

Avangion

"Nothing on Athas is as dangerous as hope. Each of the destroyers of worlds set out to save or to restore. Will history remember my hopes with the hopes of Gretch, Rajaat, and the architects of the Pristine Tower?"

- "Wisdom of Sorrow," by Oronis.

Having mastered both psionics and arcane magic, some of Athas' most powerful preservers seek out the mysteries of a metamorphosis, to change themselves into strange beings of gossamer wings and light. As avangions, they can combine their mastery of the Way and arcane arts into psionic enchantments that some say counters dragon magic. Others say that the avangions bring a healing power, and that they come not to fight, but to return life to dying lands. Most sages have never heard of avangions, and would probably call them myth.

Rajaat once claimed that he chose humans for his champions because humans were the most "malleable" of races. It is unknown whether non-humans could survive the avangion metamorphosis, or what form the survivors would take. All known avangions have been human. Only one known avangion survives today, a former dragon that has embraced the way of the preserver. New avangions would have to conceal themselves from their mortal enemies, the sorcerer-kings, who watch continually for wizards who gain enough power to be a threat. Epic psions in The Order consider new avangions and new dragons to be psionic "abominations," and would slay them to "restore the balance." Unlike the sorcerer-kings and The Order, new dragons do not systematically hunt for avangions, but they nevertheless pose a deadly threat.

Like dragons, avangions desire to complete the next step of their metamorphosis, which requires rare and expensive supplies. Unlike dragons, avangions also possess power to restore life to dying lands on an epic scale, through psionic enchantments that also require rare and expensive supplies. Avangions often seek out trustworthy adventurers to obtain rare supplies, to assist and protect metamorphoses and other precarious psionic enchantments, and to locate and watch over defilers that can be destroyed - or redeemed.

Hit Die: d4

Requirements

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

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

Feats: Mind Over Body, Psionic Body, any 2 metamagic or metapsionic feats.

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

Special: Must be a Preserver, and have cast the *preserver metamorphosis I* spell.

Class Level	Special	Spells per Day
1st	Avangion Magic, Psionic Enchantment, Defiling Immunity	
2nd	+1 ML	+1 level of existing arcane spellcasting class
3rd	Psionic Enchantment, +1 CL	+1 level of existing manifesting class
4th	Bonus Feat, +1 ML	+1 level of existing arcane spellcasting class
5th	Psionic Enchantment, +1 CL	+1 level of existing manifesting class
6th	Avangion Metamorphosis, +1 ML	+1 level of existing arcane spellcasting class
7th	Psionic Enchantment, +1 CL	+1 level of existing manifesting class
8th	Bonus Feat, +1 ML	+1 level of existing arcane spellcasting class
9th	Psionic Enchantment, +1 CL	+1 level of existing manifesting class
10th	+1 ML	+1 level of existing arcane spellcasting class

Class Skills:

The avangion's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Literacy (none), Profession (Wis), Psicraft (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class features

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

Spells and Powers per Day: Starting at 2nd level, and at each even level thereafter, an Avangion gains new spells per day (and spells known, if applicable) and caster level as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. (Such as bonus feats) If he had more than one arcane spellcasting class before becoming an avangion, he must decide to which class to add to each level for the purpose of determining spells per day, spells known, and caster level.

At 3rd level, and at each odd level thereafter, an Avangion gains additional power points per day, an increase in manifester level, and access to new powers as if he had also gained a level in a manifesting class to which you belonged before he added the prestige class. If you had more than one manifesting class before becoming an avangion, he must decide to which class to add each level for the purposes of determining power points per day, manifester level, and powers known.

+1 CL/+1 ML: Starting at 2nd level, and at each even level thereafter, an Avangion gains an increase in manifester level of an existing manifesting class, for the purposes of determining power effects (including augmentation), PR, and *dispel* effects. He does *not* receive additional power points, known powers, nor does he gain any other benefit a character of the class would have gained.

At 3rd level, and at each odd level thereafter, an Avangion gains an increase in caster level of an existing arcane spellcasting class, for the purposes of determining level-dependent spell, overcoming SR, and *dispel* effects. He does not receive additional spells per day, learn new spells/spells known, spells per day, nor does he gain any other benefit a character of that class would have gained.

