



Defilers and Preservers: The Wizards of Athas





Defilers and Preservers:

THE WIZARDS OF ATHAS

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About This Book

This book describes both defilers and preservers, the wizards of the DARK SUN® world. The new DARK SUN Campaign Setting and the core AD&D® rules books (DUNGEON MASTER® Guide and Player's Handbook) are required to fully utilize this accessory.

Defilers and Preservers demonstrates how Athasian wizards power their magic and details the spells each are likely to learn. The history of Athasian magic makes clear the origin of the arcane arts, as well as the roles of the sorcerer-kings and those who oppose them in the grand scheme of things.

Explanations for how characters become dragons or avangions are given, and the special magic used by advanced beings is covered.

New spells, proficiencies, and player character kits are highlighted, giving players several options for creating spellcaster characters in a DARK SUN campaign. Whether as a member of the secretive Veiled Alliance, a tribal spellcaster, an adventuring mage, or an independent wizard, spellcasters can be customized with a specialized kit and choice of spells that are uniquely suited to the land beneath the crimson sun.

Finally, there are plenty of sidebars focusing on role-playing the wizards of Athas. These sidebars examine the particular difficulties Athasian wizards face, both preservers and defilers, and offer suggestions on how characters can cope with these many problems.



INTRODUCTION

As a child, I never understood why my father kept my mother so close to home. She was not especially attractive and often seemed too busy with her own pursuits to pay much attention to either him or me. She kept to her room a lot and I must have spent half my childhood staring at her beautifully carved and expensive door made of agafari wood brought all the way from Nibenay. When I asked him about her once, he told me that I must never discuss my mother or her peculiar habits with anyone — even my cousins or aunt and uncle. He also said that mother had a strange affliction that was dangerous both to her and to us and that I was not to disturb her when she was in her room.

Time passed and I obeyed, though like any curious child I tried to spy upon her and gain entry to her mysterious chamber. Every few weeks she would leave the house and wouldn't return for several hours. My father always pretended not to notice her absence. When I was old enough, I tried to follow her secretly one night, but somehow I lost track of her in the twists and turns of the dry, dusty streets of the elven market. Knowing I was a target for thieves or worse, I retraced my steps and returned home, but I wondered that a woman like my mother, who kept to herself and her home, could find her way through that dangerous section of the city unmolested.

Then one night she failed to return. The next day, my father introduced me to an old man who handed me an ivory ring my mother had always worn and a black key.

"The key is to the door of your mothers room," my father told me, "It is your room now."

I clutched the key and looked from him to the old man.

"Put on the ring," the old man commanded.

Looking into his fierce blue eyes, I did so. Suddenly, my mind was enveloped by strange sensations and I knew that I now had the power to shield my mind from psionic probes. My own talent, which manifested a few years earlier, lay in moving small objects without touching them.

"What . . . what is it?" I asked.

"Open the door and find your destiny," the old man murmured.

I unlocked the door of my mother's room, that mysterious place I had never seen, and gazed upon crystals and feathers and scales, strangely patterned drawings, script written on brittle parchment, and odd bits of things I had no name for. I turned to my father.

"What does all this mean?" I asked the question, although I feared I knew the answer.

"Your mother was a great preserver. She served Athas well. You have her blood in you and she saw the power that would one day be yours," he answered.

"It is no easy thing we ask of you," the old man said. "The road to knowledge and power is long and filled with peril. Like her, you may fall in battle against opponents who are too powerful and numerous for you to overcome. Most of the people of Athas have no idea that there are different kinds of spellcasters; they see all of us as evil. They hate us and would destroy us on sight. Nonetheless, you will have great power to restore Athas to the land it could be, green and growing. You may be the one who will rise to become a champion against the evils of the sorcerer-kings. Will you accept your destiny and learn from me? Will you learn the ways of magic?" The old man loomed over me, waiting for my answer.

I once again looked to my father. "Is this the affliction you spoke of so long ago? The terrible secret which I could tell to no one?"

"Yes," he answered simply, "It is an affliction that you must accept and willingly bear or decline and forget what has happened here forever."

Though I was afraid and had no way to judge what I was getting into, I was conscious of the years my mother had spent locked away in her room. I looked around that chamber, realizing that all within it would now be mine, that these strange and compelling objects and writings could become a part of my life, could give me the power to change things for the better. Finally, I nodded.

"If I am to be cursed by the magic within my blood," I said, "so be it."

Beneath the burning orb of the Dark Sun, the savage world of Athas turns. Here, magic operates differently from the magic of other campaign worlds. Energy for spells and magical effects is drawn from living things (usually the land and plants).

Decimated by centuries of irresponsible magical manipulation associated with this drawing of living energy, Athas struggles to survive. Some few—the druids and those who call themselves *preserver* wizards—fight to restore the land, to save it before all is lost. Theirs is an uphill battle. Ranged against them are most of the remaining sorcerer-kings and the *defiler* wizards, those who leech the life from the plants and the very soil to power their spells without giving anything in return.

Defilers have turned the once verdant forests and plains of Athas into wasteland. Their predations have left tracts of barren ground lifeless and scarred. The gray and black ash, all that remains of the plants that once grew in the defiled areas, intermingles with the dry dust and blows across the shattered remains of the world. As more land is defiled, fewer plants are left to anchor the soil or to return water to the atmosphere. More land becomes barren every day, and deserts grow larger with each passing year.

Preservers have learned to channel the energy from the plants they use in such a way as to do no lasting harm. The preservers are the sworn enemies of defilers, yet they face a personal battle as well. They must never give in to the temptation to become defilers themselves; they must forswear the quick and easy road to power while battling odds which are stacked against them. Sorcerer-kings have little tolerance even for those defilers they employ; they have none at all for preservers.

Both groups must hide what they are from the common people of Athas. Most people neither know nor care that there are different kinds of wizards. They see the cruelties and evils of the sorcerer-kings and the wanton destruction of the land around them. For this reason, all wizards are hated and feared. If any wizards reveal themselves to the common crowds, they can expect violence or even death to be visited upon them.



Wizards of Athas

Wizard: A member of a specific character class, a wizard is trained to gather, store, and expend magical energy to shape spells. This energy comes from the living environment of the world.

Preserver: A specific type of wizard, a preserver taps the magical energy in such a way as to work in harmony with nature. He draws life energy slowly, carefully, so as not to destroy the source of the power he gathers.

Defiler: A specific type of wizard, a defiler doesn't care to temper the process he uses to gather energy. His disregard for the land, the source of magical energy, turns it into dead ash.

Other Wizards: Though rare, there are other Athasian wizards who draw magical energy from special sources, though they all fall under the category of either defiler or preserver. These include sorcerer-kings (or drag-ons), avangions, ceruleans, necromancers, and shadow wizards.



CHAPTER ONE:

Athasian Magic

The basics of magic on Athas are the same as they are on other prime worlds: users draw energy from a source and employ a combination of components—material, somatic, and verbal—to unleash the magic. (Some call this combination “tool, gesture, and spoken word.”) Magic, a form of energy, is drawn from a specific source and shaped by the user into effects called “spells.” The source of that energy demonstrates the contrast between Athasian magic and the magic of other worlds.

Different types of magic tap into different sources. Athasian sources include the elements, for priestly magic; and the land, plant life, and living beings, for wizardly magic. (Some special sources exist, but only the rare practitioner can use them. These include the Cerulean Storm, the Gray, the Black, and even the mighty crimson sun.) Regardless of the power source, the means remain the same. The tools needed to convert and transform that energy, the incantations necessary to mold it into a desired shape, and the gestures required to unleash its power differ with each spell, but the essential ingredients are similar.

Wizards Under the Crimson Sun

On Athas, the energy for wizardly magic doesn't come from some extradimensional source as it does on other worlds, but from the living environment itself. Wizardly magic taps into the life force of Athas, drawing strength from the fertile soil and the plants that grow within it. It provides great power to those who can gather and shape it, though the cost to the world can be beyond measure.

All Athasian wizards, defilers and preservers alike (with a few exceptions), power their spells with life energy. Until they reach very high levels, wizards draw upon the life force of plants only. The magic of advanced preservers and defilers (above 20th level) draws energy from both plant and animal life—including humans and humanoids.

Dragons, the ultimate defilers, wantonly destroy both plant life and living creatures to power their spells. All the remaining sorcerer-kings of the Tyr Region walk the path of transformation into dragons. Avangions, the most advanced preserver form achievable, know how to utilize the life energy of plants and living beings without harming the source.

In recent times wizards have emerged who have learned to draw energy from alternate sources. All of these new wizard types are simply character kits that are attached to either preserver or defiler classes. (All wizard kits are described in detail in Chapter 3: Character Kits.)

Ceruleans, for example, are wizards who can draw power from the forces whirling within the Cerulean Storm. Few know much about ceruleans as they are as new to Athas as the storm they take their name from, are few in number, and are only rarely encountered. They alone among Athasian wizards seem able to draw power from this seemingly elemental source, a path usually denied to defilers and preservers but open to elemental priests. That ceruleans are able to use the great storm to power their spells indicates that the storm is not, in truth, simply an elemental force. The Cerulean Storm, born of magic and nourished by its connection to the imprisoned essences of Rajaat the First Sorcerer and Tithian of Tyr, isn't just an elemental force. Cerulean wizards draw upon the storm's spirit rather than its elemental nature. Because of the destructive force of cerulean magic, most ceruleans are defilers.

Necromancers, on the other hand, have been around for generations, but little is known of them. These wizards draw their power from the plane of the dead, the Gray. Like ceruleans, their magic is powered by a different energy source. In this case, the energy they draw is negative, or anti-life energy. They tend toward defilement, as their spell energies are concerned mostly with death, immortality, and the undead.

Shadow wizards, too, aren't especially new. Like necromancers, these wizards draw energy from another plane of existence instead of from living things. In this case, the planar source is the Black, that shadow dimension that separates everything that exists from everything that doesn't. Besides drawing power from the Black, shadow wizards require light to utilize their magic, as shadows can't exist in the absence of light.





Sadira the Sun Wizard

Sadira of Tyr needs to be mentioned due to the unusual conditions concerning her use of magic. As a preserver who participated in the assassination of King Kalak of Tyr, the destruction of the Dragon, and the banishment of the returned Rajaat to the Hollow, Sadira often walked exceedingly close to the fine line between preserving and defiling magic. At the Pristine Tower, that ancient relic of the Blue Age's nature masters, Sadira became a "sun wizard" thanks to circumstances and a twist of fate that can't be repeated—there can be no other sun wizards on Athas. Now, during the daylight hours when the crimson sun blazes across the sky, Sadira draws the energy for wizardly magic from the sun itself. When filled with the sun's energy, she appears as beautiful as ever, though her skin turns jet black, her eyes glow like burning embers, her pupils disappear, and wisps of black steam escape her lips when she breathes. As they are drawn from the most powerful source of energy on Athas, Sadira's abilities as a sun wizard are greater than her abilities as a typical preserver. At night, she reverts to her normal half-elven form and must rely on normal preserving magic. The tale of Sadira can be found in *The Prism Pentad* novel series, as well as the new DARK SUN Campaign Setting.

Energy from Life

An ecosystem consists of a fragile balance of interrelated components that come together to foster and sustain life. The life-giving energy of the sun, nutrient-rich soil, water, a breathable atmosphere, and the insects, plants and animals that interact in a complex dance of give and take combine to form an ecosystem. Ultimately, though each living thing is different, all are powered by the sun. Life itself, then, could be said to be like a spell—it gains energy from the sun and the nutrients it absorbs, is molded into a specific form, and affects its environment according to the complexity of its pattern. Normal insects, for example, perform set actions, procreate, live, and die, while humans and other intelligent life forms create more complex and life-altering patterns. They build cities, form governments, use tools, create languages, and (if they have the ability) learn to draw upon other life forms to shape energy into spells.

The ecosystem of Athas has been badly thrown out of balance and twisted into its current form over centuries of magical abuse. The cavalier attitude of defilers toward selfishly using the planet's resources to energize their spells has left the world a lesser place. Irreplaceable life energy has been stolen, robbing Athas of its once-abundant plant life, leeching the soil of nutrients, and creating vast areas of desert and barrens as formerly fertile regions break down under the onslaught. Preservers have learned to take only what they need and to cast their spells in such a way as to do no lasting harm to an area, but even they are capable of destruction when they pull too much energy or take it too quickly. But how do preservers and defilers accomplish this, and why are their methods so similar, yet so different?

The Elements of Life

Each living thing has an animating spark of energy that gives it life. Some call this spark "the spirit," but whatever identifier is attached to it, it's the energy of life. Plants have this spark, as demonstrated by the fact that they live and grow and die. The soil absorbs some small measure of the life energy of the plants that grow within it, providing a fertile bed for subsequent generations. Insects and animals have stronger sparks which give them life, while intelligent monsters, demihumans, and humans have the strongest sparks of all.

This spark, or spirit, or energizing force is what wizards draw upon to power their spells. Of course, most wizards lack the knowledge or ability to draw energy from anything more potent than plant life. Both preservers and defilers energize their magic from the collective life sparks of plants in a given area, filling themselves with the power needed to cast spells. Only advanced wizards who have stepped onto the transforming paths of either dragon or avangion magic can draw life energy from animals and intelligent beings.

Special Energy Sources

While most Athasian wizards rely on the life energy of plants or, in rare instances, animals, there are those who have the knowledge and ability to draw energy from other sources. These special energy sources are described below.

The Cerulean Storm

The Cerulean Storm is a recent phenomenon on Athas. Formed in the Year of Friend's Agitation of the 190th King's Age (Free Year 10 according to the Tyr Calendar) when King Tithian of Tyr attempted to free Rajaat the First Sorcerer, the storm covers what was once the valley of Dust and Fire in the Silt Sea. This deadly tempest is fueled by the First Sorcerer's bond with elemental water and by the anger and frustration of Tithian. Tithian was caught and imprisoned in the Black when Rajaat was forced to return to the Hollow (see the History of Magic, page 16). Part of Tithian's consciousness can emerge into the storm itself, where his rage and pain are made manifest in the pounding rain, gale force winds, and deadly lightning that swirl within the never-ending storm.

Spinning off from the Cerulean Storm are lesser tempests known as Tyr-storms. These rush across the Tyr Region gaining power and intensity until they burst, assaulting an area with pelting hail, torrents of rain, furious winds, and lethal bolts of lightning. Tyr-storms form and approach quite rapidly, often giving those in their path little time to prepare or seek cover.

Both the power of the Cerulean Storm itself and its offshoots, the smaller Tyr-storms, are useful to cerulean mages. These wizards can siphon energy from the storms and, in the case of some Tyr-storms, can even dissipate them and capture their energy for later use. It's important to note that ceruleans aren't tapping into elemental power, but into the living sparks of those connected to the storm—namely Tithian and Rajaat.

The Black

The Black is one of two planes that directly touch the prime world of Athas; the other is the Gray. The Black, a realm of chill darkness similar to the Demiplane of Shadow, can be accessed wherever light creates shadows. In the absence of light, no connection to the Black exists.

This vast dimension of darkness separates everything that exists from everything that doesn't. It's an absence filled with numbing cold, endless darkness, and even living beings. Shadow people, who some erroneously refer to as shadow giants, live as part of the Black. These one-time halflings were the loyal servants of Rajaat the First Sorcerer. To complete their betrayal of Rajaat, the Champions trapped the halflings in the Black, and now the halflings can only interact with the world through shadows. King Tithian of Tyr, who tried to free Rajaat from his prison beyond the Black, is also trapped within this dimension. Due to the circumstances of his interment, Tithian can only interact with the world through the Cerulean Storm.

The Black lurks below the surface of all things, like the leathery shell of a great egg, buried shallow and about to hatch. The world of Athas exists outside the shell of this egg. Inside, cold gloom fills the plane, the entirety of which is a dark stain visible only as an absence. Deep within the shell lies the Hollow, a realm of absolute nothingness. Within the vast emptiness of the Hollow, Rajaat the First Sorcerer languishes in a prison formed of treachery and magic.

Shadow wizards tap into the Black to gain the energy needed for their magic. Indeed, those who follow shadow sacrifice a portion of themselves to the Black, becoming part shadow. They depend as much on light as they do darkness for the power they wield.

The Gray

The Gray is a dreary, endless space, the place Athasians go when they die. This infinite expanse of ashen haze attracts the spirits of the dead once they give up the confines of their mortal raiment. In the Gray, the dead exist in a sort of limbo, floating aimlessly in the ether or assuming the forms they held in life. Eventually, the spirits

You Can't Get There from Here

Barriers exist between Athas and other planes. In the case of other planes of existence, the Gray impedes travel. In the case of other places in the Prime Material Plane, the crystal sphere surrounding Athas is impenetrable. Consequently, travel via spelljamming is impossible, and planar travel is much more difficult.

When it comes to magical means of planar travel, the buffer formed by the Gray imposes some restrictions. Both wizard and priest spells that provide access to or contact with other planes, from astral spell to gate to planeshift, require an additional check to see if the energy of the spell cuts through the barrier formed by the Gray.

A priest reaching out to his patron element doesn't need to make this check. Other characters modify the check by adding their level to the number rolled. For example, if a 9th-level preserver casts contact other plane, he adds +9 to the check.

The same holds true for those trying to contact or reach Athas. The barrier formed by the Gray impedes travel in both directions.

	Outer/ Astral Plane	Inner/ Ethereal Plane
Result		
Lost	01-15	01-08
Failure	16-95	09-65
Success	96-100	66-100

*A **Lost** result indicates that the caster has been lost in the Gray (if he was using a travel spell) or that the spell fails.*

*A **Failure** result indicates that the spell is cast but doesn't work.*

*A **Success** result indicates that the spell works.*

of the dead are dissolved and absorbed into the Gray, much as their corpses are slowly obliterated by rot and decay on Athas.

Some spirits don't suffer this fate. They are sustained by a force more powerful than the Gray—their everlasting faith in a cause greater than themselves. The wraiths who once served Borys the Dragon were such spirits, surviving centuries beyond death thanks to their dedication to Borys.

Spirits of the dead coalesce out of the Gray; when the living enter this plane they are drawn through it. Most spirits can't leave the Gray once they become mired in its ashen haze. Only those spirits that are classified as "undead" have this ability. Spirit undead (also called noncorporeal undead) can freely pass from the Gray to the material world of Athas, but they must return to the ashen plane at regular intervals to sustain their existence. Corporeal undead can't enter the Gray, but they still draw sustenance from it.

The Gray surrounds the portion of the prime that contains Athas. It separates Athas from the Astral and Ethereal, making planar travel difficult. In the case of the Astral Plane, the Gray forms a wide buffer, making the Outer Planes seem almost unreachable. The buffer isn't nearly as wide between Athas and the Ethereal. Therefore, the Inner Planes are relatively closer, and the elemental conduits that provide energy to priests have less metaphysical distance to travel.

Necromancers reach into the Gray for energy to cast spells. This source of power gives these wizards a compelling connection to the dead and undead, a connection that, in turn, influences the wizards. They have the look of death about them; it hangs like a dark aura or burial shroud around them, marking them as death wizards to those who can interpret such signs. Others simply feel ill at ease in their presence.

Defilement Versus Preservation

What's the difference between defilers and preservers? Basically, it revolves around the way these types of wizards gather the energy necessary to cast spells. Defilers, as their name implies, corrupt the source they draw energy from, while preservers keep the source safe and relatively unchanged. This difference in methods is reflected in each wizard type's philosophy and manner.

Defilers absorb every bit of life energy they can hold, with the result that the land they tap into is leached and left barren of nutrients, incapable of supporting plant life. Plants in the defiled area die and turn to ash when the life spark is removed. Unlike with natural death, however, the decaying process occurs in an instant, and nothing remains within the dead ash to continue the life cycle—plants killed by defiling magic return nothing to the soil and don't revert to life-giving fertilizer when they die. Defilers, therefore, are vampiric, stealing life energy not only because they need it to utilize magic, but for the rush of power it gives them. Basically, defilers take the quick and easy road to power, caring little that they leave devastation in their wake.

Preservers have learned a more subtle approach to magic, one which allows them to return to the land what they take from it. Preservers focus their wills upon tapping the energy of the land and its plant life without destroying the actual life force which imbues it. Their magic is slower and more careful than that of the defilers. They gently tap the source for the minimum amount of energy needed to power their spells, filter it into the form they wish to use, then release the energy back to its original source. In this sense, preservers are like birds, culling the nectar from plants, yet not destroying them in the process. The bird receives the nectar it needs, but leaves the plant healthy, allowing it to produce more nectar in the future. Preservers accept a slower method of learning magic and of gathering energy as the price they must pay to maintain the fragile ecology of Athas.

For information on how cerulean, necromantic, and shadow wizards approach defiling and preserving, see Chapter 3: Character Kits.

Game Mechanics

In the game mechanics, there are several differences between defilers and preservers. There are two different advancement rates, one for defilers, the other for preservers. Preservers advance according to the rate for wizards defined in the *Player's*

Lost in the Gray

If a character tries to travel to or from Athas in a planar fashion, there's a chance he'll get lost in the Gray. In the Gray, lost characters get one chance each day to find their way back to where they started. In no case can they go forward! The check consists of rolling your Intelligence score or less on 1d100. If this check fails, not only does the character remain lost, but the life-sapping effects of the Gray begin to take a toll. The character permanently loses one Constitution point. If the character can't find his way back and his Constitution score falls to 0, he is absorbed into the Gray and dies. If he does return, lost Constitution points can only be restored by powerful magic.



The Color of Magic

The energy that infuses living things appears as a vibrant green glow emanating from some internal source. Ordinarily, this living energy is invisible. When a wizard draws upon it to power his spells, it becomes visible for those few brief moments of contact, then fades from the range of normal senses.

When a preserver draws energy from the land, the source radiates the green light of life. Tendrils of bright green energy flow into the preserver, while ribbons of a vibrant but less brightly colored glow flow from the preserver back to the source. This shows that the preserver draws in the living energy, takes a portion of it to power his spells, and returns the rest to the source. The returning energy isn't as dynamic as it was, but it still appears healthy and alive.

A defiler, on the other hand, absorbs the tendrils of bright green energy until the source's glow is extinguished. There are no ribbons of returning light, only remnants of a sickly pale-green energy seeping from the defiler like kank nectar spilling from a full mug.

Gathering Power

The expanded and revised DARK SUN campaign setting changed when defiling actually occurred (from the time of casting to the memorization process). With this product, defilers have a choice, and both methods of defiling are now valid.

Handbook, while defilers advance according to TABLE XVI: DEFILER EXPERIENCE LEVELS in the DARK SUN Rules Book. Defilers require less time to learn their spells each day, as they don't care what happens to the source they draw from. Both the advantage and the drawback to this are reflected in TABLE XVII: GATHERING SPELL ENERGY THROUGH DEFILING MAGIC, also from the rules book, but repeated here for convenience. Preservers automatically get all their spells after the normal memorization period. (10 minutes per level of each spell—so, memorizing one 7th-level spell takes 70 minutes.) Defilers must make an Intelligence check based on the terrain type they are in at the time of memorization. The check determines if they receive their full complement of spells, lack the energy for a couple of them, or gain extra spells for the day. (Note, defilers only spend 5 minutes per level of each spell during the memorization period. So, memorizing the same 7th-level spell takes a defiler only 35 minutes.)

For information on how cerulean, necromantic, and shadow wizards gather magical energy, see Chapter 3: Character Kits.

TABLE XVII: GATHERING SPELL ENERGY THROUGH DEFILING MAGIC

Terrain Type*	Intelligence Check		
	Failure (More than Int)	Int to Int-7	Int-8
Lush	-1 spell/level	Usual spells/level	+3 spells/level
Abundant	Failure (More than Int-2)	Int-2 to Int-7	Int-8
	-1 spell/level	Usual spells/level	+2 spells/level
Fertile	Failure (More than Int-3)	Int-3 to Int-7	Int-8
	-1 spell/level	Usual spells/level	+2 spells/level
Infertile	Failure (More than Int-5)	Int-5 to Int-8	Int-9
	-2 spells/level	Usual spells/level	+1 spell/level
Barren	Failure (More than Int-7)	Int-7 to Int-9	Int-10
	-2 spells/level	Usual spells/level	+1 spell/level

* **Lush terrain** includes forests, large gardens, and parks.

Abundant terrain includes verdant belts, grasslands, and mud flats.

Fertile terrain includes oases and scrub plains.

Infertile terrain includes stony barrens, rocky badlands, and bare mountains.

Barren terrain includes boulder fields, sandy wastes, and salt flats.

Defiler Destruction

Whenever a defiler draws energy to power his spells, all vegetation in a sphere around him turns to ash. This can occur during the memorization process or when a spell is actually cast (see Two Methods on page 13). The radius of the sphere depends on two things: the abundance of vegetation in the area and the level of spell being powered. In TABLE XXXIV: DEFILER MAGICAL DESTRUCTION, also from the DARK SUN rules book and reproduced here for convenience, the number shown is the radius, in yards, of the destructive sphere around the defiler in which all vegetation is turned to ash. The effect is instantaneous. Whenever the land is tapped, the vegetation is destroyed.

If a defiler pulls energy for more than one spell from the same location, the radius of destroyed vegetation expands around him. Use the destructive radius of the highest level spell being energized as the base, then add one yard for each extra spell empowered. Whether this occurs when the defiler first studies and memorizes his spells for the day or as he actually casts the spell, the effect is the same.

Example One: Ximian is a 5th-level defiler. He casts a *lightning bolt* (a 3rd-level spell) while in scrub plains. The area of ash created around him fills a radius of 4 yards. If, in the next round, he casts a *magic missile* (a 1st-level spell), the defiled area expands by 1 yard, bringing the total destruction to 5 yards. Had he cast *levitate*, a 2nd-level spell, he still would have only caused an additional 1 yard's worth of damage.

Example Two: If Ximian were of higher level and could cast more potent spells, any he subsequently cast would require that the area of destruction be recalculated, using the highest level spell cast as the original extent of defilement and adding 1 yard of ash

for every spell cast in the same area. For instance, if he were to cast an advanced illusion (a 5th-level spell) after casting lightning bolt and magic missile, he would have to start with the 5th-level spell's radius of destruction. This would mean starting with 5 yards of ash and adding two more, one for each other spell cast, for a total of 7 yards. Even if he cast another 5th-level spell, since it is no higher than his previous spell, it is treated simply as an additional spell and only one more yard of destruction occurs.

Example Three: Should Ximian decide to pull the power for his spells when he memorizes them for the day, the sphere of ash would begin with whatever level of destruction is indicated by his highest level spell. Add 1 yard's worth of extra damage for each other spell he memorizes and empowers. Thus, if he were a 5th-level defiler and had received his normal complement of spells for the day, he would memorize four 1st-level, two 2nd-level, and one 3rd-level spells. If still in scrub plains, the 3rd-level spell would cause 4 yards of damage. His two 2nd-level and four 1st-level spells would cause an additional 6 yards of damage, for a total radius of 10 yards around him.

TABLE XXXIV: DEFILER MAGICAL DESTRUCTION

Terrain Type	Spell level									
	1	2	3	4	5	6	7	8	9	10
Silt Sea	12	16	20	22	24	26	28	30	32	34
Boulder fields	10	14	17	20	22	24	26	28	30	32
Salt flats	10	14	17	20	22	24	26	28	30	32
Sandy wastes	10	14	17	20	22	24	26	28	30	32
Mountains	5	7	9	10	11	12	13	14	15	16
Rocky badlands	5	7	9	10	11	12	13	14	15	16
Stony barrens	5	7	9	10	11	12	13	14	15	16
Scrub plains	3	4	4	5	5	5	5	6	6	7
Verdant belts	2	2	2	3	3	3	4	4	4	5
Forests	1	1	2	2	2	2	2	3	3	3


Two Methods: The Gathering of Power

The casting of spells is a three-step process: the drawing of energy, the memorization of the spells, and the actual casting. Because there are three distinct steps involved, there is some leeway concerning the order in which the spells are memorized and the energy is drawn. There are two methods of drawing power and spell memorization available to player characters. In most cases, the DM will decide which method he wants to use in his campaign. If the DM leaves the choice to the players, the method may be decided when a wizard character is first created or can be decided on an adventure-to-adventure basis. Each method has its strong points and drawbacks. To some extent, it matters little to preservers which method they choose. Their care in extracting energy means that they will not harm the land, nor will they have any variation in the number of spells they can use in a day. For preservers, the choice has no game effect and is purely a matter of role-playing. For defilers, however, the choice has significant consequences.

Method One—Off-Stage

In this method, the wizard taps an energy source for magical power at the time he memorizes his spells. This is usually done outside of game time and is the standard procedure set forth in the DARK SUN rules book. As long as enough time (in the campaign world) is set aside between adventures, the wizard studies, memorizes, and draws energy for the number of spells he is allowed.

Remember, preservers require 10 minutes per level of each spell to complete the memorization process; defilers require 5 minutes per level of each spell. So, a 5th-level preserver, with 4 1st-level (4 x 10 minutes), 2 2nd-level (2 x 20 minutes), and 1 3rd-level spells (1 x 30 minutes), needs 110 minutes of uninterrupted study to memorize his full complement of spells. A 5th-level defiler with the same spell complement would need only 55 minutes.



That's all that's required for a preserver using this method. If the wizard is a defiler, though, he rolls on TABLE XVII: GATHERING SPELL ENERGY THROUGH DEFILING MAGIC, cross-referencing his Intelligence score with the local terrain type to determine his complement of spells for the next gaming session. Although this process takes place off-stage, so to speak, the land around the defiler suffers as its plant life dies and the soil turns to ash. The radius of dead land can be determined dependent on the total number of spells memorized, taking the highest level spell as the starting point (as shown on TABLE XXXIV: DEFILER MAGICAL DESTRUCTION); or, if it has no real effect on the adventure, the DM can simply state that a large area turns to ash.

Defilers benefit greatly from this method of gathering magical power. For example, since a defiler knows the terrain he's in when he sits down to memorize spells, he'll be certain as to the number of spells he'll have after making his Intelligence check and can plan accordingly. Also, plants turn to ash when he taps them while memorizing his spells; that means that he's able to cast the spells later without overtly betraying the fact that he's a defiler. Finally, unless the DM wants to play out some dramatic scene, this process becomes a routine, offstage chore.

Defilers suffer some disadvantages under this method, especially from a role-playing stance. What fun is there in being a defiler if you can't shock your foes by withering the grass beneath their feet? If the land turns to ash in the middle of the night while the wizard is alone memorizing spells, opponents never see the defiler's feared and hated power-gathering method at work. Also, the advantages of using method two are lost, including the initiative penalty imposed upon living beings in the defiler's radius of magical destruction (see below).

Method Two—In Play

The second method for drawing magical energy allows a wizard to tap a source when he's ready to cast a spell. Many preservers prefer this method, as it is even less likely to harm the land. Only enough energy to power a specific spell is taken, and the preservers don't even tap a source unless they need to cast a spell.

Wizards using this method memorize their spells for a given day as usual, but they don't tap into their energy source at that time. Instead, when a wizard needs to cast a memorized spell he reaches out and gathers the energy at that moment, during play, from the nearest source of plant life. In the brief moment it takes to draw energy for a single spell, the source glows bright green and the energy flow between the wizard and the land is momentarily visible.

For preservers, no game mechanic is necessary. Defilers, however, make an Intelligence check using TABLE XVII: GATHERING SPELL ENERGY THROUGH DEFILING MAGIC to determine the success of their magical-gathering efforts. Defilers constantly gamble that they can collect enough energy to power more spells than they should be able to cast in a day. Of course, there's a chance that the energy-gathering process will backfire and they'll wind up with less than their usual complement of spells.

How does this work in play? A defiler character memorizes the maximum number of spells he's allowed according to his level and Intelligence score. No energy is drawn to power the spells at this time, so nothing happens to the land; all the defiler has done is commit spells to memory. These memorized spells are noted on the character's record sheet.

Whenever the defiler casts his first spell of the day he makes the necessary Intelligence check according to the type of terrain he finds himself in at that time. The results of this check are described below.

- A "failure" result (the left-hand column of the table) indicates that the land isn't willing to part with its energy so easily; the indicated number of spells per level are immediately lost. The defiler still manages to draw enough energy to cast the spell in question, but his total of memorized spells for the day is reduced. The DM should decide in advance if he'll allow the player to select which spells are lost or if he'll make the determination randomly.
- An average success (the middle column of the table) indicates that the defiler gets just the number of spells he's entitled to for the day—no more and no less.
- A spectacular success (the right-hand column of the table) indicates that the defiler has tapped into enough energy to gain extra spells. Since the character can't immediately memorize additional spells, the player selects a number of spells per level as indicated on the table. These don't fade from memory until all of the bonus spells have been cast.

For example, Gormalis the 3rd-level defiler rolls well enough to gain two spells per level. He has the following spells memorized: 1st level— *magic missile*, *web*; 2nd level— *levitate*. Due to his success, Gormalis now has *magic missile* x3, *web*, and *levitate* x3 available to cast.


Under this method, a defiler taps into the life energy of the land around him every time he casts a spell. Use TABLE XXXIV: DEFILER MAGICAL DESTRUCTION to determine the radius of destruction. Tapping the energy in this manner takes no more time than the normal casting of a spell. If the DM uses casting times for spells, it's assumed that the tap occurs during the normal casting time. Drawing energy for the spell doesn't add any time to the casting of the spell. If casting times aren't used, the tap is instantaneous.

When a defiler draws energy, he pulls the life force from plants in the area. Although he can't actually harm creatures, living beings in the area (including humans and demihumans) feel pain. This pain translates into a one-round initiative penalty equal to the level of the spell being cast. Thus, a defiler drawing the power to cast a 3rd-level spell imposes a +3 initiative penalty on those in the destruction radius that stays in effect for one action. So, if a character has an initiative of 4 and is within the radius of the casting defiler, his initiative increases to 7 ($4+3=7$), thus forcing him to act later in the round, or later in the next round if he's already acted in this one.

The advantages for the defiler using this method include the initiative penalty inflicted on other characters and the possibility of waiting for better terrain before drawing the energy for spells. Another advantage deals with role-playing and might be of concern for all wizards. It's much more dramatic for a wizard to draw energy right on the field of battle than doing so before an adventure begins. This could also be viewed as a disadvantage, as both types of wizards are hated and feared by the people of Athas.

The disadvantages should also be considered. Waiting until a spell is needed could find a defiler in terrain that isn't as fertile as he hoped, making it harder to pull extra energy. Also, drawing energy at the time of casting irrevocably betrays a





defiler's nature to any witnesses. Plants and soil in the area turn to ash, and the tell-tale aura of green energy easily paints the defiler as a wizard to those who probably fear and hate those who practice the arcane arts.

The History of Magic

Where did magic come from? Who first discovered how to tap into the life energy of living things and use it to shape spells? The wizards of Athas have had little time to be concerned over such questions. Their quest has been more for survival than for knowledge of the past. In light of recent events, however, it has become clear to some that the history of magic can provide keys to unlocking Athas's darkest secrets. It can convincingly be argued that the birth of magic laid the basis for all the events which followed—the devastation of the land, the rise of the sorcerer-kings, and the coming of the Dragon. There can be no history of Athas without considering the history of magic.

The Time Before Magic

Once, in a time far removed from current memory, there was a Blue Age, when Athas was covered by vast oceans, and neither magic nor psionics existed. Halflings were the undisputed masters of the world and the only intelligent beings. They lived beneath an azure sun in cities that floated atop the waves. The halflings had the knowledge and skills necessary to manipulate nature itself, growing everything they required in submerged farms and on the small portions of dry land that jutted from the endless sea. Ironically, their own skills betrayed them. The halflings attempted to double the sea's output, but instead created a brown tide that started to destroy it.

To find a way to save the planet, some of the nature masters gathered in the Pristine Tower. They discovered a solution, but it required a vast amount of energy. The only source for such raw power was the sun, but the sapphire brilliance wouldn't give up its energy easily. So the nature masters worked fervidly to change the sun so that its energy could be focused through the tower. With the altered sun's energy, they killed the brown tide that was poisoning the sea. In changing the sun to a brilliant yellow sphere, however, they changed its effects upon the world. The seas began to evaporate, revealing large expanses of dry land. The world became a different place, but the sea survived.

The period that followed became known as the Rebirth. It was a time of spontaneous creation, when the emerging land continuously changed, the sea shrank back, and new animals came into being. Some of these creatures flourished, others died out. During this period, most of the halflings had abandoned civilization and were reverting to more primitive times. The still-civilized halflings of the Pristine Tower were few, but they commanded great power and knowledge. To populate this new paradise, they transformed themselves into the new races—humans, demihumans, and humanoids. The last of the nature masters were gone, and a new age in the annals of Athas had begun.

The Rebirth gave way to the Green Age, a time marked by vast tracts of forest and green, thriving land. Great cities of the new races sprang up during this period, and roads were constructed that linked them together. The first elemental clerics appeared, but the true power of the age was psionics. It had developed during the Rebirth and was refined as the Green Age unfolded.

The Birth of Magic

A mysterious race appeared during the Rebirth. Its members combined characteristics of all the new races in beautiful forms and demonstrated powers beyond those of mere humans, elves, and dwarves. Called the pyreen, these beings were nearly immortal, with abilities that could have made them the new masters of the world. Instead, they chose to hide from the other races and follow their own paths. One of these paths led to magic.

