other dragons, sages who specialize in dragons, and people with special knowledge about or extensive experience with dragons (and the latter would probably only know a great deal about particular types of dragons).

While the spell lasts, the dragon may change colors as it desires, but doing so in view of others may ruin the deception. Returning to the dragon's actual color ends the spell immediately. A successful *dispel magic* ends the spell prematurely as well.

Since the majority of dragons emphasize the superiority of their own particular subspecies, this spell is not as popular among dragonkind as one might think. Often the spell is used by dragons who must rely on guile to assure their continued survival. Weak or crippled dragons are the usual practitioners, as deception is a matter of survival and, therefore, a necessity. Older dragons of this sort often use the spell in conjunction with the *alter breath weapon* spell to make the ruse even more convincing.

Shadow Scry

(Wiz 1; Divination; Shadow Magic)

Range: Special
Components: V
Casting Time: 1
Duration: 1 turn+1 round/level
Area of Effect: Special
Saving Throw: None

By casting this spell, a dragon can use a shadow within its lair as a form of scrying device. The shadow chosen as the spell focus must be in the dragon's line of sight and no more than 10 yards distant.

Once the spell is cast, the dragon can contact another shadow within its lair and see out of it as if the dragon were actually standing within that shadow, regardless of the shadow's size or shape or the boundaries of the dragon's lair. The dragon can see everything within sight of the contacted shadow, including the passage of invisible creatures, as the dragon's normal visual capabilities function normally through the *shadow scry* spell. Shadows outside the lair cannot be contacted.

The DM must use common sense when deciding the extent of the dragon's lair. For example, while a dragon may claim an entire forest as its territory (and may well control such a large amount of terrain), its lair should be regarded as the area where the dragon sleeps, keeps its treasure, and generally feels most comfortable and powerful.

As long as the spell remains in effect, the dragon can switch shadows to inspect different areas or view the same area from separate shadows to gain a different vantage point. However, only one shadow can be contacted at a time. The spell does not allow the dragon to cast other spells through the link between shadows; it allows vision only.

Switching from one contacted shadow to another requires a round and the mental command of the casting dragon; the shadow used as the *shadow scry* focus does not change. While complete concentration is not required for this spell, a small amount of attention is needed. If the dragon casts another spell, moves more than 10 yards away from the focus shadow, or no longer wishes to use the spell, the spell immediately ends.

Like normal scrying magic, *shadow scry* is revealed by a *detect scrying* spell. The contacted shadow radiates a faint dweomer, and, once detected, such spells as *dispel magic* or *screen* can be used

against it (the former spell negates the *shadow scry* if cast successfully). Detection – and location – obscuring magic impedes the spell's effectiveness just as such magic impedes all other divination magic. Eliminating shadows with bright light or utter darkness prevents the spell from working in the illuminated or darkened area, but the dragon caster could still view the area from a shadow just outside such effects.

2nd level

Aerial Acceleration

(Wiz 2; Alteration)

Range: Touch
Components: V
Casting Time: 2
Duration: 1 turn+1 turn/level
Area of Effect: Creature touched
Saving Throw: None

Although developed by dragons, aerial acceleration can affect any single flying creature, either natural or empowered by magic, touched by the casting dragon. This spell reduces air friction, increasing a creature's flying movement rate by 50%. Thus, a dragon with a movement rate of 24 can fly at 36 for the spell's duration. While flying at this increased speed, however, the dragon's maneuverability class (MC) worsens one step, and special aerial maneuvers (for example, snatching) are impossible. The dragon is not required to move at the increased rate and may slow to overcome the spell's drawbacks. *Aerial acceleration* cannot be canceled at will, but a successful dispel magic or a more powerful spell can force it to end prematurely.

Dragons typically use this spell before an aerial battle to increase their odds of catching opponents by surprise or, if things go awry, as a way to outdistance pursuers. Inventive dragons may find other uses for the spell.

This spell depends heavily on a dragon's innate ability to visualize flight patterns and air currents. At the DM's discretion, dragons who employ this spell regularly might be considered expert flyers and thus might retain their normal maneuverability class and aerial tactics. This should be the exception and not the rule.

Aura of Terror

(Wiz 2; Illusion/Phantasm)

Range: 0
Components: V
Casting Time: 2
Duration: 1 turn/level
Area of Effect: The caster
Saving Throw: Special

This spell is popular among younger, weaker dragons, though dragons of all ages and types have been known to use it. By using this spell, a dragon enhances its ability to strike terror in creatures subject to its fear aura. See the general "Dragon" entry of the

MONSTROUS COMPENDIUM for an overview of the details of dragon fear.

When the spell is cast, the dragon weaves an illusion that enhances its image of rage and battle experience: multiple battle scars, altered or disfigured features, longer spine-spikes, fangs, and talons, and so on. All this makes the dragon seem even more menacing than usual. The illusion cannot change the dragon's size or species, but the spell does make the dragon seem older.

Once the spell is cast, the dragon gains two age categories for purposes of determining the range, saving throw, and effect of its fear aura. Young and juvenile dragons gain a fear aura that they would normally not be entitled to; older dragons gain a more powerful aura.

Because of the shift in effective age category, saving throws against the fear aura of dragons of young adult age and older suffer a -2 penalty. Thus, the usually unmodified saving throw for a dragon of old age becomes a saving throw with a -2 penalty, a great wurm dragon's aura inflicts a -5 penalty, and so forth. Furthermore, the enhanced power of the aura allows the dragon to strike panic into creatures of up to 2 Hit Dice and *fear* into creatures that normally would be unaffected (that is, those with up to two more levels or Hit Dice than the dragon).