Avangion Magic (Su): Starting at 1st level, an avangion learns to supplement the energy they draw for spellcasting with their own internal renewable energy. This has the effect of having any spell they cast be treated as if it were cast in one terrain type better than the actual terrain, up to *abundant*. The avangion can also cast spells where there is no plant life (such as in the Obsidian Plains, The Black and The Grey), but in this case the spell is cast as if it were cast in *desolate* terrain.

When casting epic spells, an avangion can use their internal energy to pay xp burn by taking 1 point of Con burn damage to lower the cost of the xp burn by 10%. (Note they can only take 1 point of Con burn damage in this way to decrease the xp burn cost on a specific spell.)

This ability increases by another stage per casting of 2 *preserver metamorphosis* spells completed after the first. So an Avangion that has completed the *preserver metamorphosis III* spell would cast as if the terrain type were 2 better (or *barren*) and lower the xp burn cost by 20%, while one that has cast the *preserver metamorphosis VII* would cast as if the terrain were 4 better (or *fertile*) and lower the xp burn cost by 40%.

Psionic Enchantment: Avangions can combine psionics and arcane magic in unique ways to augment their casting and manifesting. At 1st level and every odd level thereafter the avangion learns a psionic enchantment chosen from the following list:

* **Metamixture:** The avangion chooses a metapsionic feat it can apply to boost its spells. Using metamixture is a free action that does not provoke an attack of opportunity. Treat the spell as a psionic power of equivalent level for purposes of determining the power point cost. The avangion cannot spend more power points than its manifester level. Note: If the 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 is selected, it applies to a different metapsionic feat. Its effects do not stack, i.e. only one metapsionic feat can be applied to a spell using metamixture.

* **Metapotency:** The avangion chooses a metapsionic feat and a metapsionic power it possesses that grant the same effect on numeric variables, e.g. Extend Spell and Extend Power, and gains synergistic bonuses. When applying either feat, its effects are multiplied by 1.5, e.g. the effect of extending a spell or power increases its duration by 150% percent. If applied to Empower Spell and Empower Power, metapotency increases the spell or power's damage by 75%. Metapotency has no effect on Maximize Spell and Maximize Power. Metapotency can be selected more than once. Each time it is selected, it applies to a different pair of matching feats.

* **Arcane augmentation:** The avangion 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 avangion's manifester level for purposes of determining the maximum amount of power points it can spend while manifesting a single power. For example, Nethas, an avangion 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 avangion uses the lower of 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 avangion uses the power or spell, it uses the lower of targets' SR and PR when making a spellcaster check to overcome resistance. Path of least resistance applies to all spells and powers for which the dragon knows both a psionic and arcane variant.

- *Replenish Land*: The avangion can reverse the effects of defiling magic. An avangion can sacrifice an arcane spell to revitalize the area by increasing terrain type by one category in a 5 foot radius/spell level sacrificed. (A defiled area becomes desolate.)
- * *Far reach*: The avangion 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.

Defiling Immunity: Starting at 1st level an avangion becomes immune to the adverse effects from defiling, both the standard defiling of a non-epic defiler and the damage of *Dragon Magic*.

Avangion Metamorphosis: Every 6 levels the avangion gains understanding of its metamorphosis, Thus learning the next spell in their transformation without development costs.

Bonus Feat: The avangion gains a bonus feat (selected from the list of Avangion feats) every 4 levels.

Avangion Bonus Feat List: Additional Magic Item Space, Arcane Augmentation, Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Damage Reduction, Defiling Resistant Aura, Efficient Item Creation, Embed Spell Focus, Energy Resistance, Enhance Spell, Epic Expanded Knowledge, Epic Psionic Focus, Epic Spell Focus, Epic Spell Penetration, Fast Healing, Ignore Material Components, Improved Combat Casting, Improved Heightened Spell, Improved Manifestation, Improved Metamagic, Improved Metapsionics, Improved Spell Capacity, Improved Spell Resistance, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Power Knowledge, Scribe Epic Scroll, Spell Knowledge, Spell-Resisting Aura, Spell Stowaway, Spell Opportunity, Tenacious Magic.