Among the pyreen was a being called Rajaat. Unlike his fellows, he was hideously deformed both physically and spiritually. Though his body was contorted and his conscience twisted, Rajaat possessed a wondrous facility with psionics and




was blessed with an amazing intellect. During the earliest days of the Green Age, he left the company of the pyreen to explore the world and seek knowledge. He was most concerned with finding answers to the questions that plagued him: *Why has the world changed? Why did the nature masters fall? Why am I so different from my brethren?* As Rajaat searched for answers and meaning to his life, he came to revile himself as nothing more than a deformed accident—an accident he pledged to rectify.

Rajaat's search led to his discovery of wizardly magic. By studying the life-shaping techniques of the ancient nature masters, Rajaat made his first breakthrough—he learned that the spark of energy inherent in all living things was a source of great power. He wanted to use that power to transform either his body or his spirit into something grand. Though he believed he was close to a solution, none of the processes he developed achieved the desired effects. However, Rajaat did accomplish something. He unlocked the secrets of magic and became the First Sorcerer.

Life energy was the source of magic, and Rajaat learned through experimentation that plants and the land itself were the easiest sources to tap. He eventually realized that there were certain places where the life force was stronger, more abundant. If he found a place overflowing with life, he believed he could use its energy to initiate the transformation he so desperately desired.

The First Sorcerer's travels led him to the base of the Jagged Cliffs. There, in the cool shadow of the wall of rock, Rajaat found an unspoiled clearing in the midst of green trees. A sparkling blue river cut across the clearing, providing life-giving water to the lush terrain. The location practically glowed with life energy, and Rajaat could even feel the pulsing spark of the world itself radiating beneath his feet. He remained hidden in this idyllic spot for nearly 200 years, testing the limits of what he could accomplish with the energy drawn from plants. Though he developed the basis of many of the spells still used today, Rajaat was never satisfied with the life energy provided by vegetation. He wanted more power. To get this power, he turned to the world itself.



By tapping into the life spark of Athas, Rajaat unleashed raw power of such magnitude that it almost consumed him. In the end, he couldn't control the world's life force, and so had to abandon it as a source of energy. In addition, his attempts to focus and use the world's life force had left his hiding place devastated—the clearing, with its protective forest and sparkling river, was transformed into a foul swamp full of dangerous magic and horrid mutations.

To this day, the swamp at the base of the Jagged Cliffs still harbors the effects of Rajaat's folly. A great open wound continues to fester and ooze in the depths of the swamp, spewing raw life energy into the surrounding terrain. This energy, tainted as it is by the swamp and Rajaat's foul experiments, breeds horrible monsters and wreaks havoc on the flora, fauna, and weather patterns in the area.

The Sundering of the Paths

After abandoning the newly created swamp, Rajaat decided to return to the source of his original research. He decided to once again look to the ancient nature masters for insight and inspiration. Unfortunately, most of the halflings of the Green Age were little more than savages. Any knowledge they possessed of their days of glory had been reduced to folklore and fairy tales. Rajaat needed more than that, but he had to start someplace. He traveled among the feral tribes, absorbing every ritual and story until he was able to discern a pattern among the tales. This pattern led Rajaat to the last place of halfling power, to the site where the last nature masters made a stand against the dying of an age. Rajaat located the Pristine Tower.

At the Pristine Tower, Rajaat found a small band of halflings who were the descendants of the last nature masters. While unable to shape the basic blocks of life as their ancestors could, these halflings nonetheless possessed the keys to the knowledge Rajaat so desperately sought. He befriended the band, learned from them, then took control of the Tower and altered it to fit his needs.

With the halflings' help, Rajaat plundered the secrets of the Tower and refined his control of sorcery. With the knowledge provided by the Tower's hidden vaults, he developed two paths of wizardry—preserving magic and defiling magic. Rajaat became a master of both paths, though he used defiling magic more often. After all, it was faster, easier, and provided more power.

Rajaat's studies also focused on psionics, for by combining the two arts he became even stronger. Through mastery of both magic and psionics, Rajaat found a path to transformation and a higher level of existence. The First Sorcerer wasn't pleased, however, for this higher existence wasn't the one he dreamed of. It seemed to Rajaat that all his work had been for nothing. Everything that had happened since the Rebirth (and Rajaat's own creation) was wrong. The only way to make the world right again was to undo the mistakes of the Rebirth. And with this thought, Rajaat's vision for the world took shape.

To begin with, Rajaat promised his halfling servants that his work would result in a return to the ancient ways. "I shall return this world to you," he promised them. "You shall once again be its masters." To accomplish this feat, the First Sorcerer needed help. He tried to teach the halflings to use magic, but they couldn't cast even the simplest of spells. They belonged to an earlier time, to a time before magic, and so the paths to power that Rajaat forged were barred to them. The same wasn't true for all of Athas's inhabitants, however.

Rajaat ended his self-imposed exile to set up schools of magic in the great cities of the age. Though Rajaat had come to hate all of the children of the new races equally, he put aside his loathing of humans in order to accomplish his larger goals. He needed students he could teach to use magic in his cause, and humans had the greatest potential of all the new races.

As word spread from city to city, many sought to learn Rajaat's amazing new art. The First Sorcerer welcomed all humans who approached him, for only humans had an unlimited capacity to learn and improve. Elves, gnomes, and other nonhumans were accorded lesser places at Rajaat's schools. They were taught only the most basic of exercises and promised these would prepare them to learn true magic—though such preparation would take time.

To the general public, Rajaat taught his human students preserving magic. Using his abilities as a mindbender, however, he sought out those with hearts of evil and dreams of power. To these students, he began secretly teaching the defiling arts.

From this second group, Rajaat selected those who were also powerful mindbenders, intent on turning them into dark lieutenants in his coming campaign.

Years passed. Rajaat continued to teach preserving magic while watching for the right candidates to fulfill his plans. When he had selected fifteen students who combined potential greatness as defilers with powerful psionic abilities, he closed the schools and sent the rest away.

These fifteen became Rajaat's disciples, learning at his feet and eventually following him back to the Pristine Tower. With the nature-manipulating powers of the Tower at his disposal, Rajaat turned these fifteen disciples into his Champions. Drawing energy from the then-yellow sun, Rajaat imbued each of his Champions with immortality and the ability to draw energy from living creatures through the use of obsidian orbs. As the power of the yellow sun was channeled into the Champions, it changed. It became darker and turned crimson, a sign of the blood and death that loomed on the horizon. It became the Dark Sun.

The Cleansing Wars

Rajaat eventually turned his hatred and self-loathing outward, preaching to his Champions the belief that the Rebirth and all that it spawned was a mistake. The new races were monsters, Rajaat proclaimed, and they should be wiped out to the last one. He convinced his Champions that the only way Athas could return to the glories of the Blue Age was to engage in a series of Cleansing Wars to rid the world of the abominations. The Champions believed Rajaat; but more, they believed he meant to give the world to humans—under the control of the Champions, of course.


Rajaat, however, had a different idea. He wanted to return the world to its original masters, the halflings. The Champions were never told this, and if they saw hints of it they dismissed them in favor of their own visions of how the world was going to be.

Following the twisted plans of their master, the Champions set out on their wars of destruction. That day, the First Sorcerer became the Warbringer. Blood flowed like water through the land, and terrible magic defiled the world. Those targeted by the might of the Champions and their armies cursed both Rajaat and the power of magic which had let loose this tide of destruction. The Champions raged beneath the light of the crimson sun, indiscriminately destroying the land as they drew ever more power into themselves. Nonhuman races perished and those who tried to stand against the Champions were cut down.

The time before the Cleansing Wars was known as the Time of Magic, during which other wizards besides the Champions emerged. Rajaat's other students, the preservers, still roamed the land. Some of these preservers had rejected Rajaat's restrictions and had taught the arcane arts to nonhumans. In most cases, the preservers were able to pass along their knowledge, but in some cases the teachers were hardly more experienced than the students. Accidents occurred, killing the plant life and turning both student and teacher into defilers as they inadvertently pulled more power than they had intended. There were even a few who tapped energy indiscriminately, the defilers who Rajaat had rejected in favor of his Champions.

As the Cleansing Wars began, preservers and defilers both tried to oppose the magic of the Champions. One group of preservers was initially led by Suthera, the most advanced student of preserving magic. These preservers desperately disseminated their knowledge, seeing the insanity that had been set in motion and trying to combat it with the only means they had. The defilers, meanwhile, went into hiding, tried to defend a particular place that was dear to them, or joined the Champions the way greedy, opportunistic people always do. Through all of this, the common people of all races cursed the First Sorcerer and the plague he had unleashed upon the world.

The opening battles of preserver against defiler were terrible to behold. Preservers by the score fell before the onslaught of the Champions' magic, and Suthera saw that they were no match for Rajaat's forces. Knowing that the world was doomed if all the preservers fell, Suthera ordered them to withdraw from the battles, to hide and spread their knowledge of preserving magic to whomever was willing to learn. Thus was the way of secrecy born among preservers. So it was that



throughout the rest of the Cleansing Wars, the people only saw the destructive magic of the defilers. Rarely did they notice a preserver working in secret to protect a village or a city or a race.

It wasn't long after the first battles of the Cleansing Wars began that the common people of Athas learned to fear all types of magic. This fear soon became a burning hatred, and that hatred was directed at wizards and suspected wizards in the villages and towns across the land. The fear and hysteria caused by the wars incited mobs to attack wizards—defilers and preservers both—who were seen casting magic of any kind. Accusations of wizardry spread quickly, and many folk without any sort of magical skills were killed due to ignorance, false accusations, or malicious lies. Many good wizards, whose only crime lay in trying to help their people, also perished at the hands of hysterical mobs.

To protect themselves against the crowds and the armies of the Champions, wizards learned to hide themselves and their art. Defilers usually chose the road of solitary study, while some preservers formed into hidden groups. These preserver groups were opposed to defilers, and especially to the Champions of Rajaat. They bided their time, learning new magic, becoming stronger, and searching for those who had the ability to learn the ways of the preservers. The traditions of secrecy and underground rebellion were thus set in motion thousands of years ago, eventually evolving into the organization known as the Veiled Alliance once the Age of the Sorcerer-Kings began.

The Sorcerer-Kings

After fifteen centuries of warfare, the Champions returned to Rajaat at the Pristine Tower. Many of the nonhuman races had been destroyed, and the Champions were on the verge of victory against the rest when they decided to abandon their destructive course. They came to the realization that Rajaat was mad. He intended to give the world to the halflings rather than to them, and that infuriated the Champions. Led by Borys of Ebe, the Champions imprisoned Rajaat beyond the shadow dimension of the Black, in a place of nothingness called the Hollow. They cast his halfling guards into the Black, and secured the gateways into those realms with spells of holding and binding. To make certain that the spells held and the gateways were guarded, Borys underwent the transformations that turned him into the Dragon. The Champions, meanwhile, each assumed control of one of the great cities of the Tyr Region. They became the sorcerer-kings.

With the aid of a magical artifact called the Dark Lens, Borys tied the sorcerer-kings together by connecting them to all the elemental planes. They became magical conduits through which elemental priestly magic could be accessed. This allowed the sorcerer-kings to imbue their templars with priestly spells, though they couldn't use priestly magic themselves.

The Cleansing Wars started in a time when Athas was lush and alive. The Age of the Sorcerer-Kings began after centuries of defiling magic had reduced the land to desert wastes, stony barrens, and lifeless salt flats. Where once had been green, growing forests and blue seas now lay dire fens and an endless sea of powdery silt.

The killing had ended, but the slavery began.

Now

The crimson sun burns down upon Athas, sullenly illuminating a dry, cracked land—the legacy of magic, so all now think. They have no way to know of the difference between defiler and preserver magic, and who can blame them if they don't care to know? Magic has, until recently, given the people of Athas only terror, death, sorrow, and captivity.

In the wake of the fall of Kalak, the sorcerer-king of Tyr, and the disposal of others of his kind, a new spirit soars across the land. Sadira of Tyr, an acknowledged sorceress, sits on the ruling council of Tyr and welcomes preserver wizards to the city openly for the first time in thousands of years. Preservers now have the chance to show the people the truth about magic and use it to better the world. The Dragon is dead, Rajaat is imprisoned, and hope has been kindled for the first time in a long, long while.



No Specialist Wizards

There are no specialist wizards on Athas, though different types of spells are still classified by schools of magic. Due to the restrictions placed on magic over the centuries, wizards have a hard enough time learning spells—and no opportunity or method for specializing in a certain field of study.

Preservers are essentially the same as wizards of other campaign worlds (as depicted in the AD&D® Player's Handbook).

Defilers have a few differences, including a faster level advancement and a random number of spells available each day (some-

times more than their level allotment, sometimes less). Individual wizards may choose their spells in a manner that simulates specialist wizards (choosing for example, to learn more alteration spells than any other kind), but they receive none of the benefits and have none of the penalties associated with specialist wizards.

Of course, most wizards can't be selective as to the spells they learn. Therefore, even pseudo-specialists are extremely rare and usually short-lived, as they don't have the variety of spells needed to survive beneath the crimson sun.

CHAPTER TWO: Paths to Magic

Wizardly magic on Athas isn't as codified and formal as it is in other campaign settings. For example, there are no academies or colleges for teaching the wizardly arts. Instead, a wizard-in-training must find a teacher, which isn't very easy in a world where wizards must hide their profession in order to survive. Once established, the teacher-student relationship is an important one. The two interact in secret so as not to expose themselves to the hatreds and prejudices of the world at large. In some cases, a student serves his teacher as an apprentice, traveling with him as he moves from place to place and learning as circumstances allow. More often, a student meets with his teacher at an appointed place and time, taking his lessons in secret and never knowing much about the wizard tutoring him.

Recently, with the open policy toward preservers that has been established in the Free City of Tyr, there has been talk of setting up a school of preserving magic. Plans are being drawn up to model such an institution after the colleges of the Way, though nothing has been finalized as yet. Otherwise, there are no formal schools that teach wizardly magic on Athas.

Spells and Spell Books

Though many spell books and research texts were created during the Time of Magic, access to spell books and ancient arcane tomes in today's Athas is severely limited. Time, dwindling resources, and the actions of superstitious people have destroyed most of these books. Paper, once plentiful, has become even more scarce than the trees needed to produce it. Over the centuries, arcane scrolls and books that weren't hidden away have been used by mundane authors in place of other writing material, but most have fallen victim to the crowds of wizard-haters who delight and find comfort in tossing arcane texts into roaring flames. For these reasons and others, much knowledge has been lost.

Some lucky wizards discover ancient texts in ruins, at elven markets, or in noble or merchant-lord estates, but finding spells on paper is exceedingly rare. More often, spell books crafted from more durable materials make their way into the hands of wizards thirsting for hidden knowledge. Like the spell books used by wizards in today's Athas, these tomes are made from animal hides, stone or clay tablets, bone

staves, ivory blocks, or even knotted giant hair. Of course, many of these types of tomes are written in codes known only to the wizards who scribed them, so those who find such “texts” must spend additional time deciphering them—and many never find the keys to the knowledge hidden therein.

With this lack of reference works, how do Athasian wizards add spells to their personal spell books? The answer depends upon the type of Athasian wizard in question.

Preservers, as they usually have at least some connection to the Veiled Alliance, have access to other wizards of their kind. Early in their training, preservers gain new spells from their mentors. Later, they must petition the Alliance for more powerful or obscure spells. This is an involved process, as most Alliance members know only a few other members. This keeps the chances of betrayal low, but makes it hard to disseminate information and knowledge quickly.

Defilers, on the other hand, have a harder time of it. Initially, a defiler learns new spells from his teacher. Inevitably, the defiler and the teacher go their separate ways. Such is the nature of defilers and defiling magic. From then on, the defiler must research his own spells, find ancient spell books, steal spells from other wizards, or even buy them from elven magic traders. None of these methods are reliable, however, so defilers don’t always have access to a wide selection of spells.

Wizards today go to a lot of trouble to protect their spell books and keep them hidden. They try to protect them not only from other wizards, but from the notice of the world at large. In many places the wizardly arts are illegal, as is the possession of the paraphernalia associated with it. Plus, most people still fear wizards, sending them away or killing them if they should reveal their identities. For this reason, as well as for the practical necessity of available materials, modern Athasian spell books rarely appear as tomes with pages made from actual paper.

Instead, spell books are sewn into the pattern of a wizard’s robe, or scrawled on animal hides, or carved into bone staves or small stone blocks, or fashioned as knots tied in a length of string. No matter what the form, an Athasian wizard’s collection of spells is always referred to as his “spell book.”

The Threefold Path

Rather than specializing in a specific school of magic, an Athasian wizard follows a particular magical *path*. Schools of spells are subsumed into broader categories known as the *Threefold Path*. Preservers and defilers have vastly different philosophies and this is reflected in the spells each type is most drawn to. Defilers tend to follow paths they believe lead them to greater power. They best utilize the darker schools of magic, conjuration/summoning and necromancy. This path is known as the *Path Sinister*, or the *Path of Defilement*. Preservers are more drawn to spells which provide them with needed information and protection. They lean toward the schools of abjuration and greater divination. Their path is known as the *Path Dexter*, or the *Path of Preservation*. Those schools which are generally useful but which have no beneficial or malevolent associations are grouped together into a category called the *Path of Concurrence*, or the *Middle Path*.

Although there is no ban on defilers learning spells from the Path Dexter and vice versa, it is easier for each to gain spells in their own categories. Defilers receive a +15% bonus to learn spells from the schools of the Path Sinister (up to a maximum of 95%), while preservers receive the same bonus to learn spells from the Path Dexter. Each receives a -15% penalty when trying to learn spells from their opposition path. Whether preserver or defiler, all wizards may gain spells from the Path of Concurrence at their normal chance to learn spells.

Unlike specialist wizards in other AD&D worlds, Athasian wizards have no problem using magical items from their opposition path. Defilers may use items such as *rings of protection +1* and *crystal balls*. Preservers could utilize a *wand of conjuration* or a scroll with the spells *glitterdust* and *hold undead*, for example. Though it is more likely that preservers created the protective and divinatory items and defilers originated the wand and wrote the scrolls, the process of making them into magical items strips them of any particular bent toward one path or the other. Even if defiling magic was used in the creation of the scroll, it holds no taint. Further, the energy drawn to power the effects was tapped when the items were created and no further expenditure of energy is required to activate or use them.

TABLE 1: THE PATHS OF MAGIC

	Path Sinister	Path of Concurrence	Path Dexter
Wizard	Defiler	—	Preserver
Schools	Conjuration/Summoning Necromancy	Alteration Enchantment/Charm Illusion Invocation/Evocation	Abjuration Greater Divination
Bonus*	+15% Defiler	—	+15% Preserver
Penalty**	-15% Preserver	—	-15% Defiler

* Bonus is the percentage bonus that a wizard receives when attempting to learn new spells from the schools associated with his path.

** Penalty is the percentage penalty applied when a wizard attempts to learn new spells from his opposition path.

Comprehensive Spell List

The following spell lists incorporate spells from the *Player's Handbook*, the *Tome of Magic*, *The Complete Wizard's Handbook*, *The Age of Heroes* (from the new DARK SUN boxed set), and this book. The DUNGEON MASTER has final say over which spells and sources will be utilized in his campaign. For example, a DM may decide that only spells from the *Player's Handbook*, *The Age of Heroes*, and this book will be used in his campaign. What's more, the DM may remove any individual spells from the available list as he sees fit.

Athasian Spells

The key below applies to the spell list that follows. Any spells found in the references indicated but not appearing on the list do not exist in the DARK SUN setting. Note that Athasian spells don't carry the names of wizards from other worlds, though the common spell name is used for ease of reference. For example, the spell *Leomund's trap* is simply called *trap* by Athasian wizards, and *Maximilian's earthen grasp* is just *earthen grasp*.



Spell List Key

Italics indicates that the spell is reversible.

* From the *Tome of Magic*.

† From *The Age of Heroes revised rules book*.

• From *The Complete Wizard's Handbook*

◆ From this accessory (see Chapter Four).

Note: All other spells are from the *Player's Handbook*.

1ST-LEVEL SPELLS

Affect normal fires
Alarm
Armor
Audible glamer
Burning hands
Cantrip
Change self
Charm person
Chill touch
Color spray
Comprehend language
Conjure spell component *
Cooling canopy ◆
Copy •
Corpse visage •
Dancing lights
Detect disease •
Detect magic
Detect undead
Divining rod •
Enlarge
Erase
Feather fall
Find familiar
Fire burst *
Fist of stone *
Friends
Gardener's touch ◆
Gaze reflection
Grease
Hold portal
Hypnotism
Identify
Illusory talent ◆
Jump
Lasting breath *
Light
Magic missile
Mending
Message
Metamorphose liquids *
Mount
Murdock's feathery flyer *
Nystul's magic aura
Phantasmal force
Protection from evil
Read magic
Shield
Shocking grasp
Sleep
Spider climb
Spook
Taunt
Tenser's floating disc
Unseen servant
Ventriloquism
Wall of Fog
Ward ◆
Wizard mark

2ND-LEVEL SPELLS

Alter self
Bind
Blindness
Blur
Boneharden ◆
Cerulean shock ◆
Choke •
Continual light
Darkness, 15' radius
Deafness
Death recall •
Deeppockets
Detect evil
Detect invisibility
Detect life •
Detect psionics †
ESP
Eye of the storm ◆
Filter •
Flaming sphere
Fog cloud
Fool's gold
Footsteps of the quarry ◆
Forget
Glitterdust
Hypnotic pattern
Improved phantasmal force
Insatiable thirst *
Invisibility
Irritation
Knock
Know alignment
Leomund's trap
Levitate
Locate object
Magic mouth
Magic trick ◆
Maximilian's earthen grasp *
Melf's acid arrow
Mirror image
Misdirection
Orb of power ◆
Past life *
Plant renewal ◆
Protection from cantrips
Protection from paralysis *
Pyrotechnics
Ray of enfeeblement
Ride the wind *
Rope trick
Scare
Sense shifting *
Shatter
Spectral hand
Stinking cloud
Strength
Summon swarm
Tasha's uncontrollable hideous laughter

3RD-LEVEL SPELLS

Alacrity *
Alamir's fundamental breakdown *
Augmentation *
Blink
Bone club •
Clairaudience
Clairvoyance
Conservation ◆
Death mark ◆
Dedication ◆
Delay death •
Delude
Dispel magic
Energy conduit ◆
Explosive runes
Far reaching I *
Feign death
Fireball
Flame arrow
Fleet feet †
Fly
Gust of wind
Haste
Hold person
Hold undead
Hovering skull •
Illusionary script
Infravision
Invisible mail •
Invisibility 10' radius
Iron mind •
Item
Leomund's tiny hut
Lightning bolt
Lorloveim's creeping shadow *
Mask magic ◆
Maximilian's stony grasp *
Melf's minute meteors
Mental dagger ◆
Monster summoning I
Nondetection
Nurturing seeds ◆
Pain touch •
Phantom steed
Protection from evil, 70' radius
Protection from normal missiles
Secret page
Sepia snake sigil
Slow
Spectral force
Spirit armor *
Squaring the circle *
Suggestion
Tongues
Touch the Black ◆

4TH-LEVEL SPELLS

Backlash ♦
Border guard ♦
Cerulean hail ♦
Charm monster
Confusion
Contagion
Detect scrying
Dig
Dilation I *
Dimension door
Divination enhancement *
Emotion
Enchanted weapon
Energization
Evard's black tentacles
Extension I
Far Reaching II *
Fear
Fire aura •
Fire charm
Fire shield
Fire trap
Fumble
Gloomcloud ♦
Hallucinatory terrain
Ice storm
Illusionary wall
Improved invisibility
Leomund's secure shelter
Locate creature *
Mage seeker ♦
Magic mirror
Mask of death *
Massmorph
Minor creation
Minor globe of
invulnerability
Monster summoning II
Mordenkainen's celerity *
Otiluke's dispelling screen ♦
Otiluke's resilient sphere
Phantasmal killer
Plant growth
Polymorph other
Polymorph self
Psionic dampener †
Rainbow pattern
Rary's mnemonic enhancer
Raze †
Remove curse
Scapegoat ♦

2ND-LEVEL (CONT.)

Wakefulness ♦
Web
Whispering wind
Wizard lock

5TH-LEVEL SPELLS

Advanced illusion
Airy water
Animal growth
Animate dead
Avoidance
Bigby's interposing hand
Chaos
Cloudkill
Cone of cold
Conjure elemental
Contact other plane
Defend distant ward ♦
Demishadow monster
Dismissal
Distance distortion
Domination
Dream
Extension II
Fabricate
False vision
Far reaching III *
Feeblemind
Guard life A
Hold monster
Know value •
Leomund's lamentable
belaborment
Leomund's secret chest
Lower resistance *
Magic jar
Major creation
Mind fog *
Monster summoning III
Mordenkainen's faithful
hound
Mordenkainen's private
sanctum •
Passwall
Psionic override ♦
Ragestorm ♦
Rary's telepathic bond •
Rejuvenate †
Safeguarding *
Seeming
Sending
Shadow door
Shadow magic
Shadow whip ♦
Steal energy ♦
Stone shape
Summon shadow

3RD-LEVEL (CONT.)

Vampiric touch
Water breathing
Watery double *
Wind wall
Wizard sight *
Wraithform

6TH-LEVEL SPELLS

Antimagic shell
Augmentation II *
Banish Tyr-Storm ♦
Bigby's forceful hand
Blackmantle •
Bloodstone's spectral
steed *
Chain lightning
Claws of the earth
drake * (called *claws*
of the umber hulk
elsewhere)
Conjure animals
Contingency
Control weather
Dead man's eyes •
Death fog
Death spell
Demishadow magic
Dilation II *
Disintegrate
Enchant an item
Ensnarement
Extension III
Eyebite
Forest's fiery constrictor *
Geas
Glassee
Globe of invulnerability
Guards and wards
Invisible stalker
Legend lore
Lorloveim's shadowy
transformation *
Lower water
Mass suggestion
Mirage arcana
Mislead
Monster summoning IV
Mordenkainen's
lucubration
Move earth
Otiluke's freezing sphere
Part water
Permanent illusion
Programmed illusion
Project image
Reincarnation
Repulsion
Shades
Shadow shroud ♦

4TH-LEVEL (CONT.)

Shadow monsters
Shout
Solid fog
Spell deferment ♦
Sphere of entrapment ♦
Spiderstrand ♦
Stoneskin
Thunderstaff *
Transmute sand to stone †
Turn pebble to boulder *
Vacancy
Wall of fire
Wall of ice
Wizard eye

7TH-LEVEL SPELLS

Acid storm *
Banishment
Bigby's grasping hand
Bloodstone's frightful joining *
Charm plants
Cleansing flame ♦
Control undead
Create tree of life †
Delayed blast fireball
Drawmij's instant summons
Duo-dimension
Finger of death
Forcecage
Intensify summoning *
Limited wish
Malec-Keth's flame fist *
Mass invisibility
Monster summoning V
Mordenkainen's magnificent mansion
Mordenkainen's sword
Open the Gray portal ♦
Phase door
Power word, stun
Prismatic spray
Reverse gravity
Semipermanency ♦
Sequester
Shadow walk
Shadowcat *
Simulacrum
Spell turning
Statue
Steal enchantment *
Suffocate *
Teleport without error
Vanish
Vision
Ward's revenge ♦
Zombie double •

5TH-LEVEL (CONT.)

Telekinesis
Teleport
Throbbing bones •
Transmute rock to mud
Von Gasik's refusal *
Wall of bones •
Wall of force
Wall of iron
Wall of stone

8TH-LEVEL SPELLS

Abi-Dalzim's horrid wilting *
Airboat *
Antipathy-sympathy
Bigby's clenched fist
Binding
Clone
Conversion ♦
Demand
Fear ward •
Glassteel
Gunther's kaleidoscopic strike *
Incendiary cloud
Mass charm
Maze
Mind blank
Monster summoning VI
Obsidian, death ♦
Otiluke's telekinetic sphere
Otto's irresistible dance
Permanency
Polymorph any object
Power word, blind
Prismatic wall
Protection from time ♦
Screen
Serten's spell immunity
Shadow form •
Sink
Symbol
Trap the soul

6TH-LEVEL (CONT.)

Stone to flesh
Tenser's transformation
Transmute water to dust
True seeing
Veil

9TH-LEVEL SPELLS

Astral spell
Bigby's crushing hand
Chain contingency *
Crystalbrittle
Energy drain
Foresight
Gate
Imprisonment
Land lock ♦
Meteor swarm
Monster summoning VII
Mordenkainen's disjunction
Pact of darkness ♦
Power word, kill
Prismatic sphere
Shapechange
Succor
Tempest ♦
Temporal stasis
Time stop
Vampiric youthfulness ♦
Wail of the banshee *
Weird
Wish



10th-Level Spells

Athasian wizard/psionists who advance beyond 20th level (and thus become either dragons or avangions) have access to 10th-level spells, or *psionic enchantments*. Psionic enchantments are magic, not psionics, but they utilize the interplay between the two types of power. The mental capacity and discipline needed to master psionics combines with the will needed to shape and cast these extremely potent spells. To cast these spells, a wizard must be undergoing the transformation into either a dragon or avangion. Though the avangion needs no special focus for its psionic enchantments, dragons must use obsidian orbs as power foci. Such foci are discussed later in this chapter.

Extremely powerful, 10th-level spells have the potential to completely change the face of the world. They usually require complex or rare spell components, and each enchantment takes a long time to cast. Casting time may range from a week to several years. These spells are detailed in Chapter Four.

10TH-LEVEL PSIONIC ENCHANTMENTS

Advanced Domination ♦
Defiler Metamorphosis ♦
Defiling Regeneration ♦
Defiling Stasis ♦
Dome of Invulnerability ♦
Just Sovereign ♦
Life Extension ♦
Preserver Metamorphosis ♦
Prolific Forestation ♦
Prolific Vegetation ♦
Recruitment ♦
Reverse Loyalties ♦
Wall of Ash ♦



Changes to Existing Spells

Because of Athas's unique environment, several spells work differently from their counterparts in other AD&D campaign worlds. These changes are discussed below.

Spell Components

Some spells utilize components common to the environs of Athas. Others require items—considered expensive on other worlds, but not outrageously so—that would feed an Athasian city-state for a year. Though the spells are available, the spell components need to be adjusted to fit a DARK SUN campaign. As a rule of thumb, anything that calls for large volumes of liquid, expensive gemstones, metal items, large amounts of wood, or objects that would be strange to Athas or extremely difficult to procure there (giant octopus tentacles, dragon scales) should be changed. Athas has plenty of sand, dirt, rocks, obsidian slivers, bone, and lots of unique monsters who have the hard-to-find parts so coveted by spellcasters. Any of these might serve. The DM and player should discuss possible changes and determine what works best in their campaign.

Other Particulars

- **Player's Handbook:** Changes to these spells are discussed in *The Age of Heroes* in the new DARK SUN boxed set.
- **Tome of Magic:** The spell list above includes those spells from this reference book that may be used in a DARK SUN campaign. Spells that have been excluded include all wild magic spells, particularly powerful elemental spells, and spells that produce an effect that makes no sense in Athasian settings. Spells which may be used but require some changes follow.

Metamorphose Liquids: The spell works as described except the area of effect is 1 cubic foot per level. One cubic foot is equal to 7.5 gallons.

Claws of the umber hulk: No umber hulks exist on Athas. The spell works as

described, but is called *claws of the earth drake*. The material components for the spell are a fist full of dirt and a bone shard carved into the shape of a drake's claw.

Lorloveim's creeping shadow and *Lorloveim's shadowy transformation*: These spells aren't illusions on Athas, but conjuration/summonings. They fall under the province of the shadow wizard, who draws shadow from the Black. Someone affected by *Lorloveim's shadowy transformation* may interact with and be attacked by denizens of the Black.

Shadowcat: This spell isn't an illusion on Athas, but a conjuration/summoning. The spell is linked to the Black. It works as noted, but the shadowcat also reports back to its master in the Black, whom the wizard unknowingly borrowed the cat from.

Airboat: There are rarely enough clouds in the skies of Athas to cast this spell. Cerulean wizards may choose to cast *cooling canopy* in order to make a cloud for this spell. If this is done, the airboat may support the weight of the wizard plus one extra passenger for every two levels the wizard possesses. The airboat moves at half the listed speed.

- **The Complete Wizard's Handbook**: There are several spells in this book that are well-suited to an Athasian campaign. There are also several that, if allowed in play, would completely ruin the character of the world. Therefore, only those spells which are included on the comprehensive spell list can be used in a DARK SUN campaign. Changes to usable spells are discussed below.

Shadow form: This is an alteration spell on Athas, not necromancy. Rather than being drawn into the Negative Energy Plane, victims of this spell become imprisoned in the Black. The caster is also drawn into the Black if he fails his percentage roll at the end of the spell's duration.

Wizard Player Characters

Athasian wizards share many of the same benefits and restrictions of wizards in other AD&D settings. The rules for creating player character wizards for a DARK SUN campaign appear in the *Player's Handbook* and *The Age of Heroes* in the new boxed set. The *Player's Handbook* provides the basics of character creation, while *The Age of Heroes* presents modifications necessary for the DARK SUN setting. Some of the most important tables for creating Athasian wizards are reproduced below.

The following races may take the wizard class. Multiclassed and dual-classed options for combining another class with wizard are presented as well.

TABLE 2: RACES AND WIZARD TYPES

PC Race	Wizard Type	Multiclass Options	Dual-classed Options
Aarakocra	Preserver	None	None
Elf	Defiler or Preserver	Fighter/Mage Fighter/Mage/Cleric Fighter/Mage/Thief Cleric/Mage Fighter/Mage/Psion. Mage/Psionist Mage/Thief Cleric/Mage/Psion.	None
Half-Elf	Defiler or Preserver	Fighter/Mage Fighter/Mage/Cleric Fighter/Mage/Thief Cleric/Mage Fighter/Mage/Psion. Mage/Psionist Mage/Thief Cleric/Mage/Psion.	None
Human	Defiler or Preserver	None	As per <i>Player's Handbook</i>

Defiler or *preserver* may be substituted for any *mage* entry.

Ranger may be substituted for any *fighter* entry under elves and half-elves.

Bard may be substituted for any *thief* entry under half-elves.

Druid may be substituted for any *cleric* entry under half-elves.

Listed here are the level limits for all the races who may become wizards in the DARK SUN world. While the other classes which may be taken for multi- or dual-class characters are given under the elf, half-elf and human entries, none are presented under the Aarakocra. Aarakocra cannot combine any other class with that of wizard. The gladiator class is not given, for no wizard multi- or dual-classed characters may combine the gladiator class with the wizard one. For more complete information on race and class level limits for all DARK SUN characters, consult the chart in the DARK SUN *Rules Book*.

TABLE 3: RACIAL CLASS AND LEVEL LIMITS

Class	Aarakocra	Elf	Half-Elf	Human
Fighter	14	14	U	U
Ranger	12	16	14	U
Defiler	—	16	U	U
Preserver	13	15	12	U
Cleric	16	15	16	U
Druid	12	—	14	U
Bard	—	—	U	U
Thief	12	12	12	U
Trader	14	16	12	U
Psionicist	U	U	U	U

In addition to the levels shown on the table above, the “Exceeding Level Limits” optional rule from Chapter Two of the *DUNGEON MASTER Guide* is mandatory in DARK SUN campaigns. This rule allows characters who have high prime requisite scores to exceed their racial maximum levels as shown below.

TABLE 4: EXCEEDING RACIAL LEVEL LIMITS

Ability Score	Additional levels
16, 17	+1
18, 19	+2
20, 21	+3
22, 23	+4
24	+5

As this book covers wizard characters who are higher than 20th level in experience, the table below provides spell progression for wizards as high as 30th level. Note that only Athasian wizards who are in the process of transforming into either dragons or avangions can learn and cast 10th-level spells.

TABLE 5: WIZARD SPELL PROGRESSION PAST 20TH LEVEL

Level	Spell level									
	1	2	3	4	5	6	7	8	9	10
20	5	5	5	5	5	4	3	3	2	1
21	5	5	5	5	5	4	4	4	2	1
22	5	5	5	5	5	5	4	4	3	1
23	5	5	5	5	5	5	5	5	3	2
24	5	5	5	5	5	5	5	5	4	2
25	5	5	5	5	5	5	5	5	5	2
26	6	6	6	6	5	5	5	5	5	3
27	6	6	6	6	6	6	6	5	5	3
28	6	6	6	6	6	6	6	6	6	3
29	7	7	7	7	6	6	6	6	6	4
30	7	7	7	7	7	7	7	6	6	4

Switching Roles

There's a saying on Athas: “Once a defiler, always a defiler.” It's a popular sentiment among preservers, especially those of the Veiled Alliance, but it's not entirely true. Preservers can use defiling techniques in a limited manner without crossing the line, or they can embrace the power offered through defilement and cross over to the other side. The same is true of defilers; they can step away from the dark pit and return to the preserving path if they have the will and desire to do so.

The Road to Corruption

There's a difference between using spells that belong to the Path Sinister and employing defiling methods to gather the energy for casting spells. The memorization and casting of a Path Sinister spell doesn't qualify as using defiling magic. Only the actual defilement of the land counts as using defiling magic.

If a preserver wants to use defiling methods to gather energy (or must do so in an emergency), he rolls on TABLE XVII: GATHERING SPELL ENERGY THROUGH DEFILING MAGIC. A preserver may do so once per level of experience without suffering any penalties. Even if the check fails, the *attempt* constitutes the allowed use of defiling magic methods for a given level. Each use beyond that is a potentially dangerous one, both to the preserver's health and his standing as a preserver.

