

Athasian Dragons

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The following rules require the Dark Sun 3.5 rules, available at <http://athas.org/releases/ds3/>, The Dungeon's and Dragon's *Player's Handbook v3.5*, and the *Expanded Psionics Handbook*, both published by Wizards of the Coast. This is a preview/playtest release. Please post feedback on the Dark Sun message boards at <http://boards1.wizards.com/forumdisplay.php?f=290>.

Athasian Dragon

"The Dragon of Tyr is a true legend, a reptilian beast unrivaled in power and terrible evil. It claims a thousand lives every time it visits our great city. By decree of our god-king, a thousand slaves are sent to their deaths at the claws of the beast. This is not an honorable death, son, thus we despise the dragon and curse the silt it crosses to get here."

- A draji father to his son

Dragons are incredibly powerful individuals who have mastered both arcane magic and psionics. In their quests for power, these individuals have chosen to undergo a metamorphosis, changing them into reptilian dragons. Dragons command terrible magic capable of draining the life-force of both man and beast, leaving only withered skulls behind. They are masters of the Way and the arcane arts, and can combine these supernatural powers into psionic enchantments, allowing them to exploit even further might. The despotic sorcerer-kings are all, except for one, walking the path to dragonhood. Other dragons exist, but they are few and remain hidden, as the sorcerer-kings are quick to strike down any contenders to their power.

Rajaat chose humans to be his champions, who later went on to become the dragon kings. Thus the known dragons of the Tyr Region and the North are of human origin, but it is a theoretical possibility that there could be other dragons of non-human origin elsewhere on Athas. NPC dragons are powerful beings with little concern for the common man. The personality of each dragon is unique, but common to almost all dragons is the desire to complete the next step of their metamorphosis. The primal rage of the beast burns in them, and the power they can achieve beckons to them. NPC dragons will sometimes use adventurers in their great schemes, to retrieve items of importance, dispose of enemies, or other tasks they see fit. Sometimes a dragon king will seek amusement through sending mortals on dangerous quests with dire consequences if they fail, but usually it is part of a carefully wrought plan.

Hit Die: d12

Requirements

To qualify to become an athasian dragon, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 24 ranks, Knowledge (psionics) 24 ranks.

Feats: Great Fortitude, any 2 metamagic feats and 2 metapsionic feats.

Spells: Must be able to cast 9th-level arcane spells and manifest 6th-level psionic powers.

Special: Must be a defiler and have cast the defiler metamorphosis I spell.

Class Skills

The athasian dragon's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Literacy (none), Profession (Wis), Psicraft (Wis), Spot (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor proficiencies: Athasian dragons gain no proficiency with any weapon or armor.

Spells and Powers per Day: Starting at 2nd level, and at each level thereafter, an Athasian dragon gains an effective caster level and manifester level increase in an existing arcane spellcasting class and an existing manifester class, for purposes of determining level-dependant spell and power effects (including augmentation), overcoming SR/PR and *dispel* effects. He does *not* receive additional spells per day, power points, known powers or learn new spells, nor does he gain any other benefit a character of those classes would have gained.

Dragon Magic (Su): Athasian dragons can choose to power their spells with energy from living creatures rather than plants; when using living creatures, the “terrain” is treated as fertile. Casting in this way is considered defiling and subject to all the rules thereof. Living creatures caught in the defiling radius of the athasian dragon, when they are using dragon magic take 2 points of damage per level of the spell being cast. (0 level spells inflict 1 point of damage.) Dragon magic requires a piece of masterwork obsidian of a value of least 250cp as a focus.

All-Out Attack (Ex): When making a full attack action, athasian dragons can manifest a 1st-level psionic power and cast a 1st-level arcane spell simultaneously, in addition to their normal attacks from the full attack action. The spell and power must both have a casting/manifesting time of 1action. The maximum spell and power level increases every other level. At 3rd level in the PrC the athasian dragon can manifest a 2nd-level power and cast a 2nd-level spell simultaneously. At 5th level the athasian dragon can manifest a 3rd-level power and cast a 3rd-level spell simultaneously, etc. This use of psionics and spells counts towards the limit of one quickened power and one quickened spell per round.