In addition the Avangion can choose from any item creation, metamagic, metapsionic, or psionic feat not listed here.

Preserver Metamorphosis I

Transmutation

Spellcraft DC: 50

Components: V, S, F

Casting Time: 6 hours

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 aberration (+30 DC), psi-like abilities (+135 DC), ageless (+10 DC). Mitigating factor: personal target (-2 DC), burn 5,700 experience (-57 DC), preparation time 2 years (-24 DC), increase casting time to 6 hours (-20 DC), focus structure worth 50,000 gp (-50 DC)

This spell transforms an arcane caster into the first stage towards becoming an Avangion. The casters type becomes Aberration, losing all previous types, and gaining all advantages of the new type. The caster no longer can die of old age, and no longer suffers penalties to attributes for aging. Also the caster gains the following psi-like abilities at will: *tongues*, *discern lies*, *detect chaos/evil/good/law*. This epic spell is always considered to be a preserver spell. Casting this spell requires the caster to expend their psionic focus as well as expend 100 power points (which are recovered in the normal fashion). 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 *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp) This focus structure is actually a purified area that has been untouched by defiling, and the cost is made up of the remains (ash, physical remains, artifacts, etc...) of enemies of life. I.e. high level defilers and the like. Physically the newly formed avangion changes very little, save possibly gaining slightly more noble features or the eyes may take on a gold or silver sheen.

Preserver Metamorphosis II

Transmutation

Spellcraft DC: 53

Components: V, S, F

Casting Time: 6 hours

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), *fortify* (*). Factors: SR/PR and DR (+145 DC), deflection bonus (DC 30). Mitigating factor: personal target (-2 DC), burn 5,400 experience (-54 DC), preparation time 2 years (-24 DC), increase casting time to 6 hours (-20 DC), focus structure worth 50,000 gp (-50 DC)

This spell transforms an arcane caster into the second stage towards becoming an Avangion. At this stage the defensive nature of the avangion starts to manifest, allowing them to gain a +1 deflection bonus on its armor value as well as damage reduction 5/-, and SR/PR equal to the avangions HD + 2. This spell may only be cast after the *preserver metamorphosis I* spell has been cast, the caster must be of the aberration type, and may only be cast using *Avangion Magic*. Casting this spell requires the caster to expend their psionic focus as well as expend 106 power points (which are recovered in the normal fashion) If the caster is unable to lose power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling, and the cost is made up of the remains (ash, physical remains, artifacts, etc...) of enemies of life. I.e. high level defilers and the like. Physically the avangion's skin takes on a metallic glow similar to its eyes, and any hair they have turns pure white.

Preserver Metamorphosis III

Transmutation

Spellcraft DC: 56

Components: V, S, F

Casting Time: 6 hours

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 404,000 Cp; 11 days; 20,160 XP. Seed: *metamorphosis* (DC 28), *fortify* (*). Factors: SR/PR (+110 DC), deflection bonus (DC 30), flight (DC 60). Mitigating factor: personal target (-2 DC), burn 7,600 experience (-76 DC), preparation time 2 years (-24 DC), increase casting time to 6 hours (-20 DC), focus structure worth 50,000 gp (-50 DC)

This spell transforms an arcane caster into the third stage towards becoming an Avangion. At this stage the avangion increases yet further giving them an increased deflection bonus on armor up to +2 total, their SR/PR increases to be equal to the avangions HD + 4, and they gain the ability to fly (Ex) 60 (good). This spell may only be cast after the *preserver metamorphosis II* spell has been cast, the caster must be of the aberration type, and may only be cast using *Avangion Magic*. Casting this spell requires the caster to expend their psionic focus as well as expend 112 power points (which are recovered in the normal fashion) If the caster is unable to lose power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling, and the cost is made up of the remains (ash, physical remains, artifacts, etc...) of enemies of life. I.e. high level defilers and the like. Any concealment of the avangions true form is lost at this stage. As enormous gossamer wings sprout from the back and shoulders. The wings themselves are filmy and nearly transparent, though they span about 20 feet. The avangion's eyes become bright silver and the skin glitters in the sunlight.