Each additional use of defiling magic within a given level of experience requires the preserver to make a saving throw versus death magic, modified by a cumulative -2 per each additional use. A failed saving throw indicates that the energy came not from plants, but from within the preserver himself. He suffers a permanent 1d4 point loss from his Constitution score and becomes a defiler immediately. He remains his same level, but loses experience points to drop his total to the minimum needed for a defiler of that level. If he was formerly of good alignment, an alignment change to neutral or evil is necessary, indicative of his willingness to gain power through defiling. He no longer accesses Path Dexter spells at an advantage. The new defiler must seek out a teacher (another defiler) if he wishes to learn how to gain such a bonus for learning Path Sinister spells. The bonus isn't automatic; it must be learned.

Some purists maintain that even learning spells from the Path Sinister taints a preserver, and to some degree they may be right. If preservers learn more spells from Path Sinister than from Path Dexter, there is a 5% chance per spell level that this knowledge will corrupt them, leading them to use defiling methods to gather power. Such penalties are cumulative, and checks are made once per level of experience.

Example: Listherna is a 5th-level preserver. She may cast up to 3rd-level spells. If she has more defiler than preserver type spells in her spell book, she has a 15% chance (3 levels of spells x 5% = 15%) to turn to defiler methods. It's in a preserver's best interests to carefully monitor what spells are learned and used. If PC preservers have fewer Path Sinister spells in their books but repeatedly resort to their use over those of Path Dexter or the Path of Concurrence, the DM is justified in making the players roll to see if their characters are turning to defilement.

The Road Back

A preserver who becomes a defiler can return to the preserving path, but it isn't easy. He must stop gathering spell energy as a defiler, not advance in level until he attains enough experience to reach the next level as a preserver, and undertake some momentous quest to demonstrate his commitment to the preserving way. He gets one chance to do it right. If he crosses the line again, he remains a defiler forever.

A recovered preserver never enjoys the full trust of other preservers. If he was a member of the Veiled Alliance, he finds his membership revoked and he is shunned by all who wear the veil. Sometimes Alliance agents might even attempt to slay him. He will never be accepted into the Alliance again in any case.

Also, a recovered preserver retains some taint of his corruption. While the Charisma penalty isn't as harsh for corrupted and recovered preservers, it still exists. It's half the normal defiler penalty, or: -1 at 1st to 5th level, -2 at 6th to 10th, -3 at 11th to 15th, and -4 at 16th to 20th.

Finally, a recovered preserver's attempts to become an avangion are much harder, requiring him to make a saving throw versus death magic when the first transformation is attempted. If he fails, the powerful magics rip through the wizard, in effect erasing experience and returning him to one level below his current one. He may, of course, garner more experience and try again. Each time the first transformation is attempted, this roll must be made. If the wizard is successful, he may start upon the road to becoming an avangion.



The Path of Preservation

Defilers have their own problems. Universally feared and hated, every hand is turned against them. Some may find employment with a particular sorcerer-king, but they are kept on short leashes, required to do those powerful beings' dirty work and taught only the spells their patrons deem necessary for them to learn. Should they become too powerful, the sorcerer-kings simply eliminate them; there are always more defilers. And in these days when even sorcerer-kings are not safe from determined heroes, what security is there for a king's toady? Those who don't work for more powerful patrons must hide their talents just as preservers do.

Additionally, people tend to forget that not all defilers are evil. Admittedly, the vast majority are only out to garner power for their own selfish ends, but some few have been misled by defiler teachers or are simply ignorant of the extent of the damage they cause. Although there are no known tales of a defiler changing her ways to become a preserver, it's not impossible (and in fact, has been done at least once, but that story is not public knowledge).

Until they reach 6th level, defilers may change their ways, abandoning the destructive defilement methods and becoming preservers. A defiler who wishes to switch to the preserver class undergoes some rigorous trials to do so. First, she must stop gathering the energy to power spells at *all*. After one week, during which she casts no magic and spends time purifying herself, the defiler becomes a preserver of one level lower than her current experience level, with the minimum number of experience points for that level. She loses the Charisma penalty she had as a defiler, but suffers the lesser penalty associated with once being tainted (see "The Road Back").

Through purification and meditation, the new preserver is able to intuit how to draw energy more slowly so as not to harm the environment. She must excise enough Path Sinister spells from her spell book so that she has fewer spells from that path than from Path Dexter. She can't utilize the bonus to learn spells from Path Dexter at this time. New spells must be found and learned in the usual way. Once

she attains enough experience points to advance to the next level as a preserver, she may seek out a teacher and learn the secrets which allow preservers to learn Path Dexter spells more easily. She must convince the teacher of her sincerity and may be required to fulfill some mission that strengthens the preserver cause in order to prove herself. Additionally, the teacher may require her to tap energy and cast spells as a test to see if she uses defiler methods.

Once the reformed defiler has made the change, she must be ever on guard against backsliding. She is allowed the one use per level that all preservers have. A second use of defiling methods at a given level undoes all the reformation. She gets no saving throw, but takes the 1d4 Constitution loss and immediately reverts to being a defiler once again. There is no second chance.

Like reformed preservers who have slipped to defilement and recovered, former defilers must undergo a saving throw versus death magic in order to begin their first transformation to avangion form. Failure carries the same penalties as those listed under "The Road Back."

Beyond 6th level, it's much harder for a defiler to reform (and most never want to). Those of 7th level or higher who do wish to change their ways must undergo everything that lower-level candidates for reform do, but their penalties are far worse. To reflect their long years of using defiling magic, higher level defilers don't just lose one level in the switch; they lose half of them (rounded down). Though they retain their hit points, all else (including saving throws and attacks) revert to the lower level. The former defiler becomes a preserver of half her former level. Though they advance in level from this point, they gain no additional hit points until they surpass the level at which they switched to the preserver class.

Example: Thorges is a 9th-level defiler who decides to step away from the corruption and become a preserver. He immediately begins the process described above and becomes a 4th-level preserver ($9 \div 2$, rounded down).

Because this is such a momentous change, it must be done under the tutelage and protection of a preserver at least one level higher than the defiler's reduced level. (Thorges, from the example above, would require a preserver patron of at least 5th level.) The rituals involved (see "New Spells") wipe knowledge of former spells from higher levels from the reformed defiler's mind, leaving it clean and ready to be taught a new way of casting magic. The reformed defiler must spend at least six months with the patron preserver, learning new methods and preparing a new spell book. Additionally, to show her commitment to starting anew and relinquishing her former power-hungry nature, the wizard must give up all magical items she formerly had. Even protective devices, if they were acquired during a period when she was corrupted, should be given away (to an NPC stranger so it will be removed from play), destroyed, or discarded.

Because of the complete change which occurs through this transformation, all former evil is removed from the wizard, cleansing him enough that he may attempt to become an avangion, though he too must successfully save versus death magic in order to undertake the first step of the transformation process. Once a reformed defiler starts transforming into an avangion, all lingering taints of corruption are eradicated (including Charisma penalties) and the wizard can never again fall from the preserving path.

Dark rumors persist that some high-level preservers actively seek to become defilers for reasons known only to themselves. In such cases, the same difficulties and penalties apply to the former preservers. Of course, advancement is much faster when the wizard doesn't care about the consequences of his actions any longer. Such a fallen preserver may attempt to become a dragon with no penalties.

The Veiled Alliance

Defilers tend to be loners. They prefer to clutch their power to themselves and practice their dark magic in solitary secrecy. Those who do make themselves known do so only to their patrons, the sorcerer-kings, who keep them as pets to perform their dirty work. Some preservers also follow the path of individual study and achievement. There are other preservers, however, who see the need and the advantages of banding together with others of their kind. If they prove worthy, these wizards can join the Veiled Alliance.



Composed of secret groups within each city, the Veiled Alliance serves to protect preservers and oppose defilers—especially the sorcerer-kings. Not all preservers are invited to join the veiled Alliance. Those who are invited and who accept become part of an underground movement. As such, their first concern is secrecy and the protection of the greatest number rather than the few. Betraying the Veiled Alliance or leaving it results in members hunting down and destroying the rogue for the good of the Alliance. Those who know the secrets of the Alliance can't be allowed to reveal them to anyone else.

The Veiled Alliance can provide its members with needed information, spell components, new spells and training, special items to accomplish particular missions, safe havens, and the advice and company of other preservers. Further, it actively tries to protect its members (and other preservers) from defilers and the people who would harm them. Finally, the Alliance fights against the tyranny of the sorcerer-kings and the depredations of defilers. Whenever possible, members perform missions that cause difficulties for their foes.

Although there is some sporadic contact between the cells of different cities, for the most part each city's Veiled Alliance is an independent entity. When it is possible for them to cooperate, they do so. The need for secrecy and security, however, often precludes contact from veritable strangers. Alliance preservers visiting from another city may have only rumors of meeting places and signals they can use to attempt to locate the local Alliance wizards.

Recently, the veiled Alliance has learned of infiltrators, agents of the sorcerer-kings known as Myrmeleons. These defiler spies have managed to join the Alliance through various means: some use magical items that cause no damage to the area when used, thus hiding the tell-tale ash that would result from the defiler's methods; others may use complex illusions. The Veiled Alliance has become even more secretive and security conscious in response to this threat, but even that isn't always enough. Spies who have worked their way into the confidence of their fellow mages and are therefore considered valued members may yet be the downfall of the Veiled Alliance.

Oronis, the Reformed Dragon King

For most of those defilers walking the path of dragon transformation, the only way to stop the process once it has begun is through death. And for some, like Dregoth, even that isn't a solution. There is one dragon king who found another way—Oronis of Kurn.

After reaching the second stage of dragon metamorphosis, Oronis decided he had had enough of the evil and killing. He stopped progressing as a dragon and began a millennium of study to find a better way. In this time, he convinced a preserver named Besteren to assist him, and the two established the basis for the spell that would eventually take shape. Oronis had to undergo the cleansing rituals, however, dropping in power to become an 11th-level preserver. Then he spent years advancing, eventually reaching 20th-level as a preserver. By this time, his avangion metamorphosis spell was ready. Advancing to the first stage almost killed Oronis, but he survived.

Today, Oronis's status as an avangion is a secret. None of the other dragon kings realize there is a cure if they want it (albeit a dangerous one)—and none of them want a cure anyway.

At this time, it's believed that Oronis is the only avangion. Korgunard was killed, for example, and the one rumored to be the Forest Maker was actually a dragon king trick.

Of equal concern to the Veiled Alliance are the new laws in the free city of Tyr. By law, preserver wizards are now accepted within the city and have even been asked to send representatives to the ruling council. A schism is appearing within the ranks of Tyr's Veiled Alliance as some of the more headstrong and revolutionary members advocate full revelation of themselves. Those of a more cautious bent are inclined to remain secret for several reasons. They don't want to become targets of misplaced hatred; it is the law that they are no longer outcasts, but old prejudices die hard. Fear of Tyr's falling to less noble hands also keeps many members hidden. They're afraid that if they reveal themselves and Tyr is conquered, they will be the first to be hunted down. Finally, sometimes it pays to have secret agents who can move freely about the city without attracting attention; the Veiled Alliance is loathe to give up this luxury. Nonetheless, two representatives have come out into the open and taken their places on the council. It remains to be seen how they will be treated and if they can convince the populace of their good intentions.

Advanced Beings

Echoing the opposition of preserver and defiler, advanced forms are the ultimate expressions of each path of magic. Dragons are defiler/psionicists who have undergone a transformation process that makes them far more powerful than they could ever be in their human form. Out of an all-encompassing lust for power, they have abandoned their original humanity, undergone horribly painful alterations to their bodies, and are emerging as the ultimate expressions of evil, greed, savagery, and selfishness. Avangions are the exact opposite of dragons. These beautiful, delicate creatures are preserver/psionicists who have undergone their own sort of transformation, emerging like butterflies from cocoons to become the crowning achievement and ultimate expression of good on Athas.

Only extremely powerful dual-classed wizard/psionicists may become advanced beings. Whether attempting to transform into dragons or avangions, the path of transformation is only open to humans. No other races have access to the tremendous amounts of power necessary to achieve these forms, and Rajaat's studies refused to take into account nonhumans in any event.

When spellcasters who are capable of becoming advanced beings reach 20th level, they have a choice to make. No defiler or preserver can advance beyond 20th level without taking on an advanced form. At that time, they may choose to remain at 20th level, ignoring any experience gained thereafter, or they may elect to begin the transformation process. (Of course, they also need to be 20th-level psionicists before the process can start.) This process involves a drastic and painful metamorphosis, a mental and physical change so great that it makes the advanced being one of the most powerful creatures on Athas.

These beings don't go adventuring like lesser characters; they are far too powerful for that. Advanced beings make history, becoming the foci of epic events and struggles. For this reason, advanced beings could prove difficult to use in a normal campaign. Unless handled carefully, it is suggested that they may not be PCs. Such characters are cast in the role of terrible tyrants or fantastic heroes who are at the very heart of earth-shaking events, and so may be better suited as NPCs.

To become an advanced being, a wizard must achieve 20th level in both the spellcasting and the psionist classes. Once this has been achieved, the wizard abandons the distinction between the two classes, becoming a 21st-level advanced being. This is done in the following manner.

Dual-Classed Humans

The prospective dragon or avangion must first achieve 20th level in either the psionist or wizard class. He then switches from the first class to the second, advancing it to 20th level as well. The human must then adventure for an additional 500,000 experience points beyond 20th level to become a 21st-level advanced being. When the time comes that the human is able to start the transformation, he must cast the appropriate metamorphosis spell to begin the process. Though it is technically a 10th-level spell, the human may use it to begin the transformation process. In advancing as a dual-classed character, the would-be advanced being must abide by all the rules regarding dual-class advancement as presented in the *Player's Handbook*.

Once characters begin the process of becoming advanced beings, they can almost never go back. Even if the character would opt to reduce his experience and begin again in a new character class, such a thing is nearly impossible. The mental and physical changes are so all-consuming that the being is almost incapable of reversing the process. There is one example of a dragon who managed to transform himself into an avangion, but such metamorphoses are not everyday occurrences, nor are they easily repeated.

Advanced Beings and Magic

When they reach 21st level, both dragons and avangions are capable of casting 10th-level spells. These are known as *psionic enchantments* and are very powerful, reality-altering spells. Psionic enchantments generate tremendous magical energies that may only be controlled by those who are very powerful psionicists as well as potent wizards. The psionics prepare the wizard's mind for such an incredible release of magical energy. These spells usually take long preparation and require very specific, and often expensive, components.

Although the avangion can cast these spells without using any sort of focus, dragons must utilize obsidian orbs in their spellcasting. The orb becomes, in essence, the foci or material component necessary for the casting of the spell. Dragons may still cast spells of 9th level and below without orbs. Though not a magical item, the orb must be prepared especially for use as a foci. This is done through a ritual during which the dragon swallows the orb and lets it pass through his body while attuning it to himself psionically. When the dragon is ready to move on to the next stage of his transformation, he must eat any orbs that were prepared in this fashion. He may not carry any over into the next stage of his metamorphosis, even if they were never used during the previous stage. Should he wish to use 10th-level spells at his new level, he must prepare more orbs as foci.

Dragons are the ultimate defilers. When they memorize (or cast) 10th-level spells, dragons not only pull the life energy from plants, they also pull it from other living beings in the area. All living creatures (except the caster) within 30 yards of the caster are affected, regardless of terrain. Such creatures take 1d4 points of damage for every level of the caster's above 20. Such damage may only be healed magically. Part of the victim's living essence has been turned to ash. Weak beings may expire, turning to ash as they die. (Anyone reduced to zero hit points has his entire body turn to ash.) Someone killed in this fashion can't be resurrected.

Avangions cause no damage to any sort of life around them when they memorize or cast their spells.

Becoming a Dragon

Becoming a dragon requires that the human undergo a lengthy metamorphosis as he rises from 20th to 30th level. It's a 10-step process begun when the wizard first casts the *defiler metamorphosis* spell upon reaching 20th level. During each stage, the defiler's form changes, soon becoming unrecognizable as human. The figure undergoes tremendous growth and acquires great mass. Scales and wings form, and the dragon undergoes a period of complete savagery before regaining his senses. The *defiler metamorphosis* spell detailed in Chapter Four explains the 10-step process. Any interference with its casting or failure to follow exactly the steps outlined by the spell results in the failure of the spell and the death of the caster.

As each stage of the metamorphosis is extremely painful, the dragon must pass a system shock roll or die in the process. Once an individual becomes a dragon by reaching 21st level, he is immune to the effects of age and will never die of natural causes. The dragon also gains the ability to understand and speak any language. Regardless of level, a dragon makes its saving throws as a 21st+ -level wizard.

Although the spell is detailed later, some information regarding each step of the process is given here:

21st-Level Dragon: At this level, the individual undergoing dragon metamorphosis enters the first of 10 stages which result in the alteration of his physical form. The humanoid form of the dragon doubles in mass, attaining a weight of 350 pounds. The dragon may gain bulk while retaining its original size, may grow up to 8 feet in height, or may increase in density without apparent changes in size or bulk. These changes are unpredictable and can't be controlled. While the dragon still retains

One Dragon?

Most people on Athas believe that there was only one Dragon. They are wrong. Although Borys of Ebe, who may rightly be called the First Dragon, is dead, others still exist. All the surviving sorcerer-kings have at least begun the transformation process which will change them into full dragons. None has, as yet, reached the final stage of that transformation (as Borys did), and they have taken great pains to see that only a few trusted allies know that they are changing at all.

The transformation process is a long and painful one, taking many centuries to complete. Kalak, the late sorcerer-king of Tyr, tried to speed up the transformation process and paid the ultimate price.

Of the remaining sorcerer-kings, the one closest to full dragonhood is Dregoth the Undead Dragon King. In life, he was a 29th-level dragon (30th level being a full dragon). Rumors abound that Dregoth seeks a way to complete the transformation even in his undead state.

Animalistic Stages

From the 25th through 28th levels of the dragon metamorphosis, the transforming dragon enters periods of blind, ravaging fury. The dragon's mind and reason are frequently overwhelmed by the need to unleash its destructive impulses in an orgy of senseless violence. Tormented by the wracking physical pain which accompanies the final stages of dragon metamorphosis, the dragon preys indiscriminately upon any creatures or vegetation not directly connected to its drive toward power and immortality lashing out with a vengeance on anyone or anything unfortunate enough to cross its path. The agonies of the once-human mind and no longer-human body result in a state of near madness as the dragon frantically strives to reach the final phase of its transformation.

The dragon can control itself through desperate efforts of will. Once every month, the dragon makes a save vs. death magic with a penalty modifier based on the stage it's currently in (-1 at 25th, -2 at 26th, -3 at 27th, -4 at 28th). If the save is successful, it can control its savage urges. If not, it becomes a near-mindless beast until the next month (and another save attempt). Thus, a 25th-level dragon needs to roll 9 or better, while a 28th-level dragon needs a 12 or better to stave off madness.

many humanoid characteristics, it develops a slight elongation to the face and nostrils. A more pronounced spine and rudimentary shoulder and back scales also mark this stage of the metamorphosis process. THACO remains 11.

22nd-Level Dragon: This stage involves further alterations to the dragon's physical form, resulting in an increase in size to as tall as 10 feet and in weight to approximately 450 pounds. Other changes include a more pronounced elongation of the face, the beginnings of scales on the dragon's now-prominent snout, a further delineation of the spine, and the emergence of a tail stub. THACO drops to 10.

23rd-Level Dragon: In the third metamorphic stage, the dragon increases in weight to 650 pounds and gains an additional foot in height. A drastic lengthening of all limbs, including fingers and toes, occurs. The neck lengthens dramatically as well, lifting the now-markedly reptilian head and face high above the shoulders. By this level, body hair has vanished. THACO improves to 9.

24th-Level Dragon: At this stage, the dragon's original humanoid form is nearly impossible to distinguish. Weight increases to almost 900 pounds and the dragon may reach 12 feet in length (or height). Full scales cover the dragon except for the underbelly and the underside of its limbs, giving the metamorphosing creature a natural Armor Class of 4. The dragon's legs lose their human structure, developing huge thighs, sharp-angled, bony calves, and taloned feet. Some dragons also develop a prominent hunch about the shoulders and waist. The dragon can now move at a rate of 15 in both an upright position and on all four limbs. Its taloned fingers allow the dragon two attacks per round (2d10 damage each). THACO becomes 8.

25th-Level Dragon: In this stage of the metamorphosis, the dragon reaches a full 12 feet from snout to tail and weighs nearly 1,600 pounds. Its hardened scales give it an Armor Class 0. A magical enchantment now makes the dragon impervious to normal weapons; only magical weapons of +1 or better will inflict damage upon it. The jaws become prominent, endowing the dragon with a bite attack that inflicts 4d12 points of damage. The tail continues to grow. During this phase, the dragon enters what is known as an "animalistic period" during which its savagery is uncontrollable most of the time. THACO becomes 7.

26th-Level Dragon: At this stage, the dragon now weighs 2,000 pounds. Its form is completely hunched into the classic dragon posture, but erect stance is still possible. The dragon's height can reach 16 feet. The dragon's scales now afford the equivalent of Armor Class -2, and the strengthened hind legs allow the dragon a jump of 5 per round. The dragon's claws now cause 2d10+5 points of damage each. THACO improves to 5.

27th-Level Dragon: During this stage, the dragon's weight doubles to 4,000 pounds and its length increases to 20 feet. Body scales now give the dragon an Armor Class of -4. Most importantly, the dragon develops the ability to use its breath weapon, a cone of superheated sand 5-feet wide at the base, 100-feet in diameter at the far end of its length, and 50-feet long; damage from the dragon's breath is 10d12. THACO becomes 3.

28th-Level Dragon: In this stage, the dragon's weight again increases, this time to 10,000 pounds. Its now full-grown tail extends the dragon's length to 25 feet. The dragon develops a tail attack which causes 5d10 damage, while damage from each claw attack increases to 2d10+10. The dragon's tough hide and scales provide an Armor Class of -6 as well as immunity to weapons with a magical enchantment of less than +2. A natural magic resistance of 20% develops during this stage. As this stage draws to a close, the dragon's animalistic period also ends; pain-wracked fury once more succumbs to the discipline of cold logic and cunning. THACO drops to 1.

29th-Level Dragon: By this stage, the dragon's length increases to 30 feet and its weight to 20,000 pounds. The dragon now sprouts wings, although these rudimentary structures only allow it a flying speed of 18 (C). The scaly armor of the dragon affords an Armor Class of -8, while damage from the breath weapon increases to 20d12 points of damage. The dragon's magic resistance rises to 40%. THACO becomes -1.

30th-level dragon: This is the final stage of the dragon metamorphosis. The original humanoid form of the dragon disappears completely, leaving only a pure dragon in its wake. The newly metamorphosed dragon is 40 feet long and weighs 50,000 pounds. Its wings are fully formed, allowing a flying movement of 45 (A), while its scales offer the dragon an Armor Class of -10. Its magic resistance is now 80%. Damage from each claw attack becomes 2d10+15, and the dragon's breath weapon attains its maximum damage potential of 25d12. THACO is -3.



Role-Playing Advanced Beings

Advanced beings, as their name implies, have stepped beyond the normal world inhabited by lesser beings. As such, they have different concerns and motivations than other characters. Dragons, for instance, place a great deal of importance on the execution of each dragon metamorphosis spell. Picking the location of the casting, gathering the complicated material components, and even the casting of the spell should be played as major events whose epic proportions have ramifications for all of Athas. Plus, the periods of savagery do much to spread the legends of fear surrounding dragons and sorcerer-kings.

The Sorcerer-Kings

The sorcerer-kings who were Rajaat's Champions are all dragons in the midst of their transformations. Some have chosen to stop pursuing the metamorphosis at particular stages. Although the sorcerer-kings are able to endow their templars with clerical spells, this is a function of their original linking with the Dark Lens. At that time a vortex opened to the elemental planes, granting them the ability to access elemental clerical spells, but not to use them themselves. That linkage is not available to anyone else attempting to become a sorcerer-king or dragon. All the other powers can be gained, but none but the Champions of Rajaat have the power to grant clerical spells to their minions. Note that the sorcerer-kings rarely appear in their true forms. They usually reveal themselves wrapped in illusions that project their original human appearances.

Dragons and Magical Items

Certain magical items affect dragons. These items are described below.

Potion of Dragon Control: Athasian dragons are not divided into different colors and metals. The table presented for this item should be ignored. If such a potion fruit as this is found, it is effective against any dragon. The dragon receives a saving throw against spells with a -2 penalty to avoid the effects. The potion's control lasts 5d4 rounds.

Scroll of Protection—Dragon Breath: This scroll functions as stated in the *DUNGEON MASTER Guide*.

Sword +2, Dragon Slayer: In a DARK SUN campaign, the sword functions against any dragon, regardless of its level.

TABLE 6: DRAGON and AVANGION EXPERIENCE LEVELS

Level	Dragon	Hit Dice	Avangion	Hit Dice
21	0	+10d4	0	+10d4
22	400,000	+5d4	375,000	+5d4
23	800,000	+3d4	750,000	+4d4
24	1,200,000	+2d4	1,125,000	+3d4
25	1,600,000	+2d4	1,500,000	+3d4
26	2,000,000	+3d4	1,875,000	+4d4
27	3,000,000	+3d4	2,500,000	+5d4
28	4,200,000	+4d4	3,600,000	+6d4
29	5,600,000	+4d4	4,800,000	+8d4
30	7,200,000	+5d4	6,400,000	+10d4

Becoming an Avangion

For the human preserver, becoming an avangion is the ultimate goal. Like those who become dragons, the human who wishes to become an avangion undergoes a 10-step metamorphosis. Rather than becoming a fearsome dragon, however, the preserver emerges as a beautiful, fragile creature that looks much like a gossamer-winged butterfly. This process is also extremely painful, but the avangion gains in Wisdom rather than falling prey to savagery. Also like the dragon, the process is begun by casting the *preserver metamorphosis* spell. Unlike dragons, if the preserver metamorphosis spell is interrupted or the caster deviates from the steps outlined, he doesn't die. Instead, the individual's experience points are lowered to the minimum necessary for his last level.

The metamorphosis often calls for periods of peace, isolation, and reflection. Like dragons, avangions become effectively immortal. They also gain four spell-like abilities that are permanently active: *tongues*, *know alignment*, *ESP*, and *detect lies*. As there have never been any avangions known to exist, no magical items affecting them have yet been created.

The spell used to become an avangion is described in Chapter Four, but other details of the 10-step process are covered here.

21st-Level Avangion: The physical form of the metamorphosing avangion alters only minimally during this first in a series of 10 transformational stages. The facial features assume a nobler appearance and the eyes develop a silver or golden sheen.



Role-playing Advanced Beings (continued)

Avangions suffer no periods of savagery or mental collapse. On the contrary, an avangion's Wisdom increases (to a maximum of 25) as it gains more insight and understanding. As a focus of change and goodness, avangions are rare and unique beings. Avangions and dragons are natural enemies with totally opposed goals.

Though advanced beings are extremely powerful, large numbers of lesser creatures can bring them down. The downfall of the dragons may eventually be their inability to work together, while avangions attract followers by their very nature.

Currently, the known dragons are Hamanu, Nibenay, Lalali-Puy, Daskinor, and Dregoth.

The lone avangion is Oronis of Kurn (though his avangion state is a secret).

The Armor Class drops to 9 and the avangion develops a magic resistance of 10%. The THACO falls to 10.

22nd-Level Avangion: During the second stage, the skin acquires a metallic glow, similar to the avangion's eyes, and the hair becomes white. Otherwise, the avangion retains a human appearance. Armor Class drops to 8, and natural magical protections give the avangion a magic resistance of 15% as well as immunity to weapons of less than +1 enchantment. THACO remains 10.

23rd-Level Avangion: At this level, the avangion can no longer pass for human, as enormous gossamer wings sprout from his back and shoulders. Filmy and translucent, the wings span 20 feet. The avangion's eyes become bright silver, and sunlight causes his skin to glitter. With his wings, the avangion can fly at a movement rate of 24. Armor Class becomes 7, magic resistance increases to 20%, and THACO drops to 9.

24th-Level Avangion: By this stage, the avangion is only vaguely human in form. All body hair is lost and filmy webs of winglike material develop between arms and torso. Fingers and toes also display this weblike connective tissue. Multiple folds appear in its wings, which can now extend to 25 feet. Armor Class becomes 6, magic resistance improves to 25%, and the avangion is immune to weapons of less than +2 magical enchantment. THACO remains at 9.

25th-Level Avangion: At the midpoint in the metamorphosis, the avangion's human form becomes nearly lost in the many wispy folds of its wings, which now boast a 30-foot span. The jaw retracts into the now-oval head, and the eyes enlarge. The avangion's arms dwindle in musculature and his legs atrophy, becoming too thin to support his body. The avangion instead travels by floating or flying. It becomes impossible for the avangion to use hand-held weapons or employ physical attacks. However, the avangion's Armor Class drops to 4 and its magic resistance increases to 30%. THACO falls to 8.

26th-Level Avangion: At this stage, the avangion gains in mobility and grace. Its ethereally beautiful wings, now 40 feet in width, endow the avangion with the ability to fly at a movement rate of 36. The body of the avangion is nearly engulfed by the wings, whose many folds often conceal it entirely from view. Armor Class becomes 2, magic resistance increases to 40%, and +3 or better magical weapons are needed to hit and damage the avangion. THACO remains 8.

27th-Level Avangion: By this stage, the avangion's physical body consists of only a torso and head, and even these are hard to distinguish within the multitudinous folds of its wings, which span to 50 feet at full extension. The magical nature of the avangion-form provides an Armor Class of 0, while magic resistance rises to 50%. Only magical weapons of +4 or greater can harm the avangion at this stage. The enlightened nature of the avangion begins to emerge, giving it a +1 bonus to its Wisdom score. THACO drops to 7.

28th-Level Avangion: During this stage, the avangion first acquires its aura in the form of a brilliantly radiant light that extends from the creature for 90 feet in all directions. This aura functions as a permanent *protection from evil* spell as well as dispelling all magical darkness it encounters. The wingspan of the avangion increases to 65 feet with a corresponding improvement in flight; the avangion now has a movement rate of 48. Weapons of less than +5 magical enchantment have no chance of harming the avangion at this level. Armor Class improves to -2 while magic resistance increases to 60%. An additional +1 bonus to the avangion's Wisdom score represents the growing benefits of its enlightenment. THACO remains 7.

29th-Level Avangion: In the penultimate stage of metamorphosis, the avangion's aura extends to a radius of 150 feet and gains the ability to function as a *ray of enfeeblement* affecting all evil creatures in the area. The avangion's physical form grows larger, as its wings evolve a span of 80 feet, nearly overwhelming the torso and head. Viewed from afar, the avangion appears to be all light and wings. Armor Class improves to -4, while magic resistance rises to 70%. Once more, the avangion's Wisdom score increases by +1.

30th-Level Avangion: In the final stage of metamorphosis, the avangion's remarkable wings achieve a maximum span of 90 feet. Its aura extends to a radius of 200 feet and acts as a *globe of invulnerability* in addition to the powers it already possesses. The avangion now flies at a movement rate of 60. Armor Class improves to -6, and magic resistance becomes 80%. The final transformation endows the avangion with an additional +2 to its Wisdom score.



CHAPTER THREE:

Character Kits

This chapter describes a variety of character kits for use by Athasian wizards. Kits are optional, and those who wish to enhance their characters through the use of a kit should consult with their Dungeon Master beforehand. Remember, what rules apply to a given campaign are always at the discretion of the DM.

Each kit presented here is particularly suited to DARK SUN campaigns and Athasian wizards. Some may be taken by either class of wizard, but a few are restricted to either preservers or defilers. Kits taken by dual-classed human characters and multi-classed nonhumans are exclusive. If the character has a wizard kit, he or she may not also have a kit from another class. Characters are still restricted by all other requirements of the kit in question.

Among the PC races allowed to be wizards, only elves and half-elves may be multiclassed. Humans may be dual-classed. Aarakocra are not allowed to combine the wizard class with any other. Humans, half-elves, and elves may elect to be either preservers or defilers. Aarakocra may only choose to be preservers.

Human characters who wish to take the wizard advanced being kit must be dual-classed wizard/psionicists. Other races may take the wizard advanced being kit only with DM approval and with the understanding that they have embarked on the path to an impossible dream. Only humans may actually become wizard advanced beings, but the other races may not know this and could strive for a goal they will never be able to reach.

Proficiencies

Kits, and all Athasian characters, must use the proficiency rules as given in the *Player's Handbook* and the DARK SUN *Age of Heroes* rules book. New proficiencies can be found in Chapter Five of this book.

Kit Descriptions

Each of the kits given below begins with a brief overview. This gives a quick explanation of the type of character the kit could be used to create. Other sections include:

- **Character Class:** This outlines whether the kit is suitable for preserver, defiler, or both, and mentions likely combinations for multi- or dual-classed characters.
- **Races:** This specifies which races may take this kit and may give some ideas as to the likelihood that a chosen race will be attracted to it.
- **Requirements:** Any special requirements necessary for the kit, such as alignment restrictions or minimum ability scores, are given here.
- **Role:** This section provides details about the character's place in society and in adventuring parties. Information on typical actions or practices can be found here. Although this outlines typical behaviors, players are not required to rigidly follow everything given here.
- **Class Modification:** Any changes to the regular class, including benefits, restrictions, or other choices, are included in this section.
- **Weapon Proficiencies:** Some kits indicate that weapons other than the standard ones available to wizards may be taken. These cost the same number of proficiency slots as the regular weapons do.
- **Nonweapon Proficiencies:** Some kits have specific nonweapon proficiencies associated with them. Bonus proficiencies are free and don't use up any slots. The character receives them automatically. Required proficiencies must be selected. They do use up slots. Recommended proficiencies are optional and cost the usual number of slots. If a recommended proficiency comes from a group not listed for the character's class, the proficiency costs one additional slot (unless the specific kit states otherwise).
- **Special Benefits:** Every kit has advantages that set its members apart from other wizards. These advantages help to personalize the character and provide a few extras that give the wizard options not available to wizards of a different kit.
- **Special Hindrances:** Like benefits, these are unique to each kit. They prohibit the wizard from doing certain things or force him to take certain actions at certain times.
- **Wealth Options:** Even on metal-poor Athas, characters need money. All characters receive starting funds, and these are explained here.

Advanced Being (Wizard)

Advanced beings hope to become either dragons or avangions. Defiler wizards aspire to a dragon's power, while preserver wizards hope to become a powerful force for good known as an avangion.

Character Class: In order to become a dragon, the wizard must be a dual-class defiler/psionicist. Avangions must be dual-classed preserver/psionicists. No other class combinations can actually become advanced beings, though characters may be allowed to take the kit as a sign of their aspirations. So little is known about the actual process of becoming an advanced being that any wizard is welcome to try.

Races: Only humans may become dragons or avangions. As most wizards have no idea of these requirements, however, elves, half-elves, and aarakocra may select this kit, even though they can never actually transform into one of these beings.

Requirements: Dragon candidates must be dual-classed human defiler/psionicists. They must have an Intelligence score of 18, a Wisdom score of 16, and a Constitution score of 15. Avangion candidates must be dual-classed human preserver/psionicists. Avangion hopefuls must have an Intelligence score of 18, a Wisdom score of 17, a Constitution score of 15, and a Charisma score of 16.

Those characters who don't fit the requirements to become an advanced being may take this kit anyway. Such characters simply go through their adventuring lives under the false impression that they are working toward the goal of eventual transformation. They will not achieve it without extraordinary changes to themselves, but at least they can dream.

Role: This kit is for characters who aspire to be something greater than what they are. It is for both dreamers and schemers. The advanced being seeks to fill an important place in the world. His every thought revolves around becoming either a dragon or an avangion. Those who aspire to such greatness have a keen sense of their own worth. They believe that they must work toward becoming an advanced being in hopes of changing Athas for the better. Defiler and preserver definitions of what is better diverge wildly, of course.

Would-be dragons hope to become a force of stability and unification. They hope to achieve this by becoming powerful enough to challenge the sorcerer-kings, wrest

control of the cities from them, and unify the entire region under their own control. Many sincerely believe that one strong leader is far better than a number of tyrants each concerned with their own city-states. Some see themselves as figures of ultimate power whom others will not be able to belittle, cast out, or threaten.

Those on the path toward becoming avangions also see themselves as a force for stability and unification, but their visions are slightly different. Whereas dragons seek to rule, avangions seek to guide. Those preservers who have heard tales of avangions hope they will become the focal point for changes to better life for all. They want to become the ultimate expression of good on the planet. Often, they see themselves as battling the sorcerer-kings and freeing Athas from their tyranny.

To some extent, those who follow this kit are striving for the fame of being the only advanced beings in the world. Texts on becoming advanced beings, when they do exist, are so garbled that even the followers of this kit have only the most basic idea of what they are doing. Those who want to be dragons are quite likely to believe that now that Borys, the Dragon of Athas, is dead, that there are no more dragons. They thus seek to take his place as overlord of the Tyr Region. Most have no clue that the sorcerer-kings are each already on their way to becoming dragons and that any sign that another advanced being is appearing will probably attract their wrath.