Psionic Enchantment (Su): Athasian dragons can combine psionics and arcane magic in unique ways to augment their casting and manifesting. At 2nd level and every even level thereafter, athasian dragons learn a psionic enchantment chosen from the following list:

Metamixture: The athasian dragon chooses a metapsionic feat. It can now apply this metapsionic feat to spells in order to boost them as if using a metamagic feat of the same type. For example, it could use

Class level	Special	Spells and powers per day
1st	Dragon magic, all-out attack I	
2nd	Psionic enchantment	+1 effective caster level of existing arcane spellcasting class and +1 effective manifester level of existing manifester class
3rd	All-out attack II	+1 effective caster level of existing arcane spellcasting class and +1 effective manifester level of existing manifester class
4th	Psionic enchantment	+1 effective caster level of existing arcane spellcasting class and +1 effective manifester level of existing manifester class
5th	All-out attack III	+1 effective caster level of existing arcane spellcasting class and +1 effective manifester level of existing manifester class
6th	Psionic enchantment	+1 effective caster level of existing arcane spellcasting class and +1 effective manifester level of existing manifester class
7th	All-out attack IV	+1 effective caster level of existing arcane spellcasting class and +1 effective manifester level of existing manifester class
8th	Psionic enchantment	+1 effective caster level of existing arcane spellcasting class and +1 effective manifester level of existing manifester class
9th	All-out attack V	+1 effective caster level of existing arcane spellcasting class and +1 effective manifester level of existing manifester class
10th	Psionic enchantment	+1 effective caster level of existing arcane spellcasting class and +1 effective manifester level of existing manifester class

Maximize Power to maximize the variable numeric effects of a spell, or use Extend Power to double the duration of a spell. Using metamixture is a free action that does not provoke an attack of opportunity. The athasian dragon must spend power points as normal when using a metapsionic feat to boost a spell. Treat the spell as a psionic power of equivalent level for the purpose of determining the power point cost. The athasian dragon cannot spend more power points in this fashion than its manifester level. If a metapsionic feat has the same effect as a metamagic feat already applied to the spell, there is no additional effect. Metamixture can be selected more than once. Each time, it applies to a different metapsionic feat. More than one metapsionic feat may be applied to a spell using metamixture. The athasian dragon still cannot spend more power points than its manifester level when boosting the effects of a spell with multiple metapsionic feats affected by metamixture.

Metapotency: The athasian dragon chooses a metamagic feat and a metapsionic feat that it possesses that grant the same effect on numeric values (for example, Extend Spell and Extend Power) and gains synergistic bonuses. When applying either feat, multiply its effects by 1.5. For example, if applied to Extend Spell or Extend Power, metapotency allows these feats to increase the spell or power's duration by 150% instead of doubling it. If applied to Empower Spell and Empower Power, metapotency allows these feats to increase the spell or power's damage by 75% instead of 50%. Metapotency has no effect on Maximize Spell and Maximize Power. The increased cost in spell levels or power points is unaffected by metapotency. For example, an empowered spell affected by metapotency still uses up a spell slot two levels higher than the spell's actual level. Metapotency may be selected multiple times. Each time, it applies to a different pair of matching metamagic and metapsionic feats.

Arcane augmentation: The athasian dragon can spend a prepared spell slot to increase its limit for augmenting psionic powers during manifestation. Using arcane augmentation is a free action that does not provoke an attack of opportunity. Add the level of the spell slot to the athasian dragon's manifester level for purposes of determining the maximum amount of power points it can spend while manifesting a single power. For example, Tethrades, an athasian dragon with 20 manifester levels, spends an 8th-level spell slot to increase the maximum power points it can spend to augment a power by 8. These additional points cannot be used to apply additional metapsionic feats.

Path of least resistance: The athasian dragon uses the lower of a targets' spell resistance and power resistance if it knows both the psionic and arcane equivalent of a power or spell (e.g. *charm person* and *charm person, psionic*). Whether the athasian dragon uses the power or spell, it uses the lower of targets' SR and PR when making a spellcaster checks to overcome resistance. Path of least resistance applies to all spells and powers for which the athasian dragon knows both a psionic and arcane variant.

