

Dragon Magic

Prime Requisite: INT and WIS
Saves as: Cleric
Add'l XP after 8: 100000
Item usage: Mage or Cleric

Ability	Allowed
Collect Divine Power	Yes
Research Spells	N/A
Scribe Scrolls	N/A
Brew Potions	At level 5
Perm. Magic Items	At level 11
Ritual Spell Levels	7th, 8th, 9th
Create Constructs	Yes
Create Crossbreeds	At level 11
Grant Unlife	No

Categories	Multiplier
Blast	1
Death	2.25
Detection	1.25
Enchantment	1.25
Healing	1.5
Illusion	1
Movement	1.5
Protection	1
Summoning	1.5
Transmogrification	1
Wall	1.75

lvl	1	2	3	4	5	6
1	1	0	0	0	0	0
2	2	0	0	0	0	0
3	2	1	0	0	0	0
4	2	2	0	0	0	0
5	2	2	1	0	0	0
6	2	2	2	0	0	0
7	3	2	2	1	0	0
8	3	3	2	2	0	0
9	3	3	3	2	1	0
10	3	3	3	3	2	0
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	2
14	4	4	4	4	3	3

Val	Spells	XP
0	None	0
1	2/5	500
2	3/4	938
3	Full	1250
4	Spells x 133%	2500

Detection: danger, invisible, magic, treasure, secret doors, and curse are 1x multiplier; known objects are 1.25x multiplier; evil/good, ritual magic, poison, undead, charm, and traps are 1.5x multiplier.
 Enchantment: living is 1x, undead are 1.5x; humanoids are 1x, animals are 1.25x, plants are 1.5x.

Only those with draconic bloodlines can use draconic magic.