Would-be avangions have been told that there has never been an avangion on Athas. They seek to become the first, believing that by doing so they will immediately be able to overcome all evil and right all the wrongs of the planet. Unless they have met the avangion who already exists, they have no way of knowing he is already at work—subtly striving to create a city of light and freedom far from the prying eyes of the sorcerer-kings. Rumors abound that the Wanderer may be an avangion, or on the path to transformation, but such rumors are usually discounted. That leaves the character to take up the mantle of protector of Athas.

Those who would become advanced beings are earnest and studious, always seeking some sign that they are on the correct path. They travel the land in search of ancient writings, strange spell components, and odd bits of folklore, hoping to piece them together into a complete picture of the steps they need to follow to metamorphose into higher forms. As adventurers, they are extremely obsessive. They are less single minded about their approach to learning, however, and can often be persuaded to go somewhere or perform some task on the chance that it might reveal something that will help them in their quest.

Class Modification: Those who seek to become greater beings are even more stringent than usual in sticking to their chosen magical path. Advanced beings tend to focus quite heavily on their path's schools of magic. They take far fewer spells associated with the opposite path; some refuse to take any spells associated with the opposition at all. Because advanced beings must be as mighty in psionics as in spells, members of this kit tend to be quite concerned with exercising their psionic wild talents in tandem with their magic, thus preparing themselves for the later combination of the two classes.

Weapon Proficiencies: Advanced beings have the same weapon proficiencies available to them as normal wizards.

Nonweapon Proficiencies: Advanced beings receive the following *Bonus Proficiencies*: Ancient history and mental armor. *Required Proficiency*: Path lore. *Recommended Proficiencies*: Bribery etiquette, intimidation [dragons], lens crafting, mediation [avangions], oratory, planes lore, planetology, somatic concealment, spellweaving, teaching.

Special Benefits: Because of their tight focus on the spells from their own paths, both would-be dragons and avangions receive an extra 5% chance to learn their chosen path's spells. All proponents of this kit are particularly studious and concerned with spellcasting. Because of this, after they reach 5th level, if there is a saving throw granted versus their spells, their opponents are at an additional -1 penalty to throw off or avoid the effects. This covers all their spells, not just those of their particular path.

Whether they are on the path to evil or good, the individuals who seek to become advanced beings are compelling in their intensity. Their belief in their own destiny and their ability to overcome whatever obstacles stand in their way makes them difficult to intimidate. Members of the advanced being kit are immune to the effects of intimidation and all fear-type spells after reaching 7th level, including *fear*, the fear generated by an *emotion* spell, and *phantasmal killer*.

Roleplaying Wizards

Being an Athasian wizard is no easy task. In other AD&D campaigns, wizards command respect from the people. They may be mysterious, robed figures who dwell in lofty towers surrounded by unimaginable magical traps and treasures or the local wise men who live in secluded glens. Often, they are looked upon as scholars and teachers who have access to fantastic arcane lore and great knowledge concerning the workings of the world. Adventuring wizards are looked upon as possible saviors or threats depending on their actions. They can become heroes or villains as their actions dictate.

In the DARK SUN campaign world, such easy access to and knowledge of wizards is unheard of. No wizard is a hero — or even a neighbor. Here they are the hunted. Reviled and feared, Athasian wizards are unlike any others. They have little time for the pursuits which hold the interest of mages on other worlds; they have no jealous guilds, no vying for supremacy among schools of wizardry, and no lofty towers where they may reside in comfort while conducting arcane research.

Athasian wizards scramble from hiding place to hidden bolt hole, learning what they can as time permits. Defilers war against preservers, preservers against defilers, and both are engaged in ongoing struggles against the tyrannies of the sorcerer-kings and the fearful backlash of the common people.

A Difference in Perception

Why are Athasian wizards so hated and feared? Perhaps it's because they have been gifted with a power that few understand. Powerful psionics have the ability to kill with a thought or control another's actions and thinking. Why are they not reviled?

Almost everyone on Athas possesses at least a glimmer of psionics. Even the most mundane field worker or lowliest slave can call upon a wild talent of some sort. Psionics is known and familiar to all because everyone has some psionic potential. True or not, the perception exists among most people that if they chose to or had the time or the opportunity to do so, they could become a psionist. They don't feel that way about magic.

Wizards are an unknown, dangerous, and potentially deadly, quantity. They are rare, comprising only a small segment of the population. Normal people have no defenses against magic; they at least have a hope of protecting themselves from psionics.

Lastly, wizards are (rightly) blamed for the devastation of the world. Only wizards take what isn't theirs, life energy, for their own selfish ends. Since all wizards do use life force, it isn't easy for preservers to deny these charges. It therefore becomes almost impossible to explain the difference between preserving and defiling magic. What people believe is far more important in shaping their perceptions than the actual truth.

Special Hindrances: Advanced beings may not stray from their chosen path and hope to become a higher being. If a defiler changes his ways and takes up preserver magic or a preserver becomes a defiler, he must undergo the strictures and losses outlined under "Switching Roles" in Chapter Two. If he decides to remain with his new class, the advanced being receives none of the benefits of the kit until he has achieved a new level in the path to which he has switched. If he returns to his old path, he must wait two levels before again receiving any of the benefits of this kit. Finally, if he changes again, for whatever reason, he must abandon this kit forever and choose some other kit or go kitless.

Because advanced beings delve more into their own path's spells, members of this kit may not have any more than 25% of their spells from the opposite path. They are further restricted in that they may cast no more than one spell per level per day from the opposite path's schools of magic.

Wealth Options: Advanced beings begin play with (2d4+2) x 30 cp.

Arena Mage

The arena mage is a gladiatorial wizard who uses his magic in the games. He's a master at masking his use of magic and covertly casting his spells. Though he excels in disguising his spells as psionic disciplines, his able concealment of the fact that he is a wizard can have far-reaching effects.

Character Class: The arena mage may be either a defiler or preserver, though it's usually easier for preservers to hide the effects of their energy tapping. Though arena mages may be multiclassed or dual-classed, they may not combine this kit with the actual gladiator class.

Races: Elves, half-elves, and humans may take this kit. Aarakocra are forbidden to take this kit. Elf arena mages are rare, but possible.

Requirements: Arena mages must have an Intelligence score of at least 13 and a Constitution score of at least 12, as they must constantly use their wits to disguise what they are actually doing and avoid direct confrontations with brawny gladiators intent on forcing them into melee.

Role: Arena mages may be spellcasting slaves who are forced into the arena to fight for their lives. Somehow they have managed to keep their spellbooks or have created new ones. Since they might be capable of escaping the slave pens using their magic, there is often something else holding them to the arena. They may have friends who might lose were they not there to support them, they may be receiving instruction in the art of magic from another slave who will not leave, or they may simply enjoy the life of a gladiator.

Others are not slaves at all, but free people who choose to fight in the arena for money or glory — or as an excuse to infiltrate the slave pens as a spy for the Veiled Alliance or a sorcerer-king. A few are thrill-seekers, finding pleasure in brazenly using magic in the most public place possible. This type gets a particular thrill if there are templars present who still receive their spells. The chance to fool them is too good to pass up.

Whatever their reasons for fighting in the games, arena mages all learn a most valuable lesson: how to cast spells without betraying that they are wizards. This skill can be transferred over to life outside the arena, and makes them sought after as covert agents for the Alliance and the sorcerer-kings. They are also invaluable to adventuring parties who may desperately need the support of a spellcaster, but can't afford to be discovered associating with one.

Multiclassed characters who combine the arena mage kit with the thief, fighter, cleric, or psionist class can be very dangerous, as they can completely hide one facet of their training and thus surprise opponents. Obstacles that might have defeated a fighter can often be overcome by magic, and the information that magic can provide to a thief makes the character highly versatile. Dual-classed arena mages have the same advantages.

Class Modification: Arena mages tend to focus their studies on spells that can be passed off as psionics. If a spell has no material components, it will almost certainly appear in the arena mage's spell book. Many spells and psionic powers are virtually indistinguishable. These spells, such as *clairvoyance*, *telekinesis*, *animate object*, *levitation*, and *teleport*, for example, may be used as is and easily passed off as psionic powers. Others, such as *invisibility* and *stoneskin*, don't exactly correspond to psionic

equivalents, but can be explained as such. Additionally, some spells actually give the arena mage an advantage over actual psionic foes. *Antimagic shell* blocks the effects of psionic powers, for example, while *detect invisibility* allows the mage to see someone using psionic invisibility quite clearly. Each arena mage will usually hand-pick a selection of clever spells with which he is intimately familiar.

Weapon Proficiencies: Arena mages may choose their weapons from among any allowable for mages, but only carry weapons usable by psionists into the arena. This usually means they choose dagger, dart, or knife, as they are all small and associated with psionists. Hand crossbows are also weapons that psionists may use. Though wizards may not use them, carrying one into the arena tends to be a plus to a mage's disguise. Outside the arena, the arena mage may have staff or sling as well.

Nonweapon Proficiencies: Arena mages receive the following *Bonus Proficiency*: Psionic mimicry. *Recommended Proficiencies*: Bribery; defensive tactics; intimidation; languages; modern; prestidigitation; reading/writing; somatic concealment; spellcraft; spellweaving.

Special Benefits: Because arena mages are so used to casting their spells covertly, there is an 85% chance that foes in combat with the mage won't realize where a spell originated for the first two rounds. They may look for *invisible* wizards or attempt to erect psionic defenses, both of which are useless and take up time and actions they might otherwise spend to harm the arena mage and companions. Arena mages have no time in the arena to draw energy to power their spells. They must tap the energy when they study their spells instead. Because all their spells must be carefully prepared to mimic psionic powers, however, defilers only cause minimum damage and attain the maximum spells possible (as if in the best possible terrain regardless of their actual surroundings). This benefit only applies to arena mages actually fighting in an arena setting, not to those out adventuring. Preservers, as usual, are assured of receiving all the energy they need to cast their full complement of spells.

Arena mages are intimately familiar with gladiatorial arenas and how they function. Arena trainers, who overhear everything, and gladiators, because they are valued



Society and the Wizard

An Athasian wizard needs to remain anonymous affects his dealings with society in fundamental ways. Both defilers and preservers, despite their differing philosophies and approaches to magic, live in constant danger of discovery. Because of this unavoidable fact of life, wizards on Athas rarely establish the same kinds of social ties as other people.

In many cases, wizards live double lives, presenting a harmless front as a shopkeeper, common laborer, or traveling herbalist or entertainer in order to avoid rousing suspicions as to their true profession. Rarely are individuals devoted to learning magic able to enjoy casual friendships, and closer relationships are even more difficult to cultivate and maintain. In some cases, a wizard's immediate family (parents and siblings) may be aware of what he is, particularly if one of them is also a wizard. Most often, however, preservers and defilers must keep their knowledge of magic secret even from their closest relations.

Of necessity, most Athasian wizards lead solitary lives, with few friends. Because of the many difficulties involved in practicing magic on Athas, both preservers and defilers have developed a number of stratagems designed to protect themselves while giving them the benefit of limited social contact with others of their kind.

slaves (or admired free citizens), usually know what's going on in any given city. Arena mages can trade on their relationships with these people to learn one significant piece of information per game session. The information isn't always directly related to the character's current quest, but might prove handy to know in a later adventure or to trade for more immediately important information.

Special Hindrances: Arena mages gamble with their lives every day. They perform magic in a public place, often in front of templars and psionics who could unmask them in a moment if they saw through the act. This is always a possibility. For each arena combat in which the mage participates, there is a 5% chance (not cumulative) that someone becomes aware of the mage's true nature. If such a person notices the sham, there is an additional 10% chance that it will be a templar or a psionist. Depending on who it is that notices something amiss, the mage might be subjected to questioning, arrest, or any other penalty that would normally be levied. Unimportant people seeing through the disguise might report it in hopes of a reward, attempt to blackmail the wizard, or tell the Veiled Alliance. Though there should be the possibility that the character is unmasked, it shouldn't become an everyday occurrence, happening every time the wizard sets foot in the arena.

Wealth Options: Whether slave or free citizen, the arena mage starts with (2d4+2) x 30 cp to reflect payment and tips received in the arena.

Cerulean

Cerulean wizards are spellcasters who draw the energy to power their spells from the Cerulean Storm. Though many of their spells are destructive in nature, ceruleans may be either preservers or defilers. As such, they can gather spell energy in the normal manner, or cull it from the Cerulean Storm or the smaller Tyr-storms that it produces.

Character Class: This strange wizard is able to tap into the force of the Cerulean Storm to power his spells. The cerulean may be either a defiler or a preserver, but this identification has more to do with his personal ethics than with harming or preserving plant life (unless he is far from the magical storms and unwilling or unable to call it to him). Cerulean wizards may only combine this kit with one other class. They may be either multiclassed or dual-classed cerulean/psionics. This is due to the strange nature of the storm itself, which precludes the wizard combining it with any fighter, cleric, or thief class. Cerulean wizards are extremely rare. Few have the ability to access the storm's power; fewer still want to do so.

Races: Aarakocra, elves, half-elves, and humans may all become cerulean wizards. Aarakocra have an affinity for high, cold places which makes them suited to the kit even though they only reluctantly use the destructive magic provided by the storm's energy. The most likely candidates to become cerulean wizards are humans.

Requirements: Cerulean wizards must have an Intelligence score of at least 15 and a Constitution score of 12 to qualify for the kit. They must be able to concentrate hard enough to bring the power of the storm from a great distance away and have the stamina to withstand its powerful energies. Cerulean wizards must have some sort of chaotic alignment (chaotic good, chaotic neutral, or chaotic evil) in order to comprehend the changeable nature of the storm's power.

Role: Cerulean wizards are new to Athas. They are explorers and researchers who have discovered a new power source and who seek to exploit it. For whatever reason, cerulean wizards were not content to practice magic as hundreds of generations of wizards have done before them. Whether they sought more power, an end to the destruction of the world's plant life, an outlet for their creativity in experimentation, or simply craved new knowledge, each cerulean wizard found a new way to cast magic. Others have been lured to the power by Tithian, the one-time king of Tyr who is trapped within the storm.

Ceruleans are by nature tamperers and experimenters. Older ceruleans were magical theoreticians doomed to frustration and failure until the appearance of the cerulean storm. Younger wizards may have stumbled upon the power source without realizing what they'd found. Each, however, is a pioneer in a whole new form of wizardry. The Cerulean Storm has only been in existence for a short time. It is something of an unknown factor, especially since it is situated out in the center of the Sea of Silt.

The Tyr-storms that spin off of the larger one also provide energy for cerulean wizards, but the result of drawing upon them may be to call down their full destructive

Veiled Alliance

power on an area. Sometimes it does, sometimes it doesn't, depending on the skill and strength of will of the wizard. Wizards who can utilize the storm's power are breaking new ground each time they cast a storm-powered spell.

Because they are not content to rely on old theories and practices, all cerulean wizards are mavericks. The sorcerer-kings are loathe to employ them, having little idea what they are likely to do or even what they are capable of doing. Further, it disturbs the sorcerer-kings to think that tampering with the Cerulean Storm may somehow weaken the seals which are once again keeping Rajaat, the First Sorcerer, imprisoned in the Hollow and his servants tied to the Black.

Likewise, the Veiled Alliance wants little to do with those who play with forces they may not know how to control. Even if they could condone the cerulean wizard's use of the Cerulean Storm to power their spells, the Alliance has little need of magical mavericks who can't or won't follow orders. Even if cerulean wizards don't directly harm plant life, they are potentially capable of wiping out whole areas of green growing things if they lose control of their spells and draw down a Tyr-storm on top of themselves.

Despite this, cerulean wizards can make very helpful traveling companions. They are more tied to elemental type spells than other wizards, they can call upon powerful destructive magic with which to combat foes, and they even have a chance to use up the power of a Tyr-storm, thus negating its destructive power.

Class Modification: Unlike other Athasian wizards, ceruleans may cast up to four elemental spells per day (assuming they are capable of doing so due to level and availability) without attracting the displeasure of the elemental spirits. They receive no special bonuses when doing so. Because of the chaotic nature of the Cerulean Storm, ceruleans must roll on TABLE XVII: GATHERING ENERGY THROUGH DEFILING MAGIC (see Chapter One) to determine how many spells they can cast each day. Rather than determining terrain type, the character should roll 1d10. On a 1 he uses the *barren* terrain line; on a 2-4, the *infertile* one; on a 5-7, the *fertile* terrain type; on a 8-9, the *abundant* one, and on a 10, he uses the *lush* terrain line to determine how many spells he can memorize for the day. An Intelligence check is required just as it is for normal defilers. This check determines the wizard's ability to call upon the storm that day.

Weapon Proficiencies: Ceruleans use the weapons common to all wizards.

Nonweapon Proficiencies: Cerulean wizards have the following *Bonus*

Proficiencies: Lens crafting and weather sense. *Recommended Proficiencies:* Ancient history; artistic ability; engineering; gem cutting; languages, ancient; reading/writing; spellcraft; spellweaving.

Special Benefits: Cerulean wizards only have need for one spell component to cast their spells — a blue glass lens they may craft themselves. It is used to focus the storm's power so that the wizard may use it. One such lens at a time may be created to act as the spell focus. For all saving throws, it is treated as if it were normal glass.

A second lens may be made that acts as an energy storehouse. It can store up enough energy to power the wizard's average number of spells (the number of spells the wizard would receive for the day if he were a normal preserver of the same level). This stored energy is only used if the wizard breaks his first lens. If such an event occurs, the second lens will power up to the number of spells it can hold. It must be refilled with storm energy from the Cerulean Storm before it can be used again. Since the wizard may only memorize a certain number of spells per day, having a secondary lens does not allow him to cast that many extra spells. It is a fail safe, not an unlimited power source for spells.

The second lens is like a magical battery. The lens is left empty because it can be used to call down the energy from Tyr-storms in the wizard's area (within 30 miles), filling it with power and breaking up the storm. The destructive power of the storm is thus channeled into useful energy and the storm itself is rendered harmless . . . if the wizard rolls a successful saving throw vs. spells at a -2 penalty. Should the wizard fail the roll, the full fury of the Tyr-storm will be called down on top of the wizard (and any companions who happen to be traveling with him). Unless shelter is available, those caught in the storm suffer its full effects. The second penalty for failure is that the lens shatters. See "Special Hindrances" for the penalty that occurs if both lenses are broken or lost.

On the positive side, if the wizard's primary lens breaks or is lost, he may replace it with his secondary one. If the secondary lens is used to replace the first one, a new secondary lens must be constructed for the wizard to hold Tyr-storm energy.

Until the overthrow of the sorcerer-king in Tyr, the Veiled Alliance offered the best hope for protection and survival for Athasian preservers. This secret society of wizards combined the advantages of anonymity and mutual support to allow wizards not only to stay alive but to thrive in the hostile world of the crimson sun.

Although the Veiled Alliance makes rigid demands on its membership, it also affords preservers a network of sympathetic individuals able to assist members in advancing in their studies, acquiring safe havens, avoiding detection by enemies, and escaping from those enemies if captured. The Alliance's outright opposition to defiler magic and to the tyranny of the sorcerer-kings, however, has made it too political an organization for some preservers.

Members of the Veiled Alliance must constantly weigh the desire to help others against the risk they take of exposing themselves or other members of their organization. Preservers are aware of their potential usefulness in helping others and in promoting the restoration of the land, but too often they must stand helpless because using their art would be tantamount to suicide. Unless a preserver can conceal his spellcasting through the use of misdirection or through clever planning, he must refrain from taking actions that might result in his exposure as a wizard. The Alliance impresses upon its members the necessity of caution, particularly when carelessness could result in arrest, torture and eventual execution of others.

Wizards in Tyr

In Tyr, where magic has been granted legal status, wizards face different problems from their counterparts elsewhere on Athas. Although they can't be arrested for practicing magic, they suffer the stigma of social prejudice. Wizards in Tyr are more likely to avoid groups like the Veiled Alliance, feeling that secrecy only adds to their already poor public image. Even those Tyrian wizards who don't openly admit to their profession often work quietly to change the minds of the people around them, gradually hoping to wear down centuries of ingrained mistrust through educating their neighbors about the differences between responsible and irresponsible uses of magic.

It takes one week of working four hours a day plus a successful lens crafting proficiency roll to produce a lens. If the roll fails, the process must start over (requiring another week of work).

Special Hindrances: Because they are unsure about cerulean wizards' effect on the Cerulean Storm, the remaining sorcerer-kings keep a close eye on them. If they believe that the wizards' experimentation with the storm's energy may prove threatening, they will try to eliminate that threat — especially if it seems likely to free Rajaat or Tithian.

It is impossible for cerulean wizards to disguise their spellcasting, as all spells they cast are accompanied by a crackling blue aura. Illusions cast to try to cover the distinctive blue energy are also accompanied by the crackling aura. As wizards are unpopular and Tyr-storms feared, cerulean wizards are unlikely to find a welcome anywhere that they cast spells.

The down side to calling Tyr-storm energy into their secondary lenses is that the lenses shatter if the saving throw vs. spells at -2 is failed.

If both lenses are lost or broken the wizard may only cast spells as if he were a preserver of three levels lower than his actual level. If this means he is 0 level and can't cast spells, then he may not cast any spells until he makes a new lens. If the wizard must act as a lower level preserver, he must have the proper material components on hand to cast his spells.

Through his association with the Cerulean Storm and the casting of spells whose energy comes from it, a cerulean wizard is very likely to call a Tyr-storm into spontaneous existence (or so it appears). Every day that a cerulean casts spells in the same location (a location defined as a 10-mile radius), there is a 5% chance per level that a Tyr-storm will explode over the area. So, a cerulean must roll percentile dice once each day to see if a Tyr-storm arrives. Even if he doesn't want one to appear, he must still make the roll. A 3rd-level cerulean, therefore, must roll 15% ($5 \times 3 = 15$) or less to attract a Tyr-storm. Even if no storm appears, the horizon always seems dark and threatening in the vicinity of a cerulean wizard.

Finally, because the cerulean is tenuously connected to the life force of Tithian, he can be persuaded to work for the one-time high templar and king of Tyr. Tithian rarely talks directly to a cerulean wizard. Instead, he plants subliminal urges that have a tendency to alter a cerulean's alignment. Once each month of game time, the cerulean must make a Wisdom check with a -2 penalty. If the check fails, good ceruleans become neutral, neutral ceruleans evil, and evil ceruleans must perform a simple service for Tithian (they may not even be aware they are doing so, just that they have a strong desire to accomplish some goal). Such a service will never overtly threaten a character's life or be focused primarily on freeing Tithian or Rajaat (though it might be one very small step along that path). If a character's alignment shifts, after one month another Wisdom check is made. If this one succeeds, the character can work toward recovering his original alignment. If it fails, the above occurrences happen as detailed.

Wealth Options: Cerulean wizards start with $(1d4+1) \times 30$ cp.

Chasseur

Chasseurs, or huntsmen, are wizards who specialize in hunting down others of their kind. Whether defiler or preserver, the chasseur uses his skills and magic to track and capture or kill other mages.

Character Class: Chasseurs may be either defilers or preservers, but by far the vast majority are defilers. These huntsmen may be multiclassed or dual-classed. The most popular combination is the chasseur/ranger, which provides the character with impressive tracking skills. These wizards must be careful whom they hunt, however, as mistakenly capturing or killing an innocent could result in their loss of ranger status. Other popular combinations are chasseur/thief and chasseur/psionicist, but the kit may be combined with any other class open to the multiclass availability of the character's race.

Races: Elves, half-elves, and humans may all be chasseurs. Aarakocra may not take this kit. The whole idea of hunting down their fellow mages is repugnant to them. Even aarakocra who understand the need for bringing defilers to justice find no attraction to this kit.

Requirements: Chasseurs must have a Constitution score of at least 13 to withstand the rigors of the kit.

Enemy of the Alliance

Myrmeleons, defiler spies for the sorcerer-kings, are usually sent to infiltrate the Veiled Alliance. To do so, they must use elaborate means to disguise what they are. Should they ever let their defiler nature become known or slip up when talking to members of the Alliance, they would be instantly attacked and killed. If it is lonely being a wizard, it is even more so being a spy. Myrmeleons must conceal what they are from everyone. They have no confidants. They can't even talk openly about their magic with the other wizards around them.

Role: Chasseurs are much like bounty hunters. The sorcerer-kings employ many defilers to do their dirty work for them. Among these are tracking specialists who are charged with hunting down wizards and bringing them in for trial and execution. These defilers are particularly hated and feared by all other wizards.

Not all chasseurs are defilers or work for the sorcerer-kings, however. Quite a few belong to the Veiled Alliance. These wizards specialize in hunting down rogues and turncoats and returning them to the Veiled Alliance for judgment. A few will perform field executions as need dictates.

There are also those wizards who hunt others for the money, and those who hate themselves and all other wizards. The latter believe that all wizards, whether preserver or defiler, should be wiped from the face of the planet. Hating what magic has done to them, they try to eradicate wizardly magic on Athas. These particular chasseurs should always be NPCs; they are unsuitable as player characters.

In most cases, defiler chasseurs who are adventurers have escaped from (or been set free by the death of) their sorcerer-king employer. The character is now on his own and free to make his own choices. Preserver chasseurs may work for the Veiled Alliance, may be free agents who are occasionally employed by the Alliance, or have made it their life's work to stop rogue wizards or defilers.

Though they function primarily as mage hunters, chasseurs are quite skilled at tracking in general. Because of their skills in locating wizards (and presumably others as well), chasseurs are sometimes asked to go in search of missing people or to recover valuable goods which have been stolen.

Chasseurs are rarely known to be wizards. Most people assume they are some sort of ranger or thief and look on them as bounty hunters. While most bounty hunters are given a wide berth and looked down upon, chasseurs are often admired for bringing hated, highly feared wizards to "justice."

Class Modification: Regardless of their path affiliation, all chasseurs rely heavily on divinations to locate their quarries. Defiler chasseurs occasionally have trouble learning the divination spells they need, and as a result are always on the lookout for magical items that will assist them in their work. Additionally, since their payment often depends upon bringing in their quarry alive, chasseurs learn many non-damaging attack spells (such as *web* and *sleep*) to help them capture foes without killing them. Those chasseurs who are not under contract but who hunt down mages for their own reasons don't usually bother with such niceties or distinctions.

Weapon Proficiencies: Chasseurs may use any weapons available to wizards. Additionally, they may choose to become proficient with net and rope. Taking either a net or a rope proficiency allows the chasseur to use these in combat in an attempt to capture the quarry, or to set it out as a trap for their unwary opponents to trigger.

Nonweapon Proficiencies: Chasseurs receive the following *Bonus Proficiencies*: Intimidation and tracking. *Recommended Proficiencies*: Blind fighting; direction sense; information gathering; path lore, preserver and defiler; reading/writing; rope use; sign language; somatic concealment; spellcraft; spellweaving.

Special Benefits: Chasseurs who are known to be mage-hunters are much admired by the common people. So long as it is not known that the chasseur is himself a wizard, he receives a -2 reaction bonus from those with whom he interacts. He is a popular character, receiving free drinks at the local wine shop and bargain prices on whatever he buys. This benefit is not available to any chasseur known to work for a sorcerer-king, as they are as greatly feared as those they work for.

Chasseurs have one special ability that gives them a great deal of power over their foes. They can "cry witch." Crying witch is yelling out an accusation of practicing witchcraft (or wizardry) against someone in a public place. The common people, guards, and other non-magicians present, being terrified of all sorcery, will take up the cry and attempt to seize the supposed evil-doer. This can make a chasseur's job a whole lot easier, in effect using a mob to make the capture for him. Additionally, it can be used to hold off foes long enough for the chasseur to make good his escape if he is overmatched. If used too often in the same location, however, it can backfire on the wizard-hunter, especially if it is used as a distraction and not to alert the public to actual wizards.

Special Hindrances: Chasseurs take a +4 reaction penalty when dealing with other wizards. Even those who would nominally be on their side feel uncomfortable around these huntsmen. Cooperation in hunting rogues is thus sometimes difficult for chasseurs, leading them to be cut out of a lot of the planning stages of cooperative

Defilers

“So long as you come not between a defiler and his own self-interest, you should be fairly safe . . . unless of course, you’re a plant.”

—Athasian joke
(usually spoken quietly)

Preservers aren’t the only wizards who suffer from the universal distrust of magic. Defilers, too, have the same need to conceal their identity as spellcasters. Although their magic leeches energy from the vegetation around them, thus increasing the barrenness of Athas, many defilers feel that their choice of methods is justified. Not a few defilers feel that the long-range state of the environment is less important than the immediate necessity of working their magic. Some defilers use their magic to assist the intelligent beings of Athas, feeling that the destruction of a small amount of viable land is an acceptable loss in the service of higher priorities.

Many defilers simply seek the easiest, fastest road to power. But some have merely been taught the wrong kind of spell-casting by defiler masters. These wizards tend to believe that what they do is the only kind of magic that exists. They dismiss the notion that wizards can extract the energy from plants, yet not kill them. Others simply feel that despite its apparent barren state, they can usually still find enough plant life to cast their spells each day. Therefore, the perception that Athas is dying or that casting defiling magic is destroying the world is wrong. If there is enough energy to power their spells today, they believe, there will be enough to power them tomorrow.

ventures. Furthermore, any other hunters involved always attempt to make the capture while leaving the chasseur out of it.

Chasseurs who work for sorcerer-kings or the Veiled Alliance are at the beck and call of their patrons. Refusal to hunt whomever their patrons deem dangerous will undoubtedly result in another chasseur being summoned to hunt down the “rogue” one. Once involved in mage-hunting, the chasseur is in it for life, unless his patron dies or the chasseur can fake his own death and move elsewhere.

Wealth Options: Chasseurs begin with (2d4+2) x 30 cp. In addition, they often have some sort of equipment or device which helps them in their chosen profession, such as thumb locks (restraints that are designed to prevent a wizard from casting spells) or a stone that pulses in the presence of wizards (5% chance of noticing a wizard per that wizard’s level).

Earth Defender

The earth defender is a preserver who is concerned with saving one particular aspect of the ecology. Though they must be preservers, these wizards are so consumed by their cause that they are willing to go to almost any lengths to protect their chosen ecological obsession.

Character Class: Earth defenders are preservers who devote their lives to the protection of a specific endangered target. In essence, they are willing to do whatever they must to protect and defend their chosen species or environment. The most common multiclassed and dual-classed earth defenders combine this kit with the classes of druid, cleric, or fighter. Some few defender/thieves exist and can be quite deadly to those who threaten their wards due to their ability to sneak up on the offenders, but this combination isn’t usual.

Races: Any of the races that can become preservers may take the earth defender kit, though aarakocra are less inclined to do so due to their tutelage by Oronis of Kurn.

Requirements: All earth defenders must be preservers. Those who wish to take the earth defender kit must have a Constitution score of at least 13 as they are often actively engaged in battle with those who threaten their ecological wards. Earth defenders may not be lawful, as they act as vigilantes and eco-terrorists. They may not be rangers, as some of the actions they perform could call into question the ranger’s need to retain his good alignment at all times. Most earth defenders are neutral, with leanings toward good, though some are chaotic or neutral good.

Role: When created, the earth defender chooses a “ward” which will be his particular concern. Such wards might include forested areas, oases, and grasslands, or a particular species that the defender believes is essential to the continued health of Athas (whether animal, insect, monster, humanoid, or demihuman). These are all broad categories of wards. Some earth defenders may instead choose to narrow their focus, concentrating their efforts on a particular copse of trees, one oasis, one patch of stony barrens that provides an environment for a rare insect species, or whatever else catches their fancy. Those with a more narrow focus are usually NPCs, as the need to remain in one place in order to protect their ward precludes them from adventuring. In some ways, narrow-focus earth defenders are like druids with protected lands.

Defilers who jealously guard a particular copse of trees or clump of vegetation so they may utilize it for themselves are not earth defenders.

Earth defenders are concerned with preventing the destruction of lands or environments which are host to endangered species of plants and animals. They have no tolerance for defilers at all and kill them on sight if possible. Further, they seek out any defilers they can discover in areas where they reside or travel, attempting to rid the land of such threats.

In defense of their ward, earth defenders are willing to go pretty far. They have no compunction against slaying anyone who threatens their ward. They also might blow up a building that houses workers whose tasks the earth defender considers a threat to the region or creatures for whom they have taken responsibility. In the latter case, they usually issue some sort of warning indicating that if the depredations aren’t stopped they will take revenge. Such warnings are only given once, however, and those who ignore them will soon regret doing so. Essentially, earth defenders are the eco-terrorists of Athas. In their view, the big picture of the planet’s overall health

takes precedence over the lives of a few humans or demihumans. After all, there are plenty of people; there are only a few agafari groves.

Earth defenders adventure in order to oversee all the areas they consider to be their wards or to discover more such areas. Because they are unable to care for more than one ward at a time, they also search out apprentices and magical spells or items that will help them in their tasks. One of their concerns while adventuring is educating their comrades in the importance of protecting their chosen ward from defilement or destruction. Many earth defenders attach themselves to adventuring parties, make friends and help them in any way they can, hoping that such friends will assist them in protecting their wards and exacting revenge on those who harm such. To this end, they are reliable and responsible companions, completely loyal to any group they consent to accompany.

Class Modification: Earth defenders, while they utilize divinations and abjurations (especially in defense of their wards), tend to learn a lot of destructive, or at least potentially harmful, spells. They lean toward alteration and invocation/evocation magic, and many of them dabble in conjuration/summoning as a means to guard areas they wish to defend.

Weapon Proficiencies: The wizards who take this kit have the usual wizard's weapon proficiencies. If they combine the kit with another class, they may elect to use the weapons of that class. They have no special weapons, as their battles with offenders are usually magical rather than physical in nature.

Nonweapon Proficiencies: The earth defender receives the following *Bonus Proficiency*: Natural trap. *Recommended Proficiencies*: Animal lore; disguise; engineering; heat protection; path lore, preserver and defiler; planetology; reading/writing; spellcraft; survival; teaching; tracking.

Special Benefits: Earth defenders are at home in the natural environment and receive the same ability to move silently and hide in shadows as rangers of the same level while outdoors and away from cities. They have a 5% chance per level to correctly identify normal plants, animals, and insects in areas familiar to them (places that are similar to ones they have visited before). After spending at least six months in significantly different terrain types, they may utilize this skill in that area as well. When engaged in active defense of their chosen ward (actual combat), earth defenders receive a +1 to all saving throws due to their fierce determination. Finally, though earth defenders have no particular organization, they assist one another when possible. No earth defender will knowingly endanger or refuse to help a brother or sister defender—especially when the defender's ward is in jeopardy.

Special Hindrances: Uncomfortable outside the natural environment, earth defenders receive a +2 reaction penalty while within large cities or towns with many inhabitants. They tend to view strangers as potential foes, always suspicious that they might pose a threat to the wizard's cherished ward—or some other defender's ward. If approached by a fellow defender and asked for help, the earth defender is sworn to assist in any way he can, including helping his fellow destroy potential threats. Lastly, earth defenders can in no way hide their antipathy for defilers. If the defender encounters a defiler in a situation where a confrontation would be foolish or even deadly, he must successfully save vs. death magic or confront his hated enemy anyway.

Wealth Options: It takes leisure time to become involved in eco-terrorism. Most such wizards come from noble or merchant backgrounds and therefore receive $(2d4+2) \times 30$ cp.

Exterminator

Exterminators are defilers who use their defiling methods to purposefully destroy the ecosystem. Some of these defilers enjoy the rush of power that destroying plants give them; some are so consumed by hatred that they want to annihilate everything in their path. Others may be convinced that the evil plants of Athas need to be obliterated. Exterminators are the blood enemies of restorationists, cultivators, and earth defenders.

Character Class: Only defilers may be exterminators. Defilers most often combine this class with that of thief or psionicist. Exterminator/fighter combinations are rare, and no one may combine the exterminator class with that of druid or cleric.

Races: Elves, half-elves, and humans may all be exterminators. Aarakocra are forbidden to be defilers and can't select this kit.

Defiler Problems

Whether willfully short-sighted or whether they believe that preservers are foolish alarmists, defilers are selfish and uninterested in long-range problems. This doesn't make them popular with their preserver peers.

Unless he finds employment with a sorcerer-king, a defiler must remain hidden just like his preserver counterparts. In fact, he may be in even more danger. Sorcerer-kings may outlaw preservers and have them executed, but they like to question defilers first—usually in painful ways—to see how powerful they've become. While they realize that preservers work against them or to overthrow them, the dragon-kings worry that other defilers may want to replace them.

Defilers must therefore hide from the common people, the Veiled Alliance and other preserver wizards, the sorcerer-kings, and even from other defilers who might turn them in for a reward. No wonder most defilers are loners.

Accomplishing Goals

With such an emphasis on secrecy, it is doubly difficult for Athasian wizards to get anything done. While their day-to-day survival may be of tantamount importance to wizards, they have other goals that they strive to accomplish. Many preservers have the avowed goal of overthrowing the sorcerer-kings and changing the perceptions of the people in regard to magic. Most defilers share those goals. Both paths would probably be surprised to realize that they have far more in common that either group has with the dragon-kings who rule the cities of the Tyr Region . . . or those king's templars, if the king is now deceased.

It's in the best interests of both defilers and preservers to gain acceptance of themselves and of magic. They face an incredible uphill battle in doing so as they must re-educate the people while not exposing themselves to mob violence or arrest by the sorcerer-kings' templars. Their best chance of changing people's hearts and minds lies in Tyr.