The dragon need not concentrate to maintain an *aura of terror* and can engage in other actions as desired (for example; combat, using its breath weapon, or casting additional spells). The dragon can end the spell at will.

Creatures attempting to disbelieve the illusion gain a saving throw vs. spell to negate the aura. Even if this is successful, however, normal saving throws against the dragon's regular *fear aura* still apply. *Detect magic* can indicate the presence of an *aura of terror*, and a successful *dispel magic* can remove it.

Dragonbane

(Wiz 2; Divination)

Range: 10 yards/level
Components: V
Duration: 1 turn+1 round/level
Casting Time: 1 round
Area of Effect: 10-yard-wide path
Saving Throw: None

This highly specialized spell combines *detect magic* and *identify* spells in such a way that the draconic caster can determine whether any object within the spell's area of effect carries a dweomer specifically related to dragons and draconic magic. Thus, any magical items capable of discharging dragon magic spells (or that were created with draconic magic), weapons of dragon slaying, *potions of dragon control*, and even an *Orb of Dragonkind* are noted by the dragon. Likewise, *dragonbane* detects active spells (including draconic magic spells) that produce such effects.

The dragon does not learn the exact properties or power of any enchantment so noted. For example, a

simple *sword +1, +2 vs. dragons* appears no more or less dangerous to the dragon than an intelligent *sword +5, dragon slayer* with the special purpose power enabling it to slay dragons with a single stroke. The only thing the caster knows is that both weapons are more powerful against dragons than against other creatures.

In any case, this spell is not a replacement for *detect magic* or *identify*. Its primary function is use in battle, as it allows the dragon to determine whether its foes are using magical items and spells that are especially dangerous to dragonkind. This way, the dragon knows whom to concentrate its attacks against or whom to avoid if things get sticky.

Hand

(Wiz 2; Invocation/Evocation)

Range: 5 yards/level
Components: V, S
Casting Time: 2
Duration: 2 rounds/level
Area of Effect: Special
Saving Throw: None

For dragons unable to polymorph or shapechange into human or demihuman form, the lack of small manipulating digits is a real problem. They can't write, they can't open small jewelry boxes, etc. The *hand* spell solves this problem. As stated in Book 1, Chapter 1 of the Council of Wyrms setting, dragons with a dexterity above 13 let the dragon perform fine manipulations, within reason; they can unroll scrolls, use brushes and pens, and open small chests. However, even with a dexterity of 18, a huge dragon would be hard pressed to pick up a single gold piece with its sword sized claws.

The spell brings into being a faintly glowing area of force similar in size and shape to a human hand. It has four fingers and an opposable thumb. The fingers of the hand are much more precise in their movements than, for example, an *unseen servant*. The Dexterity ability score of the fingers is equal to the casting dragon's Intelligence plus 1d3-1.

The hand is very weak when compared to typical dragon strength. It can lift objects weighing up to 60 pounds and can apply an equivalent amount of force. Thus, it can crush only the most fragile of objects. The hand cannot wield a weapon or throw an object.

The hand can deliver a single slapping attack per round; its THACO is the same as the dragon's. The slap causes no damage, but a successful hit can break a spellcaster's concentration and ruin a spell.

The dragon must have a direct line of sight to the hand. As soon as the dragon's view of the hand is blocked, the spell ends.

3rd Level

Blast Jewel

(Wiz 3; Alteration, Evocation)

Range: Touch
Components: V, M

Casting Time: 1 round
Duration: Until triggered
Area of Effect: Special
Saving Throw: Special

By means of this spell, a dragon traces an invisible glyph on a prized gemstone. The symbol can be seen only by the dragon who traced it, though a *detect magic* will find a faint aura, while *detect invisibility*, *true seeing*, or similar magics reveal the glyph. A successful *dispel magic* negates the glyph without harming the jewel itself before the glyph's effects can be activated. Otherwise, the spell remains dormant until the dragon decides to activate it.

At the mental command of the dragon, the gemstone explodes with great force, showering a 20-foot-radius area with a hail of shrapnel. The dragon can trigger the explosion from any distance, even if thousands of miles separate the dragon and the gem. If the jewel and the dragon are separated by a planar boundary or the dragon is slain, then the spell is immediately negated.

All creatures within the area of effect suffer 5d4 points of damage, half that if a saving throw vs. breath weapon succeeds. Any creature holding or carrying the jewel when the explosion occurs receives no saving throw.

If, however, the gem was carried in a chest, metal box, or a similar rigid and sturdy container, then the explosion is contained and no damage is inflicted on any creature, though objects inside the container (and the container itself) must save vs. crushing blow or be destroyed. The explosion of magical force is sufficient to shred pouches, sacks, backpacks, saddlebags, and so forth, even if such items are made of leather or other durable fabric. Items such as *portable holes* and *bags of holding* receive a saving throw vs. disintegration to survive; if they do not, then any surviving contents are lost in an extradimensional plane.

Dragons use this spell as the proverbial "last laugh" against thieves. When the dragon notices that one of its blast jewels is missing, it simply activates the magic, thus destroying the gem and sending a message to the creature that had the audacity to take it.

The material component is a gemstone worth at least 500 gp. The gemstone must be an individual, loose stone; it cannot be set into a piece of jewelry or embedded into a weapon. The jewel is completely destroyed in the explosion; nothing but dust remains.

Bloodburn

(Wiz 3; Invocation/Evocation)

Range: Touch
Components: V
Duration: 5 rounds
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Special

Also known as *bloodboil*, this spell is employed only by the most diabolical dragons, as it inflicts an

agonizing death on its unfortunate victim. Red dragons in particular enjoy casting this spell on presumptuous wizards and arrogant knights.

