

# Priest Spells



The priests of Athas worship the beings that inhabit the elemental and paraelemental planes, as there are no gods on Athas. Spells that indicate some contact with a deity instead reflect contact with a powerful being of the elemental planes.

In a Dark Sun campaign, priest spells fall into eight spheres associated with the four elemental planes or the four paraelemental planes, as well as a separate Sphere of the Cosmos. This last sphere is by far the largest, though the others hold more specialised and generally more powerful spells.

All elemental priests on Athas draw magical energy (the energy with which they cast spells) from one of the elemental or paraelemental planes and the Sphere of the Cosmos. In other words, they have major access to the sphere of the element they worship, plus minor access to the Sphere of the Cosmos.

Druids dedicate themselves to the spirits of the land, mighty manifestations of Athas' living essence. Each druid has pledged to defend a particular part of Athas, and receives the support of that location's spirit.

As a consequence, druids have major access to the Sphere of the Cosmos, and minor access to one or more elements, depending on the precise nature of their guarded lands.

Templars follow the sorcerer-kings, receiving their spells from these immortal monarchs. They have major access to the Sphere of the Cosmos and all elements (but not paraelements), thus a templar can cast almost any spell he desires, so long as he is rested and in good favour with his liege.

This section details the Spheres of the Cosmos and the elements, and presents new and changed spells for the Dark Sun game.

## Spell Lists

### Sphere of Air

#### First Level

Create Holy Element\*  
Curse of Tongues\*  
Deep Breath\*  
*Elemental Bonding*\*  
Feather Fall†  
Feather Flight\*

#### Second Level

Channel Stench\*  
Coat of Mist\*  
Dust Devil  
*Merciful Shadows*\*  
Slave Scent\*  
Steal Breath\*  
Whispers\*  
Winds of Change\*

#### Third Level

Air Lens\*  
Call Lightning  
*Conjure Lesser Elemental*\*  
*Create Smoke*\*  
Gust of Wind†  
Wind Wall†

#### Fourth Level

Control Temperature, 10' Radius  
Chimes of Finding\*  
Defiler Scent\*  
Fly†  
Protection from Gas, 5' Radius\*  
*Protection from Weather*\*

#### Fifth Level

Air Walk  
Cloud of Purification\*  
*Conjure Elemental*\*  
Control Winds  
Elemental Forbiddance\*  
*Good Weather*\*  
*Sands of Time*\*  
Sandstorm\*

#### Sixth Level

Aerial Servant  
Isolate Templar\*  
Mark of the Hunted\*  
*Silt Tides*\*  
Watchful Eyes\*  
Weather Summoning

#### Seventh Level

*Conjure Greater Elemental*\*  
Control Weather  
Create Shrine\*  
Initiation\*  
Sirocco\*  
Silt Cyclone\*  
Wind Walk

### Sphere of Earth

#### First Level

Boneflint\*  
Create Holy Element\*  
*Elemental Bonding*\*  
Fist of Stone\*  
Fossilisation\*  
Magical Stone

#### Second Level

Boneiron\*  
Burrow\*  
Earthen Grasp\*  
Fool's Gold†\*  
Footsteps of the Quarry\*  
Pit\*  
Soften Earth and Stone\*

#### Third Level

Bramblestaff\*  
*Conjure Lesser Elemental*\*  
Curse of the Black Sand\*  
Meld Into Stone  
Oil Spray\*  
Sand Spray\*  
Stone Shape  
Stoneiron\*

#### Fourth Level

Infestation\*  
Return to the Earth\*  
Sand Warriors\*  
Spawn Song\*  
Stone of Sharpening\*  
Thorns of Binding\*  
Whirlpool of Doom\*  
Woodiron\*

#### Fifth Level

*Conjure Elemental*\*  
Crumble\*  
Elemental Forbiddance\*  
Ironskin\*  
Rejuvenate\*  
Spike Stones  
*Transmute Rock to Mud*  
Tree Growth\*

#### Sixth Level

Heartseeker\*  
Isolate Templar\*  
Sand Blade\*  
*Silt Tides*\*  
Stone Tell  
Transmute Water to Dust\*

#### Seventh Level

Animate Rock  
*Conjure Greater Elemental*\*  
Create Shrine\*  
Glass Storm\*  
Earthquake  
Initiation\*  
Silt Cyclone\*  
Transmute Metal to Wood

*Italics* denotes a reversible spell.