Preserver Metamorphosis IV

Transmutation

Spellcraft DC: 60

Components: V, S, F

Casting Time: 12 hours

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: SR/PR, DR, and Cha boost (+155 DC), deflection bonus (DC 30). Mitigating factor: personal target (-2 DC), burn 5,700 experience (-57 DC), preparation time 2 years (-24 DC), increase casting time to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC)

This spell transforms an arcane caster into the fourth stage towards becoming an Avangion. At this stage the avangion's defensive abilities increase dramatically. Their deflection bonus on the armor raises to +3, their SR/PR increases to be equal to the avangions HD + 6, and their damage reduction also increases to 10/-. An avangion also gains a +1 bonus to their cha due to their heightened sense of self and inner power. This spell may only be cast after the *preserver metamorphosis III* spell has been cast, the caster must be of the aberration type, and may only be cast using *Avangion Magic*. Casting this spell requires the caster to expend their psionic focus as well as expend 120 power points (which are recovered in the normal fashion) If the caster is unable to lose power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions, and the cost is made up of gifts from no less than three powerful good creatures. The structure is centered around a single bush or tree that the preserver has himself personally saved from defiling. The avangions original form becomes increasingly vague. All hair has vanished at this point and webs of filmy winglike material forms between the arms, torso, and their fingers and toes. Its existing wings form into multiple folds which can be extended out to a 25 foot span.

Preserver Metamorphosis V

Transmutation

Spellcraft DC: 63

Components: V, S, F

Casting Time: 12 hours

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: deflection bonus (DC 90), size increase (DC 95). Mitigating factor: personal target (-2 DC), burn 5,400 experience (-54 DC), preparation time 2 years (-24 DC), increase casting time to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC)

This spell transforms an arcane caster into the fifth stage towards becoming an Avangion. At this stage the avangion deflection bonus to armor increases up to +6, an extraordinary ability as per the *levitate* (Ex) power which is always active, and they also gain the psi-like ability of *far hand* at will. At this point the Avangions inner nature and outer form have changed to the point that they no longer require material or somatic components up to level 9 spells. In addition the avangion's size increases 1 size category, gaining all the inherent features therein, save str increases which instead become int increases at half the rate of the str increase. (If increases from medium to large for instance would gain +4 int, -2 dex, +4 con, +2 natural armor, and -1 on attack/AC.) Also note that at this point, the avangions body has changed so much as to make grappling them extremely difficult, the avangion now adds

their Int modifier to all grapple checks. This spell may only be cast after the *preserver metamorphosis IV* spell has been cast, the caster must be of the aberration type, and may only be cast using *Avangion Magic*. Casting this spell requires the caster to expend their psionic focus as well as expend 126 power points (which are recovered in the normal fashion) If the caster is unable to lose power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions, and the cost is made up of gifts from no less than three powerful good creatures. The structure is centered around a single bush or tree that the preserver has himself personally saved from defiling. At this point the original form starts to become lost in the wispy folds of its wings, which can now extend to a 30foot span. The jaw retracts while the eyes grow larger. The arms and legs grown thinner to the point where they can no longer support their own weight. The avangion now can only float or fly at all times. The avangion can also no longer wield hand held weapons or make standard unarmed attacks, though they can still make touch attacks. Avangions at this stage gain the ability to absorb magical items that take up body slots into their body gaining all of the ability of the item as if the item were worn, this effect lasts until they absorb a new item into the same slot at which point the former abilities are lost. (Note the act of absorbing the magical item destroys the item in question.) This ability is very important at this point as the avangion is no longer able to use many magic items, that take up body slots, regularly due to the massive transformation of the body.