When cast on a living creature, this spell causes any liquids in the creature's body to become very hot in a matter of seconds. When cast against animals, *bloodburn* causes the target's blood to actually ignite within the creature's arteries and veins, inflicting 2d4 points of damage per round. (This makes spellcasting impossible while the spell effect continues.) Water stored within plants begins to immediately boil, dealing 1d4 points of damage per round. Slimes, jellies, and oozes immediately dissolve due to this spell and are instantly slain (provided they do not succeed at their initial saving throw). Undead creatures and creatures immune to fire or heat damage are unaffected by this spell.

If the target of this spell succeeds at a saving throw vs. spell, it is unaffected. Targets that fail their saving throws can attempt another saving throw at the beginning of round three of the spell's effect (after having taken a total of 4d4 points of damage) and every subsequent round at a -3 penalty. When such a target succeeds at one of these subsequent saving throws, the spell ends and no further damage is inflicted. (However, in the round the saving throw is successfully made, affected targets may still not cast spells as they are recovering their wits for the remainder of the round.)

Otherwise, the only way to halt the effect before the spell expires is to successfully cast *dispel magic* (or a similar incantation) upon the spell's target or to cast some form of cold spell, such as *cone of cold*, that totally envelops him or her. (Note that the cold spell does not inflict its normal damage.) If the cold spell is only partially enveloping (such as *frost fingers* spell or a *cone of cold* cast too closely), the *bloodburn* effect dies down for that round (no fire damage is inflicted), but then immediately spreads throughout the victim's fluids once again, inflicting regular damage the following round.

Clutch Ward

(Wiz 3; Alteration)

Range: Touch
Components: V
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: None

This simple yet highly useful spell utilizes teleportation magic to protect the unhatched eggs of the dragon. During casting, the dragon handles each egg in the clutch, the entire process requiring 1 round of casting time per egg. Thereafter, the spell lies dormant until activated.

Upon completion of the spell, no creature other than the casting dragon may so much as touch a single egg within the clutch without triggering its magic. When the spell is activated, all of the eggs immediately *teleport without error* (as the spell) to another location known to the dragon that is determined during the

spell's casting. If each egg is subjected to a separate casting of the spell, however, an individual egg can have its own destination point (though this is rarely done).

In addition, the casting dragon is immediately aware that the spell has been triggered, regardless of the distance between the dragon and the eggs (including planar boundaries). If the dragon was asleep at the time the eggs teleport, it is instantly awakened and alert.

The duration of the spell is indefinite, and it lies dormant until activated. Once activated, the spell must be cast anew if the eggs are to remain protected. Otherwise, nothing short of a limited wish can negate the spell. If an egg hatches prior to the spell's activation, the newborn dragon does not trigger the magic, though the hatchling itself is no longer protected by the clutch ward and is left behind if the spell is later activated.

Find Humanoid Familiar

(Wiz 3; Conjuraton/Summoning)

Range: 1 mile/level
Components: V
Casting Time: 1d20 hours
Duration: Special
Area of Effect: 1 familiar
Saving Throw: Special

This spell is similar to the wizard spell *find familiar* except that the familiar summoned by this spell is a humanoid. Only races of the goblinoid class are eligible to become familiars (in other words, kobolds, goblins, orcs, and hobgoblins).

The humanoid so attracted is unshakably loyal to the draconic caster (morale 20), willingly giving its life for its master. The dragon and humanoid share the ability to communicate telepathically at a range of up to five miles. The dragon gains no sensory bonuses, and it suffers no damage should the humanoid familiar die.

The casting takes considerable time. The dragon must be in a calm, relaxed state, well away from any distractions, and must continuously repeat a monotonous, hypnotic chant until the familiar appears. It is impossible for the dragon to maintain the chant for longer than 20 hours, so if at the end of this period no familiar has arrived, the spell fails. A dragon can cast this spell no more than once per year, and it can have no more than one familiar at one time.

When the familiar arrives, it is totally loyal to its master. *Find humanoid familiar* is actually a form of charm, however; it grants its victim a similar opportunity to throw off its effects. On a regular basis, the familiar can roll a saving throw vs. spell, this roll suffering a penalty of -1 for each three age categories of the casting dragon. The frequency of the saving throw depends on the race of the familiar.

A successful saving throw means that the familiar has thrown off the effects of the spell and is totally free-willed again. (Its first reaction will probably be to escape.) If the dragon is within five miles of the familiar and awake when it shakes off the influence, it

senses the termination of the telepathic bond and thus know that its familiar is free. The dragon's response to this depends on its alignment and mood.

The DM can select an appropriate humanoid candidate depending on where the dragon is casting the spell, or she or he can use the following table:

D20 Roll	Familiar	Frequency of Save
1-6	Kobold	Every 2 years
7-11	Goblin	Every year
12-14	Orc	Every 9 months
15-16	Hobgoblin	Every 6 months
17-20	No humanoid available; spell fails.	

Killing a familiar while it is still bound by the spell is not acceptable behavior and brings down upon the dragon retribution from various celestial powers. (Killing a former familiar once it has shaken the spell is just fine, however, provided the dragon's alignment or the situation allows such behavior.)

Humanoids, humans, and demihuman may try to develop a similar spell on their own, but they gain no benefits from any knowledge they have of the draconic version. The spell is too closely aligned to the mental architecture and innate magical abilities of the dragons to be translated into a form usable by nondracocoforms.