Though they still face many dangers, the city of Tyr is far more influential than they might believe. Those who long for freedom in other cities look to Tyr as a role model. Such people might unconsciously pick up on changing attitudes toward mages that come with Tyr's revolutionary teachings.

Requirements: All exterminators must be defilers. Exterminators can't have a Wisdom score greater than 14. All exterminators are strict carnivores.

Role: Exterminators have no specific role that they fulfill except that of quirky outsider. Each exterminator is different, each has an ax to grind, and each is only interested in one thing—the extermination of all plant life on Athas. As crazy as it sounds, exterminators usually have valid reasons why they feel as they do—at least the reasons are valid to the exterminators.

Some are simply selfish and addicted to power. These defilers look for chances to use their defiling magic to leech all life from plants because it gives them a pleasurable rush of power. The life they take from plants fills them with ecstasy and they can hardly wait to feel that surge again. These exterminators always pull as much power as possible from one area and refuse to wait until later to power their spells. They spend much of their time searching for magical items or spells that will allow them to tap more energy and increase their power.

Some misguided wizards have become infected with hatred for themselves and all others of their kind. They believe they must destroy all the plant life from which mages draw their power so that magic itself will die. Only then will the world be safe from the kinds of destruction that were wrought by magic in the past. These exterminators concentrate on destroying plant life one patch at a time. It's difficult to get them to move away from ground that has not been completely razed and rendered sterile.

A variation on the misguided exterminator is the one who has studied the history of the world and wants to return Athas to a better time. This wizard has become fascinated with tales of the Blue Age, when fewer plants and more water were the norm. Perhaps he believes that if he can kill enough plants, more water will be freed up for use by intelligent beings.

The most dangerous exterminators are those who kill all plants because they believe they are evil. These wizards have seen what bloodgrass, hunting cacti, and other predatory or intelligent plants are capable of and have decided to eliminate such evils from Athas. By killing all plant life, they leave the evil ones no place to hide.

Some Exterminators once had a reason for destroying plant life but have long since forgotten it in their single-minded pursuit. These people are usually just mean and crazy, and most are NPCs. Despite their insanity, however, they can be quite crafty and dangerous.

The last sort of exterminator is by far the most sly. This wizard hides his true intentions and attempts to kill preservers and pollinating insects, reasoning that if the things which nurture the plants are gone, the plants themselves can't survive. This exterminator launches grand schemes designed to force others to help him destroy plant life. To this end, he might foul food stocks and blame it on diseased crops. He then suggests that burning the field will take care of the problem. Others have been known to train herd beasts to ravage whole fields while grazing.

Class Modification: Exterminators have spent much time learning about plants. They know that in order to destroy something they must first understand it and discover its weaknesses. Because of the intense focus of their studies, they have learned to reverse any plant-related spells, even if that spell does not normally have a reverse effect. Thus, exterminators can cast the reverse of *plant growth* or *ward*. This reversal of spells is the only exception to spells which state that they are only able to be cast by preservers. Exterminators use the preservers' own methods and spells against them.

Weapon Proficiencies: Aside from the normal weapons available to wizards, exterminators may take a proficiency in scythe.

Nonweapon Proficiencies: Ironically, because they must understand how to eradicate plants, exterminators receive the following *Bonus Proficiency*: Planetology. *Recommended Proficiencies*: Animal training, brewing, heat protection, intimidation, path lore, reading/writing, somatic concealment, spellcraft, spellweaving, water find.

Special Benefits: Because of their comprehensive knowledge of plants, exterminators are able to brew potent poisons from them. Most of these are intended to kill plant life, and they may brew several different kinds of poisons that will do so. The exterminator also has a 5% chance per level of being able to produce a poison like those made by bards. The exterminator may only learn how to make one of this type

of poison. Actually brewing it is dependent upon his having the correct kind of plant stock on hand and a brewing proficiency.

Exterminators will not leave an area until the energy the plants produce is completely gone. For this reason, they always automatically receive the best possible result when rolling on the terrain table for drawing energy. They must still abide by the type of terrain they are in, but will get the most out of it, regardless of how poor it is.

Special Hindrances: These wizards refuse to leave an area until the plant life within it has been sucked absolutely dry. It is often difficult to get them moving when their companions are ready to travel on. Unless there is an immediate threat of annihilation, if the exterminator is in an area where there is still living plant life, he refuses to move unless he rolls half his Wisdom score or less. Once the vegetation is thoroughly destroyed, however, he insists on moving elsewhere as quickly as possible.

Because they love destroying plants so much and practice it so thoroughly, exterminators reduce half again as much vegetation to ash as normal defilers. If a defiler would have destroyed 4 yards of vegetation, the exterminator destroys 6 yards. Round up any fractions. It is unlikely that exterminators think of this as a hindrance, but they leave such a broad path of destruction behind them they're ridiculously easy to track.

Wealth Options: Exterminators receive $(1d4+1) \times 30$ cp to start play.

Free Wizard

Free wizards are mages from the city of Tyr where magic is no longer outlawed. They may be either preservers or defilers, though defilers must conceal the actual nature of their magic. Free wizards are brave souls who no longer hide what they are from the general populace, trusting that the Council of Tyr's edicts concerning preservers will protect them from outright attack.

Character Class: Free wizards may be either defilers or preservers. If they are defilers, they practice magic in such a fashion that they appear to be preservers.



Adventuring

Another promising outlet for changing people's attitudes about wizards is for the mage to adventure with nonspellcasters. Traveling with defilers can be disconcerting when the land around the group turns to ash, but few adventurers would argue with the defiler who casts a potent spell to defeat a foe the group can't overcome by force of arms alone.

Defilers are just as capable of saving the lives of their fellow adventurers as preservers are. They may, in fact, be more driven to do so. It's much harder for defilers to find acceptance both because most people are repelled by their methods and because of the Charisma penalty they all labor under. Some groups may also take exception to the defiler turning what might have become breakfast into ash. They are therefore quite careful to assist their party members to the best of their abilities—provided, of course, that it doesn't put the defiler's life in too much jeopardy.

Preservers are much more likely to be accepted by adventurers. They can usually be relied upon to assist their fellows since, like defilers, they depend upon the discretion of their companions. After traveling with wizards for awhile, many party members come to realize that mages are not the invulnerable, all-powerful beings, but people like themselves who have strengths and weaknesses. With the understanding that the wizards among them need their help just as much as they need the wizards, any fears they once harbored abate and they can accept the mages for what they are.

Multiclassed and dual-classed free wizards usually pair this kit with the fighter or thief class, but some few free wizards may combine the kit with the psionicist or cleric class. Few free wizards are also rangers or druids, as these tend to live away from the Free City.

Races: Aarakocra, elves, half-elves, and humans may all be free wizards. The kit is a reflection of a point of view and changing social conditions rather than a restrictive grouping.

Requirements: Free wizards must reside in the city of Tyr. They can't be known defilers. No free wizard may be a slave, as slavery is outlawed in Tyr.

Role: It falls to free wizards to be the role models other wizards will follow if the sorcerer-kings are overthrown in all the city-states of Athas. As citizens of Tyr, free wizards are presumed to be preservers. They have been invited by the Council of Tyr to make themselves known and come forward to serve the city.

In the Veiled Alliance to which many of Tyr's wizards belong, there is disagreement as to whether or not to come fully out into the open. Some wizards feel that it is enough that they can openly practice magic, and they take pains to keep their actual identities concealed. They fear a return to the old ways or an uprising by the populace against magic wielders despite the Council's rulings. These wizards cover their faces, change them using illusions, or erase the memories of them from any witnesses to their magic. In this, they continue the traditions of the Veiled Alliance. These hidden wizards, though they live in Tyr and are becoming more open about their magic, are *not* free wizards.

Free wizards are those who have decided to take the chance of revealing themselves for what they are, showing their faces in public and casting their magic openly. Preservers or defilers, members of the Veiled Alliance or not, they have put their lives on the line. All free wizards wish to educate people as to the benefits of magic. Even defilers want people to understand more about magic so they don't panic every time a spell is cast. Preserver free wizards want to teach people the difference between preserving and defiling magic; defilers want to muddle the definitions while trying to prove that they pose no threat. This allows them to reassure people so while the defilers grasp for more power.

Members of the Veiled Alliance have been invited to take seats on the ruling Council of Tyr. Those who accept are, for all intents and purposes, free wizards. Others of this kit may educate the people concerning magic, perform missions for the Council, serve as magical guardians for the city, or travel as ambassadors for trade agreements and such to other city-states or towns. Defilers may undertake the same missions, but with an eye to serving themselves as well as Tyr. For the present, defilers have nothing to gain (and everything to lose) by selling out Tyr, the only city-state where wizards are allowed to openly practice magic. For now, they can be trusted to defend and serve the city in their own self-interest.

In addition to their usefulness in helping the city, free wizards also make good adventuring companions. They are more likely to cast spells immediately in an emergency since they don't have the natural inclination to hide what they are at all costs. Further, free wizards often agree to adventure if for no other reason than to locate other wizards and tell them of Tyr or offer to share spells. Note, however, that not all city-states have agreed to honor Tyr's edicts, so free wizards might have to hide their identities outside of Tyr's influence.

Class Modification: While remaining true to their defiler or preserver origins, free wizards are the most likely to collect nonpath spells. Some free wizards have far more Path of Concurrence spells than those of their professed path.

Weapon Proficiencies: Free wizards use the same weapons as normal wizards. They are more likely to use conjured or evoked magical weapons than most other spellcasters.

Nonweapon Proficiencies: *Bonus Proficiencies:* Etiquette, teaching.
Recommended Proficiencies: Bargain; languages, modern; local history; mediation; mental armor; path lore, preserver or defiler; reading/writing; spellcraft.

Special Benefits: The greatest benefit of this kit is the status of wizards in Tyr. Free wizards are not outlaws or outcasts, by ruling of the Council. They are able to walk the streets openly, freely admitting what they are. They can practice their craft, buy spell components, and even offer aid to others without fear of reprisal. They may be asked to perform missions or to help defend the city, positions of trust which would never have been accorded them under Kalak, the sorcerer-king.

Because of the new wave of freedom in Tyr, material components for spells are easily located and cost only a fraction of what they go for in other city-states. New spells are more easily located as wizards meet openly and exchange information, and comprehensive spell research is now possible.

Free wizards almost always have money since the Council seeks them out to perform various services. In effect, this gives the free wizard the equivalent of 5 silver pieces a month in addition to anything else the character may earn, an unheard of fortune for common folk.

Finally, free wizards must be brave in order to risk themselves through exposure. This translates to a +1 bonus to any saving throws vs. *fear* the character must make.

Special Hindrances: Wizards are accorded legal status by ruling of the Council, but life isn't completely easy now. Most people are still frightened of wizards and blame them for the state of the world. Despite the Council's edicts, wizards are generally loathed. All free wizards receive a +2 penalty to reactions from nonspellcasters.

Furthermore, in any bargaining or bartering session, a known wizard (as all free wizards are) receives a -4 penalty to his Charisma for purposes of determining the outcome. Each service this wizard performs for the city that becomes known to the common people reduces this penalty by one, until the wizard is only at a -1 penalty. This remains in effect regardless of what the wizard does to prove his trustworthiness. The people of Athas have been ground under the heel of sorcerer-kings too long to change their opinions completely overnight.

When outside Tyr, the free wizard must make an Intelligence check to remember to hide his magic use.

Wealth Options: Free Wizards begin the game with $(1d4+1) \times 30$ cp.

Illusionist

The illusionist is a wizard who is highly proficient in the use of illusion/phantasm spells. Whether they use illusions to disguise their spellcasting or as pure entertainment, Illusionists rely upon their spells to help them in their daily activities.

Character Class: Either preservers or defilers may be illusionists. They are often found as entertainers, either hawking their "show" in the elven market or performing for nobles. Illusionists usually attempt to disguise their magic as normal "tricks." Among the options for multiclassed and dual-classed characters, illusionist/thieves and illusionist/fighters are most popular. Illusionist/psionicists are truly feared. The illusionist kit may not be used in conjunction with any cleric class, including druid.

Races: Unlike the specialty mages who are illusionists in most other AD&D worlds, in only humans and elves may be Athasian illusionists. Elves, in particular, delight in fooling others or using their illusions to beguile customers in the elven market. Half-elves find it a disadvantage to be thought so "tricky" when they are trying to make a place for themselves in society, and aarakocra have no real interest in this type of magic.

Requirements: Illusionists must have an Intelligence score of at least 13 and a Dexterity score of at least 15. More so than other wizards who might use illusion spells, those who take this kit must dedicate themselves to the constant practice and keen observations that make illusions seem realistic.

Role: Adventuring illusionists use their spells to distract, confuse, demoralize, and harm their foes. Whether defiler or preserver, such wizards are the equal of any spellcasters on Athas. Athasian illusionists are a highly varied lot. More are found in the cities than out adventuring in the wilderness.

Masters of deception and distraction, many illusionists use their spells to disguise themselves and their spellcasting. They cover their magic use with illusions designed to fool observers into believing the magic is only normal sleight-of-hand or clever "tricks." These illusionists can be found entertaining crowds in the elven market or the courtyards of wine shops, usually while a confederate slips among the gathered throng and lightens their purses. Others are con men of impressive proportion, gathering information about a subject, then using their illusions to bolster phony predictions and money-making schemes.

Some may become entertainers of note. These are invited to perform at the houses of nobles, wealthy merchants, and even some templars. Most don't steal from such venues, but overhear choice bits of gossip, and become friendly with their patrons.

Athasian wizards adventure for many different reasons. Some of those are profiled in the various wizard kits. In some cases, the

wizard merely has the desire to travel and see other places. That becomes a particularly compelling reason if the wizard has become the object of a hunt. But there is an overriding reason why some wizards feel the need to adventure. They need to find many new spells and locate components for the spells they already know.

Not every spell component can be found in the elven market, and many mages don't trust that the elves won't turn them in to the authorities.

Spells aren't found just lying around in the cities. There are no schools of magic or guilds where wizards may go to learn.

Libraries of spell books and tomes of spell research don't exist. At best, a high-level wizard has a collection of spells he retains for his own use.

Nor are teachers always available. Even when a teacher can be found, he or she may be unwilling to teach the wizard higher-level spells, feeling that the mage is not yet ready for them. Even defilers who make themselves useful to sorcerer-kings have very little choice over the spells they are allowed to learn. In return for a few meager spells, the defiler is at the beck and call of the king.

Gossip may be sold or given to an interested party for other considerations; the favor of patrons can be turned into character references or immunity from certain kinds of trouble. As traveling entertainers, illusionists are in a perfect position to act as spies, smugglers, and messengers, all while remaining unsuspected as to their true nature. Many preserver illusionists utilize this last ability to act as traveling agents for the Veiled Alliance. Unfortunately, defiler illusionists have access to the same tricks preservers do and may also pass themselves off as agents of the Alliance when in fact they may be spies for the sorcerer-kings.

Many elven illusionists own booths or shops in the elven market. They excel in unloading flawed or unpopular merchandise by using illusions to cover up the flaws or make unpopular wares look like more popular ones. Buyers rarely notice such minor problems until they get the items home. When they return to the shop, they find they are dealing with someone else entirely (often the illusionist in disguise) who claims to have never seen them. Another popular custom is to cover up highly noticeable wares stolen from caravans by changing their color or disguising them in minor ways. Thus, vivid purple cloth might be changed to brown or green, or wine in distinctive jugs might be disguised by changing the jug's appearance slightly. Though this might lower the item's value somewhat, it also keeps the law away.

Class Modification: Although they follow the basic rules for preservers or defilers, by far the largest number of spells an illusionist learns are illusions. They care little for spells from schools of the opposite path (a preserver illusionist has little use for necromantic or conjuration/summoning spells, for example, while a defiler eschews greater divinations and abjurations). Illusionists mostly choose alteration or enchantment/charm magic to complement their illusions. Few are truly skilled in evocation.

Weapon Proficiencies: Illusionists are restricted to those weapons commonly used by mages, though they may, of course, use their illusions to make the weapon look like something else entirely.

Nonweapon Proficiencies: Illusionists receive the following *Bonus Proficiency*: Observation. *Recommended Proficiencies*: Astrology; etiquette; information gathering; juggling; languages, modern; prestidigitation; psionic mimicry; reading/writing; somatic concealment; spellcraft.

Special Benefits: illusionists receive a +1 bonus to their saving throws against all types of illusions, whether magically or psionically engendered. Others save against their illusions with a -1 penalty due to the complexity and refinement of the spells they create.

Illusionists always have at least one patron—a noble, minor templar, or wealthy merchant—who can be persuaded to intercede for them or act as a character witness. They will only perform this function when it is a minor matter, such as a fine or small infraction. If larger problems arise (being discovered spellcasting, accused of murder, etc.), they distance themselves from the illusionist as best they can, expressing shock and regret that they were taken in by his scams.

Special Hindrances: Those who know the character is an illusionist rarely trust him. Like elves, illusionists have poor reputations among the common folk, who see them as thieves and con men. Though most people have no idea the illusionist is actually a wizard, they view the character as a leech who is giving legitimate business a bad name. These people will do nothing to help an illusionist hide from templars or guards, and may even turn him in if the price is right.

Wealth Options: Illusionists begin play with $(3d4+3) \times 30$ cp due to their professional status as entertainers.

Mercenary (Wizard)

Mercenary wizards are those who sell their talents to the highest bidder. They work for whoever pays best—usually. There are exceptions. Mercenaries are usually flamboyant, openly practicing their magic whenever possible so that prospective employers will notice them.

Character Class: Mercenaries may be either preservers or defilers. Being a preserver doesn't automatically make a wizard altruistic; many preservers follow the Path Dexter simply because it makes more sense to them to protect the source of their power than to wantonly waste it. Such practical mages make good mercenaries. Defilers have no trouble working for whoever has the fattest purse. Mercenaries may combine this kit with the fighter, thief, and psionist classes. This kit may not be combined with any cleric class, including druids, or with the ranger class.


Races: Any race capable of casting wizardly magic may be a mercenary mage. Practically speaking, however, aarakocra are the least likely to follow this path, while elves are the most likely.

Requirements: Mercenary mages must have some sort of neutral alignment (lawful neutral, neutral, chaotic neutral, neutral evil, or neutral good). Preserver mercenaries may not belong to the Veiled Alliance, nor may defiler mercenaries have any affiliation that precludes them from serving as a mage-for-hire. Mercenaries must have a Constitution score of at least 13 to enable them to travel long distances at the behest of their employers.

Role: Mercenaries are wizards-for-hire. Usually they sell their services to the highest bidder without regard for the morality of his cause or the deeds they will be required to perform. In that regard, they are much like hired guards or soldiers. Mercenaries may be found protecting caravans, watching over businesses, conducting negotiations, or adventuring in search of something their employer wants. They may also be discovered spying on their employer's rivals, orchestrating the demise of his enemies, tampering with others' businesses, or undermining delicate agreements that their patron wants to fail. It is rare, however, to find mercenary wizards who are willing to go into battle for an employer. If it comes down to risking their lives, they would rather run away or pretend to surrender while looking to escape as soon as they get the chance. Mercenaries are masters at knowing when to cut their losses and run.

One of the most creative uses for mercenary wizards is for their employers to set them up as "disinterested" third parties in negotiations or business dealings with rivals. They can then use a whole arsenal of tricks while appearing to be neutral in any disagreements. Further, any secret arrangements the rival attempts to make with the mercenary become known to the mercenary's employer, revealing any strengths or weaknesses the rival might have. Though any agent could pretend to this, wizards are especially suited to it due to their command of many spells which can reveal someone's alignment or charm the rival and bring him around to the wizard's way of thinking.





Some mercenaries, despite their name, only hire themselves out to those whom they respect or work for causes they believe in. These mercenaries have a conscience they must appease and are often caught up in causes they support even when the pay is terrible. Mercenaries who work for such causes are usually honorable, no matter what their employers might believe. Though the Veiled Alliance would like to be wholly self-sufficient, there are times when it must depend upon mercenaries for certain information. Additionally, mercenaries can often procure spell components that local wizards find impossible to acquire due to their mobility.

Adventuring mercenaries probably started by hiring themselves out to a party as a guide or hired spellcaster. Over time, they have come to enjoy the other characters' company and have built up trust and a common background with them. Though the character is still considered a mercenary wizard, he may only require the occasional "token" payment to agree to remain with the party.

Class Modification: Mercenaries choose their spells according to personal likes and dislikes. They are an eclectic bunch, and this shows in their spell choices. Somewhat roguish in temperament, mercenaries often choose spells that allow them to show off or highlight their work. Never content to simply cast a *magic missile* when they could cast a *magic missile* that is green and pink and screams as it impacts, mercenaries often choose to learn metamagic, or spells which alter other spells. To them, it is a matter of pride to make their magic unique, using it as a signature. Clearly, they are the most flamboyant wizards on Athas, caring little if others know what they are.

Weapon Proficiencies: Mercenaries use the weapons most wizards do. They often carry a slim sword, however, to create the impression that they are dangerous in more ways than one. If they try to use the sword, however, all nonproficient penalties apply.

Nonweapon Proficiencies: Mercenaries have the following *Bonus Proficiency*: Bargain. *Recommended Proficiencies*: Appraising, bureaucracy, disguise, etiquette, heraldry, information gathering, intimidation, reading/writing, somatic concealment, spellcraft, spellweaving.

Special Benefits: Mercenaries are rarely without funds. They are either employed, have recently been hired (and given an advance), or have just completed a job and been paid. Characters (or the DM) may choose the form this wealth takes from the following: they receive a normal riding beast with accoutrements for riding, they have an extra 1d20 ceramic bits and 2d4 silver pieces, their lodgings are paid up for a month, or they have bought into one share of a local merchant's goods headed out on a caravan. In the latter case, after four weeks they may have nothing (the venture failed) or they may realize 1d6 gold pieces from their investment (the venture was profitable). Each time the mercenary completes a quest for an employer he receives one of these rewards or a commensurate amount.

Each time a mercenary successfully concludes a job for an employer, his fame grows. Other potential employers hear of his success and may try to hire him. Such job offers are always at the same level or 1% higher than his last job offer. Bargaining successfully can, of course, raise this.

Because of the nature of their business, mercenary wizards begin the game with one weapon (player's choice from among those available to wizards) that is made of steel. They receive this weapon for free. It should not be a magical weapon.

Special Hindrances: Mercenaries are flamboyant. They also attain reputations for success. All this makes it easy for people to identify them as wizards. Disgruntled losers, annoyed templars, offended merchants, and greedy nobles may all try to hire someone to take the mercenary out of the picture. Furthermore, those who don't have any particular bone to pick with the mercenary may decide that the world would be better off with one less wizard in it—especially one as obvious as the mercenary. At any given time, there are one or two agents out looking for the mercenary, intent either on exacting revenge for an employer or on bringing him in for trial and execution. These bounty hunters may be fighters, thieves, psionicists, clerics, or they just may be rival mercenary wizards or chasseurs.

Wealth Options: Starting funds are (1d4+1) x 30 cp, but see also Special Benefits and the special weapon that is free to beginning mercenary wizards.

Restorationist

The restorationist is a preserver whose main goal is the return of Athas to its former state of verdant vegetation and free, open water. As a dreamer intent upon revitalizing the land, this wizard seeks out new and ancient magic in hopes of using it to heal the land of the ills that have brought it to its present state.

They may come from any portion of society, from nobility to slave. Those who are brought up outside of cities or who have intimate knowledge of agriculture, whether as landowner or worker, are most likely to follow this path.

Character Class: The restorationist is a preserver dedicated to restoring the land to its former lush glory. As such, they often find themselves allied with cultivators and druids. Their greatest foes are exterminators. Multiclassed and dual-classed restorationist/druids are common.

Races: Aarakocra, elves, half-elves, and humans may all select this kit. Aarakocra, in particular, are suited to the kit as they are brought up with a respect for the land and they adventure out of the desire to better the conditions of life on Athas.

Requirements: Restorationists must be preservers. Defilers may never take this kit. They must be of good or neutral alignment and must have a Constitution score of at least 12, as they often travel a great deal.

Role: In a world that teeters on the brink of total collapse, the restorationist is a dedicated rebuilders of what once was. This wizard tries to repair the shattered environment and to educate others in ecologically sound land management. It is the restorationist's role to travel from place to place, always seeking out magic which might help restore the land and the vegetation. Also, the wizard carries seeds from one area to another, attempting to create areas of life in places where life has seemingly been eradicated. Their keen understanding of the forces that shape the world forms the cornerstone of the magic they practice. Restorationists are fanatical preservers. They always take extra time when tapping into a plant's life energy and carefully replace the life-force after extracting the small amount of energy they need.

To some extent, even defilers respect restorationists. After all, they are making the land healthy again, providing the defiler with new sources of energy. Restorationists never advertise that they are wizards, claiming only that they have knowledge of agriculture or lore concerning the plant life of Athas.

Restorationists are respectful of all living things. They never take lives unnecessarily, though they will make exceptions for exterminators, whom they consider to be dangerous and insane. They prefer to eat things which return some value to the land such as fruits with seeds that can be replanted. If dining on animals, the restorationist always tries to bury the remains so the nutrients from the carcass will provide fertilization for the land; when eating fruits, grains, and vegetables, the wizard keeps seeds for planting in fertile areas and uses any leftover vegetable matter as compost. As traveling companions, restorationists are thoughtful and self-assured. Though they don't seek combat, they will defend their companions. Their knowledge of the land and herbs makes them valued members of any party.

There are two main reasons why restorationists travel: to see and learn about the land, and to find ways to make it fertile once again. To this end, the wizard might travel in search of ancient tomes that describe spells which affect plants, or might accompany a group because they will pass through an oasis where certain plants grow that the restorationist wants to seed elsewhere.

Class Modification: Because they are wholly consumed by their goal of restoring Athas, restorationists tend to choose their spells based on usefulness to this goal. They tend toward divination and abjuration spells, but also utilize many alteration spells such as *plant growth*. They are constantly searching for new spells that will have a positive effect upon the land. They refuse to pull energy more than once per day from any given area lest they inadvertently cause the vegetation to suffer, and they never tap into a plant's life energy until they need to cast a spell.

Weapon Proficiencies: Restorationists may be proficient in any weapons available to regular wizards, though they refuse to use anything made of wood. If they have staves, these are carved from huge bones. Additionally, they may choose to take garden hoe (made of bone) as a weapon. Such weapons inflict 1d4 points of damage plus any Strength bonus the wielder may have.

Nonweapon Proficiencies: The restorationist receives the following *Bonus Proficiency*: Planetology. *Recommended Proficiencies*: Agriculture; ancient history;

Apprentices

In a climate of suspicion and fear, it becomes very hard to search out promising young people and test them for magical skill. Eventually, wizards reach a level where they are willing to instruct an apprentice in return for the apprentices help in their researches or in keeping their house. Usually, such a wizard needs to have someone handle his day-to-day chores so that he can be free to research spells, see to his duties in the Veiled Alliance, or perform lengthy preparations for particular spells. The wizard must take valuable time to go out into the streets and shops in search of a candidate. He must wander through the city noting any particularly bright young people he meets. This is more difficult because so many of the common people of Athas have been kept illiterate. Once a possible candidate has been found, the wizard usually finds an opportunity to meet and talk with the person. Having established a relationship, the wizard then puts the person through increasingly more complex tests of intelligence and loyalty. At some point, the wizard must come right out and tell the prospective apprentice what's going on. This is an extremely dangerous time for the wizard. Should the candidate prove less trustworthy than thought, trouble will follow.

Sanctums

Wizards have to have some place where they keep their spell books and paraphernalia. They need space to research new spells and memorize the ones they already know. They require secret rooms where they can store components they need or where they can retreat when being hunted. This place is known as their sanctum. For noble wizards or wizards from merchant families, finding a sanctum is not quite so difficult. Little-used storerooms or bedrooms which are kept empty ostensibly for guests, make perfect sanctums and are usually not bothered by other members of the household.

Those without a specific hiding place turn themselves into sanctums through disguises. They rarely dress well, preferring to blend in with the poor and become less likely to attract a thief's attention. They use spellweaving to disguise their spell books, either making them look like useless bits of cloth and strung-together knots, or else making them into something the wizard can carry with him wherever he goes without suspicion.

direction sense; endurance; engineering; gardening; herbalism; languages, ancient; path lore, preserver; reading/writing; somatic concealment; survival; water find.

Special Benefits: Restorationists receive the normal benefits for learning spells from Path Dexter. They may also choose to take one extra spell per day which directly has an effect on the environment, the land, or plant or animal life. Because of their close association with growing things, they receive a special benefit that allows them to *speak with plants* (as per the 4th-level cleric spell) once per day. This is a special ability and does not count against their memorized spells, nor does it require life energy when used. These wizards are not hated and reviled like others because they are the most careful not to let anyone know that they are spellcasters. Nobles and commoners alike come to them for advice on growing more abundant crops, and they are respected for their knowledge. If a restorationist has passed through an area before without causing problems, he receives a -1 bonus to reaction rolls by the residents due to help he may have rendered them in the past.

Special Hindrances: The restorationist is bound by a code not to pull energy from any one group of plants or area (approximately 10 feet x 10 feet) more than once per day. Additionally, the restorationist does not gather energy at the time when he memorizes his spells for the day, because of his strong beliefs that all plant life must be left as healthy as possible. This creates a two-fold difficulty for the wizard. First, he must gather the energy needed to power a spell only when he is about to cast it. When doing so, however, he is so careful not to pull too much power that his casting time is doubled. The second difficulty comes if he needs to cast another spell within a short period of time. He can't pull life energy from the same patch of vegetation as before, and this may delay him or prevent him from casting more than one spell in a given encounter, depending on his surroundings.

One final hindrance is a danger to freedom. Defilers who know of a restorationist's work and who have ties to sorcerer-kings occasionally attempt to kidnap these wizards to keep the powerful ruler's gardens green and healthy.

Wealth Options: Restorationists receive (1d4+1) x 30 cp to start.

Shadow Wizard

The shadow wizard uses a different energy source for memorizing and casting spells. In this case, that source is the plane of existence known only as the Black.

Character Class: Like ceruleans and necromancers, shadow wizards have found another source of energy to power their magical spells. Either preservers or defilers can be shadow wizards, which means they can draw spell energy in the normal manner, or pull it from the shadowy depths of the Black. Shadow wizards may combine the wizard class with any other possible class except cleric, druid, or ranger. Shadow wizards (sometimes referred to as black wizards) are extremely rare, though they have been around far longer than ceruleans.

Races: Elves, half-elves, and humans may select this kit. The claustrophobic nature of the Black makes it unsuitable for aarakocra characters.

Requirements: Shadow wizards need a minimum Wisdom score of 16 and a Constitution score of 15 to withstand the mental and physical rigors of touching the dimension of darkness. While they can be of any alignment, one aspect of their alignment must be neutral.

Role: Shadow wizards have been around for many centuries, though never in large numbers. They are mystics who have reached out and touched the Black, one of the dimensions that separates Athas from the rest of the multiverse. They tap the cold power of this dimension for the energy they need to cast their spells. Moreover, they use darkness and light—and the shadows they cast—to understand the meaning of existence by examining what is missing.

The few who know that shadow wizards exist consider them to be evil beings of pure darkness. These few are wrong. Shadow wizards appear distant, cold, even bleak, but they can be of any alignment. This bend toward law or chaos, good or evil, is tempered by an unyielding neutrality. The shadow wizard believes in a balance in all things, for there can be no shadow without both light and darkness.

Shadow wizards are always cold to the touch, even in the heat of an Athasian day. As long as a connection to the Black exists within 10 feet of a shadow wizard, he has access to its energy. These connections exist wherever light forms shadow. In complete darkness, there can be no shadows, so no connection to the Black is possible.

They spend a portion of each day basking in shadow, and they tend to stick to shadowy places most other times. They always wear robes or cloaks full of folds and shadows, even on the hottest days.

These wizards believe themselves to be separate and apart from the rest of the world. Like the Black itself, they see themselves as great dividers. On one side is everything that exists; on the other, everything that doesn't. The shadow wizard walks the narrow path between, always with one foot in the Black. To accomplish this, a shadow wizard sacrifices a portion of himself to the Black, becoming part living shadow. In many ways, the robes they wear are to hide this sacrifice from others who would misunderstand and fear such a sight.

Class Modifications: Shadow wizards tend to favor spells that produce either shadow or light in some capacity, as well as divination spells. They avoid darkness spells, as these obliterate shadow, thus weakening their power. Because of the unstable connection to the Black, shadow wizards must roll on TABLE XVII: GATHERING ENERGY THROUGH DEFILING MAGIC (see Chapter One) to determine how many spells they can cast each day. Rather than determining terrain type, the character should roll 1d10. On a 1 he uses the *barren* terrain line; on a 2-4, the *infertile* one; on a 5-7, the *fertile* terrain type; on a 8-9, the *abundant* one, and on a 10, he uses the *lush* terrain line to determine how many spells he can memorize for the day. An Intelligence check is required just as it is for defilers. This check determines the wizard's ability to call upon the Black that day.

Weapon Proficiencies: The same restrictions as regular wizards apply.

Nonweapon Proficiencies: *Bonus Proficiency:* Planes lore. *Recommended Proficiencies:* Astrology, direction sense, fire building, meditation, mental armor, reading/writing, spellcraft.

Special Benefits: At 5th level, a portion of the shadow wizard's body becomes living shadow. This portion is the size of the wizard's hand, and each level thereafter the living shadow spreads until 50% of the wizard's physical form is replaced by shadow. This shadow has a permanent *chill touch* spell effect upon it that can be used once per level per day. This change to shadow doesn't affect the amount of water a shadow wizard must consume each day.

At 7th level, the shadow wizard gains the ability to communicate with all shadow creatures. They may not heed him, but they will understand him and he them. At 9th level, the shadow wizard is no longer effected by the cold of undead creatures, shadows, or the Black.

Special Hindrances: Because of the shadow stain spreading over this type of wizard, and because of the chill air that seems to hang around them, shadow wizards begin play with a -1 reaction penalty that increases as they advance in level as follows: 1st-4th level, -1; 5th-7th level, -2; 8th-10th level, -3, 11th level and above, -4. In addition, if any character sees the shadow stain for the first time, he must immediately save vs. petrification or flee in terror, possibly raising an alarm.

In the absence of shadow, such as in total darkness, a shadow wizard is cut off from the Black. Spells must now be cast through normal methods, and the shadow wizard must make a Constitution check at -2 to withstand the change in temperatures. A failed check inflicts 1d4 points of damage on the wizard.

When a shadow wizard accesses the Black for spell energy, he must make a Constitution check to withstand the physical and mental chill of the dimension (though he isn't actually entering the plane, just connecting to it in some mysterious way). If the wizard gathers spell energy as he casts spells, a failed check inflicts 1d2 points of damage upon him and the spell fails. If the wizard gathers energy during the memorization process, a failure inflicts 1d6+1 points of damage. He can make a second attempt at that time. A second failure inflicts the same type of damage and no memorization occurs that day; the wizard can't memorize new spells until 24 hours have passed. This hindrance disappears once the wizard reaches 9th level.

Wealth Options: A shadow wizard starts play with (1d4+1) x 30 cp

Tribal Wizard

The tribal wizard is a spellcaster who comes from a small tribal group. Mysterious and often feared, they nonetheless exert great influence in their communities.

Character Class: Whether born into a small group such as a tribe of elves or part of a community of ex-slaves, tribal wizards are devoted to their fellow tribe members

Sources of Energy

Whether they wish to or not, Athasian wizards often find that they must travel. This is because the plant life that wizards use to power their spells is not always to be found in great abundance. Even when there is a ready source of plant life available, preservers don't like to pull too much energy from one source too often. Defilers can't pull from the same source. They already turned it to ash. So how do wizards find the energy they need?

Some grow their own in secret gardens. This is the best solution if the wizard has enough room and a secure area in which to hide it. Some draw off the luxuriant foliage with which most sorcerer-kings surround themselves. This is a risky proposition, especially if the sorcerer-king's pet defilers notice that energy is being used up. A few wizards may have access to hidden plant life underground or growing in old, abandoned areas, but these can't be counted on as supplies for everyday use.

All these provide some solutions, but most wizards have to travel outside the city sooner or later to find the energy they need. Areas within easy traveling distances around cities soon become used up. If nobles live close enough to the city and grow crops on their land, this can provide a good deal of energy for preservers, as they can move around the estate, taking only a little energy from any one plant. Finding a supply of energy is an ongoing problem for most wizards, and the more spellcasters there are in an area, the worse the problem becomes.

above all else. Many tribal wizards are multiclassed, combining the tribal wizard kit with the cleric or psionicist class.

Races: Aarakocra, elves, half-elves, and humans may all be tribal wizards.

Requirements: Tribal wizards must come from some small, contained group—an actual tribe of elves or aarakocra, a slave tribe, or a very small wilderness community. They may be either preservers or defilers, though if there is more than one tribal wizard in their community, all must be defilers or all preservers; the two paths don't mix. Tribal wizards must have a Wisdom score of at least 14 since they act as advisers to their communities. They may be of any nonchaotic alignment so long as it doesn't conflict with their path as a preserver or defiler.

Role: Within their communities, tribal wizards are both respected and feared. Those who are in need go to the tribal wizard for assistance or advice. Tribal wizards usually have some standing within the community, whether as leaders, advisers or council members. Some tribal wizards require gifts or favors in return for their services, but most are content to serve their group and live freely as an openly acknowledged spellcaster.