\* denotes a new or changed spell, detailed in this chapter.

\*\* denotes a spell from the *Tome of Magic*.

† denotes a wizard spell.

## Sphere of Fire

### First Level

Create Holy Element\*  
*Elemental Bonding\**  
 Endure Heat/Endure Cold  
 Faerie Fire  
 Fire Burst\*  
 Log of Everburning\*\*

### Second Level

Clues of Ash\*  
 Fire Trap  
 Flame Blade  
*Heat Metal*  
 Produce Flame  
 Resist Fire/Resist Cold

### Third Level

*Conjure Lesser Elemental\**  
*Create Smoke\**  
 Flame Walk  
 Heat Exhaustion\*  
 Protection from Fire  
 Pyrotechnics

### Fourth Level

Channel Flame\*  
 Everlasting Fire\*  
 Fire Lance\*  
 Fire Shield†  
 Fire Wake\*  
*Produce Fire*

### Fifth Level

*Conjure Elemental\**  
 Elemental Forbiddance\*  
 Flame Harvest\*  
 Flame Strike  
 Protection from Fire, 15' Radius†  
 Wall of Fire

### Sixth Level

Isolate Templar\*  
 Fiery Constrictor\*  
 Fire Seeds  
 Spirit of Flame\*  
 Sunstroke\*  
*Watchfire\**

### Seventh Level

Chariot of Sustarre  
*Conjure Greater Elemental\**  
 Create Shrine\*  
*Fire Storm*  
 Initiation\*  
 Proof against Fire\*

## Sphere of Magma

### First Level

Burning Sands\*  
 Create Holy Element\*  
*Elemental Bonding\**  
 Endure Heat/Endure Cold  
 Magical Stone  
 Obsidian Blade\*

### Second Level

*Heat Metal*  
 Pit\*  
 Produce Flame  
 Resist Fire/Resist Cold  
*Smelting\**  
 Stoneflame\*

### Third Level

*Conjure Lesser Elemental\**  
 Magma Jet\*  
 Meld Into Stone  
 Protection from Fire  
 Pyrotechnics  
 Stone Shape

### Fourth Level

Fire Wake\*  
 Magma Blade\*  
 Magma Shield\*  
 Melt Metal\*  
*Produce Fire*  
 Whirlpool of Doom\*

### Fifth Level

*Conjure Elemental\**  
 Cloudkill†  
 Elemental Forbiddance\*  
 Protection from Fire, 15' Radius†  
*Transmute Rock to Mud*  
 Wall of Fire

### Sixth Level

Death Fog†  
 Earthwrack\*  
 Isolate Templar\*  
 Magma Blast\*  
*Transmute Rock to Magma\**  
*Transmute Sand to Glass\**

### Seventh Level

*Conjure Greater Elemental\**  
 Create Shrine\*  
 Earthquake  
 Eruption\*  
 Initiation\*  
 Magma Tunnel\*

## Sphere of Rain

### First Level

Create Holy Element\*  
*Create Water\**  
*Elemental Bonding\**  
 Frost Fingers\*

### Second Level

Coat of Mist\*  
 Crystallise\*  
 Frost Breath\*  
 Hailstone\*

### Third Level

Cloudburst\*  
*Conjure Lesser Elemental\**  
 Ice Spikes\*  
*Water Breathing*

### Fourth Level

Acid Rain\*  
 Ice Blade\*  
 Soothe\*  
 Protection from Weather\*  
 Water Trap\*