Psionic raze: The athasian dragon can amplify the effects of its defiling radius to drain the psionic strength of creatures. When casting a spell, the athasian dragon can opt to have its defiling radius drain 1 power point per level of the spell slot expended from all creatures caught in the defiling radius. Using psionic raze costs 1 power point per two spell slot levels, rounded up. For example, an 8th-level spell requires the athasian dragon to spend 4 power points and causes all victims to lose 8 power points.

Far reach: The athasian dragon can use touch spells and powers on targets up to 30 feet away. Far reach can be selected more than once. Each time it is selected, it increases the touch range by an additional 30 feet, to a maximum of 90 feet.

Ex-Athasian Dragons

An athasian dragon who becomes a preserver cannot progress in levels as an athasian dragon, though he retains all his athasian dragon abilities. However any use of the all-out attack, dragon magic, or energy storing abilities will instantly return an athasian dragon to being a defiler. An athasian dragon that has progressed to the 5th stage or later of the metamorphosis, by casting the defiler metamorphosis V spell, may no longer become a preserver. Note becoming an ex-athasian dragon is the first step towards redemption and becoming an avangion.

Defiler Metamorphosis Spells

Defiler Metamorphosis I

Transmutation

Spellcraft DC: 50

Components: V, S, F

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 450,000 cp; 9 days; 18,000 XP. Seed: *metamorphosis* (DC 28), *reveal* (*). Factors: Change type to dragon (+50 DC), speak/understand/read any language (+115 DC), ageless (+10 DC). Mitigating factor: personal target (-2 DC), sacrifice 1,000 Hit Dice of living creatures (-50 DC), preparation time 1 year (-12 DC), increase casting time to 1 day (-22 DC), 17d6 backlash (-17 DC), 5,000,000 cp structure (-50 DC).

This spell transforms an arcane caster into the first stage of the Athasian Dragon species. The caster's type becomes dragon; he loses all previous types, and gains all advantages of the new type. The caster no longer can die of old age, and no longer suffers penalties to attributes for aging. The caster gains the ability to comprehend and speak any language of creatures that he interacts with, per the *tongues* ability. This spell must be cast as a defiler spell. Casting this spell requires the caster to expend his psionic focus and lose 100 power points. If the caster is unable to lose the 100 power points, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first three *defiler metamorphosis* spells, costing no less than 5,000,000 cp. (50,000 gp.) Physically, the newly formed dragon changes very little, save normally doubling its mass. The dragon may retain its original height and simply gain bulk, may also in height, or may simply grow denser. Physical changes are uncontrollable and unpredictable. Though it still retains humanoid characteristics, the dragon's face elongates slightly and its nostrils lengthen. The dragon's spine becomes more pronounced, and

rudimentary scales appear on the shoulders and back.

Example: A human defiler's mass may increase up to 350 pounds.

Defiler Metamorphosis II

Transmutation

Spellcraft DC: 53

Components: V, S, F

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 477,000 cp; 10 days; 19,080 XP. Seed: *metamorphosis* (DC 28). Factors: +2 Str (+90 DC), +2 Con (+90 DC). Mitigating factor: personal target (-2 DC), sacrifice 1,000 Hit Dice of living creatures (-50 DC), preparation time 1 year (-12 DC), increase casting time to 1 day (-22 DC), 17d6 backlash (-17 DC), 5,000,000 cp structure (-50 DC).

This spell transforms an arcane caster into the second stage of the Athasian Dragon species. At this stage the rudimentary nature of the dragon starts taking root and increases the caster's strength and stamina, granting a +2 enhancement bonus to Str and Con. This spell may only be cast after the *defiler metamorphosis I* spell has been cast, the caster must be of the dragon type, and the spell may only be cast using the dragon magic class ability. Casting this spell requires the caster to expend his psionic focus and lose 106 power points. If the caster is unable to lose the 106 power points, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first three *defiler metamorphosis* spells, costing no less than 5,000,000 cp. (50,000 gp.) At this point the dragon's physical form changes still further, increasing in both height and weight. Its face elongates further and the first hints of scales appear on its lengthened snout. The dragon's spine becomes even more pronounced, and the stub of a tail appears.

Example: A human defiler's weight may increase up to 450 pounds, and their height can be as tall as 10 foot.

Defiler Metamorphosis III*Transmutation***Spellcraft DC:** 56**Components:** V, S, F**Casting Time:** 1 day**Target:** Personal**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes**To Develop:** 504,000 cp; 11 days; 20,160 XP.