If the tribal wizard is also a priest, or if there are no clerics within the community, he or she acts as a sort of medicine man to the group. In this capacity the tribal wizard may give advice and counsel, oversee the training of children, act as a community healer, keep the tribe's lore, cast needed spells to help the group, and perform any rituals the tribe may have evolved for daily and special ceremonies. They may participate in negotiations with traders, using their spells to gauge how far and how long haggling will be of use. They may arrange marriages and perform rites of birth, death, and fertility to benefit the community. Tribal wizards plan raids against caravans and use their spells to assist the raiders when they attack. In general, anything that requires Intelligence and Wisdom is within their sphere of interest.

The well-being of the tribe or village is the most important thing to a tribal wizard. Though he is there to provide his skills to the community, he is also a task master who doesn't believe in coddling his tribe members. He uses his healing skills when absolutely necessary and saves his magical contributions for tasks worthy of them. He considers the present and future needs of the tribe when making any decision—including when to use his magic.

As an adventurer, the tribal wizard travels to aid his tribe in some fashion, whether to obtain a needed ingredient to cure a tribal epidemic or to arrange a trade agreement for his community. Some tribal wizards adventure because they've lost their tribes to disease or raiders or some other calamity. These wizards are usually somewhat distant and seem lost at first. It is usual for such wizards to eventually adopt their adventuring party as their new tribe. Though they then travel with their new tribe, they often just go along with whatever adventure their fellows engage in simply to remain with them. After some time, however, they begin reasserting themselves, seeking to reclaim their old position of respect within the group. Tribal wizards who do not receive the respect of their traveling companions may attempt to intimidate their fellows with knowledge of their potential powers. If this fails to impress the group, the tribal wizard usually leaves them as soon as he has the chance and seeks out more worthy companions.

Class Modification: Tribal wizards are quite eclectic in their spell choices. Defilers use their necromancies and conjurations to cow the tribe and keep them properly respectful, while preservers use their protective and divinatory magic to foresee trouble and protect the group from danger. When it comes to spells from the Path of Concurrence, however, just about any combination is possible. Some prefer to use illusions to maintain their mysterious auras; others rely on flashy evocations to prove they can protect the tribe. The wisest utilize alteration magic to change things for the better or help the tribe in its work.

Weapon Proficiencies: All tribal wizards use a staff as their emblem of office. Whether made from a huge bone or actually carved from some tough plant, the staff is always decorated with something special—a clutch of feathers, a chunk of obsidian, an oblong crystal, strips of leather, a strange skull, or bits of fur. Aside from serving as the wizard's emblem, this is also his primary weapon. Other weapons appropriate to wizards may be gained as he rises in level.

Nonweapon Proficiencies: *Bonus Proficiency:* Mediation. *Recommended Proficiencies:* Bargain, brewing, healing, herbalism, intimidation, mental armor, prestidigitation, spellcraft, spellweaving, teaching.

Tribal wizards are forbidden to take somatic concealment until such time as they interact with a larger community that hates or distrusts wizards.

Special Benefits: Tribal wizards freely and openly practice magic in their communities and are in no way hated or rejected for doing so. They may be feared or revered, however. These wizards are accorded the respect of their community, and all efforts are made to provide them with those things they need for a comfortable life. The tribe as a whole supports the wizard so that he need not hunt, gather food, or have to produce any wares in order to maintain his household. The tribe believes in freeing the wizard from mundane tasks so that he may spend his time providing for the needs of the tribe as a whole. Because the tribal wizard is intimately concerned with the activities of the tribe members and expends much effort in keeping track of their thoughts and desires, he receives an *ESP* spell free once per day. This spell doesn't count against his total, nor does he need to have it in his spell book. He must, however, have a material component for the spell which either belongs to the subject of the spell or which is associated with the subject. He thus keeps relics belonging to each tribe member for such purposes.

Special Hindrances: The tribal wizard is used to openly casting his magic in his home community and may, therefore, not be careful enough about concealing his actions elsewhere. Tribal wizards are forbidden to start play with the somatic concealment proficiency. They may only take this proficiency after visiting a larger town or city where mages are hated and feared. Once he has seen other wizards concealing their gestures, he may take this proficiency (provided he has a slot to do so). Tribal wizards are very tied to their communities. If their tribe is wiped out or taken as slaves, the wizard is at a loss for about four months until learns to cope. During this time, he desperately searches for companions to become his new tribe and unquestioningly goes where they go and assists them. After that time, as he grows used to them, he may reassert his own personality.

Suspicious of strangers, tribal wizards are originally stand-offish and difficult to get to know. They suffer a +2 penalty to reaction when meeting strangers. This penalty is reduced to a +1 if they are meeting strangers in some official capacity as a representative of their community.

Wealth Options: Tribal wizards receive only $(1d4+1) \times 15$ cp to start as their tribe provides for their upkeep.



Player Style

Fireballs! Lightning bolts! Streaks of purple sparks lighting up the streets of the city! All those fantastic spells that are the meat and drink of high fantasy and that invariably show up in an AD&D campaign! If that's the kind of magic your character is casting on Athas, the character should have long since been destroyed. Even in more lenient campaign worlds, it's unlikely that mayors and city guards and nobles will long tolerate such flashy displays. On Athas, they're just plain suicidal.

Regardless of the wizard's path or kit, the key to playing an Athasian wizard is subtlety. The DARK SUN campaign is tough on all characters, but particularly so on wizards. They have little help in their quest for magical knowledge. Spells above 4th level should be no more than fantastic rumors that provoke characters into going in search of them. A single scroll with one 6th-level spell on it should make the character foam at the mouth.

Athasian wizards must hide what they are, not flaunt it. They should worry every moment that someone will unmask them and they will be killed. The character should seek ways of keeping others from finding out their most closely-guarded secret . . . their class.

If you can play your wizard with the same group of people for at least four game sessions without the other characters discovering what your character really does for a living, you're doing it right. Enjoy.

Necromancer

Overly concerned with death and negative energies, necromancers are wizards who have somehow become tied in to the plane known as the Gray. Though they marginally interact with this plane by drawing energy from it, they don't open portals into the Gray simply by virtue of their spellcasting.

Character Class: Necromancers may be either preservers or defilers, but the greater number by far are defilers. Those preservers who become necromancers may have difficulty accessing the spells they need in order to follow the kit. Further, the penalties for acquiring more Path Sinister than Path Dexter spells still apply, and preservers may soon find themselves changing paths inadvertently. This is not a specialist mage, but a wizard who has attracted the energies of the Athasian plane of the dead. The necromancer kit can't be combined with any other class.

Races: Only humans and half-elves may become necromancers. Elves aren't that interested in death, preferring to live for the moment, and delving in cairns and burial grounds isn't to aarakocran tastes.

Requirements: Because they must balance the pull of negative energy with those of life energy in order to cast their spells, necromancers must have a Wisdom score of at least 16 and a Constitution score of 14. Due to the nature of the Gray, all necromancers must have neutral as one aspect of their alignments.

Role: Whether through a fascination with death or by attempting to harness negative life energy, necromancers have become tied to the Gray. They are delvers into the great unknown, seekers of the answers known only to the dead, and hopeful searchers in the frantic scramble for immortality. Rather than drawing the energy to power their spells from plant life, necromancers draw it from the Gray, the realm of the Athasian dead. It is thus difficult for most people to tell if they are defilers or preservers, since they have little effect on the plant life around them in normal circumstances.

Necromancers are mainly concerned with the search for immortality. They learn all they can of death in order to avoid its eventual embrace. Some are merely interested scholars, while others want to attain immortality themselves. To this end, they often seek out intelligent undead to learn from and may serve them in some capacity in return for this information. Necromancers who make such bargains are always NPCs. Some necromancers search for kaisharga to learn how to become like them; others may approach meorty resting places hoping to learn more about the mysterious ancients.

Player character necromancers may be normal adventurers who have let their fear of death overwhelm them, true scholars seeking to unlock the secrets of death and immortality, or regular people who have inexplicably become linked to the Gray due to a curse or tragic event.

While most people consider necromancers ghoulish and poor company, they can be quite potent adventuring companions. Their abilities to animate dead and to keep intelligent (free-willed) undead from ravaging if given the chance to speak to them should not be overlooked.

Class Modification: Defilers have the edge in learning necromantic spells, but neither defilers nor preservers harm the land when they cast their spells through the Gray. The energy to power their magic comes from the Gray, leaking out of the inevitable cracks around the joinings of this plane to Athas.

Because of the unstable nature of their connection to the Gray, necromancers must roll on TABLE XVII: GATHERING ENERGY THROUGH DEFILING MAGIC (see Chapter One) to determine how many spells they will receive each day. Rather than determining terrain type, the character should roll 1d10. On a 1 he uses the *barren* terrain line; on a 2-4, the *infertile* one; on a 5-7, the *fertile* terrain type; on a 8-9, the *abundant* one, and on a 10, he uses the *lush* terrain line to determine how many spells he can memorize that day. An Intelligence check is required just as it is for defilers. Necromancers utilize obsidian shards and spheres in their magic and have access to certain spells which allow them to use these as energy containers.

Weapon Proficiencies: Necromancers may be proficient with normal weapons available to all wizards. Additionally, they may take whip as a weapon so that they may utilize it in casting *shadow whip* spells.

Nonweapon Proficiencies: *Bonus Proficiency:* Planes lore. *Required Proficiency:* languages, ancient. *Recommended Proficiencies:* Ancient history, astrology, bargain,



engineering, intimidation, lens crafting, reading/writing, spellcraft.

Special Benefits: Necromancers have a 65% chance to keep intelligent undead from attacking, at least while they explain themselves and offer some sort of bargain to the creature. Further, they have a 5% chance per level of being able to wrest control of unintelligent undead away from the controlling source and use them for their own ends for 1d6 rounds. If there is no controller, they may take control automatically for 1d6 rounds. At the end of this time, control reverts to the original controller or animator (if there is one). Otherwise, the undead are freed of any further control by the necromancer. Finally, Necromancers are immune to any *fear* caused by the undead.

Special Hindrances: When a necromancer accesses the Gray for spell energy, he must make a Constitution check to withstand the negative energy of the dimension (though he isn't actually entering the plane, just connecting to it in some mysterious way). If the wizard gathers spell energy as he casts spells, a failed check inflicts 1d2 points of damage upon him and the spell fails. If the wizard gathers energy during the memorization process, a failure inflicts 1d6+1 points of damage as he drains life energy from himself. He can make a second attempt at that time. A second failure inflicts the same type of damage and no memorization occurs that day; the wizard can't memorize new spells until 24 hours have passed.

Additionally, necromancers have the look of death about them. It hangs like a dark aura, growing stronger as they advance in level. This makes others feel ill at ease in their presence, giving the necromancer a reaction penalty of one-half their level, rounded down. So, a 5th-level necromancer has a -2 penalty.

Wealth Options: Necromancers start play with $(1d4+1) \times 15$ cp, as they are pre-occupied with death and immortality rather than with making money.



CHAPTER FOUR: New Spells

A number of new spells are presented here for use by Athasian wizards. Also included are spells that first appeared in the *Dragon Kings* accessory.

First-Level Spells

Cooling Canopy (Evocation)

Range: 20 yards
Components: V, S, M
Duration: 12 hours
Casting Time: 1
Area of Effect: 60-foot radius
Saving Throw: None

▶ When cooling canopy is cast, the wizard summons a thin, blue cloud over his head, blocking the rays of the sun and providing shade for the wizard and anyone within the spell radius. Those so protected need only one-half their normal water ration (or one-quarter if resting rather than traveling). To receive the benefits of the spell, the needed water ration for each recipient should be calculated in 12-hour increments. Thus, a creature that required four quarts of water a day would normally drink two quarts during a 12-hour period. While protected, he needs only one quart of water ($\frac{1}{2}$ a quart if resting).

During the spell's duration, the canopy moves to position itself between those below and the moving sun so as to continually provide shade. The spell may only be used on a given creature once every 36 hours. If cast before then, the cloud appears, but no benefits are received and the recipients must wait yet another 36 hours before they can utilize the spell again.

The material components for the spell are a drop of water and a filmy bit of material stretched over the top of a stick or twig. Cerulean wizards may use their blue glass lens in lieu of other spell components. It should be noted that the blue cloud is highly noticeable against Athas's olive sky. It may attract unwanted attention.

Gardener's Touch (Alteration)

Range: 0
Components: V, S, M
Duration: One week
Casting Time: 1
Area of Effect: 5-ft. x 5-ft.
Saving Throw: None

▶ This spell affects any single patch of ground it is cast upon. By touching one leaf, blade of grass, or sprout, the wizard can transform the area around it, making it greener, more productive, and filling it with more life energy. Any area so treated is considered to be one step up on the terrain chart (from infertile to fertile or from fertile to abundant, for example). The spell has no effect upon ground that is worse off than infertile, and some plant life must already exist in the area for the spell to be successful.

The spell affects the area in a circle extending outward from a point centered upon the caster. It affects an area of 5 feet per level of the caster. If there is an area within the spell's radius that has no plant life in it, that portion of the area of effect remains barren. However, should the growth that has been improved by the spell creep over into the bare patch and begin to take root, that portion may be affected if the spell is cast again within a week. Thus, the whole area can be made more fertile inch by inch.

If the caster means to maintain a permanent garden, he must cast the spell again before the old spell's duration lapses. The material component of the spell is a seed.

Defilers can't cast *gardener's touch*.

Illusory Talent (Illusion/Phantasm)

When an illusory talent spell is cast, the wizard can make it seem as though he or any single other consenting person or creature is proficient in a specific area. The spell creates the impression that the recipient has a particular talent (named at the time the spell is cast). Thus, those witnessing an inept and stumbling swordsman while under the influence of this spell would see him as an accomplished fighter wielding a deadly sword.

The spell imparts no actual knowledge to the targeted creature. *Illusory talent* can only simulate physical skills. It can't simulate learning or oratory, but could make it appear as if the person could cast spells. The creature can't really perform the action any better than he ever did, it just looks like it to observers in the area of effect. This is helpful when someone must pretend to a skill he doesn't actually possess or in persuading potential attackers that they should choose a less accomplished foe. The spell may only be cast on those who are willing it may not be used to make enemies look like wizards so mobs will attack them.

◀ Range:	100 yards
Components:	V, S
Duration:	5 rounds/level
Casting Time:	1
Area of Effect:	100-foot cube
Saving Throw:	Neg.

Ward (Alteration/Divination)

When this spell is cast, the wizard creates a bond between himself and an area of land or a nonhumanoid creature. This bond allows the wizard to know what is happening to that chosen area or creature even when he is far away.

The wizard can't specifically see what is taking place in the area, nor has he any way of knowing exactly what has befallen a warded creature. He does get a sense whether the land or beast is healthy or not. If warded land is defiled or a warded creature is killed, the wizard instantly knows it, though he has no knowledge of who actually performed such deeds.

Earth defenders cast the *ward* spell as the first step in their stewardship over their chosen environmental ward. The material component for a ward spell is a drop of the wizard's own blood smeared on the creature or ground that is to be warded.

Defilers aren't prohibited from casting *ward* spells, but as most have little interest in the welfare of the land they ravage, few defilers choose to learn the spell.

◀ Range:	30 yards
Components:	V, S, M
Duration:	1 year
Casting Time:	1 hour
Area of Effect:	30' radius or 1 creature/level
Saving Throw:	None

Second-Level Spells

Boneharden (Alteration/Enchantment)

When this dweomer is cast, it causes bone to harden and become less brittle. Bones under the affect of this spell are harder to break than normal.

If used on a bone weapon, *boneharden* improves it, in effect removing the penalties the weapon would normally receive for both attacks and damage. If such weapons are magical, *boneharden* removes the normal penalty due to the material used (bone), making the weapon more effective, and consequently letting the dweomer cast upon the weapon take its full effect.

Boneharden spells are exclusive. Because they remove penalties rather than adding improvements, casting two *boneharden* spells has no more effect than casting one. The spell can't be used to add enchantments to weaponry.

When cast on a creature, the recipient gets a saving throw to avoid the effects of the spell. If the saving throw fails, the creature's bones harden, causing them to ache and the joints to swell. This gives the creature a -2 penalty to its initiative and its attack and damage rolls as it moves more rigidly and slowly. It also improves the creature's Armor Class by 2, however, since it effectively makes the creature tougher. Casting a second *boneharden* spell while the first is still in effect has no affect on the creature. The material components are a bit of bone and a tiny pinch of mortar.

◀ Range:	0
Components:	V, S, M
Duration:	4 rounds + 1 round/level
Casting Time:	2
Area of Effect:	One creature or object
Saving Throw:	Neg.

Cerulean Shock (Alteration/Evocation)

Range: 30 yards
Components: V, S, M
Duration: 1 round + 1 round/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: 1/2

▶ The victim of this spell turns a bright, glowing blue and tiny electrical discharges spring from his body. The person is literally imbued with static electricity. If the victim stands utterly still, touching nothing and making no movements, he sustains no damage and can move again at the expiration of the spell. Should the recipient move (wielding a sword, casting a spell, or walking, for example), the built-up electrical charge is released, inflicting 2d6 points of damage to the creature (save vs. spell for half damage).

Any object or creature the victim touches while in this state likewise suffers. If the affected creature touches someone or something (such as a wall or a weapon), both the spell recipient and whatever he touched receive 2d6 damage from the electrical charge. Again, a successful saving throw vs. spell reduces the damage by half. Potentially, the recipient of this spell could receive 4d6 damage per round if he should both move and touch something.

The material components for this spell is a small piece of glass and a clump of fur. Cerulean wizards need only their blue glass lens to cast this spell.

Eye of the Storm (Abjuration)

Range: 30 yards
Components: V, S, M
Duration: 1 turn
Casting Time: 1 round
Area of Effect: 30' radius
Saving Throw: None

▶ When this spell is cast it creates a pocket of calm in a 30-foot radius centered on the caster. The circle moves with the caster. Within the circle, the air is calm and people may converse at normal volume. Outside the circle, there may be a raging sand storm or a terrifying Tyr-storm. Like the eye of a hurricane, the area affected by the spell remains unharmed. For as long as the spell remains in effect, the storm roars by, but has no effect on those within the sheltered eye.

Because sand storms may blow for days and Tyr-storms can last for an hour, this spell is not proof against their fury for long. What it does provide is an opportunity for people to construct the best shelter they can or to get under nearby cover. The spell is also useful in allowing a cerulean wizard the opportunity to prepare a blue lens to attempt to capture the energy of a Tyr-storm, and thus dissipate it. Sand storms can't be affected this way.

The material component for the spell is a few grains of sand flung into the wind. Ceruleans may use their blue glass lens in lieu of other spell components.

Footsteps of the Quarry (Divination)

Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

▶ When cast upon himself or a chosen target, this spell allows the caster to follow the tracks of a specific creature or person named at the time of casting. The person so named must have traveled through the area within the last 24 hours.

The spell creates a line of footprints that lead in the direction taken by the person being tracked. The footprints fade into invisibility once the tracker has passed. The spell lasts for one hour per level of the caster and continues tracking the quarry for the full length of time regardless of whether or not the quarry is still within an area that could be reached within 24 hours.

Even if the quarry is riding, the footsteps appear just as if he had walked across the land himself. If the quarry crosses through water along the path, the footsteps stop and resume on the other side. Should the quarry not leave the water directly opposite where he entered, the tracker may have to spend some time locating the place where the quarry left the water. Should the quarry leave the ground by levitating or flying, the trail is lost and the spell ends.

The material components for this spell are a piece of straw and a bone needle.

Magic Trick (Illusion/Phantasm)

Range: 30 yards
Components: V, S, M
Duration: 1 turn
Casting Time: 2
Area of Effect: 40' cube
Saving Throw: special

▶ First developed by arena mages who used it to help disguise their spellcasting, this *dweomer* is handy for concealing the casting of other magic. When brought into effect, *magic trick* makes other magic seem to be the result of ordinary prestidigitator's tricks. The spellcaster thus concealed could, for example, make a confederate *invisible*, and the witnesses would see it as a clever trick in which the assistant to the entertainer slipped into a nearby store or rolled under a tarp while their attention was distracted elsewhere. Some witnesses may be attracted to the display being provided by the

“entertainer,” especially if the spellcaster makes any attempt to engage their attention and beg for contributions as a market entertainer might. Those within the area of effect don’t connect the show with actual magic.

Of those within the area of effect, only those of 6th level or higher or who have an Intelligence of 13 or greater receive a saving throw to disbelieve the dweomer.

The material component for the spell is a tiny cloth mask with no eye holes.

Orb of Power (Alteration/Enchantment)

This spell allows the caster to endow obsidian orbs with the potential to store energy. Up to six orbs may be so endowed at a time. The spell doesn’t imbue the orbs with energy or power, it simply makes them capable of storing such energy. The orbs endowed by this spell are usually not large enough to be used by dragons in their spellcasting. Once power has been placed in the orb and used, the orb must be made receptive again through use of this spell. It is the prerequisite to using obsidian in any other spells.

Obsidian orbs shaped by those with lens-crafting skill are the most desirable for use in spellcasting. Those of lesser quality must make a saving throw as glass vs. crushing blow or be destroyed by the spell. Ceruleans’ blue lenses are also endowed through use of this spell; only two blue lenses may be made at any one time.

The material components of the spell are the orb or lens to be imbued with potential and a pinch of fine powder.

◀ Range:	Touch
Components:	V, S, M
Duration:	Permanent
Casting Time:	1 turn
Area of Effect:	Special
Saving Throw:	Special

Plant Renewal (Alteration)

Using this spell, a wizard may affect a single, specific plant that has been mostly wilted or dried out, but not completely turned to ash. The plant may have suffered lack of water, partial defilement, or insect predation that has left it on the verge of destruction. This spell revives it and makes it hardy enough to replant elsewhere.

If the plant then receives proper care and is not preyed upon by a defiler, it will survive and thrive, living out its appointed time and possibly leaving seeds from which other plants may grow. If it is again neglected or misused, the spell has no power to keep it alive artificially.

This spell is used to preserve herbs and rare flowers, but it can also be used to safely transplant a food crop plant to a new field. Defilers may cast this spell, but in so doing they turn an area of one-foot radius around the target plant to ash. This is in addition to any damage their actual spellcasting might have caused.

The material component for the spell is a drop of water.

◀ Range:	Touch
Components:	V, S, M
Duration:	Permanent
Casting Time:	2
Area of Effect:	One plant
Saving Throw:	None

Wakefulness (Enchantment/Charm)

With this spell, the recipient is able to postpone sleep. For the duration of the spell, the recipient feels wide awake and energetic, but immediately becomes exhausted when the spell’s effects wear off; he must then sleep for eight hours or suffer a -2 penalty to all attack rolls and saving throws until he does. Multiple *wakefulness* spells cast on one recipient cause him to remain awake for eight hours per spell, but he must get eight hours of sleep per spell after they have worn off to eliminate the attack and save penalty. Recipients who don’t sleep can’t recover spells. They can continue to march or adventure normally. A recipient can’t naturally doze off while under the influence of this spell.

This spell exactly counters the effects of a *sleep* spell on one creature. When *sleep* is cast on a recipient of this spell, he is entitled to a saving throw with a +3 bonus.

The material component for this spell is a tiny glass bell.

◀ Range:	30 yards
Components:	V, S, M
Duration:	8 hours
Casting Time:	2
Area of Effect:	One creature
Saving Throw:	Neg.

Third-Level Spells

Conservation (Abjuration/Alteration)

When cast, this spell makes it more difficult for defilers to use the protected land. In effect, while overseeing the land’s continued health, the wizard strengthens its resistance to defiling magic.

Range: 30 yards ➤ If a defiler tries to use land that is under a *conservation* spell to power his spells, he must make a successful saving throw vs. spell or be unable to use the land at all. Should he succeed, the land only gives up the equivalent power of barren terrain. Components: V, S, M Duration: 1 week Casting Time: 3 Since the defiler will be unable to completely suck the life force out of the plants that are protected, some of them have a better chance of surviving and prospering. Area of Effect: 10' radius/level The area of ash the defiler actually creates when tapping land under a *conservation* spell is half that of normal. A second attempt to pull power from the same area fails completely, regardless of any success achieved the first time. Saving Throw: None The material components for this spell are a drop of water, a drop of the wizard's blood, and a sifting of ash.

Death Mark (Necromancy)

Range: 30 yards ➤ This spell marks a target for death. When cast, it creates a gray pall to the skin, which feels clammy and rubbery, as if the victim were in shock. Unless the target of the spell successfully saves vs. death magic, he feels hopeless and ill. The recipient is at a -2 penalty to all attack, damage, and saving throw rolls. The victim's Armor Class becomes wholly dependent on any armor he is wearing, as all Dexterity bonuses are lost. The target of a *death mark* spell literally feels as if he has one foot in the grave. Components: V, S, M Duration: 3 rounds + 1 round/level Casting Time: 3 The feeling of illness and hopelessness leaves after a few rounds, but the skin remains gray and clammy for an additional hour. The creature might be mistaken for some kind of undead during this time. The material component for this spell is a small shard of obsidian. Area of Effect: One creature Saving Throw: Neg.

Dedication (Alteration)

Range: Touch ➤ This potent dweomer provides benefits for a single target who is engaged in an ongoing activity which is named at the time the spell is cast. The spell allows either the caster or a creature designated as the spell recipient to be endowed with the following benefits. Components: V, S, M Duration: 24 hours Casting Time: 1 turn The target needs no sleep for the duration of the spell and can push on, traveling farther or working beyond what would normally be possible. At the end of this time, the target must rest normally or become exhausted and unable to do more than move at half speed for the next 24 hours. Additionally, the target needs only half his normal allotment of food and water, even though he is expending more energy. At the end of the 24 hours, he must resume eating and drinking normally or lose 1d4 points of Constitution, which return at the rate of one per day of complete rest. Area of Effect: One creature Saving Throw: None Finally, the recipient receives a +1 bonus to all attack, damage, and saving throw rolls so long as he is still engaged in the task for which he was dedicated. This is a popular spell among chasseurs and purifiers. *Dedication* may only be cast once every 72 hours. Humans, demihumans, and humanoids can't withstand the punishment such a spell inflicts more often than that. If a second *dedication* spell is cast on the same target before the 72 hours are up, the recipient collapses just as if he had failed to eat, drink, and rest at the end of the spell. Only willing targets may have the *dedication* spell cast on them. The material component for this spell is a ceramic bit which is wrapped in a small piece of cloth and tied to a stick or twig.

Energy Conduit (Alteration/Evocation)

Range: Touch ➤ When this spell is cast it opens a corridor through which a wizard may draw spell energy. The spell is cast on an obsidian orb, a shard of crystal or obsidian, or a blue glass lens. This object becomes the focus for the spell and may be filled with the energy the wizard draws to it. Components: V, S, M Special Duration: 1 turn Casting Time: 1 turn As the spell is cast, the wizard turns in a circle while holding the focus in his hands, feeling for the most potent source of energy within 20 miles. This allows the caster to search out and use the most lush plant life within that area to power his spells. The spell is useful when traveling in a barren area, for it provides the wizard with the chance to utilize better growth that may be nearby, but not within his immediate reach. The spell does have some element of risk in that the land thus tapped receives a saving throw vs. death magic as if it were a 6th-level fighter. Area of Effect: 1 object Saving Throw: Neg. Should the land be successful in fighting off the energy siphoning, the wizard can't access its power and takes 1d6 points of damage from the strain of trying to do so.

When cast, the spell moves the roll for terrain made by defilers, necromancers, ceruleans, and shadow wizards up one notch. If they would have been receiving spells as if in barren terrain, it is now infertile. If the terrain would have been fertile, it is now abundant, and so on. At the time the spell is cast, if the wizard receives a result that would have given him extra spells for the day, he may choose to store that energy within the sphere or shard for later use. The extra energy thus stored may be used on another day when he receives fewer spells, or may be used to cast specific spells known to the caster and named at the time the sphere is used to store the energy. In the latter case, the sphere acts just as if it were a magical item, with casting time comparable to a *ring of spell storing* and the ability to be utilized even if the caster is disrupted while using it. The spells must be ones that the caster knows and can memorize.

The material components for the spell are the sphere, shard, or lens, a drop of the caster's blood, and a palm full of water used to wash the focus. Foci that are used to store energy of any kind are tapped out when emptied, and must be re-endowed using the *orb of power* spell. They may not be partially used, then refilled to keep them from becoming tapped out. Necromancers, ceruleans, shadow wizards, and defilers are the only wizards who will cast this spell.

Mask Magic (Enchantment/Charm)

When cast, this odd spell goes into suspended animation, awaiting the trigger that will set it off. That trigger is anyone attempting to *detect magic* whether magically or psionically. When someone does so, *mask magic* covers up whatever magic the caster has in use (including itself) with a false veneer of psionic strength (PSPs) being expended. In effect, it creates a belief within the person *detecting magic* that he finds none. If that person can also detect psionics in use, the spell provides them with the false information that psionic energy is being used.

The spell lasts for 5 rounds after first being set in motion, regardless of how many people test the area for magic. If not used within 12 hours of being cast, the spell fades away. This is a favorite of arena mages and other wizards who must practice their craft openly. The material component for the spell is a tiny piece of mirror or a shiny, reflective rock.

Range:	120 yards
Components:	V, S, M
Duration:	Special
Casting Time:	3
Area of Effect:	120' radius
Saving Throw:	Neg.

Mental Dagger (Alt., Conjuraction/Summoning)

By concentrating and speaking a word, the wizard may convert his own psionic strength points (PSPs) into a dagger-shaped force and hurl it at a target within 50 feet of him. Each such use requires the expenditure of one quarter of the caster's total PSPs, so the trade off is normally of most use to those with a single wild talent. The wizard receives no penalty for either nonproficiency or distance. The dagger does 2d4 points of damage, +1 point per point of the wizard's Intelligence score over 16. Thus, if the wizard has an Intelligence score of 18, the dagger will inflict 2d4 +2 points of damage. For the purposes of hitting someone protected by a *stoneskin* spell, the dagger will use up one point of the *stoneskin* and still do damage (just as if it were a *magic missile*). Further, the *mental daggers* act as if they were +2 weapons for purposes of hitting creatures that may only be harmed by magical weapons.

The dagger disappears upon impact. Up to four daggers may be formed so long as the wizard continues to fuel them each round. If he stops to cast another spell or engage in melee, the spell is lost and no more daggers can be formed.

Because of their origin, the daggers detect as being psionic rather than magical.

Range:	0
Components:	V, S
Duration:	Special
Casting Time:	3
Area of Effect:	The caster
Saving Throw:	None

Nurturing Seeds (Alteration)

Taking up to 10 cuttings or seeds, the wizard can cast this spell and render them dormant and suitable for transport to another area. The seeds or cuttings are then taken to an area where inclement weather, lack of moisture, or other problems have kept plants from growing. The dormant items are planted there and, like magic seeds, they take root and can be used to start new patches of vegetation, anchoring the soil and creating an environment suitable for more plants to survive.

Although the spell guarantees that the plants will survive under even the harshest conditions in their new home, this sort of land reclamation is a slow and tedious affair. Patches of new plants in a heretofore hostile area can't be made too large too soon or

Range:	Touch
Components:	V, S, M
Duration:	Permanent
Casting Time:	3
Area of Effect:	Up to 10 items
Saving Throw:	None

they won't grow and spread. Such patches can be treated no more than once per month with spelled seeds or cuttings. In a month, a patch of ground up to 10 square feet might be successfully maintained. If the plants don't fall prey to a defiler or hungry animal, a patch as large as 120 square feet could be created in a year. Other natural hazards, such as devastating storms or nearby battles might also destroy the plants.

The material components for the spell are the cuttings or seeds, a tiny bit of dung, and a drop of water.

Touch the Black (Conjuration/Summoning)

Range: 60 yards
 Components: V, S, M
 Duration: 1 round/level
 Casting Time: 3
 Area of Effect: 40' cube
 Saving Throw: 1/2

When cast, this spell calls into being a 40-foot cube of inky-black nothingness that chills everything inside it. Those within must make a successful saving throw vs. death magic or take 1d6 points of damage for every level of the caster. Those who are successful take only half damage from the numbing cold.

All within the cube are chilled to the bone whether they successfully save or not, and are at a -2 penalty to their attack and damage rolls for the next 1d4+1 rounds.

Those within the cube are unable to see through the blackness; the caster is able to make them out as dim shadows within it.

The material component for this spell is a shard of obsidian or glass.

Fourth-Level Spells

Backlash (Abjuration/Evocation)

Range: 40 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: 10' x 10' square/level
 Saving Throw: 1/2

Also known as the preserver's scourge, this spell makes the ground dangerous to defilers. There are two versions of the spell; the one that takes effect is dependent upon what a defiler tries to do with the protected ground. Many preservers cast this spell on particularly fertile areas of growth. The spell remains in effect until the land is tapped by a defiler. Alternatively, when engaged in battle, preservers may cast this spell on any type of land nearby to prevent defilers from pulling energy from the plants there. It doesn't matter when the spell is cast so long as it is in place before the defiler attempts to use the land.

Should a defiler try to tap into land that is protected by a *backlash* spell when he is memorizing his spells, he receives 1d6 points of damage for each level of the caster of the spell. The land literally lashes back at him before giving up its life energy. If the defiler prefers to use the method whereby he pulls energy at the time he casts a spell, the land lashes back in a manner commensurate with the spell he tried to cast, doing 1d6 points of damage for each level of the defiler's intended spell. Thus, if the defiler were preparing to cast a 3rd-level spell, *backlash* would inflict 3d6 damage on him. The defiler receives a saving throw vs. spell for half damage.

Once it has inflicted damage, the ground returns to normal. Another spell must be cast upon it for it to strike back at a defiler again. Only one *backlash* spell can be cast on any given plot of ground. Casting a second one on already protected land wastes the spell. The spell has no effect on preservers who use the land. The material component is a thorn.

Border Guard (Abjuration/Alteration/Evocation)

Range: Special
 Components: V, S, M
 Duration: 1 month
 Casting Time: 4 rounds
 Area of Effect: 10' x 10' square/level
 Saving Throw: None

This spell creates a border around a *warded* area. The border discourages interlopers by informing them (via a *magic mouth* type dweomer) that they are trespassing on warded ground. If the creature so informed doesn't vacate the area within one round, or if any attempt is made to pull energy from the warded land, *border guard* calls into being a specific evocation spell known to the caster and centers it on the trespasser. The spell to be evoked must be 3rd level or lower. Any damage caused by the spell affects the trespasser only; the ground itself takes no damage regardless of any elemental effects which may accompany the evocation. Thus, the interloper might be targeted by a *magic missile*, *flaming sphere*, *stinking cloud*, *web*, *fireball*, or *lightning bolt*, all without harming the land around him.

The material components for this spell are the materials needed to bring the *magic mouth* and evocation spells into effect, and four small bone shards to mark the territory to be guarded.

Cerulean Hail (Evocation)

When this spell is cast, a deep blue-black cloud forms over the targeted area and spits out blue hailstones that fall with a piercing scream. The hailstones rain 3d8 points of damage to any creature within the area of effect. Additionally, the sudden appearance of the threatening cloud coupled with the screams of the falling hailstones is very unnerving to Athasians, who see severe storms only about once a year. Those in the area who are less than 6th level must make a successful saving throw vs. paralyzation or flee in panic for 1d4 rounds.

There is a 50% chance that those panicked by the storm will drop held equipment as they flee. The hailstones dissipate after causing their initial damage, as the hot, dry climate melts them on impact.

The material components for the spell are a drop of water and a pinch of dust. Cerulean wizards may use their blue glass lens in lieu of other components.

Range:	10 yards/level
Components:	V, S, M
Duration:	1 round
Casting Time:	4
Area of Effect:	40' diameter
Saving Throw:	Special

Gloomcloud (Conjuration/Summoning)

When cast, *gloomcloud* creates a small, gray cloud over the head of an individual. Only the creature affected by the cloud can see it. The cloud is invisible to others. The cloud moves with the individual, causing him to feel despair as per the 4th-level wizard spell *emotion* unless a saving throw vs. spell with a -2 penalty is successful. The despair caused by the *gloomcloud* is so profound that the victim can do nothing but walk slowly, sit silently, or weep in frustration. He is unable to muster the energy to fight, cast spells, or do anything to help himself. If attacked while in this condition, a roll on 1d20 determines what his response will be. On a 1-5, the victim just sits and lets whatever is going to happen occur; on a 6-15 he feebly and unenthusiastically defends himself (-1 to attack and damage rolls, -2 penalty to Armor Class), and on a 16-20, he reacts normally, putting up a good defense and able to mount an offense as well. At the end of the combat, if the spell's duration hasn't expired, the victim returns to his dejected state.

The material components for the spell are a drop of dirty water and a small, twisted length of chain. Cerulean wizards may use their blue lens in lieu of other material components.

Range:	40 yards
Components:	V, S, M
Duration:	1 turn
Casting Time:	4
Area of Effect:	One creature
Saving Throw:	Neg.

Mage Seeker (Divination)

This spell requires the use of an arrow, dart, or piece of bone or wood which is shaped like a pointer. When the spell is cast, the object glows slightly and pivots to point in the direction of a wizard who has been in the area of effect within the last 24 hours. The item becomes a sort of compass that continually readjusts to point the direction of the wizard it first located.

If the name or description of the wizard is known, this can be stated at the time the spell is cast and the *mage seeker* will home in on that particular wizard if he has been within the area of effect within the last 24 hours. Otherwise, the seeker fastens upon the trail of the most potent wizard (not the caster) to have been in the area within that time.