### Fifth Level

Cloud of Purification\*  
*Conjure Elemental\**  
 Elemental Forbiddance\*  
*Good Weather\**

### Sixth Level

Isolate Templar\*  
Part Water  
Transmute Water to Dust\*  
Weather Summoning  
Withering Touch\*

### Seventh Level

*Conjure Greater Elemental\**  
Create Shrine\*  
Heart of Ice\*  
Initiation\*  
Water Form\*

### Sphere of Silt

#### First Level

Create Holy Element\*  
*Elemental Bonding\**  
*Sea Legs\**  
Silt Swimmer\*

#### Second Level

Black Sand\*  
Burrow\*  
Pit\*  
Soften Earth and Stone\*

#### Third Level

*Conjure Lesser Elemental\**  
Curse of the Black Silt\*  
Oil Spray\*  
Sand Spray\*

#### Fourth Level

Curse of the Choking Sands\*  
Enevation†  
Evard's Black Tentacles†  
Sand Warriors\*  
Spawn Song\*  
Whirlpool of Doom\*

#### Fifth Level

*Conjure Elemental\**  
Crumble\*  
Dispel Water\*  
Elemental Forbiddance\*

#### Sixth Level

Isolate Templar\*  
Sand Blade\*  
*Silt Tides\**

### Seventh Level

*Conjure Greater Elemental\**  
Create Shrine\*  
Glass Storm\*  
Initiation\*  
Silt Cyclone\*  
Sirocco\*

### Sphere of Sun

#### First Level

Create Holy Element\*  
*Elemental Bonding\**  
Endure Heat/Endure Cold  
Spark of Blinding\*  
Sunscorch\*

#### Second Level

*Create Mirage\**  
*Healing Rays\**  
*Heat Metal*  
*Merciful Shadows\**  
Resist Fire/Resist Cold

#### Third Level

Air Lens\*  
*Conjure Lesser Elemental\**  
Heat Exhaustion\*  
Protection from Fire  
Pyrotechnics  
Sunblade\*

#### Fourth Level

Control Temperature, 10' Radius  
*Mirage of Despair\**  
Mirage Wall\*  
*Produce Fire*  
Sunburst\*

#### Fifth Level

*Conjure Elemental\**  
Elemental Forbiddance\*  
Reflect\*  
Unearthly Heat\*

#### Sixth Level

Isolate Templar\*  
Sol's Searing Orb\*\*  
Sunstroke\*

### Seventh Level

*Conjure Greater Elemental\**  
Create Shrine\*  
Dehydrate\*  
Initiation\*  
Sunray

### Sphere of Water

#### First Level

Create Holy Element\*  
*Create Water\**  
*Elemental Bonding\**  
*Purify Food and Drink*

#### Second Level

*Clear Water\**  
Coat of Mist\*  
Crystallise\*  
Speak with Water\*  
Water Witch\*

#### Third Level

Bramblestaff\*  
Circle of Life\*  
*Conjure Lesser Elemental\**  
Create Food and Water\*  
*Water Breathing*  
Water Walk

#### Fourth Level

Acid Rain\*  
Curse of the Choking Sands\*  
*Lower Water*  
Lungs of Water\*  
*Protection from Weather\**  
Reflecting Pool  
Soothe\*  
Thorns of Binding\*  
Water Trap\*

#### Fifth Level

Cloud of Purification\*  
*Conjure Elemental\**  
Crumble\*  
Elemental Forbiddance\*  
*Good Weather\**  
Rejuvenate\*  
*Sands of Time\**

**Sixth Level**

Heartseeker\*  
 Isolate Templar\*  
 Part Water  
 Transmute Water to Dust\*  
 Waters of Life\*

**Seventh Level**

Conjure Greater Elemental\*  
 Create Shrine\*  
 Dehydrate\*  
 Initiation\*  
 Water Form\*