Hoard Armor

(Wiz 3; Alteration)

Range: 0
Components: V, M
Duration: 1 hour/level
Casting Time: 3
Area of Effect: The spellcaster
Saving Throw: None

Hoard armor is used by dragons both to take advantage of the large number of coins and gems that comprise their hoards for defensive purposes, as well as to dazzle other creatures with a garish display of their wealth. When this spell is cast, any unsecured gems or precious metals (copper, silver, electrum, gold, or platinum only) that are less than a half pound in weight apiece and within 20 feet of the spellcaster are drawn to the immediate vicinity of the spellcaster's body. The gems and chunks of precious metal (usually coins) form a whirling cocoon around the spellcaster that shimmers and sparkles in nearly any intensity of light. By means of the magic of this spell, the enveloping hoard never obscures the spellcaster's face, hands (claws), or feet, so it is possible to eat, talk, cast spells, fight, or walk normally.

If the spellcaster is of huge or gargantuan size, for every 1,000 gems or pieces of precious metal attracted by the spell, the spellcaster receives a +1 bonus to his or her AC. If the spellcaster is of medium or large size, the Armor Class bonus is +1 per 100 gems or pieces of precious metal. If the spellcaster is of tiny or small size, the Armor Class bonus is +1 per 20 gems or pieces of precious metal. In all cases, the maximum AC bonus resulting from this spell is +5.

Although the spellcaster does not physically carry the material components of *hoard armor*, all movement rates of the spellcaster are reduced by 3, and, if the spellcaster can fly by means of wings or similar natural nonmagical locomotion, his or her maneuverability class is penalized by one class (to a maximum of E).

When this spell expires or a *dispel magic* or similar incantation is successfully cast, the enveloping *hoard armor* immediately falls off and is once again subject to the pull of gravity.

Casting this spell is costly, particularly to naturally avaricious dragons, for 1% of the gems and pieces of precious metal composing the *hoard armor*, selected randomly, are consumed by the magic of this spell and are forever lost. As a result, this spell is not as commonly employed as one might expect.

The material component of this spell is the 1% of the gems and pieces of precious metal used to compose the *hoard armor* that are consumed when the spell ends.

Pseudodragon

(Wiz 3; Conjuration/Summoning)

Range: 30 yards
Components: V
Casting Time: 3
Duration: 2 rounds+1 round/level
Area of Effect: Special
Saving Throw: None

This spell is a draconic version of the various *monster summoning* spells. It summons 2d4 pseudodragons within 1d4 rounds to a spot within the spell's range. The summoned pseudodragons are tiny replicas of the summoner; that is, a green dragon conjures green pseudodragons, a blue dragon summons blue ones, and so forth. The pseudodragons share the alignment of the dragon who cast the spell and serve the summoning dragon with complete loyalty. Otherwise, the pseudodragons conform to the abilities and characteristics of pseudodragons as noted in the MONSTROUS MANUAL.

Once the pseudodragons arrive, they fight on the summoning dragon's behalf until they are slain, until the dragon commands them to stop fighting, or until the spell's duration expires. If all opponents are slain, the summoner must grant the pseudodragons a portion of the kill.

If no opponents are available, the dragon can assign the pseudodragons other tasks. In return, the dragon must give each pseudodragon a gemstone (before aid is rendered) worth at least 50 gp. If no gems are forthcoming, the summoned dragons immediately return from whence they came. Similarly, the dragon must give each surviving pseudodragon a 50-gp gemstone after a battle with the dragon's enemies. If a dragon makes a habit of killing or refusing to pay the pseudodragons, the pseudodragons summoned by subsequent castings may refuse to assist or may simply refuse to answer the summons.

Scalespray

(Wiz 3; Alteration)

Range: 0
Components: V
Duration: Instantaneous
Casting Time: 3
Area of Effect: 50-foot radius
Saving Throw: ½

Sleeping on a cold stone floor or rolling around on a pile of treasure is rough on the hide. The frequent pokes and prods from weapons, stalagmites, and the remains of yesterday's armored lunch often cause a dragon's layered scales to become loose and fall off in places. And that says nothing for the coins, gems, and the occasional halfling thief mashed up in there! Scalespray takes advantage of this condition by hurling the loosened scales, gems, coins, bones, and so forth away from the dragon's body as missile weapons. When the spell is cast, all creatures in the area of effect are showered with these projectiles, suffering 1d6 points of damage per age category of the dragon to a maximum of 10d6. A saving throw vs. breath weapon reduces the damage by half.

This spell does not see as much use as might be expected, since many dragons like the idea of having bits of treasure stuck to their hides – it makes them look more impressive. Thus, the spell's usefulness is often outweighed by the dragon's own vanity.

Sharptooth

(Wiz 3; Alteration)

Range: 0
Components: V
Casting Time: 3
Duration: 1 round/level to a maximum of 1 turn
Area of Effect: The caster
Saving Throw: None

This simple spell is a favorite among dragons who enjoy sinking their teeth into combat. The spell alters the dragon's fangs, making them harder and sharper. In melee, this adds +1 per two age categories (round down to a minimum of 1 point) to each damage roll on any successful bite attack for as long as the spell lasts. Dragons also employ *sharptooth* when gnawing apart a tasty but tough meal, such as orcs, armored dwarves, or knights in plate armor.