Preserver Metamorphosis VI

Transmutation

Spellcraft DC: 66

Components: V, S, F

Casting Time: 12 hours

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), *fortify* (*). Factors: SR/PR and Cha boost (+130 DC), deflection bonus (DC 60). Mitigating factor: personal target (-2 DC), burn 5,600 experience (-56 DC), preparation time 2 years (-24 DC), increase casting time to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC)

This spell transforms an arcane caster into the sixth stage towards becoming an Avangion. Their deflection bonus on the armor raises to +8, their SR/PR increases to be equal to the avangions HD + 10, flight movement rate increases to 120 (good), cha increases by another +1. This spell may only be cast after the *preserver metamorphosis V* spell has been cast, the caster must be of the aberration type, and may only be cast using *Avangion Magic*. Casting this spell requires the caster to expend their psionic focus as well as expend 132 power points (which are recovered in the normal fashion) If the caster is unable to lose power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions, and the cost is made up of gifts from no less than three powerful good creatures. The structure is centered around a single bush or tree that the preserver has himself personally saved from defiling. At this stage the avangion becomes far more mobile and graceful. Its incredible shining wings now span up to 40 feet, with the central body being now nearly lost in their folds.

Preserver Metamorphosis VII

Transmutation

Spellcraft DC: 70

Components: V, S, F, Ritual

Casting Time: 12 hours

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), *fortify* (*). Factors: SR/PR DR, and attribute boosts (+265 DC). Mitigating factor: personal target (-2 DC), burn 5,500 experience (-55 DC), preparation time 2 years (-24 DC), increase casting time to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC), 8 additional casters each contributing 5th-level spell slots (-72 DC).

This spell transforms an arcane caster into the seventh stage towards becoming an Avangion. Additional their SR/PR increases to be equal to the avangions HD + 12 and the damage reduction becomes 15/-. Due to the transformation the mind and body of the avangion changes yet more, gaining a bonus of +1 cha, +1 wis, and +2 dex. This spell may only be cast after the *preserver metamorphosis VI* spell has been cast, the caster must be of the aberration type, and may only be cast using *Avangion Magic*. Casting this spell requires the caster to expend their psionic focus as well as expend 140 power points (which are recovered in the normal fashion) If the caster is unable to lose power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the third three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions, and the cost is made up of gifts from the eight casters that contribute to the ritual. The structure is centered around a single bush or tree that the preserver has himself personally saved from defiling. The original form is nearly lost at this point. The creature now has only a head and torso which are nearly lost among the near endless folds of its gossamer wings. The wing span is now about 50 feet when fully extended.

Preserver Metamorphosis VIII

Transmutation

Spellcraft DC: 73

Components: V, S, F, Ritual

Casting Time: 12 hours

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* (*), *ward* (*). Factors: SR/PR(+120 DC), deflection bonus (DC 60), aura (DC 110). Mitigating factor: personal target (-2 DC), burn 7,700 experience (-77 DC), preparation time 2 years (-24 DC), increase casting time to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC), 8 additional casters each contributing 5th-level spell slots (-72 DC).

This spell transforms an arcane caster into the eight stage towards becoming an Avangion. At this point the avangions defensive capabilities increase to raise its deflection bonus to +10, their SR/PR increases to be equal to the avangions HD + 14, and the damage reduction advances to be 20/-. The flight movement increases to 200 (perfect). The avangion first takes on its aura (Su) at this stage. A brilliant radiance of light extends out to a 100 foot radius that acts as a permanent *magic circle against evil* (caster level equal to Avangions arcane caster level) spell as well as dispelling all darkness and negating the normal penalty that a creature suffers for being within a defiling radius of a defiler casting within the Avangions aura radius. This spell may only be cast after the *preserver metamorphosis VII* spell has been cast, the caster must be of the aberration type, and may only be cast using *Avangion Magic*. Casting this spell requires the caster to expend their psionic focus as well as expend 146 power points (which are recovered in the normal fashion) If the caster is unable to lose power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the third three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions, and the cost is made up of gifts from the eight casters that contribute to the ritual. The structure is centered around a single bush or tree that the preserver has himself personally saved from defiling. The wingspan at this point has increased to 65 foot.

