

Dragonrage - Elf



Elven High Magic

Level: 8
Range: 0
Components: V, S
Casting Time: 10
Duration: 1 turn/level
Area of Effect: The caster
Saving Throw: None

This spell does not outwardly change the caster's appearance, but temporarily grants the caster the powers of a dragon of randomly determined type. When this spell is cast, roll 1d6 and refer to the following table to determine type. Then roll 1d8 to determine age.

Die Roll Type

1-2	Copper
3	Brass
4	Bronze
5	Silver
6	Gold

Die Roll Age

1	Juvenile
2	Young Adult
3	Adult
4	Mature Adult
5	Old
6	Very Old
7	Venerable
8	Wyrrn

Once cast, the wizard gains the abilities of the chosen dragon type and age. These abilities are Hit Die modifier (to each of the wizard's Hit Dice), combat modifier, fear radius, save modifier, Armor Class, attacks (including breath weapon), movement (including flight), and special attacks and defenses.

The additional hit points are the first ones lost by the wizard. Once they are gone, the wizard lose his own hit points normally.

While dragonrage is in effect, the caster also gains many of the personality traits of the appropriate dragon. A wizard becoming a brass dragon, for example, will be arrogant and egotistical while the spell is in effect, while a bronze dragon wizard will be inquisitive, humorous, and interested in warfare.

The material components of this spell are any type of dragon scale and a candle.

Notes: Restricted to elves able to cast elven High Magic; uncommon. Used for the defense of the elven homeland (for example, Evermeet Island).