Venomdust

(Wiz 3; Invocation/Evocation)

Range: 0
Components: V, S
Casting Time: 1 round
Duration: 1 month/level
Area of Effect: 1 square foot/level
Saving Throw: Special

The *venomdust* spell enables the dragon to create small amounts of poisonous dust with an incredible degree of toxicity. The dust can then be

sprinkled onto objects, where it adheres. Anyone touching an object so treated with bare skin must roll a successful saving throw vs. poison or die agonizingly in one round. Even on a successful saving throw, the victim suffers 2d10 points of damage. The casting dragon is totally immune to the toxicity of its own dust.

For each effective level of the dragon, the spell creates enough dust to cover an area of one square foot. Thus a red wyrm, which casts spells at 20th level, can create enough *venomdust* to cover a 4-foot × 5-foot area.

Venomdust can be detected by *detect magic* and rendered harmless by a successful casting of *dispel magic* or *neutralize poison*. The dragon can negate the dust, making it harmless, at will.

Dragons frequently use *venomdust* to protect the most precious parts of their hoards. Even Lawful Good dragons sometimes use *venomdust*.

4th Level

Firetrail

(Wiz 4; Invocation/Evocation)

Range: 0
Components: V
Casting Time: 4
Duration: Special
Area of Effect: A 40-long/level trail
Saving Throw: Special

The *firetrail* spell was developed by an ancient and long dead red dragon named Thermal for a specific purpose: setting fire to towns and other settlements that the creature wanted to attack. This is a very rare spell, and only a few evil dragons know it.

The spell must be cast by a dragon while in flight. As its name implies, it creates a trail of tiny, fiery droplets in the air behind the dragon. These droplets fall to the ground at a rate of 30 feet per round. When they touch the ground or any solid object, they burst into flame, each burning for only a few seconds but with the same amount of heat as a burning torch. This fire has an 80% chance of igniting anything flammable (usual modifiers apply for wet material. etc.). The length of the trail is 40 feet per effective level of the casting dragon. Thus a red wyrm (effective level 20) could create a firetrail 800 feet long.

While the trail is still falling, it can be disrupted by spells like *gust of wind* or by natural winds. These effects do not prevent the droplets of the trail from reaching the ground, however; they just spread it out, possibly enhancing its effects. (The DM must carefully adjudicate this depending on circumstances.)

Although the spell's main purpose is to set fire to a town, *firetrail* can also cause serious personal damage. Anyone under the *firetrail* when it reaches the ground is struck by 1d20 droplets, each of which inflicts 1d2 points of damage (a saving throw vs. spell for half damage is allowed). Any creature foolish enough to fly through a descending *firetrail* is struck by 3d10 droplets, each inflicting 1d2 points of damage (save for half damage).

Focus Fear

(Wiz 4; Alteration) Reversible

Range: 0
Components: V
Casting Time: 4
Duration: 1 round/level
Area of Effect: Special
Saving Throw: Special

Similar in function to the *aura of terror* spell, *focus fear* increases the potency of the dragon's panic and fear auras. It is useful for all dragons of adult age or older, and it can be used in conjunction with an *aura of terror*.

By means of this spell, the dragon reduces the radius of its fear aura, focusing the power of that fear. For every 5 yards the dragon reduces its aura, the saving throw modifier against the dragon fear gains an additional -1 penalty. However, a dragon cannot reduce its fear aura to a radius of less than 15 yards in any case. An adult dragon with a normal fear radius of 20 yards and a saving throw modifier of +2 can reduce its fear radius to 15 yards and change the modifier to +1. Likewise, a great wyrm could condense its fear radius to 15 yards from 50 yards, changing its usual -4 save modifier to -11. A natural 20 saves regardless of the modifiers.

The reverse of this spell, *extend fear*, allows the dragon to enlarge its fear radius to a maximum of 50 yards. An extended aura weakens when made larger with saving throw modifiers changing in the opposite manner to *focus fear*. The reverse can be used by dragons as young as young adults (if they possess the required spellcasting ability), but is useless to a great wyrm.

Both versions of this spell allow the dragon such fine control of the fear radius that it can alter the dimensions of its fear radius on a round-by-round basis. Of course, the aura can be altered only within the parameters of the version employed (that is, any radius between the dragon's normal radius and the limits of the appropriate version of the spell). To change the radius while the spell is in effect, the dragon must stop what it is doing and concentrate; it cannot engage in activities in that round. Otherwise, the dragon is free to cast spells, fight, fly, use its breath weapon, and so on, as the spell requires no concentration. The dragon can cancel the spell at any time. A *dispel magic* has no effect on either version of this spell, though spells such as *wish*, *limited wish*, and the like can end the dweomer immediately.

Both versions of this spell are fairly common among dragons capable of casting a spell of this level.

Hoardguard

(Wiz 4; Abjuration, Evocation)

Range: 0
Components: V
Casting Time: 1 round
Duration: 1 hour/level
Area of Effect: As breath weapon
Saving Throw: None

By means of this spell, a dragon can protect its hoard in such a way as to make theft virtually impossible. When *hoardguard* is cast, the dragon's breath weapon temporarily changes. Instead of the usual fire, lightning, acid, and so on, the breath weapon becomes pure magical energy that must be released by the dragon within 1 round following the spell's casting or the magic is wasted. The dragon breathes this energy (which conforms to the dimensions of the dragon's usual breath weapon) over its hoard, attempting to encompass as much of the hoard as possible within the area of effect.

This energy bonds whatever parts of the hoard it touches into a solid mass. The spell does not harm the hoard in anyway, nor does it alter its appearance or position; the items within the hoard remain loose and separate. Instead, the *hoardguard* magic fills in the spaces between the individual coins, gems, weapons, chests, ingots, and so forth, and holds them together as a solid mound of wealth. This invisible bond prevents the hoard from being sorted, separated for transport, scattered, or otherwise moved or manipulated as separate items. Because it has essentially become one single mass, lifting the hoard as a whole is impossible by any single creature except through powerful magic.