**Sphere of the Cosmos**

**First Level**

Animal Friendship  
 Bless  
 Combine  
 Command  
 Cure Light Wounds  
 Detect Evil  
 Detect Magic  
 Detect Poison  
 Detect Snares & Pits  
 Entangle  
 Hand of the Sorcerer-King\*  
 Invisibility to Animals  
 Invisibility to Undead  
 Light

Locate Animals or Plants  
 Pass Without Trace  
 Proof against Undeath\*  
 Protection from Evil  
 Remove Fear  
 Sanctuary  
 Shillelagh

**Second Level**

Aid  
 Altruism\*  
 Augury  
 Barkskin  
 Black Cairn\*  
 Bonewood\*  
 Chant  
 Charm Person or Mammal\*  
 Create Holy Symbol\*\*  
 Cure Moderate Wounds  
 Detect Charm  
 Enthrall  
 Find Traps  
 Goodberry  
 Hold Person\*  
 Know Alignment  
 Messenger  
 Might of the Sorcerer-Kings\*  
 Obscurement  
 Silence, 15' Radius  
 Slow Poison  
 Snake Charm\*

Speak With Animals  
 Spiritual Hammer  
 Trip  
 Warp Wood  
 Withdraw  
 Wyvern Watch

**Third Level**

Animate Dead  
 Continual Light  
 Cure Blindness or Deafness  
 Cure Disease  
 Cure Serious Wounds  
 Dispel Magic  
 Feign Death  
 Glyph of Warding  
 Hold Animal  
 Locate Object  
 Magical Vestment  
 Negative Plane Protection  
 Plant Growth  
 Prayer  
 Ranike Cloud\*  
 Remove Curse  
 Remove Paralysis  
 Snare  
 Speak With Dead  
 Spike Growth  
 Starshine  
 Summon Insects  
 Tree



**Fourth Level**

Abjure  
 Animal Summoning I  
 Call Woodland Beings\*  
*Cloak of Bravery*  
*Cure Critical Wounds*  
*Detect Lie*  
 Divination  
 Free Action  
*Giant Insect*  
*Hallucinatory Forest*  
 Hold Plant  
 Image of the Sorcerer-Kings\*  
 Imbue with Spell Ability  
*Neutralise Poison*  
 Plant Door  
*Protection from Evil, 10' Radius*  
 Repel Insects  
 Spawn Song\*  
 Speak With Plants  
 Spell Immunity  
*Sticks to Snakes*  
*Tongues*  
 Weather Stasis\*

**Fifth Level**

*Animal Growth*  
 Animal Summoning II  
 Anti-Plant Shell  
 Atonement  
 Commune\*  
 Commune with Nature  
*Dispel Evil*

*Heal*

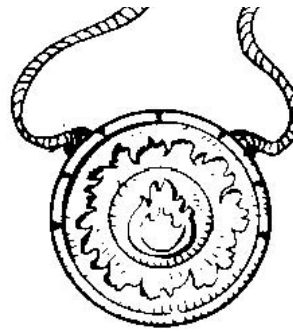
Heart Call\*  
 Insect Plague  
 Magic Font  
 Moonbeam  
 Pass Plant  
 Plane Shift  
 Quest  
 Rainbow  
 Rejuvenate\*  
 Tree Growth\*  
*True Seeing*

**Sixth Level**

Animal Summoning III  
 Animate Object  
 Anti-Animal Shell  
 Blade Barrier  
 Conjure Animals  
 Create Tree of Life\*  
*Find the Path*  
 Heroes' Feast  
 Isolate Templar\*  
 Liveoak  
*Raise Dead*  
 Speak With Monsters  
 Transport via Plants  
 Turn Wood  
*Unliving Identity\**  
 Wall of Thorns  
 Wisdom of the Sorcerer-Kings\*

**Seventh Level**

Astral Spell  
 Bane of the Defilers\*  
 Changestaff  
 Confusion  
 Conversion\*  
 Creeping Doom  
 Exaction  
 Gate  
*Holy Word*  
*Regenerate*  
 Reincarnate\*  
*Restoration*  
*Resurrection*  
*Succour*  
 Symbol  
 Wild Lands\*



