

# Dragon Breath



## Evocation, Alchemy

Level: 7  
Range: Varies  
Components: V, S, M  
Casting Time: 3  
Duration: 3 rds.  
Area of Effect: Varies  
Saving Throw: Special

This actually represents a whole family of spells, as a different spell exists for each type of dragon. Each must be found or researched separately. Further each requires the tooth of its type of dragon, at least adult age, before the spell can be researched or cast.

The spell enables the wizard to unleash a breath weapon up to three times as if the wizard was a dragon of the same sort as once possessed the tooth (once per round, with no actions other than movement allowed). The wizard must have the proper incantation for the type of dragon chosen; different wordings exist for the different dragon types, the most widely known being white, black, green, and blue. Red and copper are hard to find, and the incantations for other dragon types are very rare indeed.

The precise effects of each breath weapon range, area of effect, and saving throw details are as given in the MONSTROUS MANUAL description of dragons. The "age" of the dragon is determined by the wizard's experience level (see table). For example, a 14th-level wizard (the lowest level at which this spell can be cast) spitting acid as a black dragon inflicts 8d4+4 damage, as if he were a juvenile dragon (age category 4).

### Caster Level Dragon Age

14	4
15--17	5
18-20	6
21-23	7
24+	8

The material component of this powerful spell is the tooth of a dragon. Any type of dragon can be the source- even teeth taken from a dragon's skeletal remains or undead form will work.

Notes: Rare for alchemists, otherwise very rare. Within these parameters, white and black are common, green and blue are uncommon, red and copper are rare, and others are very rare. (Updated from DRAGON Magazine.)