Seed: *metamorphosis* (DC 28). Factors: +1 Str (+45 DC), +1 Con (+45 DC), +3 natural armor (+90 DC). Mitigating factor: personal target (-2 DC), sacrifice 1,000 Hit Dice of living creatures, preparation time 1 year (-12 DC), increase casting time to 1 day (-22 DC), 16d6 backlash (-16 DC), 5,000,000 cp structure (-50 DC).

This spell transforms an arcane caster into the third stage of the Athasian Dragon species. The dragon gains an additional +1 enhancement bonus to Str and Con, and his natural armor improves by +3. This spell may only be cast after the *defiler metamorphosis II* spell has been cast, the caster must be of the dragon type, and the spell may only be cast using the dragon magic class ability. Casting this spell requires the caster to expend his psionic focus and lose 112 power points. If the caster is unable to lose the 112 power points, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first three *defiler metamorphosis* spells, costing no less than 5,000,000 cp. (50,000 gp.) The dragon continues to grow in weight and height. All limbs lengthen drastically, including fingers and toes. The dragon's neck also lengthens, lifting its now reptilian head and face far above its shoulders; all hair vanishes upon completion of this spell.

Example: A human defiler's weight may increase up to 650 pounds, and they may gain another foot in height.

Defiler Metamorphosis IV*Transmutation***Spellcraft DC:** 60**Components:** V, S, F**Casting Time:** 3 days**Target:** Personal**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

To Develop: 540,000 cp; 11 days; 21,600 XP. Seed: *metamorphosis* (DC 28), *fortify* (*). Factors: damage reduction 15/magic (+240 DC), gain 2 claw attacks (+30 DC.) Mitigating factor: personal target (-2 DC), sacrifice 2,000 Hit Dice of living creatures (-100 DC), preparation time 2 years (-24 DC), increase casting time to 3 days (-26 DC), 21d6 backlash (-21 DC), 12,500,000 cp structure (-125 DC).

This spell transforms an arcane caster into the fourth stage of the Athasian Dragon species. The changes are much more dramatic at this stage, as are the advantages. The dragon gains damage reduction 15/magic, and 2 claw attacks as per a dragon of same size. These claw attacks are treated as the dragon's primary weapon. This spell may only be cast after the *defiler metamorphosis III* spell has been cast, the caster must be of the dragon type, and the spell may only be cast using the dragon magic class ability. Casting this spell requires the caster to expend his psionic focus and lose 120 power points. If the caster is unable to lose the 120 power points, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three *defiler metamorphosis* spells, costing no less than 12,500,000 cp (125,000 gp). This may either be a new structure, or the original structure used for the first three spells may be upgraded to meet these requirements. The dragon's humanoid origins can now hardly be recognized, as its weight and height continue to increase. Scales now cover every part of its body but the underbelly and the underside of its limbs, strengthening the dragon's natural armor. The legs become strikingly inhuman, developing huge thighs and a hard-angled, bony calf and taloned foot. At this point the dragon may also hunch severely at shoulder and waist, and can move either upright or on all four limbs. Its wicked claws can now be used as weapons.

Example: A human defiler's weight may increase up to 900 pounds, and they may be as long as 12 foot.

Defiler Metamorphosis V*Transmutation*

Spellcraft DC: 63**Components:** V, S, F**Casting Time:** 3 days**Target:** Personal**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes**To Develop:** 567,000 cp; 12 days; 22,680 XP.

Seed: *metamorphosis* (DC 28). Factors: Size increase 1 category (+95 DC), gains bite and tail attacks (+60 DC), gains additional +6 natural armor (+180 DC). Mitigating factor: personal target (-2 DC), sacrifice 2,000 Hit Dice of living creatures (-100 DC), preparation time 2 years (-24 DC), increase casting time to 3 days (-26 DC), 23d6 backlash (-23 DC), 12,500,000 cp structure (-125 DC).