The hoard so protected cannot be harmed by physical or magical attacks without first removing the *hoardguard* spell. It is thus impossible for intruders to break off pieces or sections of the hoard and carry them away.

Dispel magic has no effect on a hoard protected by the spell, and an *antimagic shell* frees only as much treasure as fits within its area of effect. (If freed treasure is not removed from the hoard, the *hoardguard* magic reasserts itself as soon as the shell expires or moves away.) A *limited wish* negates a *hoardguard* for one hour (and if the treasure is not separated in that time, the *hoardguard* will return as above). A full *wish* destroys the spell permanently.

Treasure added to a hoard already protected by this spell does not gain the spell's benefits. New treasure requires a *hoardguard* of its own, though the dragon may include the new treasure after the first *hoardguard*'s duration expires and a new spell is cast.

This spell only affects the dragon's hoard. It does not function upon creatures or the items they possess unless the dragon acquires the items and adds them to its hoard. This spell typically protects the dragon's treasure while it is out hunting for food or seeking treasure. Some dragons arrange their hoards so that the entire amount can be warded with a single spell. Others make several smaller piles so as to use up an invader's magical powers in repeatedly negating the spell and thus minimize the overall treasure loss.

Wingbind

(Wiz 4; Evocation)

Range: 40 feet/level
Components: V
Casting Time: 3
Duration: 1 round/level
Saving Throw: Special

Area of Effect: 1 dragon

Wingbind is a highly effective combat spell that is rare even among dragons. It creates a web or net of force that entangles the target, which must be a dragon. This force net has the same effect as a grappling attack: the dragon is unable to fly and plummets toward the ground.

The target dragon receives an initial saving throw vs. spell to avoid the effects of the spell. At the end of each subsequent round, it receives another saving throw vs. spell, but with a cumulative -3 penalty. A successful saving throw means that the dragon has broken free from the net of force.

The *wingbind* spell remains in effect until either the duration expires, the victim successfully saves, the caster is slain or rendered unconscious, the caster intentionally releases the spell, or the victim slams into the ground.

A wingbound dragon falls at 125 feet per second or 7,500 feet per round. After the *wingbind* spell is terminated – for whatever reason – the victim continues to fall for another 2d10 seconds (250-2,500 feet). If it strikes the ground during this time, it suffers 1d6 points of damage per 10 feet fallen to a maximum of 20d6.

Should human or demihuman mages try to develop their own version of this powerful spell, they'll find it to be a 9th-level spell.

5th level

Breathblock

(Wiz 5; Evocation)

Range: 10 yards/level
Components: V
Casting Time: 2
Duration: 1 round/level
Area of Effect: 50x50-foot shield
Saving Throw: None

The *breathblock* spell is much like the 1st-level wizard *shield* spell. The spell brings into being an invisible plane of force 50 feet on a side that is totally impervious to all draconic breath weapons. The dragon can create the wall anywhere within the maximum range and can instantaneously move it to any point inside that range.

Used as a defense, the wall of force can be maneuvered as a shield to protect the dragon, other creatures, or valuable objects (that is, treasure).

Used as an attack, the caster can position the invisible shield directly in front of the mouth of a dragon about to use a breath weapon. Since the shield the shield is completely impervious to dragons breath, the breath weapon either reflects or billows back upon the breathing dragon. Unless the dragon is immune to its own attack form – which is usually the case – the dragon suffers half damage from the breath weapon (save vs. breath weapon for one-quarter damage). Any other creatures within 30 feet of the breathing dragon

but on its side of the *breathblock* also suffer half damage (save for quarter damage).

The most spectacular use of this spell was when the legendary gold dragon Autophon defeated the fiend Lash and the red dragon the fiend used for a mount. As the red dragon prepared to use its breath weapon, Autophon cast *breathblock*. The red's fire billowed backward around it, causing the dragon no damage but so enraging the fiend that it attacked its own mount. This took the pressure off Autophon long enough for him to slay both fiend and red dragon.

Razorfangs

(Wiz 5; Alteration; Shadow Magic)

Range: 0
Components: V
Casting Time: 5
Duration: 1 round/level to a maximum of 1 turn
Area of Effect: The caster
Saving Throw: Special

This spell is a highly improved version of the *sharptooth* spell. When a *razorfangs* spell is cast, the dragon's teeth become exceptionally hard, strong, and sharp. Due to this alteration, any successful bite attack inflicts +2 per two age categories to each damage roll (round down to a minimum of 2 points). Furthermore, on an unmodified roll of 19 or 20, the bite severs an opponent's limb (or other extremity, as appropriate), just as if the victim had been struck with a *sword of sharpness*. If the victim fails a saving throw vs. death magic upon becoming the victim of such a successful attack roll, his or her head is severed as if by a *vorpal sword*.

Shadow Dragon

(Wiz 5; Alteration; Shadow Magic)

Range: 0
Components: V
Casting Time: 1 round
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: None

Used almost exclusively by shadow dragons, this spell allows a dragon to transform itself into pure shadowstuff. While so transformed, the dragon retains all of its powers and abilities, including spell use, breath weapon, and so forth. In dim, shadowy areas, a dragon affected by *shadow dragon* can hide in shadows with a 90% chance of success, and the dragon is totally invisible in utter darkness (either magical or natural).

