

# Dragonshape



## Alteration

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: Special

Area of Effect: Person touched

Saving Throw: None

This spell enables the caster or another being to take the form of a type of dragon the caster has personally seen. A specific individual dragon cannot be mimicked, including avatars of dragon deities. The spell can be cast on any person of 15th or higher level. Unless the person shares one alignment (ethos or moral) with the dragon form selected, the spell fails.

The person acquires all the powers of that type of dragon, including (but not limited to) innate spell-like abilities, immunities, magic resistance, breath weapon, fear aura, senses, movement, Armor Class, THAC0, and all physical abilities. Any age category up to adult can be chosen by the caster. An individual affected by the spell retains his own intelligence, but cannot cast any of his own memorized spells while in dragon form (though dragon spell abilities may become available). The person's own racial or magical abilities do not function in dragon form.

All items that are worn or carried will temporarily become part of the dragon form; they cannot be used and have no effect while the person is in dragon form. Items that have been set aside can be worn or used by the dragon, so long as they can be used by the dragon (that is, manipulated with altered speech, claws, and so on further, the item must either change size or be easily adapted to the dragon form).

The number of Hit Dice the dragon form has depends on the age and type of dragon. The change to dragon form requires a roll for hit points unique to the particular casting, which is not adjusted for Constitution or other factors. A character slain in dragon form remains a (dead) dragon. Parts taken from a slain dragonshaped individual spoil any magical operation they are used for.

Changing back to normal form can be done by the recipient at will and takes only a second; this ends the spell. Otherwise, the spell lasts one turn per caster level. The recipient's remaining hit points after the change will be proportional to the dragon form's remaining hit points (round fractions up). The individual must make a successful system shock check immediately after the change or be incapacitated for a full day.

Each time after the first that the spell is cast within any 10-day period, a system shock check to avoid death is required for the caster. Also, the recipient likewise checks upon each change, from human to dragon and from dragon to human, if the change to dragon form is made more than once in any 10-day period.

At the DM's option, mastering a dragon power sufficiently to use it in combat may require 1d3 rounds, if the recipient is unused to the shape of the particular dragon. Except for purely physical abilities such as flying, biting, and breathing, un-mastered powers, including draconic combat maneuvers, can't be used effectively. Furthermore, to equal the skill of a true dragon in the use of draconic powers requires more practice than the duration of the spell will easily provide.

The material component is an incisor tooth from a great wyrm of the dragon type whose shape the recipient will assume. If available for sale at all, these might be had for 2,000 gp to 20,000 gp each, depending on the type and rarity of the dragon.

Notes: Very rare spell.