This spell transforms an arcane caster into the fifth stage of the Athasian Dragon species. The dragon's size increases by 1 category, gaining all the inherent features thereof. (If it increases from Medium to Large for instance, it would gain +8 Str, -2 Dex, +4 Con, +2 natural armor, and -1 on attack/AC.) At this point the dragon's natural armor becomes stronger, increasing by another +6 (this stacks with any natural armor increase due to a change in size). At this point the dragon also gains bite and tail attacks as a dragon of its size. The bite and tail attacks are treated as secondary natural attacks for the dragon. This spell may only be cast after the *defiler metamorphosis IV* spell has been cast, the caster must be of the dragon type, and the spell may only be cast using the dragon magic class ability. Casting this spell requires the caster to expend his psionic focus and lose 126 power points. If the caster is unable to lose the 126 power points, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three *defiler metamorphosis* spells, costing no less than 12,500,000 cp. (125,000 gp). This may either be a new structure or the original structure used for the first three spells may be upgraded to meet these requirements. Now fully double its original height in length from snout to growing tail, the dragon's weight continues to increase and its dragon's jaws protrude remarkably. The changes

made at this point cause the dragon to enter a period of uncontrolled savagery known as its animalistic rampage, which lasts a number of months equal to the backlash roll from this spell, during which time the character's reason is superceded by a lust for destruction and power. Any plants (and animals in the case of dragons that have taken the athasian dragon PrC) become a source of hatred for the dragon, rivaling that of an undead creature's hatred for the living, and are laid waste in the dragon's unending wrath. This savage need for destruction comes from the incredible pain that wracks the dragon's body during this stage of the metamorphosis. No longer their original race, but not quite a full dragon yet, its need to end the process nearly drives it mad. Per DM choice, the character may become an NPC during this period.

Example: A human defiler would be now fully 12 feet long and weigh around 1,600 pounds.

Defiler Metamorphosis VI*Transmutation***Spellcraft DC: 66****Components:** V, S**Casting Time:** 3 days**Target:** Personal**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

To Develop: 594,000 cp; 12 days; 23,760 XP. Seed: *metamorphosis* (DC 28). Factors: +2 Str (+90 DC), +2 Con (+90 DC), gains frightening presence (+70 DC), gains an additional +3 natural armor (+90 DC). Mitigating factor: personal target (-2 DC), sacrifice 2,000 Hit Dice of living creatures (-100 DC), preparation time 2 years (-24 DC), increase casting time to 3 days (-26 DC), 25d6 backlash (-25 DC), 12,500,000 cp structure (-125 DC).

This spell transforms an arcane caster into the sixth stage of the Athasian Dragon species. At this stage, the dragon's natural armor improves by another +3, it gains an additional +2 enhancement bonus on Str and Con, and the frightful presence ability. This ability takes effect whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x ½ the dragon's HD are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will

save (DC 10 + ½ the dragon's HD + the dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Athasian dragons ignore the frightful presence of other dragons. This spell may only be cast after the *defiler metamorphosis V* spell has been cast, the caster must be of the dragon type, and the spell may only be cast using the dragon magic class ability. Casting this spell requires the caster to expend his psionic focus and lose 132 power points. If the caster is unable to lose the 132 power points, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three *defiler metamorphosis* spells, costing no less than 12,500,000 cp. (125,000 gp). This may either be a new structure or the original structure used for the first three spells may be upgraded to meet these requirements. By this time, the dragon's form is completely hunched but it can still stand erect at its full height at times. Both its scales and hind legs have strengthened significantly. The changes made at this point cause the dragon to enter a period of uncontrolled savagery known as its animalistic rampage, which lasts a number of months equal to the backlash roll from this spell, during which time the character's reason is superceded by a lust for destruction and power. Any plants (and animals in the case of dragons that have taken the athasian dragon PrC) become a source of hatred for the dragon, rivaling that of an undead creature's hatred for the living, and are laid waste in the dragon's unending wrath. This savage need for destruction comes from the incredible pain that wracks the dragon's body during this stage of the metamorphosis. No longer their original race, but not quite a full dragon yet, its need to end the process nearly drives it mad. Per DM choice, the character may become an NPC during this period.

Example: A human defiler at this point would be a full 16 feet tall, as well as weighing 2,000 pounds.