## Spell Descriptions

### Acid Rain

(Conjuration)

Sphere: Rain, Water

Level: 4

Range: 120 yards

Components: V, S

Casting Time: 5

Duration: 1 round/level

Area of Effect: 20-foot cube

Saving Throw: Special

This spell makes a toxic shower that covers all within its area of effect. The droplets are a corrosive acid that eats through metal, cloth, and flesh. Creatures caught beneath the rain take 2d6 points of damage. It is easy enough to move out of the cube, but those who cannot continue to take 1d6 points of damage for each round spent in the rain. Anyone who fails to make a successful saving throw vs. spell must make item saving throws vs. acid for exposed equipment as well.

### Air Lens

(Alteration)

Sphere: Air, Sun

Level: 3

Range: 90 yards

Components: V, S, M

Casting Time: 3

Duration: 3 rounds +1 round/level

Area of Effect: Special

Saving Throw: None

By means of this spell, the priest creates a magical lens high in the air, with which he can direct intensified rays of the sun against his enemies. The caster must be in the sunlight for the duration of the spell. Once cast, the priest can attack with the lens twice per round, against one or two creatures within range of the spell. Attack rolls are made for each attack, and the priest suffers no non-proficiency penalty. Targets under cover receive benefits for both cover and concealment. Each hit inflicts 2d6 points of damage. Creatures resistant to heat or fire take only half damage.

The spell can be used to ignite flammable materials. When doing so against non-mobile targets, no attack roll is necessary – any normally combustible materials (cloth,

wood, paper, and so on) ignite. Personal equipment can be targeted, but the priest must make a successful attack roll with a -4 penalty. If hit, the article of equipment ignites; burning clothing inflicts 1d6 points of damage for 1d6 rounds or until discarded. Burning shields become useless. The flames so created are not magical and can be extinguished normally. Magical darkness can negate the effects of this spell, and magical shade reduces damage by half.

The material component for this spell is a small, round piece of glass.

### Altruism

(Invocation)

Sphere: Cosmos

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

With this spell, a priest can transfer as many of his hit points as desired to heal a willing, living being of any alignment not directly opposed to his own (good vs. evil or lawful vs. chaotic). Each hit point transferred restores one hit point lost by the subject creature. These hit points cannot be taken back once the spell has been cast. The priest's current hit points are reduced by the amount actually transferred, and these can be restored by normal or magical healing. The creature cannot receive more hit points than its normal maximum.

### Bane of the Defilers

(Necromancy)

Sphere: Cosmos

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day

Area of Effect: Special

Saving Throw: Special

This spell turns an ordinary missile weapon of wood, metal, or stone into a deadly projectile of *defiler slaying*, adding +3 to attack rolls. Any defiler struck takes double damage and must save vs. spells or be slain.

## Black Cairn

(Divination)  
 Sphere: Cosmos  
 Level: 2  
 Range: 1 mile/level radius  
 Components: V, S, M  
 Casting Time: 1 hour  
 Duration: Special  
 Area of Effect: Special  
 Saving Throw: None

After this spell is cast, the priest knows the location of a corpse (animal or otherwise). The priest must first find several black stones, each one bigger than a fist. He stacks them in a small pile, or cairn, and sits and stares at the blackness of the stones until he receives a vision of the corpse's location.

If the caster has an item belonging to the corpse, the casting time is reduced by half. Templars and druids can cast this spell; elemental and paraelemental clerics cannot.

## Black Sand

(Necromancy)  
 Sphere: Silt  
 Level: 2  
 Range: 100 yards  
 Components: V, S  
 Casting Time: 4  
 Duration: 1 round/level  
 Area of Effect: 20-foot radius spread  
 Saving Throw: Special

This spell infuses an area of sand with energies from the Black. The affected area swallows light, emitting magical darkness rising to a height of 20 feet over the surface. Creatures that come in contact with the sand take 4d4 points of cold damage per round (no save). Those reduced to 0 hit points crumble into black sand themselves.