Wizards who are aware that they are being tracked can try to throw off the pursuit by getting within range of the *mage seeker* and casting *dispel magic* on it. This renders that particular object unusable as a *mage seeker* for 48 hours.

The material components of the spell are the object which is to be used as the seeker and a few grains of sand.

Range:	Touch
Components:	V, S, M
Duration:	1 day
Casting Time:	1 turn
Area of Effect:	20' radius/level
Saving Throw:	None

Scapegoat (Enchantment/Charm)

This spell is usually cast to stop pursuers or to distract those who might be searching for the mage or about to interfere with him. It causes creatures within a 20-foot radius of a chosen target creature to believe that the target is to blame for any and all troubles or difficulties they have. Having established the target's guilt, it further prompts those in the area to attack and neutralize the target. Only *dispel magic* or the incapacitation or death of the target will stop the attack.

Those within range must have animal intelligence or higher and are allowed a saving throw vs. spell once per round to come to their senses. Thus, a templar walking through the marketplace accompanied by a patrol of guards might become the target of the spell. All the people within range of the spell, including the templar's guards, would move to attack him.

Range:	20 yards
Components:	V, S, M
Duration:	1 round/level
Casting Time:	4
Area of Effect:	20' radius
Saving Throw:	Special

The material components for this spell are a strand of hair and a stone thrown in the chosen target's direction.

Spell Deferment (Alteration/Enchantment)

Range: Touch
Components: V, S, M
Duration: 1 day
Casting Time: 4
Area of Effect: 1 object
Saving Throw: None

➤ When cast on a glass bead, spell deferment allows the wizard to implant a 1st-through 3rd-level spell within it, storing it for later use. In effect, this “hangs” the spell so that it may be used in one segment as if from a magical item. Because the spell has already been cast, so to speak, such a deferred spell can't be disrupted. Any necessary material components for the spell that is to be stored must be expended at the time *spell deferment* is cast. The spell is held within the glass bead, making it into a one-use magical item. The wizard may call forth the spell with either a command word or a gesture, as determined when he casts the *spell deferment*. No one else may call forth the spell. The spell may be set off accidentally, however, if the wizard is harmed by a damaging spell or from a crushing blow—either of which might break or shatter the glass bead. If the wizard carrying the bead is subjected to such damage, the bead must make a saving throw vs. spells or crushing blow (whichever is appropriate). If the save is successful, the bead is unharmed. If the saving throw fails, the bead is shattered and whatever spell was stored within is released, with the wizard as the central focus for the spell.

The wizard can have no more than three *spell deferments* active at the same time. Each hung spell must be placed into a separate bead. The material components for this spell are a glass bead and whatever components are required for the spell to be stored. Glass beads that are to be used for this spell must be normal glass. They can't have *glassteel* or any other spell which prevents breakage cast upon them. Doing so ruins the spell.

Sphere of Entrapment (Abjuration/Evocation)

Range: 40 yards
Components: V, S, M
Duration: 4 rounds
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

➤ When cast, a translucent sphere appears around an opponent spellcaster. It looks and functions much like a *minor globe of invulnerability*, but has the properties of both that spell and its reverse. Unless the wizard or priest makes a successful saving throw vs. magic, the slightly shimmering sphere takes form around him and remains for 4 rounds. Once inside the *sphere of entrapment* the wizard can't physically leave its confines. If he casts any spells of 1st- through 3rd-level, the effects of the spell are turned back upon him, as if they had rebounded off the inside of the sphere.

While the wizard is so confined, no spells of 1st through 3rd level from the outside can harm him, bouncing off the outside of the sphere just as if the wizard were protected by a *minor globe of invulnerability*. The sphere has no effect upon spells of 4th level or higher from within or without. The sphere may be entered physically at any time by those wanting to engage the trapped wizard in melee. It has no effect on magical weapons, nor on magical items which produce effects which would be of 4th level or higher. A trapped wizard might be able to use a wand or ring depending on the spell effects they produced. Should the trapped wizard utilize an *anti-magic shell* or *globe of invulnerability* or should another wizard with either of these spells cast upon himself enter the area of the *sphere of entrapment*, the sphere is immediately dispelled.

The material components for the spell are a crystal bead and a drop of the caster's blood, which is smeared on the bead as the spell is cast.

Spiderstrand (Evocation)

Reversible
Range: 30 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: Special

➤ With this spell, the caster causes a single strand of strong spider web to shoot forth from his hand. The web becomes part of the caster for the duration of the spell or until he wishes to detach it; he need not hold on to the strand with the casting hand, leaving it free for casting other spells, but he can't hold anything with that hand. The strand itself is roughly half an inch in diameter and is very strong and sticky. The length of the strand is one yard per level of the caster. The strand holds up to 2,500 pounds without breaking. Any creature wishing to break the strand must roll a bend bars roll.

If the strand is shot at an inanimate object, such as a wall or ceiling, the wizard automatically hits. The strand sticks to its target and can only be torn loose by putting more than 2,500 pounds of tension on it or by a successful bend bars roll. If the strand is shot at a creature, the target receives a saving throw vs. spell to avoid it. If hit, the creature becomes wrapped up by the excess length.

Creature Size	Yards To Immobilize	Yards to Impede
Tiny	1	1
Smaller	2	1
Human-sized	3	2
Large	5	3
Huge	10	7
Gargantuan	—	30

An immobilized creature can't move, attack, or cast spells; a gargantuan creature can't be immobilized. An impeded creature moves at half rate and attacks only half as often, with a -2 penalty to all attack rolls.

Every yard must be broken individually, each requiring a bend bars roll. Only one creature can be so entangled per spell.

Fifth-Level Spells

Death Whip (Necromancy)

This potent *dweomer* uses a normal whip as a conduit for negative energy from the *Gray*. Each hit from the *death whip* causes the loss of 1 point of Strength and numbs the area that was hit, turning it a dead, gray color. If the area is a leg, that leg is numb. The victim loses 2 points of Dexterity when his leg is rendered numb. His movement rate is cut in half as he must be careful not to trip over uneven ground or misstep and fall. If both legs are hit, Dexterity is reduced by 4 points and movement rate becomes only one quarter normal. Any other damage done to the victim's legs (such as by sword cuts and the like) are not felt and the character notes no damage so inflicted. The DM must keep track of lost hit points for the character. If arms are targeted, anything the victim is holding is dropped unless he can make a successful saving throw vs. paralyzation. Individuals who have had both arms numbed are unable to use their hands and can't fight with melee weapons or cast spells.

◀ Range:	50 yards
Components:	V, S, M
Duration:	Special
Casting Time:	5
Area of Effect:	One individual
Saving Throw:	Neg.



The chances of hitting a specific target are as follows:

1d20 roll	Target
1-5	Right leg
6-10	Left leg
11-88	Torso (no special effect)
89-94	Right arm
95-99	Left arm
100	Head (victim takes 1 point of damage and his mouth goes numb)

Should the victim survive, lost Strength points return at the rate of one per turn. As the victim's Strength returns, the grayness of the skin disappears and feeling returns, canceling any penalties that might have been sustained.

Victims reduced to 0 Strength are slain and become undead zombies under the control of the whip wielder. The spell lasts as long as the caster maintains concentration on it. Stopping to do anything else—casting another spell or moving cause the spell to end. The material components for this spell are a whip (which is not consumed in the casting) and a wisp of smoke made by burning a small piece of gray material.

Defend Distant Ward (Abjuration/Enchantment)

Range:	Special	▶ By means of this spell, a wizard may choose a single spell of up to 4th level which he knows and cast it to protect a previously warded area or creature. When the spell is cast, the wizard chooses a location or being he has cast the 1st-level spell <i>ward</i> upon and ties the spell into it. If the ward is threatened, the spell then takes effect, targeted on whatever has disturbed the wizard's ward, but protecting the ward from any damaging area effects which might occur as a result of the spell.
Components:	V, S, M	
Duration:	Special	
Casting Time:	5	
Area of Effect:	10' radius/level	
Saving Throw:	None	

The spell remains in effect until something triggers it by disturbing the ward. Minor grazing by herd beasts would not threaten warded land, so long as they were not too greedy, but a defiler attempting to draw energy from the land would be a threat and would set off the spell. Once activated, the spell is used up. If the wizard wishes to keep protecting the land, another *defend distant ward* spell must be cast. The material components for the spell are a drop of water, a blade of grass and whatever is needed to cast the accompanying spell.

Guard Life (Abjuration)

Range:	60 yards	▶ <i>Guard life</i> protects those within the area of effect from the life draining effects of the undead and the pain caused when defilers pull energy to power their spells. Those subjected to attacks by undead that would have drained them of levels receive a saving throw vs. death magic with a +4 bonus to avoid the effects. The spell grants subsequent saving throws against the same thing for every round it remains in effect. Even if someone were drained before, they receive a new saving throw to avoid further draining in the next round. Should the recipient be attacked by more than one level-draining undead per round, he receives a saving throw against each one. Any attacks against which the character successfully saves do not drain him, though any physical damage inflicted by such attacks is still applied.
Components:	V, S	
Duration:	5 rounds + 1 round/level	
Casting Time:	5	
Area of Effect:	10' radius	
Saving Throw:	None	

Those under this spell's protection take no initiative penalty from the pain caused by a defiler's drawing of spell energy. The effects from sorcerer-kings aren't covered by this spell. Their energy tapping inflicts full damage just as if the spell weren't in effect.

Psionic Override (Alteration)

Range:	5 yards/level	▶ This spell allows the wizard to turn psionics used against him back upon the psionist. The wizard so protected must make a successful saving throw vs. paralysis when a psionic power is used against him. The psionist is then allowed a saving throw vs. death magic with a -2 penalty to resist the effects of his own mindbending. Whether the wizard is successful in reflecting the psionics back onto their source, no psionic attempts made by that individual against the caster will get through for the duration of the spell.
Components:	V, S, M	
Duration:	1 round + 1 round/level	
Casting Time:	5	
Area of Effect:	One individual	
Saving Throw:	Neg.	

The material component for the spell is a small piece of mirror or reflective rock.

Ragestorm (Alteration/Evocation)

Ragestorm creates a miniature Tyr-storm in the area designated by the caster. That area becomes the focus of an intense force of rain, hail, high winds, and lightning strikes for the duration of the spell. The storm inflicts 4d8 points of damage on anyone caught within its radius (save for half damage) due to high winds, dangerous hail, and electrical discharges. Even those protected against one of these effects will take damage from another one. If such a storm is called down upon a cerulean wizard, he may try to absorb the storm into a blue glass lens, just as with regular Tyr-storms. If successful, the wizard absorbs the storm and receives enough energy to power one 5th-level spell.

If the storm is centered on an area, those within it may try to escape its confines. They must state that they are running away from the storm during the first round it appears or they are hopelessly turned around and unable to discern the way out. If the wizard chooses to cast it on a particular individual, that person is granted a saving throw vs. spell to avoid becoming the target of the spell. Should the individual be successful, the storm forms around him just as if it had been cast as an area effect, but is not joined to him. Individuals who are the target of this spell and who fail to save against it can't run out of the area of effect, for they carry the storm with them wherever they go.

The water produced by this spell is partially magical in nature. If some container is left in the area (and it survives the deluge), two gallons of water can be collected.

The material components for this spell are a drop of water, a pinch of dirt, and a tiny replica of a lightning bolt carved in wood or bone. Cerulean wizards may use their blue glass lens in lieu of other spell components.

Range:	120 yards
Components:	V, S, M
Duration:	5 rounds
Casting Time:	1 round
Area of Effect:	10' radius/level
Saving Throw:	1/2

Steal Energy (Necromantic)

This spell uses obsidian to leech away power from another mage. The energy thus stolen goes into the obsidian for use by the caster. Energy is taken from the other wizard at a rate of one point per level of the caster per round. That one point translates into enough energy to cast one spell level. For example, if a 12th-level caster uses *steal energy* against another mage and that mage fails to offset the spell, the caster may pull up to 12 points worth of spell energy per round from the other wizard and store the energy within the obsidian for later use. The energy drained away is taken from the lowest level spells first, so that against another 12th-level wizard, the spell would leech away all that wizard's 1st-level spells (4 spells worth 1 point each), and all of his 2nd-level spells as well (4 spells worth 2 points each). Together these total 12 levels of spells or 12 points worth of energy.

The victim is allowed a saving throw vs. death magic to avoid the effects of this spell. If all of a wizard's spell energy is stolen, he may not cast any spells until he replenishes it. Energy stored in obsidian may be utilized in lieu of personal energy, either to power spells the caster has memorized, or as the energy siphoned off by the rival wizard.

The material component for the spell is the obsidian used to store the stolen energy. Only defilers can use this spell.

Range:	120 yards
Components:	V, S, M
Duration:	Special
Casting Time:	5
Area of Effect:	One individual
Saving Throw:	Neg.

Sixth-Level Spells

Banish Tyr-Storm (Abjuration/Conjuration)

This useful dweomer shoves dangerous Tyr-storms away from a particular area such as a town, field, or camp. The wizard is able to force the storm to leave its normal path and head off in a direction of his choice. The storm continues to rage and causes normal damage wherever it goes, but the spell allows the wizard to keep it out of an area he wants to protect. Cerulean wizards who banish Tyr-storms may not attempt to draw off their energy; further, if an unsuccessful attempt has been made to draw the storm's energy into a lens, this spell automatically fails.

The reverse of the spell, *summon Tyr-storm*, draws a Tyr-storm into an area designated by the wizard. The storm is typical of those spun off from the Cerulean Storm and does the same amount of damage. A Tyr-storm is a violent tempest and can't be used to bring needed water to anyone or anything. The rain and hail damages people and vegetation; it doesn't sustain them. Cerulean wizards who summon Tyr-storms may not draw the energy into their blue glass lenses.

Reversible	
Range:	Special
Components:	V, S, M
Duration:	Special
Casting Time:	1 round
Area of Effect:	10 yards/level
Saving Throw:	None

The material component for this spell, including its reverse, is a blue glass lens like that used by cerulean wizards.

Shadow Shroud (Conjuration/Summoning)

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: Caster
Saving Throw: None

▶ When a wizard casts this spell, he uses an ordinary cloak as the focus for weaving a *shadow cloak* around himself. While he wears the cloak, the wizard is like an insubstantial shadow. He can't be seen for what he is as those around him mistake him for their own shadow or the shadow of a nearby object. The cloak doesn't render the wizard inaudible, however, and he must take care not to attract attention to himself through undue noise. If he enters an area of darkness, where no light penetrates, the spell ends. There must be some light for shadows to exist.

Aside from its usefulness in traveling about unseen, the shadow cloak allows the wizard to enter the Black (but *not* the Hollow) and interact with the denizens there. So long as he exits before the expiration of the spell, the wizard may freely return.

The wizard must determine what will keep the shadow denizens from attacking him. Should he be attacked by shadow giants, the wizard is allowed a saving throw vs. death magic to slip away from them unharmed and instantly be returned to Athas. Should he fail, he suffers the same consequences as anyone else attacked by such monsters.

The material components for this spell are a gray cloak (which is not expended in the casting) and a pinch of silver dust (approximately enough for 1 sp).

Seventh-Level Spells

Cleansing Flame (Alteration/Evocation)

Range: 60 yards
Components: V, S
Duration: Instantaneous
Casting Time: 2
Area of Effect: One individual or object
Saving Throw: Special

▶ A bolt of flame that unerringly strikes a specific target is created whenever this spell is cast. The bolt always hits unless the target is not corrupt (see below). The spell affects things that have been defiled. This may be an item that has been used for evil purposes (such as an aligned or magical sword), land that has been corrupted by defiling, any defiler, or a templar who still receives spells from a sorcerer-king (other than Oronis). Even if the templar isn't evil, he's guilty by association.

When the bolt strikes, the object receives a saving throw vs. magical flame with a -4 penalty, while people must make a successful saving throw vs. spell with a -2 penalty. If the saving throw is unsuccessful, the target is immediately destroyed and turned to ash by the heat of the flame bolt or suffers 3d8 points of damage plus one point per level of the caster; if the save is successful, the target receives 1d4 points of damage per level of the caster.

The spell only functions against those who have been corrupted in some fashion. If the caster targets someone who isn't corrupt, the spell fails. The caster has still used the spell. It's gone from his memory and its energy has been depleted.

Open the Gray Portal (Necromantic)

Range: 100 yards
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: Neg.

▶ This spell briefly opens a conduit to the Gray, allowing negative energy to slip through. The casting wizard may use this power to imbue nearby dead bodies with undead energies or he may summon forth denizens of the Gray to serve him for the duration of the spell. If the former use is chosen, the wizard may animate four times as many undead bodies as he has levels of experience. These undead are superior zombies. They have the following statistics:

Gray Zombies: AC 4, HD 4, hp 26, MV 9, #AT 1, Damage 1d6. They are immune to cold, poison, *charm*, and *hold* spells.

These undead follow the wizard's orders unquestioningly. At the end of the spell's duration, they collapse and are merely normal corpses again.

If the second option is chosen, an equal number of gray zombies are summoned from the Gray. These have either claws or fangs (damage 1d6 or 1d4). They will serve the wizard, but may demand some payment in return, such as a mortal victim they can take with them back to the Gray when the spell expires. If slain, their forms turn shadowy and they melt back into the Gray.

The material components for this spell are a gray cloth and a piece of bone.

Semipermanency (Alteration)

This spell affects the duration of certain other spells, making the duration significantly longer. To the casual observer, the effects may seem permanent, but in fact the duration is limited to some number of years, based on the caster's level; roll 1d20 and subtract the result from the caster's level to yield the duration of the spell in years. If the result is 0 or less, roll 1d12 instead to find the spell's duration in months. The DM should roll these duration dice and keep the results secret from the caster. Casting this spell has no effect on the caster's Constitution score.

The personal spells upon which a *semipermanency* spell is known to be effective are the same as those listed for the more powerful *permanency* spell, as follows:

<i>comprehend languages</i>	<i>protection from evil</i>
<i>detect evil</i>	<i>protection from normal missiles</i>
<i>detect invisibility</i>	<i>read magic</i>
<i>detect magic</i>	<i>tongues</i>
<i>infravision</i>	<i>unseen servant</i>
<i>protection from cantrips</i>	

This spell can also be used to lengthen the duration of the following object/creature or area-effect spells:

<i>enlarge</i>	<i>prismatic sphere</i>
<i>fear</i>	<i>stinking cloud</i>
<i>gust of wind</i>	<i>wall of fire</i>
<i>invisibility</i>	<i>wall of force</i>
<i>magic mouth</i>	<i>web</i>

Finally, these spells can be cast upon objects or areas only and rendered semipermanent:

<i>alarm</i>	<i>wall of fire</i>
<i>audible glamer</i>	<i>distance distortion</i>
<i>dancing lights</i>	<i>teleport</i>
<i>solid fog</i>	

In applications other than those directed on the caster, this spell can be dispelled normally to negate its effects.

The DM may allow other selected spells to be made semipermanent. The selected spell must be researched anew, costing as much and taking as long as its original research. The DM must decide whether a specific spell can be made semipermanent. This spell can't be used in the process of manufacturing magical items.

The material components are a drop of dwarf's blood and a tiny metal anvil (50 cp minimum).

Range:	Special
Components:	V, S, M
Duration:	Special
Casting Time:	1 round
Area of Effect:	Special
Saving Throw:	None

Ward's Revenge (Abjuration/Enchantment-Charm)

Ward's revenge takes place whenever land that has been specially warded by a preserver is tapped by a defiler. When the defiler attempts to draw energy from the land, the area fights back by destroying the defiler's memorized spells. The spells are drained from his mind at the rate at which he would have pulled energy from the land. The defiler must roll on TABLE XVII: GATHERING ENERGY THROUGH DEFILING MAGIC (see Chapter One) for the type of terrain the warded land represents.

However many spells would have been available to the defiler are instead removed from his memory. This means that the more lush the area targeted, the more spells the wizard usually loses. The spell's power prevents the defiler from relearning the spells which were lost for a full day.

There is no saving throw allowed against this spell. In effect, the defiler's own power has been turned against him. The material components for the spell are a handful of earth and a pinch of ash from a previously defiled plot of land.

Range:	Special
Components:	V, S, M
Duration:	One month/level
Casting Time:	1 round
Area of Effect:	One individual
Saving Throw:	None

Eighth-Level Spells

Conversion (Alteration/Enchantment)

This potent dweomer is used to convert a repentant defiler into a preserver or vice versa (all subsequent references, though phrased as converting a defiler, may be reversed and applied to a preserver as well). It is only used on defilers above 6th

Range:	Touch	▶ level who willingly seek to change their ways and embrace the opposite path. In
Components:	V, S, M	essence, the caster and target cooperate in casting the spell. The target must freely
Duration:	Permanent	give up experience and be reduced in level. Further, he must break or give away all
Casting Time:	Special	magical items he had collected up to this point in his life. This is symbolic of the tar-
Area of Effect:	One individual	get's willingness to become different from what he once was. Symbolic or not, until
Saving Throw:	None	all such items are gone, the spell will not work.

Following the riddance of the target's magical items, he must destroy his former spell book. Whether this means burning scrolls or unraveling knotted patterns doesn't matter. The voluntary giving up of his former knowledge is the key to this undertaking.

Once a target has been cleansed of his former associations, he is ready for the second portion of his change. Some sort of ritual cleansing, either a bath or scrubbing with sand, or rubbing with a savory herb is performed. Then the caster begins the actual spell. The target takes an oath affirming his decision to change, and at that time, is struck by the power of the spell and rendered unconscious. Because of the momentous changes this spell brings about, it may only be performed by a preserver at least one level higher than the defiler who wishes to change.

When the target awakens 24 hours later, he has lost experience points and levels enough to make him a first level preserver. Though he retains his hit points, he is in all other ways (including saving throws) a first level character. When he first awakens, the new preserver is very weak. He must spend one day in bed resting for every level that he lost. This time may be shortened through the casting of *heal* spells on him. Each such spell reduces the time he must rest by one day. The rigors of the spell have also wiped all knowledge of his former spellcasting techniques from the new preserver's mind. He must spend at least six months with his patron preserver learning a new way of drawing energy and casting spells and making a new spell book.

The material components for converting a defiler to a preserver are ashes and ground gemstone worth at least 300 gp. These are sprinkled over the target as he falls unconscious. To convert a preserver to a defiler, the ashes are replaced by a living plant, newly ripped from the ground and chopped to pieces. The gem is still needed.

Obsidian Death (Necromancy)

Range:	70 yards	▶ This spell channels the negative energy of the Black through an obsidian orb or
Components:	V, S, M	shard. It can only be cast if the obsidian has been prepared using <i>orb of power</i> and
Duration:	Instantaneous	<i>energy conduit</i> to store energy within it. Using the stored energy, the wizard causes
Casting Time:	3	damage to a living being. <i>Obsidian death</i> causes 1d8 damage for every spell level
Area of Effect:	One Individual	the wizard has "stored" within the orb. Those targeted by the spell are allowed a sav-
Saving Throw:	1/2	ing throw vs. death magic. If successful, they take only half damage from the spell.

Anyone killed outright by the damage is completely turned to ash.

This spell is like training to become a dragon. Only defilers will use this spell. The material component for the spell is the obsidian used in it, which shatters.

Protection from Time (Abjuration)

Range:	Touch	▶ When this spell is cast, it creates a magical barrier around the recipient at a dis-
Components:	V, S, M	tance of one inch. The barrier moves with the recipient and protects him from the
Duration:	1 week	adverse effects of time. This spell can be cast on any living creature, but multiple
Casting Time:	1 round	spells are not cumulative. The recipient does not age during the spell's duration,
Area of Effect:	Creature touched	though this won't have a noticeable effect on his life span unless many such
Saving Throw:	None	spells are cast in series; the recipient should keep track of how many <i>protection</i>

from time spells have been cast on him so the DM can add one week to his total natural life span for each. A significant number of such spells can postpone aging effects for the recipient. When confronted with a magical aging effect (such as a *wish* spell or a hit by some powerful undead creatures), the recipient gets a saving throw versus spell to avoid the effect (or an additional save if one is already allowed). Whether or not the save succeeds, the *protection from time spell* is dispelled immediately.

The spell is not automatically dispelled upon the character's death — it continues to protect the body. For purposes of magical resurrection through *raise dead* or *reincarnation* spells, time since death for the recipient's dead body does not start accumulating until after the *protection from time* spell has ended.

This spell does not cause time to stop within the barrier around the recipient; he moves through time at the same rate as other characters. The character must still eat, drink, and rest as usual. This spell does not affect the duration of other spells.

The material component is a gold hourglass filled to capacity with diamond dust (minimum 75 gp value).

Ninth-Level Spells

Land Lock (Abjuration)

Preventing the land from being used and destroyed by defilers is a major concern of preservers. *Land Lock* does exactly that. This spell may be cast upon any piece of land that has been previously prepared by using the *ward* spell. When cast, this spell prevents the warded land from being used to power any spells for one year.

Although this prevents preservers from utilizing the land as well, most feel that the sacrifice is worth it. There is no material component for this spell, but the caster must spend one day walking the boundaries of the land he wishes to protect, appreciating the plants in the area and attuning himself to their energy.

Range:	Special
Components:	V, S
Duration:	One year
Casting Time:	One day
Area of Effect:	10 yards/level
Saving Throw:	None

Pact of Darkness (Conjuration/Summoning)

Pact of darkness creates a pact between a Necromancer and a shadow giant. By agreeing to give the shadow giant ten perfect spheres of obsidian (100 gp value minimum) as payment, the sorcerer is empowered to call upon the shadow giant for aid. The shadow giant will use its powers on the wizard's behalf for up to an hour before returning to the Black. Each use of the spell calls for another payment of spheres. If the shadow giant is unwilling to serve the wizard, it is entitled to a saving throw versus spells. Should it succeed in its saving throw, the spheres of obsidian shatter and the shadow giant refuses to appear.

Shadow giants cannot be summoned in areas of absolute blackness. The material components for the spell are the obsidian spheres and a drop of the caster's blood.

Range:	Special
Components:	V, S, M
Duration:	Special
Casting Time:	1 turn
Area of Effect:	One creature
Saving Throw:	Neg.



Tempest (Evocation)

Range: 200 yards
Components: V, S, M
Duration: 1 round
Casting Time: 9
Area of Effect: 10' radius/level
Saving Throw: eg.

➤ This spell creates a monstrous storm over the area of effect. In one round, ominous Cerulean clouds roll into the area and unleash the full fury of the Cerulean storm. hail, lightning, hurricane winds, slashing rain, acidic vapors, and furious thunder rock the area. Any living thing in the area is completely obliterated by this dreadful tempest unless it makes a successful saving throw versus spell. Those creatures who are successful have escaped the area and taken no damage.

When the wizard calls the storm, he immediately takes 3d8 damage from the exertion of casting such a powerful spell. Even utilizing the energy stored within a lens or sphere makes no difference.

Cerulean wizards who are foolish enough to brave the storm's fury in an attempt to draw the storm's energy into a blue glass lens get what they deserve. They are destroyed with no saving throw allowed. The material components for this spell are a waterskin full of water, a tiny replica of a lightning bolt carved of wood or bone, and a pinch of powdered silver. All are expended in the casting.

Vampiric Youthfulness (Necromancy, Alteration)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 9
Area of Effect: Special
Saving Throw: Neg.

➤ With this spell, the caster makes himself younger by leeching the life energy out of another creature. The victim must have Hit Dice or levels at least equal to the caster's level, and he must be at full hit points at the time the spell is cast; undead, extraplanar beings (such as elementals), and other non-corporeal creatures cannot be affected by this spell. A *charmed* creature will not willingly submit to the spell, though a creature under the effects of a *domination* spell will; even a willing victim makes a saving throw to negate this spell. The caster and the victim must be touching for the entire casting time of the spell; any interruption negates it.

Once cast, the victim ages 10 years immediately. If this would take the victim beyond his normal life span, he dies; otherwise, the victim remains unconscious for 24 hours. The victim may suffer aging effects immediately upon regaining consciousness. The caster becomes one year younger. Present damage is not healed, nor are curses or diseases removed. The caster retains all memories and experience points.

Performing this spell on an unwilling victim is definitely an evil act and cannot be undertaken by a good character, even against an evil victim. However, there may be circumstances when a good character could use this spell, such as when the victim is willing and has plenty of years to spare.

Tenth-Level Spells

Advanced Domination (Charm)

Range: 10 yards/level
Components: V, S, M
Preparation Time: 7 days
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 person
Saving Throw: None

➤ This spell lets the wizard control the actions of any person of the player character races (human, dwarf, elf, half-elf, half-giant, halfling, mul, or thri-kreen). During the preparation time, the wizard must be in constant contact with an item once owned by the intended victim, an item that is somehow emotionally prized by that character. For instance, a letter from a loved one, the character's first metal weapon, a family heirloom, etc., would suffice. (Emotional attachment to the item is up to the DM). The time spent procuring the item does not count toward the preparation time; the wizard can undertake any activity during that time, provided he carries the item on his person.

Once cast, the victim gets no saving throw. *Protection from evil* in no way hinders this spell. The caster can then control the actions of the victim within the limits of the subject's body, through telepathic contact. The subject cannot resist this control.

This spell lasts until one of the following occurs: an immediate relative (sibling, parent, or child) of the subject retrieves the prized item and destroys it; a period of time passes equal to the length of time the subject cherished the emotionally prized item; the caster chooses to end the spell. Keeping a subject under *advanced domination* counts as one 10th-level spell against the caster's maximum. Once ended, the prized item disappears.

The material component for this spell is the emotionally prized item. The item may or may not have any intrinsic value.

Defiler Metamorphosis (Alteration/Evocation)

Defilers who have earned sufficient experience points to advance to the next stage of their dragon metamorphosis must successfully cast this spell. Once cast, the defiler mutates his physical form drastically, each time becoming less human and more dragon.

The defiler may begin his preparation time at any point as he approaches his next level, building structures, gathering components, studying, etc. But the spell cannot be cast before he has earned all the necessary experience points. Though the experience points have been earned, the defiler gains no benefits of his new spell level until after the *defiler metamorphosis* spell is cast.

The exact material components, preparation time, and casting time differ, depending on what level the defiler is about to achieve, grouped by level into low, middle, high, and final metamorphosis.

Low (21st, 22nd, and 23rd levels): When approaching these levels, the defiler is merely beginning his metamorphosis toward dragon form. The preparation time at these levels must be at least one year, during which time the caster must have access to ancient documents, tablets, and scrolls that have never *been studied by another defiler*. Such materials must be discovered by the defiler or his minions and must be studied for at least eight hours every day for the entire year. Acquisition of such documents will usually be a quest in and of itself; once used, these documents cannot be used for this spell again. The material components must include vast riches (at least 10,000 gp worth of jewels, gems, coins, or artistic treasures), a vast structure where the transformation might take place, and no fewer than 1,000 Hit Dice worth of living creatures for the life-leeching process. The riches vanish and the living creatures are slain one heartbeat after the defiler begins casting. The structure, which must cost more than 50,000 gp to build, is not destroyed and may be used again to cast this spell when attaining all three of the low levels. The spell is cast from the deep interior of the structure, where the caster will actually transform — no other beings may be present at the instant of casting. The casting time is a full 24 hours; any interruption results in spell failure.

Middle (24th, 25th, and 26th levels): At the middle levels, the process is similar. The preparation time extends to two years per casting, during which time the caster must befriend and visit a powerful creature from an elemental plane. The caster must visit the planar creature three days of every fifteen for the entire preparation period. The DM must create and role-play the elemental creature — it is likely that it will force the defiler to perform difficult missions, more often than not for its own amusement, all through the preparation period. The material components include fewer riches (at least 5,000 gp) but more living creatures (no fewer than 2,000 Hit Dice). A new structure must be built, which can be used for all three *middle-level* transformations, but this structure must be made of stone, take at least three years to construct, and must be ornately decorated, costing no less than 125,000 gp. The casting time is three days; any interruption results in spell failure.

High (27th, 28th, and 29th levels): For the high levels of dragon metamorphosis, the process actually must take place on either an elemental or the Astral plane. No structure or riches are required, but the caster must travel to his plane of choice with no fewer than 200 Hit Dice of living creatures from the Prime Material plane. The living creatures must be no fewer than 10 Hit Dice each and must willingly travel to the plane and participate in the casting. The actual casting time is 24 hours, and the caster must have the full cooperation of at least three powerful beings from that plane for the entire time. Locating beings willing to cooperate should be easy, but getting their cooperation requires exchanges of favors, quests, etc.; preparation time is equal to the time it takes to convince the planar beings to cooperate.

Final (30th level): The final stage of dragon metamorphosis requires no preparation and a single material component; the slain body of a good creature defeated in single combat; the victim must be intelligent, have at least 20 Hit Dice, and be capable of casting 9th-level Wizard spells or 7th-level Priest spells. The spell must be cast over the fallen victim within one hour of his defeat; the casting time is merely one turn.

In all cases, the living creatures used as material components must be within one mile of the caster. Once cast, the defiler must make a successful system shock roll or die in the mutation process. Any interruption or mistake during the casting of the spell will kill the defiler character. This spell can only be cast by defilers.

Range:	0
Components:	V, S, M
Preparation Time:	Variable
Duration:	Permanent
Casting Time:	Special
Area of Effect:	The caster
Saving Throw:	None

Defiling Regeneration (Necromancy)

Range: 100 yards
Components: V, S, M
Preparation Time: 30 days
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

With this spell, a defiler can empower a force of creatures to magically regenerate lost hit points at the expense of the vegetation around them.

During the preparation time, the defiler must prepare each of the creatures he plans to empower with regenerative abilities. He must decorate their faces and hands with nonpermanent tattoos and their armors with special symbols of evil magic. The caster must have access to the creatures for the entire preparation period.

Upon casting, the defiler can empower creatures with Hit Dice equal to five times his level with a form of regeneration. Only living, corporeal creatures can be affected. The creatures regenerate 2 hp per round, including the round in which they are first wounded, for the duration of the spell. Even those slain regain consciousness when they regenerate up to 1 hp. The spell lasts for a number of days equal to the caster's level. When the spell expires, the tattoos and symbols vanish.

The magical energy driving this regeneration is taken directly from the land, just like defiling magic. During regeneration, the ground where the creatures were wounded becomes spotted with ash. A typical combat site leaves a few ashen footprints behind. The site of a major battle may be completely destroyed, turned to ash as the creatures regenerate lost hit points.

Any character of good alignment under the effect of this spell must attempt to have the magic *dispelled* before he takes damage — he must avoid combat damage at all costs. Failure to do so, or a willingness to accept the spell as an asset, is cause for an alignment change.

The material components for this spell are inks and dyes made from the blood of regenerating creatures. Only defilers can cast this spell.

Defiling Stasis (Alteration)

Range: 0
Components: V, S, M
Preparation Time: 7 days
Duration: 1 day/level
Casting Time: 1 turn
Area of Effect: Hemisphere, 100-yard radius
Saving Throw: None

This spell pushes defiling damage far away from the caster for a period of time. The damage still occurs, but at a point more remote from the defiler himself. It can be used to protect an area against defiling damage, or by a defiler to push his damage out of sight.

The wizard must contact the spirit or spirits of the land within the radius he wishes to affect. Since it is unusual for a user of wizardly magic to contact a spirit, the process takes quite a bit of time — every waking moment for the entire preparation time. There is no actual speech contact established with the spirits, only a level of understanding that the wizard wishes to protect the area from defiling damage.

When cast, a hemisphere centered on the caster becomes temporarily immune to defiling damage. All such damage called for within the hemisphere is redirected to the closest points immediately outside of it. *Trees of life* within the hemisphere cannot be called upon for defiling magic — that energy, too, is redirected outside. The hemisphere is 100 yards in radius. The caster need not remain inside the hemisphere. The spell in no way inhibits the effectiveness of defiler magic within its boundaries.

There is no force field or visible barrier at the edge of the hemisphere. However, once defiling magic is cast within it, the area immediately outside forms a large circle of ash that can be identified by knowledgeable characters.

The material component for this spell is a small glass bubble with no air inside it.

Dome of Invulnerability (Abjuration)

Range: 0
Components: V, S, M
Preparation Time: 3 days
Duration: 1 day
Casting Time: 1 turn
Area of Effect: Variable
Saving Throw: None

This spell creates an enormous mobile magical sphere around the caster. The sphere itself acts exactly like a *globe of invulnerability*, preventing any 1st-, 2nd-, 3rd-, or 4th-level spell effects from penetrating. This includes spell-like abilities and effects from devices. Any spell can be cast out of the magical sphere, and these pass from the caster to the subject without effect upon the globe.

During the preparation time, the caster must fashion a perfect crystal ball, which takes every hour of the three days. Upon casting, the dome appears in a hemisphere over the caster's head, to a radius of 10 yards per level beyond the 20th. Everyone within the dome receives its benefits, whether friendly or antagonistic toward the caster. The dome does not extend below the ground — magic cast from below the dome is not affected. The dome moves with the caster, always centered on his position. However, if the caster flies off the ground, the dome collapses instantly. Also, *dispel magic* cast by a higher-level caster eliminates the dome.

The material component for this spell is the crystal ball, which takes no less than 500 cp worth of materials to make.

Just Sovereign (Illusion)

With this spell, a wizard can pacify a subject population or unit of soldiers, making them believe their leader is far kinder than his previous actions would suggest. This spell only functions against a group of creatures who already feel that the subject of the spell is their leader, regardless of what they feel about him. A torturous warrior-king might have this spell cast upon him, but someone without subjects gains no benefit from its magic.

