

Dragon Rituals

Burnish/Tarnish

Range: Touch
Components: V
Duration: Permanent
Casting Time: 4 hours
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.

Shadow Scry

Range: Special
Components: V
Casting Time: 2 turns
Duration: Level + Comp
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.

Blast Jewel

Range: Touch
Components: V, 1 gem (500gp)
Casting Time: 1 hour
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 reflex vs. comp 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.

Hoard Armor

Range: 0
 Components: V, M
 Duration: 1/Level
 Casting Time: 1 turn
 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. (AC in our system is just defense rolls)

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.

Contact Archetype

Range: 0
 Components: V, 1 pound of the caster's blood
 Casting Time: 13 – level days
 Duration: 1 question
 Area of Effect: Special
 Saving Throw: None

A dragon can contact one of the archetypes of dragonkind – such as Bahamut, the Platinum Dragon, or Tiamat, the Chromatic Dragon. The higher powers resent such contact, so only a brief answer is given to the question the caster asks. Contact with the minds of such powerful creatures poses the risk of insanity. If insanity occurs, it strikes as soon as the question is asked and lasts for 2d10 days.

Power	Chance Of Insanity*	Chance To Know	Chance of Veracity
Bahamut	Comp Vs. 23	70%	90%
Tiamat	Comp Vs. 25	85%	75%

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."

Dragon's Wish

Range: Special
 Components: V, M
 Duration: Special
 Casting Time: 1 hour
 Area Of Effect: Special
 Saving Throw: None

Only dragons of venerable age or older can successfully cast *Dragon's Wish*.

In order to cast *wish*, a dragon must consume 10,000gp worth of his hoard. A wish can:

- Dispel a magical effect
- Cure all afflictions, including death.

- Undo misfortune (warning: this messes with time!)

Lich Lord

Range: 0
Components: V, M, Blood Sacrifice
Duration: Permanent
Casting Time: 7 days
Area Of Effect: Special
Saving Throw: None

To cast this spell, a dragon must have 10 living vassals willingly give their lives to the ritual. Once cast, the dragon's body falls away from around him, leaving nothing but a skeleton. The dragon has now gained immortality through means of becoming undead. The dragon may never grow in age group, nor gain any new spells or abilities.