Creatures can save vs. spells to avoid being caught in the area upon which the spell is first cast. Only the surface of the sand is affected by the spell, so creatures burrowing beneath an area of *black sand* are unaffected unless they break its surface. Creatures that do so immediately take damage from the spell.

## Boneflint

(Alteration)  
 Sphere: Earth  
 Level: 1  
 Range: Touch  
 Components: V, S, M  
 Casting Time: 1 round  
 Duration: 5 rounds/level  
 Area of Effect: Weapon(s) touched  
 Saving Throw: None

This spell gives stone weapons the properties of a weapon made of bone, reducing the weapon's attack and damage penalties from -2/-1 to -1/-1. To a native of impoverished Athas, this can mean the difference between life and death. One Large, two Medium, or three Small weapons can be affected by this spell.

The *dweomer* lasts until the spell's duration ends or until a missile that has been enchanted with this spell strikes its target.

The material component is a chip of stone tied to a chip of bone.

## Boneiron

(Alteration)  
 Sphere: Earth  
 Level: 2  
 Range: Touch  
 Components: V, S, M  
 Casting Time: 1 round  
 Duration: 5 rounds/level  
 Area of Effect: Weapon(s) touched  
 Saving Throw: None

This toned-down version of *enchanted weapon* transforms bone weapons into their regular metal counterparts with regard to attack and damage capabilities. All penalties are thus removed, and there is no chance of the weapon breaking. One Large, two Medium, or three Small weapons can be affected by this spell.

Casting the spell on a single weapon repeatedly will not cause the weapon to become +1 or better. As with *enchanted weapon*, the only time the *dweomer* ends early is when it is cast on a missile and the missile hits its target. The spell also can be used in the creation of permanent magical weapons of bone.

The material component for this spell is the tooth of a carnivorous animal.



## Bonewood

(Alteration)

Sphere: Cosmos

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: 5 rounds/level

Area of Effect: Weapon(s) touched

Saving Throw: None

This spell toughens wooden weapons sufficiently so that they are the equivalents of their bone counterparts; thus, their attack and damage penalties drop from -3/-2 to -1/-1. The weapons are also fireproof while the spell lasts.

One Large, two Medium, or three Small weapons can be affected by this spell; missiles will lose their enchantment early if they hit a target.

Repeated castings provide no additional benefits. Anyone wishing to create a relatively powerful bone weapon must use *enchant an item* and *permanency* spells as well. Aside from being fireproof, normal wooden weapons such as clubs and staves gain no additional benefits.

The material components for this spell are a three-inch strip of wood and a bone of roughly equal length.

## Bramblestaff

(Alteration)

Sphere: Earth, Water

Level: 3

Range: 0

Components: S, M

Casting Time: 1 round

Duration: 1 turn

Area of Effect: 1 wooden staff or club

Saving Throw: None

This spell causes an ordinary wooden staff or club to sprout thick, extremely hard spikes on one end, just like a staff made from bramblewood. The staff adds +2 to the caster's attack roll and inflicts double damage for the duration of the spell. A *bramblestaff* can affect any creature harmed only by magical weapons.

## Burning Sands

(Alteration)

Sphere: Magma

Level: 1

Range: Touch

Components: V, M

Casting Time: 3

Duration: 1 hour/level

Area of Effect: 1 handful of sand

Saving Throw: None

The *burning sands* spell is used to cause sand to become combustible. The sand retains its natural form and texture but gains the flammable properties of lantern oil. The sand will burn with a colourless, odourless flame for one hour or until the end of the spell's duration, whichever is longer. The *burning sands* spell can be used as an attack by hurling the sand at an opponent and then lighting it. If used in this manner, it functions exactly as does burning oil (2d6 damage for one round, then 1d6 damage for one round).