Defiler Metamorphosis VII

Transmutation

Spellcraft DC: 70

Components: V, S, Ritual

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 630,000 cp; 13 days; 25,200 XP. Seed: *metamorphosis* (DC 28). Factors: Size increase 1 category (+95 DC), gains breath weapon (+60 DC), gains additional +3 natural armor (+90 DC). Mitigating factor: personal target (-2 DC), sacrifice 2,000 Hit Dice of living creatures (-100 DC), increase casting time to 1 day (-22 DC), 28d6 backlash (-28 DC), 3 additional casters, contributing 9th-level spell each (-51 DC).

This spell transforms an arcane caster into the seventh stage of the Athasian Dragon species. The dragon's size increases by 1 category, gaining all the inherent features thereof. (If increases from Large to Huge for instance would gain +8 Str, -2 Dex, +4 Con, +3 natural armor, and -1 on attack/AC.) The dragon's natural armor improves by another +3 (which stacks with any natural armor improvement due an increase in size) and the dragon gains the ability to use its breath weapon. The breath weapon is a super heated cone of sand which deals 1d12 damage per 2 HD of the dragon. This damage is half fire damage and half piercing damage due to the abrasion of the super heated sand. The breath weapon's size is per a dragon of the same size category. Creatures caught in the area of effect can attempt Reflex saves to take half damage (the Reflex save DC is 10 + 1/2 dragon's HD + dragon's Con modifier.) This spell may only be cast after the *defiler metamorphosis VI* spell has been cast, the caster must be of the dragon type, and the spell may only be cast using the dragon magic class ability. Casting this spell requires the caster to expend his psionic focus and lose 140 power points. If the caster is unable to lose the 140 power points, the spell immediately fails. The dragon continues to gain in weight and length. The changes made at this point cause the dragon to enter a period of uncontrolled savagery known as its animalistic rampage, which lasts a number of months equal to the backlash roll from this spell, during which time the character's reason is superceded by a lust for destruction and power. Any plants (and animals in the case of dragons that have taken the athasian

dragon PrC) become a source of hatred for the dragon, rivaling that of an undead creature's hatred for the living, and are laid waste in the dragon's unending wrath. This savage need for destruction comes from the incredible pain that wracks the dragon's body during this stage of the metamorphosis. No longer their original race, but not quite a full dragon yet, its need to end the process nearly drives it mad. Per DM choice, the character may become an NPC during this period.

Example: A human defiler at this point would be over 20 feet long, as well as weighing 4,000 pounds.

Defiler Metamorphosis VIII

Transmutation

Spellcraft DC: 73

Components: V, S, Ritual

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 657,000 cp; 14 days; 26,280 XP.

Seed: *metamorphosis* (DC 28), *fortify* (*). Factors: Gains burrow speed (+20 DC), gains SR/PR at HD +11 (+135 DC), gains additional +3 natural armor (+90 DC). Mitigating factor: personal target (-2 DC), sacrifice 2,000 Hit Dice of living creatures (-100 DC), increase casting time to 1 day (-22 DC), 31d6 backlash (-31 DC), 3 additional casters, contributing 8th-level spell each (-45 DC).

This spell transforms an arcane caster into the eighth stage of the Athasian Dragon species. The dragon's natural armor improves by an additional +3, the dragon gains the burrow speed of a dragon of the same size, and SR/PR equal to the dragon's HD +11. This spell may only be cast after the *defiler metamorphosis VII* spell has been cast, the caster must be of the dragon type, and the spell may only be cast using the dragon magic class ability. Casting this spell requires the caster to expend his psionic focus and lose 146 power points. If the caster is unable to lose the 146 power points, the spell immediately fails. The dragon's weight and length continue to increase, mostly due to its full-grown tail. The

changes made at this point cause the dragon to enter a period of uncontrolled savagery known as its animalistic rampage, which lasts a number of months equal to the backlash roll from this spell, during which time the character's reason is superceded by a lust for destruction and power. Any plants (and animals in the case of dragons that have taken the athasian dragon PrC) become a source of hatred for the dragon, rivaling that of an undead creature's hatred for the living, and are laid waste in the dragon's unending wrath. This savage need for destruction comes from the incredible pain that wracks the dragon's body during this stage of the metamorphosis. No longer their original race, but not quite a full dragon yet, its need to end the process nearly drives it mad. Per DM choice, the character may become an NPC during this period.

Example: A human defiler at this point would be around 25 feet long, as well as weighing 10,000 pounds.