The number of people so pacified is 200 Hit Dice per level of the caster above 20th. Once cast, the entire group must be evaluated to obtain an average saving throw vs. spell. For example, if the entire group is made up of 1st-level warriors, then their save is 17. If there are fifty 1st-level warriors and fifteen 10th-level warriors, the average is $(50 \times 17) + (15 \times 11) / 65 = 15.62$ or 16. The group then saves as a whole, either all passing or all failing. All of the subjects must be within the area of effect at the time of casting.

During the preparation time, the caster must spend time in the presence of the subject (or in isolation if he plans to cast it upon himself). The length of time spent in preparation is optional, but the duration of the spell is equal to three times the preparation time.

Once successfully cast, the leader's subjects will selectively forget incidents of torture or abuse, long forced labors, and other unpleasant events. They will see their leader as a good creature, worthy of respect, hard work, and reverence. In specific game terms, the leader receives an automatic +5 bonus to all NPC reactions when those NPCs are part of the affected subjects. They will gladly do the leader's bidding and can usually be counted on to double their efforts, be it construction, farming, etc. A military unit will never rout or fall back when in the leader's presence.

The reverse of the spell, *evil despot*, forces the subjects of a leader to believe he is very cruel and unjust, regardless of his past performance. With this spell, the subject of the spell is allowed a saving throw — failure means the subjects within the area of effect immediately find him repulsive for the duration of the spell. The leader suffers a -5 penalty to NPC reactions among the affected population. Workers stop working, they may tear down the things they have already built, and military units refuse to fight and rout off the field when led by their hated leader.

The material component for this spell is an item of at least 1,000 cp value that was won for the leader by his subjects' efforts.

◀ Range:	Touch
Components:	V, S, M
Preparation Time:	Variable
Duration:	Special
Casting Time:	1 day
Area of Effect:	1 mile radius
Saving Throw:	Special

Life Extension (Necromancy, Alteration)

With this spell, the caster can exceed maximum age. Every character has a maximum age created from the Age tables in the *DARK SUN Rules Book* (or from the *Player's Handbook*), but only the DM knows what that value is; a player may have some idea of when his character is approaching its maximum game age, but only the DM knows exactly what that is. For instance, a player can calculate that an Athasian human character will live to at least 82 years of age (the base maximum of 80 plus the minimum roll of 2d20), but some time in the next 38 years, the character will die of old age.

This spell increases a character's maximum age by one king's age: 77 years. The character usually does not suffer normal aging effects during this time, but this can vary according to circumstances, activities, and magical or psionic effects.

The material components for this spell are extensive. The recipient must surround himself with the trappings of his youth. His personal trappings might include clothing or equipment used as a youth, letters previously received or sent, soil from his homeland, tears shed by his mother, etc. Collection of these components may be very difficult, involving a long journey to the caster's homeland, or they may prove impossible if the caster is an orphan or has no traceable roots.

◀ Reversible	
Range:	0
Components:	V, S, M
Preparation Time:	77 days
Duration:	Permanent
Casting Time:	10
Area of Effect:	Special
Saving Throw:	None

Preserver Metamorphosis (Alteration/Evocation)

A preserver who earns sufficient experience points to advance to the next stage of avangion metamorphosis must first successfully cast this spell to complete the change. The preserver changes physical form drastically upon the spell's completion, each time bridging approximately one-tenth the gap between human and avangion form.

Range:	0
Components:	V, S, M
Preparation Time:	Variable
Duration:	Permanent
Casting Time:	Special
Area of Effect:	Caster
Saving Throw:	None



The preserver may begin preparation at any point on the way to the next level, building structures, gathering components, studying, etc. However, the spell cannot be cast before all necessary experience points are earned. Though the experience points have been earned, the preserver gains no benefits of the new level until after the *preserver metamorphosis* spell is cast.

The exact material components, preparation time, and casting time are different, depending on what level the preserver is about to achieve, grouped by level into low, middle, high, and final metamorphosis.

Low (21st, 22nd, and 23rd level): A preserver feels an inner calling when he has earned 75% of the experience needed for the next level. The preserver leaves the company of his fellows and seeks isolation. The preparation time for the spell constitutes the entire period necessary for the preserver to earn the final 25% of those experience points, adventuring completely alone. If the preserver earns any experience points with the aid of another character, all experience points are lost down to the minimum required for the current level. Failure to gain experience in a solitary fashion, in the DM's judgment, means the spell may fail when cast. For low-level metamorphosis, the preserver must spend the isolation period gathering physical remains of the enemies of life, usually those of high level defilers—their bodily remains, destructive belongings or artifacts, ash from their spellcasting, etc. These items are evidence of devotion to life and the land. The spell must then be cast at night, beneath the light of both Athasian moons. The casting time is six hours. Any interruption results in spell failure. The preserver may have other characters present during the casting.

Middle (24th, 25th, and 26th level): At intermediate levels, the preserver again hears a call for isolation when 75% of each level's experience points have been earned. During this preparation time, the preserver must attain absolute isolation; any contact with intelligent beings who aren't foes to be defeated negates the spell preparation, and the wizard reverts to the 75% base line of the isolation period. The material components at the middle levels are gifts gathered from no fewer than three powerful good creatures during isolation. The powerful creatures realize the consequences of contact for the preserver, so they leave the gifts to be found after the preserver achieves extremely dangerous or important goals.

The material component for the spell (not consumed in casting) is a single tree or bush personally saved by the preserver from defiler magic destruction. The casting time is 12 hours. At the time of casting, there must be living vegetation for at least one mile in all directions, untainted by defiler ash or evil creatures.

High (27th, 28th, and 29th level): Unlike previous level advancements, the preserver feels no calling toward isolation at high levels. On the contrary, at 75% experience point level, the wizard instead collects a core group of companions no fewer than eight in number and of at least 10 levels or Hit Dice each. All the companions must be of good alignment. The preserver must spend the preparation time with these characters, earning the remaining 25% of experience in the company of at least one of these companions — failure to do so forces the preserver to revert to the current level's 75% base line of experience. The material components are a single gift from each of the companions in the core group. During the casting of the spell, the preserver must have the aid of a single companion for the entire length of the ceremony. If the companion is not absolutely good, the spell fails and the companion is slain in the release of failed magical energy. Companions cannot repeat the process with a single preserver — new companions must be found for each of the high levels.

Final (30th level): To cast this spell, the preserver must make an area of lush vegetation (crops, scrub grass, forests, or any combination) at least five miles in diameter. The preparation time for the spell equals the time it takes the preserver to create these lush lands. At the time of casting, the lush lands must be free of evil creatures.

The material components for the spell are a diamond of no less than 10,000 gp value with which to capture the life-giving qualities of sunlight, a stone tomb large enough to hold the preserver's body, and a perfectly sealed glass case built around the tomb. The casting time is one round. Upon casting, the preserver/avangion, diamond, and stone tomb disappear, bound for places unknown. The DM then secretly rolls 2d12 —this is the number of months before the return of the preserver, in final avangion form, to the glass case. If the glass case is damaged in the meantime, the avangion is lost to oblivion. Only the DM knows how long the final stage takes.

Upon casting, the preserver must make a system shock roll or die from physical stress. Any interruption or mistake during the casting of the spell causes the preserver to lose experience points down to the minimum of the last level — they must be earned again before trying the *preserver metamorphosis* anew. This spell can only be cast by preservers.

Prolific Forestation (Alteration/Conjuration)

With this spell, a preserver causes a grove of trees to magically appear. During the preparation time, the wizard must devote eight hours per day for 30 days to the fashioning of a staff from a *tree of life*, a material component that may be difficult to obtain. The wizard must carve the staff perfectly smooth with a diamond dagger, and he cannot undertake any other task during the eight-hour period.

The spell's area of effect is a circle with a maximum radius that varies according to the caster's level. The wizard may choose to affect a smaller radius if desired. The terrain must have no other trees; if it does, the spell fails. To cast the spell, the wizard thrusts the diamond dagger in to the ground at the center of the circle, then moves with the staff to the circle's edge. The wizard then walks around the area of effect, dragging the staff along the ground. The staff magically ensures that the wizard walks a perfectly circular path, eventually returning him to where he started. The wizard must walk (not run, fly, or levitate) but may use magical means to speed that walk. Interruptions lasting more than a single round negate the walking and it must be started again. If the dagger at the center of the circle has been disturbed, the spell fails, so a wizard often places a guard over it. When the circle is completed, the spell is cast. The table shows the distance that must be walked, based on the area of the spell.

Caster Level	Max Radius	Rough Circumf	Time to Walk	Trees in Grove *
21	10 yards	63 yards	1 round	15
22	20 yards	125 yards	1 round	62
23	30 yards	288 yards	2 rounds	140
24	45 yards	282 yards	3 rounds	315
25	60 yards	377 yards	4 rounds	560
26	90 yards	565 yards	5 rounds	1,260
27	120 yards	754 yards	7 rounds	2,250
28	180 yards	1131 yards	10 rounds	5,040
29	240 yards	1507 yards	3 rounds	9,000
30	480 yards	3016 yards	26 rounds	36,000

* approximately; can vary as much as 20%

The forest consists of mature trees, one to four feet in diameter, spaced three to six yards apart. The thick forest canopy towers 90 to 120 feet. This spell creates no brush or undergrowth for the forest; its floor is the same terrain type as before the spell was cast. The spacing of the trees hinders the movement of huge or gargantuan creatures; smaller creatures can move through the forest unhindered.

Unlike the *prolific vegetation* spell, the trees created have magical protection against natural destruction for one year per caster level. Natural fires, lightning, lack of water, and harsh weather do not kill them. Defiler magic still destroys them normally as can any attack that would affect normal trees. Only a preserver can cast this spell.

The reverse of this spell, *deadwood*, can only be cast by a defiler. During the preparation time, the defiler must spend at least four hours per day among the trees he wishes to destroy. He must sprinkle a fine trail of ash, from his own spells, around the circumference of living trees to be affected. Upon casting, all the trees within the circle are immediately stricken dead. Trees will not grow within the circle for a number of years equal to twice the caster's level.

The material components for this spell are the staff and the diamond dagger. Both disappear when the spell is cast. The material component for the reverse is a skull carved from a rotten tree stump.

Prolific Vegetation (Alteration/Conjuration)

This spell causes shrubs and grasses to grow over a wide area of previously barren terrain. During preparation, the wizard must devote eight hours per day for 30 days to the fashioning of a staff from a *tree of life*. The wizard carves the staff perfectly smooth with an obsidian dagger, and he cannot undertake any other task during this eight-hour period.

The spell's area of effect is a circle with a maximum radius that varies according to the caster's level. The wizard may choose to affect a smaller radius if he desires. The terrain must be virtually barren of plant life; if not, the spell fails. To cast the spell, the wizard thrusts the obsidian dagger into the ground at the center of the cir-

Reversible	
Range:	0
Components:	V, S, M
Preparation Time:	30 days
Duration:	Special
Casting Time:	Special
Area of Effect:	Special
Saving Throw:	None

Reversible	
Range:	0
Components:	V, S, M
Preparation Time:	30 days
Duration:	Permanent
Casting Time:	Special
Area of Effect:	Special
Saving Throw:	None

cle, then moves with the staff to the circle's edge. The wizard then walks around the area of effect, dragging the staff along the ground. The staff magically ensures that the wizard walks a perfectly circular path, eventually returning to where he started. The wizard must walk (not run, fly, or levitate) but may use magical means to speed the walk.

If the time to complete the circle requires the wizard to stop to sleep, there is no penalty, provided the wizard then awakens to continue the walking journey, but other interruptions lasting more than a single round negate the walking and it must be started again. If the dagger at the center of the circle has been disturbed, the spell fails, so a wizard often places a guard over it. When the circle is completed, the spell is cast.

The table shows the distance that must be walked, based on the area of the spell.

Caster Level	Max Radius	Rough Circumf	Time to Walk*
21	90 yards	566 yards	5 rounds
22	180 yards	1131 yards	1 turn
23	300 yards	1 mile	2 turns
24	540 yards	2 miles	3 turns
25	800 yards	3 miles	5 turns
26	1,250 yards	4.5 miles	7 turns
27	1.25 miles	8 miles	2 hours
28	6 miles	38 miles	9 hours
29	12 miles	75 miles	18 hours**
30	25 miles	157 miles	38 hours**

* time is for a human in clear terrain and weather conditions

** requires multiple marching days

Upon casting, the area inside the circle instantly grows thick with grass and small shrubs much like the scrub plains. The vegetation will not emerge from solid stone, but it arises from any soil, now matter how rocky, sandy, or dry. Though the spell duration is listed as permanent, the vegetation created is normal and retains no magical enchantment. It remains until and unless it dies from lack of moisture, brushfire, erosion, etc. If this spell is cast in conjunction with a priest's *alter climate* spell, the vegetation can grow and last longer. Only preservers can cast this spell.

The reverse of this spell, *sparse vegetation*, can only be cast by defilers. During preparation, the defiler must spend at least four hours per day wandering the scrubland he wishes to destroy. He must sprinkle a fine trail of ash, from his own spells, around the circumference of scrub grass to be affected. Once cast, all the scrub, bushes, and weeds within the circle immediately die. Plants will now grow within the circle for a number of years equal to the caster's level, though growth of trees is not affected.

The material components for this spell are the staff and the dagger. Both vanish after the caster has walked the circumference. The material component for the reverse is a small bag made from woven straw, filled with salt from the sweat of slave farmers.

Recruitment (Summoning)

Range: 0
 Components: V, S, M
 Preparation Time: 10 days
 Duration: 20 days
 Casting Time: 1 turn
 Area of Effect: Variable
 Saving Throw: Neg.

➤ With this spell, the wizard summons all living creatures around him who have ever drawn blood in anger. During preparation, the caster must take the ground bones of fallen warriors and sprinkle them where the spell is to be cast, out to the radius given below.

Level	Radius
21	60 yards
22	90 yards
23	120 yards
24	180 yards
25	240 yards
26	360 yards
27	480 yards
28	900 yards
29	1 mile
30	2 miles

Upon casting, all creatures within the circle that have ever drawn blood in anger as hunters or warriors, must save or immediately come under the effects of the spell. They immediately gather their weapons and come to the caster, awaiting his every military instruction for the duration of the spell.

The affected creatures usually cannot form military formations unless an entire formation is caught within the area of effect. The creatures cannot perform any actions other than combat. They cannot be forced to build things or carry things other than their own personal equipment. They do not fight among themselves, regardless of previous dispositions, and they serve the caster without fail.

The material component for this spell is at least 100 pounds of ground bones of fallen warriors, which must be apportioned during preparation. A humanoid creature has about 25 pounds of bones; larger creatures have 25 pounds per Hit Die.

Reverse Loyalties (Charm)

This spell acts like a mass *charm person* spell, though its effects on each individual are more restricted. The subject group must consist of bipedal human, demihuman, or humanoids of man-size or smaller, such as humans, dwarves, elves, half-elves, halflings, and muls — all of whom hold loyalties to one leader. During preparation, the wizard locks himself away and studies the history and background of the group's original leader. Though the spell is cast on the followers themselves, the wizard researches their leader's background.

Upon casting, the spell effect expands in a circle from the point of casting until creatures equal to the area of effect are enchanted or until there are no possible subject creatures left. The maximum distance is 300 yards.

Unlike the *charm person* spell, the spell recipients regard the caster as the object of their loyalties. They accept logical military orders from the caster. For instance, they will break formations and turn on their former leader. They do nothing obviously fatal to themselves. Their loyalties have been magically switched, but are not magically maintained — if the caster takes actions that make him less worthy of these newfound loyalties, the subjects of the spell may desert. Even if the caster performs well as their new leader, the spell recipients can save according to their Intelligence, just as for a *charm person* spell (note that creatures with Intelligence of 12 or less get no chance to save before the spell naturally ends). When individuals within the subject group make their saves, they desert but cannot convince others still under the spell to desert. Each subject has full memory of actions taken under this spell.

The material component for this spell is a fully dried anakore's heart.

Range:	60 yards
Components:	V, S, M
Preparation Time:	7 days
Duration:	21 days
Casting Time:	1 turn
Area of Effect:	25 HD/level
Saving Throw:	None

Wall of Ash (Evocation)

This spell creates a barrier of ash that is deadly to living creatures. Touching it can cause great damage, and crossing it causes instant death.

During the preparation time, the wizard must dig or have dug a small trench, one foot wide and one foot deep, in the shape he wants the wall when it is cast. If not personally involved, the wizard must personally oversee the digging of the trench for at least four hours per day during preparation.

The wall can be of any shape, and as long as 30 yards per caster level above 20th. The ash appears in the trench and is piled one foot above the ground. Contact with the ash causes 1d10 points of damage per *segment*, meaning potentially 10d10 points for an entire round. Crossing completely over the ash causes any living creature to die, its life completely absorbed by the deadly ash. The creature must make a successful saving throw vs. death magic with a -10 penalty to survive. Jumping or flying makes no difference. Even living creatures attempting to cross through the astral or ethereal planes must save or die. *Dimension door* can be used to cross safely, but *teleport* cannot. Magic, psionics, missile weapons, and other non-living things can cross the wall without penalty.

Undead creatures can cross without penalty. Ash golems suffer no saving throw penalty when crossing. The caster and allies are just as subject to damage and death as enemies are.

This spell's material component is a sack of ash collected from the remains of a defiler of the same level of the caster.

Range:	0
Components:	V, S, M
Preparation Time:	5 days
Duration:	Special
Casting Time:	2 turns
Area of Effect:	Special
Saving Throw:	Neg.



CHAPTER FIVE:

Proficiencies

In the DARK SUN campaign, the use of proficiencies is required. They are part of the standard rules. Both the weapon and the nonweapon proficiencies given here follow the rules as presented in the *Player's Handbook*. Even though Athasian characters often have higher ability scores than characters from other campaigns, a roll of a natural 20 still results in failure, regardless of a character's ability scores.

Chapter Two in the *Rules Book* details the changes in proficiencies as outlined in the *Player's Handbook* and introduces new nonweapon proficiencies for Athas. While the new nonweapon proficiencies are listed here for the sake of convenience, the details of those proficiencies can only be located in the *Rules Book*. New proficiencies found in this book are listed among the comprehensive list, then detailed more fully with descriptions and rules for using them in the campaign.

New Weapon Proficiencies

Wizards are not noted for their weapons expertise. Nonetheless, two of the kits described above give their members the option of taking a garden hoe as a weapon in lieu of a more traditional choice of weapon. Additionally, the whip is given as a weapon available to necromancers. The pertinent statistics for the hoe and whip are given below.

Item	Cost	Weight	Size	Type	Speed Factor	Damage
Garden Hoe	1 cb	6	M	S/B	6	1-4/1-3
Whip	1 cp	2	M	—	8	1-2/1

Garden Hoe: A garden hoe is a common tool found wherever agricultural pursuits are followed. It is usually a long, strong bone or solid wooden shaft tipped with a solid, sharpened blade (usually of bone) meant for digging up earth. Used as a weapon, it may be slashed at an opponent, or the blade turned upward and used as a bludgeoning weapon. Neither is a particularly damaging attack, doing approximately the same amount of damage as a regular dagger. Because it is made of bone, the weapon receives a -1 penalty to its attack and damage rolls. These are not already worked in to the given damage for the weapon. One of the advantages of the hoe as a weapon is that few people expect it to be employed as such. In a

checkpoint that is searching for weapons, a wizard who is dressed as a gardener and carrying a hoe will likely be passed through without comment.

Whip: A whip is a single leather strip attached to a leather wrapped handle. Its primary use is to encourage beasts of burden to move along (or slaves to work harder). Like a hoe, a whip attached to the belt of a seeming master draws little comment.

Nonweapon Proficiencies

All wizards, be they preserver or defiler, have access to the Wizard and General groups of nonweapon proficiencies. Proficiencies which are found under the Warrior, Rogue and Priest group cost one extra slot for wizards.

TABLE 7: NONWEAPON PROFICIENCY GROUPS

General Proficiency	# of Slots Required	Relevant Ability	Check Modifier
<i>Bargain</i>	1	Wisdom	-2
Bribery Etiquette †	1	Wisdom	-1
<i>Contact</i> *	1	Wisdom	0
Defensive Tactics †	1	Wisdom	-2
Gardening *	1	Intelligence	-1
<i>Heat Protection</i>	1	Intelligence	-2
Intimidation *	1	Charisma	-1
Mediation †	1	Charisma	-1
<i>Mental Armor</i>	1	Wisdom	-2
Prestidigitation †	1	Dexterity	-1
<i>Psionic Detection</i>	1	Wisdom	-2
<i>Sign Language</i>	1	Dexterity	0
Teaching †	1	Charisma	-1
<i>Water Find</i>	1	Intelligence	0
Warrior			
<i>Armor Optimization</i>	1	Dexterity	-2
<i>Tactics</i>	1	Intelligence	-1
<i>Weapon Improvisation</i>	1	Wisdom	-1
Wizard			
Lens Crafting †	2	Intelligence	-3
Path Lore †	2	Intelligence	-2
Planes Lore †	2	Intelligence	-3
Planetology †	2	Wisdom	0
Psionic Mimicry *	1	Intelligence	-2
<i>Somatic Concealment</i>	1	Dexterity	-1
Spellweaving †	1	Dexterity	0
Priest			
<i>Bureaucracy</i>	1	Charisma	-2
Planes Lore *	2	Intelligence	-3
Planetology †	2	Wisdom	0
Psionic Mimicry †	1	Intelligence	-2
<i>Somatic Concealment</i>	1	Dexterity	-1
Psionicist			
Lens Crafting †	2	Intelligence	-3
Planes Lore †	2	Intelligence	-3
Planetology †	2	Wisdom	0

italics denotes proficiencies described in the DARK SUN Rules Book.

† denotes proficiencies detailed in this book.

* Psionicist bonus proficiency and wild talent general proficiency. See *The Way of the Psionicist* for more details.

New Nonweapon Proficiencies

Bribery Etiquette (General, Wisdom -1, Cost 1 slot)

Bribery is a way of life on Athas and knowing when to offer a bribe is an important skill. Equally important, however, is the timing of the offer, the amount that will most likely garner the reaction that is wanted, and the best way to disguise the bribe so that it doesn't draw attention from unwanted witnesses. Bribery etiquette covers these essential, though usually overlooked parts to bribery. Use of the skill alone gives a character a 75% chance of estimating how big a bribe is necessary to get what he wants, whether the one receiving the bribe will keep his side of the bargain, and how to offer the bribe without insulting the target. If used in conjunction with a thief's natural ability to bribe officials, the chance rises to 90%.

For example, the character wishes to pass through the gates of a city without being searched. He is leaving rather than entering. The guard who would normally search the character looks tired and hungry. He'd rather just finish his gate duties and go eat. Usually, the guards can be bribed for about four ceramic pieces. Because the guard is irritable, the character decides to raise that to five. As he's leaving the city, the guard should care less about letting him through. It isn't nearly as important to the guards what people take out of the city as what they bring in. The guard is pleased by the five ceramic pieces and waves the character on through. Bribes are quite circumstantial. Had there been an alert out to capture a notorious preserver, the guard might not have been so easy to get past.

In addition to getting around inconvenient rules and regulations and dodging unwanted attention, bribes are often good for loosening tongues and gaining information. The Bribery Etiquette skill allows the character to judge (75% chance) how much of a bribe will be needed to get the information he wants and to ascertain when the talker actually has no more useful information to impart. The bribery skill may only be used on those who are willing to be bribed. With bribery etiquette, it is easier to figure out whom to target with bribery attempts.

Defensive Tactics (General, Wisdom -2, Cost 1 slot)

Those with the Defensive Tactics proficiency are able to assess situations and determine the best course of action to maintain a defensive posture. Although this allows those who are about to enter combat or who are already engaged to figure out the best defensive strategy or the most useful strategy for withdrawing from the fight with the least damage, the proficiency is useful in other areas as well.

More than just a combat skill, Defensive Tactics allows the character to assess any situation in terms of its defensive needs. This could be used to determine the most readily defensible campsite, to choose lodgings where spellcasters (or other wanted party members) are unlikely to be noticed, or to determine from interacting with an individual or a group the most likely course of action that will prevent trouble from erupting. The latter may call for the character to offer a bribe, to humble himself so as to be left alone, or conversely to stand up for himself and try to intimidate a bully. Other uses of the skill involve planning the defenses for a city or caravan under attack and analyzing other's defenses for possible weak points. Pacifists are particularly adept at this proficiency and receive a +1 bonus to their roll to use it.

Gardening (General, Intelligence -1, Cost 1 slot)

Unlike agriculture, which is concerned with planting crops and running a farm, gardening is a specialized proficiency. Gardening is used to plant and care for a single small grove or garden in a particular area. Rather than food or cash crops, gardening concerns itself with tending rare flowers, herbs, and endangered trees. Knowledge of gardening may be used to identify problems that affect plants: plant diseases, harmful insect infestation, lack of essential nutrients and scarcity of water, for example. Gardeners know how to rectify problems they can identify. Any garden under the care of a gardener produces to its maximum capacity so long as the means to alleviate any problems are available. Defilers use the gardening skill to assure themselves of ready power. Sorcerer-kings employ cadres of gardener-slaves

to keep their gardens and groves in good shape. Preservers usually have gardens that serve as repositories for plants that have otherwise disappeared from Athas, holding them in trust for future generations.

Intimidation (General, Charisma -1, Cost 1 slot)

Intimidation is the use of psychological or physical tactics designed to impress upon others that the user is tough and dangerous. It has nothing to do with persuasion or negotiation, being more like bullying. This proficiency can be used in several ways. Whenever the character wants something and believes he must exercise force to get it, he can use intimidation to imply the threat of violence. Intimidated targets will usually give in to keep the peace. If the character is being pushed around, successful use of intimidation may stop the harassment. Finally, intimidation may be used as a sort of gauge of power to impress upon people the character's relative status and power.

The best sort of intimidation is achieved purely through verbal means or from non-violent facial expressions and gestures that are designed to convey the character's growing annoyance, impatience, disgust or aggression. This proficiency should be used as an adjunct to good role-playing, not as a substitute for it. Characters who can avoid a fight by successfully intimidating their opponents will be remembered as powerful, compelling, frightening and worthy of respect. Those who must resort to physical violence (chopping a table in half, backhanding a slave) may succeed at intimidating people for the moment but do not usually impress those they are trying to intimidate.

Intimidation may be used in lieu of bribery in the right circumstances. It can stand in for etiquette among certain tribal people or hardened adventurers, and it is always useful in dealing with petty officials who can be frightened into performing some small task rather than facing the character's wrath.

Lens crafting (Wizard, Psionicist, Intelligence -3, Cost 2)

Lens Crafting is a precise and demanding craft used to cut and shape glass into a lens capable of focusing spell energy or psionic power. Using this proficiency, someone may cut, shape and polish different kinds of glass into useful lenses. Some lenses may be used to focus the sun's rays to start fires. Others may make small marks larger to those viewing them through the lens. Both these uses require the glass to be transparent and relatively free of inclusions or bubbles.

Lenses that are to be used by Cerulean wizards must be made of blue glass and shaped into ovals. They may not have any bubbles or foreign matter trapped within them as they will become the foci of potentially destructive magical power. All Cerulean wizards make their own lenses. Blue lenses take approximately one full day to construct providing the crafter has the proper tools and access to the glass.

It is also possible to use this proficiency to carve obsidian so that it becomes useful as a focus for spell energy or for psionic powers. The obsidian tables used by psionics to move craft through the Sea of Silt are created using this skill. Obsidian spheres may also be crafted using this proficiency. They must be perfectly spherical and free of inclusions to qualify as useful spell components or magical focusing devices. Wizards with the lens crafting skill could carve the small obsidian spheres used in the following spells: *orb of power*, *energy conduit*, *energy storage*, *steal energy* and *obsidian death*.

In order to be useful in dragon magic, however, the crafter would have to roll a 1 on his proficiency. The Dark Lens was probably carved by a master craftsman using this proficiency, but the powers that went into its making are far beyond the wizards who now reside on Athas. Even if such an artifact could be carved, its powers would not be the same.

Mediation (General, Charisma -1, cost 1 slot)

Mediation is the art of negotiation used to arbitrate between two or more warring factions. Customarily, the mediator is not a member of either side, but a neutral third party. Ostensibly, he acts as a referee of sorts, allowing all sides to express their concerns and opinions, then acting as a negotiator between sides or as an arbitrator or judge, who is empowered to make a decision that is as fair as possible to all interested parties. It is not always possible for a third party to conduct the negotiations,

however, and mediators are often diplomats from one side or another who are empowered to make deals and set limits on agreements.

Whether used to set terms for surrender, to settle land disputes or negotiate trade agreements, or to promote peace between factions, tribes or city-states, mediation allows those involved to strive for the best possible outcome for all sides.

Mediation cannot be used in lieu of the bargain proficiency.

Path Lore (Wizard, Intelligence -2, Cost 2 slots)

Path Lore is the accumulated knowledge concerning the Paths of wizardry. Defiler Lore tells the pertinent facts about defiling magic (how it works, some of the potential power to be had through its use, etc.), stories of a few famous defilers from the past, the role of obsidian and a little about dragons — especially lore about becoming a dragon. Preserver Lore tells just the opposite — information on preserving magic, great preservers of the past, the dream of restoring Athas, and some lore about avangions.

In practical terms, this proficiency could allow the character to know a little about great figures from the past, possible hiding places of ancient preserver magical items, or perhaps a hint on how to defeat a dragon (whether accurate or not). Wizard characters may not start the game with this proficiency; they must find a teacher who is willing to teach them the lore. Learning defiler lore teaches the wizard nothing about preservers and vice versa. If a character wishes to learn both defiler and preserver lore, he must take this proficiency twice. Preservers who know defiler lore without being familiar with preserver lore seem very suspicious to members of the Veiled Alliance.

Planes Lore (Wizard, Cleric, Psion., Int -3, Cost 2 slots)

This proficiency provides its user with information concerning other planes. The lore which is known concerns the Gray, the Black, the Hollow, and the four Elemental planes. With this proficiency, characters have a 50% chance to know some germane fact about all these planes. If the character is intimately concerned with that plane (such as Necromancers with the Gray and the Black or clerics with their corresponding elemental plane), that chance rises to 65%. Until the character has actually interacted with the plane in some form, the chances to know information concerning them remain the same.

Interaction raises the chance of specific knowledge about the plane with which the character interacted by 5%. Necromancers and clerics capable of casting third level spells are considered to have interacted with the specific plane(s) from which they draw their spells. Without this proficiency, characters know nothing of these realms.

Planetology (Wiz., Cleric, Psion., Wisdom 0, Cost 2 slots)

The planetology proficiency gives the character knowledge of the relationship between living organisms and their environments on a planet-wide scale. Rather than focusing on small-scale interrelationships, such as how the soil type, amount of available moisture and pollination combine to produce a grove of trees or a field of grass, planetology studies how all things affect one another. Planetologists would study how the elements that produced the trees or grass also produced other plant life, what they all had in common, and how differences in any of the elements produced variants in the type of growth the land could support. Further, they would study what insects and animals were likely to live in any given terrain and how each part contributed to the continuing cycle of growth, death, decay and regrowth. Then they would consider the various problems faced by the ecosystem — the excessive heat, lack of moisture, and effects of defiling magic in determining how best to preserve the planet and keep it from further harm.

The planetology proficiency grants a little bit of knowledge about a great number of things. In some cases, knowledge of the usual structure of land masses might give the character a clue as to which direction water might be found, while familiarity with various ecosystems might suggest what sort of predator could be encountered in various terrain types. In any situation involving knowledge that the proficiency

might grant, the DM should roll a d20. On a roll of 1, the character remembers some wildly inaccurate information (something that could cause a serious inconvenience if acted upon, but nothing truly deadly), on a 2-10, no knowledge is gained. On an 11-15, some small bit of information is known or can be remembered, on a 16-20, the character remembers some very pertinent piece of information which may be quite helpful. The information to be gained is up to the DM.

Prestidigitation (General, Dexterity -1, Cost 1 slot)

The prestidigitation skill is the art of performing magic “tricks” that are obviously make-believe (and therefore non-threatening). This is stage magic used for entertainment purposes. Also known as sleight of hand, this skill emphasizes facility with quick hand movements and distracting patter. All of a close-work magician’s tricks — everything from pulling ceramic bits from children’s ears to changing cloth to a bird in the twinkling of an eye — is part of this skill. Illusionists are particularly adept with prestidigitation and it is quite easy for them to slip real magic in amongst the entertainment. Other wizards can do so too when given the opportunity.

Those who are skilled in this art can also make small objects move around from hand to pocket to shoe to someone else’s pocket with ease. Thus, small objects can be made to “disappear” or can be planted on someone else, if the person is close enough. The prestidigitator has the same chance as an average thief of his level has to pick pockets to utilize this particular aspect of the skill.

Prestidigitation can be used to earn a few coins from those who have the leisure and desire for entertainment. It can also be used as a cover to disguise the casting of real magic. Finally, if confronted by those who suspect he is a wizard, a mage could do worse than to laugh and pull out his bag of “tricks” to prove his innocence.

Psionic Mimicry (Wizard: Cleric, Int -2, Cost 1 slot)

This proficiency is very useful to spellcasters who wish their spell effects to appear as the result of psionic activity rather than magic. Using it, the spellcaster utilizes gestures, body language and facial expression to indicate that he is engaged in psionic pursuits. Just before casting a spell, the user of psionic mimicry might, for instance, make a gesture most people associate with a psionic discipline that has an effect similar to the spell he is casting. If there is no such gesture, putting both hands to the head as if focusing one’s mental faculties is also possible. Though anyone could try to do this, those skilled in the proficiency have actually studied the various gestures and moves of psionists and their mimicry is much more skillful and believable.

Psionic mimicry can be used in lieu of somatic concealment or in conjunction with it. If used together, the two proficiencies makes it almost impossible for anyone to distinguish a spell’s effects from some sort of psionics. Further, those with the psionic mimicry proficiency have a chance equal to their proficiency skill -2 to correctly identify what sort of psionic power a person is using by observing that psionic’s body language for one round.

Spellweaving (Wizard, Dexterity 0, Cost 1 slot)

Spellweaving is a catch-all term for the art of creating a disguised spell book. This may take several forms: a pattern woven into material, a network of knots decorating a robe, a series of etched designs in a brick, a painting on a reed mat, or decorative swirls on a staff. The limit to the kind of material and sort of artistic rendering is that it must be extensive enough to serve as a spell book and common enough to not be suspected as such.

Such works serve as collections of all the knowledge a wizard has accumulated. They may be used like normal spell books. They cannot, however, be used like scrolls without destroying the whole work. The Spellweaving proficiency must be used each time a new spell is added to the “book.” A failed roll means the design for that particular spell is flawed and must be started again. It does not indicate that the rest of the work suffers in any way. A Spellweaving takes about two hours per level of spell to create.

Teaching (General, Charisma -1, Cost 1 slot)

The teaching proficiency allows the character to impart knowledge about a particular subject or to give instructions in how to do a specific thing. Just about any subject can be taught, from reading and writing to swordplay to the philosophy behind preservation to spellcasting. Whether it is a concept or a physical skill, if it can be learned, it can be taught. The skill of teaching relies heavily on the personality of the teacher. If the teacher is a compelling and interesting individual, whatever knowledge he is sharing will be absorbed more fully and quickly.

Instructing another person in how to do something isn't achieved overnight. Teaching consists of several days, weeks or months worth of instruction, during which time some lessons are learned better than others. Those with this proficiency are better than most at spotting such problems and correcting them. Some skills depend upon raw talent for the student to excel in them. These include such talents as singing and playing instruments. Although the student may never become a virtuoso if he doesn't have enough talent, he may learn the theories and techniques behind such skills well enough to perform them at a journeyman level.

Each day he spends teaching someone, the teacher must roll on his proficiency. Then his student must roll on Intelligence. When a total of ten successful proficiency rolls and ten total Intelligence checks have been successful, the teacher has imparted his knowledge to the student.

Characters may only learn new weapon and nonweapon proficiencies if they have the slots open to learn them. Otherwise, it is assumed that the student is making progress toward learning a new skill and will have mastered it when his next appropriate proficiency slot is available.





Reviled and hunted, hated and feared, they live in secrecy, hiding who and what they are from the rest of the world.

They are criminals whose crime calls for swift execution.

They are outcasts, with no place to call home. They are wizards, and their crime is the practice of magic....

Beneath the crimson sun, the life of a wizard is hard and dangerous. Blamed for the conditions of the world, feared for the mysterious power they wield, and hated for crimes both real and imagined, Athasian wizards walk in the shadows of civilization and in the barren wastes of the wilderness. For to reveal their nature is to admit their crime—and risk their very lives.

Defilers and Preservers: The Wizards of Athas

By Nicky Rea

Defilers and Preservers: The Wizards of Athas details the two paths of magic in the DARK SUN® campaign and the strange way magic works there. It demonstrates how Athasian wizards power their magic and describes both types of wizards—defilers and preservers.

Defilers leech energy from the land, stealing life away with every spell they cast and leaving only dead ash behind. Preservers also gather energy from the land, but they take only what they need and work to keep the world healthy and alive. These two mortal enemies stand locked in a never-ending battle—with the survival of Athas at stake.

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- New rules for Athasian wizards.
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