Once in this form (and during the one full round it takes for the dragon to transform), the dragon is impervious to most attacks, though it is not entirely invulnerable. Attacks that can harm a shadow dragon include:

- Light-based spells inflict 1d6 points of damage per spell level for each round a shadow dragon remains in their area of effect. Thus, a *light* or a *faerie fire* spell inflicts 1d6 points of damage per round of exposure, a *continual light* inflicts 3d6, and the light

of a *prismatic sphere* inflicts 9d6 points of damage each round a shadow dragon remains within its radiance. Spells that create a flash or burst effect inflict double this damage, but allow a saving throw vs. spell for half damage. All other spells do not harm a shadow dragon unless specifically designed to affect shadows or creatures composed of shadow or dragonkind in general. (While *fireball* and other fire-based spells do shed some light, they are not considered light-based for purposes of this spell.)

- Normal weapons do not harm a shadow dragon unless augmented with a light-based spell, in which case damage is inflicted as above according to the spell used. (The weapon itself inflicts no damage, nor do bonuses due to magic or high Strength scores.) An augmented weapon implies the use of a *light*, *continual light*, or similar spell that has been placed directly on the weapon.
- Magical weapons inflict damage equal to their magical bonus. If augmented with a light-based spell, the light damage and the magical damage are combined. Strength bonuses and normal weapon damage are excluded. Magical weapons that normally shed light inflict damage as an augmented weapon.
- Full sunlight immediately negates the spell and forces the dragon back into its true form. The change occurs in a single round, during which time the dragon is helpless and can do nothing other than suffer through the forced transformation. Opponents gain a free round of attacks. While the transformation takes place, the light-based attacks noted above have no effect, but other attack forms have normal effects.

6th Level

Alter Breath Weapon

(Wiz 6; Alteration)

Range: 0
Components: V
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

With this spell, a dragon's breath weapon takes on the appearance and properties of the breath weapon of another type of dragon. For dragons who possess multiple breath weapon forms, only one is changed by the spell. In any case, the spell causes an actual change, not an illusion. Furthermore, the amount of damage caused by the altered breath weapon is the same as that of the dragon's true breath weapon; only the type, not the power, of the breath weapon is changed.

For example, a red dragon can use this spell to change its fiery breath weapon into a cloud of chlorine gas (as used by green dragons) but with a damage potential equal to its usual flame breath weapon. By using this spell, the dragon is able to harm creatures that are normally immune or resistant to its fiery breath

(for example, another red dragon). Of course, a creature immune to chlorine gas or to dragon breath weapons in general is still unharmed by the attack.

Alter *breath weapon* can be ended prematurely with a successful *dispel magic* or similar effect or by silent will of the dragon. However, the spell does not permit the dragon to shift through multiple types of breath weapons; once a particular type of breath weapon is chosen for a particular casting of the spell, it cannot be changed, save to revert back to the dragon's true breath weapon, thus ending the spell. Likewise, multiple *alter breath weapon* spells cannot be in effect at the same time. If a second *alter breath weapon* is attempted before the first expires, both spells are immediately negated.

7th level

Contact Archetype

(Wiz 7; Divination)

Range: 0
 Components: V
 Casting Time: 4 rounds
 Duration: 1 question/3 levels
 Area of Effect: Special
 Saving Throw: None

This spell is similar to the 5th-level wizard spell *contact other plane* except that with it a dragon can contact one of the two archetypes of metallic and chromatic dragonkind – Bahamut, the Platinum Dragon, or Tiamat, the Chromatic Dragon. Both powers resent such contact, so only brief answers are given to the questions the caster asks. For every three effective levels (or fraction thereof) it possesses, the dragon can ask one question. Contact with the minds of such powerful creatures poses the risk of insanity; for powerful dragons, this risk is generally lower than for humans contacting extraplanar beings, however. If insanity occurs, it strikes as soon as the first question is asked and lasts for 2d10 weeks.

Power	Chance Of Insanity*	Chance To Know	Chance of Veracity
Bahamut	30%	70%	90%
Tiamat	45%	85%	75%

* For each effective level of the caster, decrease the chance of insanity by 1%.

If the archetype does not know an answer and the veracity roll fails, the archetype emphatically gives an incorrect answer. If answer is not known and the veracity roll is successful, the archetype's answer is "unknown."

Tiamat's chance of veracity is decreased by 15% for each step of alignment the questioner is away from Tiamat's lawful evil. (Thus, if the questioner is a chaotic good brass dragon, the chance of veracity is only 15%.)

Door of Death

(Wiz 7; Necromancy)

Range: 0

Components: V
 Casting Time: 2 rounds
 Duration: Affects 50 Hit Dice or levels
 Area of Effect: 1 doorway/portal
 Saving Throw: Neg.

Using this spell, the draconic caster can ward a particular doorway or portal so that any creature who tries to pass through the portal without first speaking a word of command is immediately the subject of a modified form of the *death* spell. (Here the word "portal" can also refer to a cave opening or tunnel no more than 30 feet in diameter.) A single application of this spell can kill up to 50 Hit Dice or levels of creatures before becoming inert.

Each creature passing through the portal rolls a saving throw vs. wand with a -2 penalty; a successful saving throw roll means that the creature survives. Even if the creature successfully saves, the creature's Hit Dice or level is deducted from the total power remaining to the warded doorway. If a creature passing through the door has more Hit Dice or levels than remain in the spell, the spell ends, and the creature is unharmed.

Example: A dragon has cast *door of death* on the entrance into her cave. Three characters try to pass through the portal – a 15th-level fighter, a 16th-level cleric, and a 16th-level mage. The fighter and cleric fail their saving throws and die immediately; the mage makes his saving throw and survives. The *door of death* spell has expended 47 levels (15+16+16), which means that only 3 remain. Later, a 4th-level thief walks through the door. Since the thief has more levels than remain to the spell, the spell ends, and the thief is unaffected.