This spell is popular with nomadic tribes who do not wish to carry wood through areas where deadwood is not common. A single handful of *burning sands* gives off the same heat as a small campfire and can be used for cooking. The *burning sands* cannot be extinguished by any natural means, making the spell ideal for use in wet or windy conditions.

## Burrow

(Alteration)

Sphere: Earth, Silt

Level: 2

Range: Touch

Components: V, S

Casting Time: 4

Duration: 1 round/level

Area of Effect: 1 willing creature

Saving Throw: None

The subject of this spell can burrow through earth and loose rock (but not solid stone) with a burrow speed of 9 (or 6 if it wears medium or heavy armour, or if it carries a medium or heavy load). The creature does not gain the ability to breathe underground, however. If the spell ends while the creature is still underground, it begins to suffocate.

## Call Woodland Beings

This spell is available in Dark Sun campaigns, but only in rare situations. The priest must be native to a forest terrain type, and he must be in a forested terrain in order to cast the spell.

## Channel Flame

(Evocation)

Sphere: Fire

Level: 4

Range: 30 yards

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 10-foot cube

Saving Throw: None

A priest who casts this spell channels energy from burning materials through himself to attack his enemies. When within 30 yards of 100 pounds or more of burning matter, the caster can direct the flame to an area within a range of 30 yards of his or her location. The flame from the original source is not extinguished. The damage from this attack is 1d4 points for every level of the priest.

The spell remains in effect as long as the original burning material remains alight, usually one turn. A magical flame that feeds on nothing cannot be tapped for this spell, nor can a torch, but a burning cottage would.

## Channel Stench

(Summoning)

Sphere: Air

Level: 2

Range: 0

Components: V, S

Casting Time: 3

Duration: 3 rounds

Area of Effect: Cone, 20 feet long, 10 feet diameter

Saving Throw: Special

The priest draws in a deep breath and expels it toward his opponent. All noxious odours from up to two miles away are channelled through the priest's breath and ejected in a vile cone of stench. All breathing creatures in the cone must make a successful saving throw vs.

poison. Those who fail retreat and gag for 1d6 rounds; those who succeed fight at a -1 penalty to attacks for 1d6 rounds due to teared eyes and laboured breathing. Strong winds or a source of fresh air reduce this time by half. Creatures with more than 5 Hit Dice or levels can ignore *channel stench*.

## Charm Person or Mammal

Athasian creatures that can be charmed include all of the player character races except thri-kreen, plus anakore, bat, belgoi, braxat, cats, cyclops, ettin, giant, gith, and rat.

## Chimes of Finding

(Enchantment)

Sphere: Air

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

Missing and wanted individuals can be located with the *chimes of finding* spell. The spell does not work on inanimate objects. This complicated dweomer requires a set of wind chimes, a relatively detailed map of the area to be searched, a personal item of the desired being, and a still, windless day.

The caster spreads the map out and suspends a set of normal wind chimes above it, then passes the point of his or her finger over the map. When the chimes sound, the person's location is revealed. The better the map, the easier it is to eventually find the desired person. The chimes work even if the person is dead; then, the chimes toll more slowly, sadly. A successful Wisdom check allows the caster to manipulate the sound for the benefit of any listeners.

## Circle of Life

(Alteration)

Sphere: Water

Level: 3

Range: 0

Components: V, S, M

**Casting Time:** 4 rounds

**Duration:** 1 day

**Area of Effect:** 1 creature/level

**Saving Throw:** None

This spell enables a number of creatures to survive in arid, inhospitable terrain. Those affected by the spell need only half their water requirements per day, and regain 1 extra hit point every 24 hours. The spell does not help the caster in any way; in fact, the caster requires twice the normal amount of water. The priest transfers his own bodily water to those within the circle of life, and the constant drain needs to be replenished.

The material component is the priest's holy symbol.