Defiler Metamorphosis IX

Transmutation

Spellcraft DC: 76

Components: V, S, Ritual

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 684,000 cp; 14 days; 27,360 XP. Seed:

metamorphosis (DC 28). Factors: Size increase 1 category (+95 DC), gains winged flight (+60 DC), gains additional +3 natural armor (+90 DC).

Mitigating factor: personal target (-2 DC), sacrifice 2,000 Hit Dice of living creatures (-100 DC), increase casting time to 1 day (-22 DC), 34d6 backlash (-34 DC), 3 additional casters, contributing 7th-level spell each (-39 DC).

This spell transforms an arcane caster into the ninth stage of the Athasian Dragon species. At this point in the transformation the dragon's size increases by 1 category, gaining all the inherent features thereof (if it increases from Huge to Gargantuan for instance, it would gain +8 Str, +4 Con, +4 natural armor, and -2 on attack/AC.) The dragon also gains wings that give it a fly speed according to its size: Medium to Huge – 150 ft. (poor), Gargantuan+ – 200 ft. (poor). The

athasian dragon gains a wing attack. Damage for the wing attack is equivalent to that of a true dragon of the same size. The wing attack is treated as a secondary natural attack... The natural armor of the dragon improves yet again by another +3 (this stacks with any improvement to natural armor gained through an increase in size). This spell may only be cast after the *defiler metamorphosis VIII* spell has been cast, the caster must be of the dragon type, and the spell may only be cast using the dragon magic class ability. Casting this spell requires the caster to expend his psionic focus and lose 152 power points. If the caster is unable to lose the 152 power points, the spell immediately fails. The dragon continues to increase in length and weight and wings sprout from its back. The changes made at this point cause the dragon to enter a period of uncontrolled savagery known as its animalistic rampage, which lasts a number of months equal to the backlash roll from this spell, during which time the character's reason is superceded by a lust for destruction and power. Any plants (and animals in the case of dragons that have taken the athasian dragon PrC) become a source of hatred for the dragon, rivaling that of an undead creature's hatred for the living, and are laid waste in the dragon's unending wrath. This savage need for destruction comes from the incredible pain that wracks the dragon's body during this stage of the metamorphosis. No longer their original race, but not quite a full dragon yet, its need to end the process nearly drives it mad. Per DM choice, the character may become an NPC during this period.

Example: A human defiler at this point would be around 30 feet long, as well as weighing 20,000 pounds.

Defiler Metamorphosis X

Transmutation

Spellcraft DC: 80

Components: V, S, M

Casting Time: 1 minute

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 720,000 cp; 15 days; 28,800 XP. Seed: *metamorphosis* (DC 28), *fortify* (*). Factors: gains a +3 natural armor (+90 DC), gains damage reduction 15/epic and metal (+230 DC). Mitigating factor: personal target (-2 DC), 39d6 backlash (-39 DC), personally kills opponent of 20+HD and capable of casting 9th level spells within 1 hour before casting spell (-225 Ad hoc DC).

This spell transforms an arcane caster into the final stage of the Athasian Dragon species. At this point the dragon gains its final boosts to its abilities. The dragon's damage reduction becomes 15/epic and metal, and its natural armor improves by +3. At this, the final stage of the dragon metamorphosis, the defiler gains the ultimate ability of dragonhood: the ability to store psionic and/or magical obsidian orbs of any type within himself, while still being able to use them. The dragon accomplishes this by swallowing the orb. Once swallowed, the orbs are stored in the dragon's stomach, where they can be used as normal. This spell may only be cast after the *defiler metamorphosis IX* spell has been cast, the caster must be of the dragon type, and the spell may only be cast using the dragon magic class ability. Casting this spell requires the caster to expend his psionic focus and lose 160 power points. If the caster is unable to lose the 160 power points, the spell immediately fails. This spell must be cast over the remains of a powerful creature (having no less than 20 HD and being capable of casting 9th-level spells) which the defiler has personally slain. The spell must be cast within 1 hour of the creature's death. At this, its final stage of the metamorphosis, the dragon leaves the humanoid form completely behind in favor of that of a pure dragon.

Example: A human defiler/dragon at this point would be around 40 feet long, as well as weighing 50,000 pounds.