Note that only the doorway or portal itself is warded. An individual could conceivably smash through or otherwise penetrate the wall next to the door and enter safely.

A portal protected by a *door of death* spell radiates a strong aura of necromantic magic. While casting the spell, the dragon can choose whether or not the warding is to be visible. If the dragon chooses visibility, the portal is outlined by a faint blue glow; this glow is not bright enough to be seen in full daylight, but it is obvious under twilight or darker conditions.

According to rumor, a number of human mage have developed their own (9th-level) versions of this spell. All have suffered highly unpleasant fates when they tried to use the spell, however. Almost half of the mages died during the casting, while the others suffered various degrees of permanent paralysis or contracted terminal illnesses.

8th level

Cold Curtain

(Wiz 8; Necromancy)

Range: 0
 Components: V
 Casting Time: 2 rounds
 Duration: Special
 Area of Effect: One doorway or portal

Saving Throw: Neg.

This is another defensive or warding spell quite similar to *door of death*. Using this spell, the draconic caster can ward a particular doorway or portal so that any creature who tries to pass through the portal without first speaking a word of command is immediately subjected to a modified form of *energy drain*. A portal protected by a *cold curtain* spell radiates a strong aura of necromantic magic, and the warded area has a temperature some 20°F lower than the area outside the curtain. (Here the word "portal" can also refer to a cave opening or tunnel no more than 30 feet in diameter.) The portal so warded must be the only entrance into a room or chamber no larger than a volume of 8,000 cubic feet (a cubic room 20 feet on a side, for example).

A single application of this spell can drain up to 30 Hit Dice or levels of creatures before becoming inert. Each creature passing through the portal must roll a saving throw vs. wands with a -2 penalty; a successful saving throw means that the creature is unaffected.

A failed saving throw means that the creature is subject to the full effect of the *cold curtain* spell. As soon as the creature passes through the portal, it loses one level or Hit Die (as if struck by a wight). A monster loses 1 Hit Die permanently, suffering losses in both hit points and attack ability. A character loses a level, a Hit Die, hit points, and abilities permanently (until regained through adventuring, if applicable, or other magical means are taken that restore drained levels).

At the end of each round that a creature remains within the area warded by the *cold curtain*, it loses another level or Hit Die. There is no saving throw against these subsequent losses. This loss continues each round until the creature steps back through the curtain to the area outside the warded area. (This passage from inside to outside does not cause another level loss.)

The curtain can affect any number of creatures simultaneously. When it has drained a total of 30 Hit Dice or levels, the spell terminates.

Note that only the doorway or portal itself is warded. An individual could conceivably smash through or otherwise penetrate the wall next to the door and enter safely.

While casting the spell, the dragon can choose whether or not the warding is to be visible. If the dragon chooses visibility, the portal is covered by a faintly shimmering blue glow that is totally transparent; this glow is not bright enough to be seen in full daylight, but it is obvious under twilight or darker conditions.

Death Matrix

(Wiz 8; Evocation, Necromancy)

Range: 0
Components: V
Duration: Permanent
Casting Time: 1 turn
Area Of Effect: Special
Saving Throw: ½

When this spell is cast, an extremely powerful and complex pattern of magical energy is woven into the dragon's life force, and it cannot be negated (or even detected) by any means short of a full wish. Thereafter, the magic lies dormant until activated, but it grows in strength as the dragon ages, due to its connection with the dragon's life force.

Upon the dragon's demise, the *death matrix* is triggered, causing the dragon's corpse to blow apart in an enormous explosion that showers a 50-foot-radius sphere with gem-encrusted scales, muscle and sinew, bones, claws, fangs, innards, and blood – and the raw, unrestrained might of the dragon's breath weapon. All creatures within the radius must immediately save vs. breath weapon. If the saving throw is successful, the damage caused by the explosion is reduced by half. Otherwise, the explosion inflicts an amount of damage equal to the breath weapon of the dragon. Worse still, any damage die result of a 1 or 2 is regarded as a 3; thus, the triggered *death matrix* of a great red wyrm inflicts an astounding 84-252 points of damage (24d10+12, counting all rolls of 1 or 2 as 3).

Note, however, that since the explosion includes the hurled body parts of the dragon and basic concussive force in addition to the dragon's breath weapon, immunity to that breath weapon does not provide immunity to damage. Finally, objects exposed to the blast must make item saving throws vs. disintegration or be destroyed. Creatures or objects killed or destroyed by the explosion are completely obliterated.

As noted, only a full *wish* can remove a *death matrix*. Beyond that, there is only one method to avoid triggering a *death matrix*, and that is the instantaneous annihilation of the dragon. A spell like *disintegrate* or a magical item such as a *sphere of annihilation* is necessary to obliterate the dragon instantly and completely. Without the dragon's corpse (or a fraction thereof), the *death matrix* cannot cause an explosion and simply dissipates in a wave of magical energy noticeable by creatures in the radius as a tingling sensation. It is otherwise harmless and cannot be absorbed or harnessed in any way. If even so much as a scale remains of the dragon, the *death matrix* is triggered upon its death. (The damage inflicted is considerably lessened if only a fraction of the dragon's body remains. DMs must use their own judgment in modifying the damage in such cases.)

Obviously, the level of this spell puts it out of reach for use by most dragons, regardless of age or species. Therefore, most dragons must rely on scrolls bearing the spell in order to set up a *death matrix*.