Preserver Metamorphosis IX

Transmutation

Spellcraft DC: 76

Components: V, S, F, Ritual

Casting Time: 12 hours

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* (*), *afflict* (*). Factors: SR/PR and Cha boost (+135 DC), deflection bonus (DC 60), aura (DC 100). Mitigating factor: personal target (-2 DC), burn 7,900 experience (-79 DC), preparation time 2 years (-24 DC), increase casting time to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC), 8 additional casters each contributing 5th-level spell slots (-72 DC).

This spell transforms an arcane caster into the ninth stage towards becoming an Avangion. Their deflection bonus on the armor raises to +12, their SR/PR increases to be equal to the avangions HD + 16, cha increases by another +1, and the aura (Su) increases to 150 foot radius while gaining the ability to act as a variant of the *ray of enfeeblement* spell to all evil creatures within the aura. (All evil creatures within the radius take a penalty to their Strength equal to 1d6+5, no save allowed though can be resisted with spell resistance. Caster level is equal to Avangions arcane caster level.) This spell may only be cast after the *preserver metamorphosis VIII* spell has been cast, the caster must be of the aberration type, and may only be cast using *Avangion Magic*. Casting this spell requires the caster to expend their psionic focus as well as expend 152 power points (which are recovered in the normal fashion) If the caster is unable to lose power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the third three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions, and the cost is made up of gifts from the eight casters that contribute to the ritual. The structure is centered around a single bush or tree that the preserver has himself personally saved from defiling. Physically the avangion gains still more to its wings, now being an 80 foot span that nearly envelopes its torso and head. From a distance the avangion resembles a cloud of interwoven wings at this point.

Preserver Metamorphosis X

Transmutation

Spellcraft DC: 80

Components: V, S, F

Casting Time: 1 round/2d12 months

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* (*), *ward* (*). Factors: SR/PR and attribute boosts (+185 DC), size increase (DC 95), aura (DC 200). Mitigating factor: personal target (-2 DC), burn 10,000 experience (-100 DC), preparation time 2 years (-24 DC), increase casting time to 2d12 months (-220 DC), focus structure worth 82,000 gp (-82 DC).

This spell transforms an arcane caster into the final form of an Avangion. The final form increases 1 size category, gaining all the inherent features therein, save str increases which instead become int increases at half the rate of the str increase. (If increases from large to huge for instance would gain +4 int, -2 dex, +4 con, +3 natural armor, and -1 on attack/AC.) Additionally their SR/PR increases to be equal to the avangions HD + 18, the fly movement rate becomes 400 (perfect), gains a +2 bonus to wis, and a +1 bonus to cha. The aura also advances to its final state with a radius of 200 feet and gains the ability of a *globe of invulnerability* (caster level equal to Avangions arcane caster level.) in addition to all its other traits. This spell may only be cast after the *preserver metamorphosis IX* spell has been cast, the caster must be of the aberration type, and may only be cast using *Avangion Magic*. Casting this spell requires the caster to expend their psionic focus as well as expend 160 power points (which are recovered in the normal fashion) If the caster is unable to lose power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the final *preserver metamorphosis* spell, costing no less than 8,200,000 Cp. (82,000 gp.) This focus structure is a stone tomb large enough to hold the Avangion, built around a perfectly sealed glass case. In addition a diamond, of value no less than 10,000 gp, is incorporated into the focus structure. The casting time is one round, although upon casting the avangion, focus structure, and diamond disappear for 2d12 months for places unknown, leaving only the glass case behind. If the glass case is damaged during this time frame the avangion is lost to oblivion. In its final form the avangions wings span 90 feet.

Epic Feats:

Spell-resisting Aura (Epic)

Allows the avangions aura to resist spellcasting.

Prerequisites: Avangion Aura ability

Benefit: The aura gains the ability of a *lesser globe of invulnerability* (caster level equal to Avangions arcane caster level.) in addition to its other traits.

Defiling Resistant Aura (Epic)

Allows the avangions aura to resist the defiling ability of both normal defilers and dragons.

Prerequisites: Avangion Aura ability

Benefit: The aura gains the ability of protecting all those within it from the defiling aspects of a defiler or dragon in addition to its other traits. This means that plant life within the aura is not defiled and creatures do not suffer penalties or damage from defilers or dragons.