### Clear Water

(Alteration)

Reversible

**Sphere:** Water

**Level:** 2

**Range:** Touch

**Components:** V, S, M

**Casting Time:** 2

**Duration:** Instantaneous

**Area of Effect:** 1 gallon/level

**Saving Throw:** None

With this spell, the priest can bring Athasian water closer to its pure elemental form. Impurities and imperfections are removed, making it more effective at quenching thirst and nourishing plant life. A creature requires only half as much cleared water as normal water for drinking. An active human, for instance, needs only 1/2 gallon of cleared water per day to avoid dehydration.

When used to grow plants, cleared water can double the yield of fruit or grain bearing plants. This also applies to *trees of life* and magical fruit trees, but only if cleared water is used to nurture the trees for every day of their growing life.

The material component is a drop of distilled water.

The reverse of this spell, *muddy water*, has exactly the opposite effect. Creatures must drink twice as much and plants yield half as much. The effects of *muddy water* are not readily apparent – creatures may think they are taking their fill of water but find themselves suffering from dehydration anyway; farmers may not realise until the crops are in and it's too late.

The material component of the reverse is a rotted seed.

### Cloud of Purification

(Evocation)

**Sphere:** Air, Rain, Water

**Level:** 5

**Range:** 30 yards

**Components:** V, S

**Casting Time:** 5

**Duration:** 1 round/level

**Area of Effect:** 20-foot cube

**Saving Throw:** None

This spell creates a billowy cloud of magical vapours that moves in the direction of the prevailing wind at a rate of 20 feet per round. A strong wind (greater than 15 miles per hour) breaks it up in 4 rounds, and a greater wind (25 mph or more) prevents the use of the spell. Thick vegetation disperses the cloud in 2 rounds.

The *cloud of purification* transmutes organic filth, garbage, and vermin (rats, rot grubs, and so on) into an equal quantity of pure water. For example, a nest of rot grubs caught in the cloud would “melt,” becoming small puddles of clean water. If the spell is cast over a body of water, the cloud merges with a portion of the water equal to its own size, transmuting any filth, microbes, small fish, or other “impurities” into clean water.

The vapours are heavier than air and sink to the lowest level of the land (even down holes in the ground). Thus, this spell is perfect for cleansing a sewer or well.

This spell in no way affects magical creatures or creatures larger than a normal rat.

### Cloudburst

(Invocation/Evocation)

**Sphere:** Rain

**Level:** 3

**Range:** 10 yards/level

**Components:** V, S, M

**Casting Time:** 6

**Duration:** 1 round

**Area of Effect:** 30-foot diameter cylinder, up to 60 feet high.

**Saving Throw:** None

This spell precipitates a rush of water out of the air, instantly drenching everything in the area of effect. Normal fires are extinguished. Permanent magical fires go out, but re-light in 1d2 rounds (weapons in 1 round). Fire-based spells of 1st or 2nd level are negated.

immediately. Fire-based spells of 3rd level or higher are also negated, but create a steam cloud with a 120-foot diameter. Those within the steam cloud are scalded for 1d3 points of damage per round (twice this for cold-based creatures). The steam cloud lasts 1d4+1 rounds, half that in a breeze, and but one round in a strong wind.

This spell has doubled effect in humid climates, causes a heavy dampness in arid climates, produces slush and sleet at temperatures near freezing, and creates up to 10 inches of snow if the temperature is below freezing.

The material component is a cup of water, thrown into the air.

### Clues of Ash

(Divination)

Sphere: Fire

Level: 2

Range: 0

Components: S, M

Casting Time: 1 round

Duration: Special

Area of Effect: 10-foot/level radius

Saving Throw: None

Casting this spell on a pile of ashes gives the caster a smoky vision of the scene before an item or creature was destroyed. The vision ends at the time the thing was ruined or killed and begins 1 round per level of the caster sooner. Thus, a 4th-level priest sees the last four minutes of a destroyed object's existence. *Clues of ash* reveals whether the thing was an item or a living creature, and whether it was destroyed by fire or by defiling magic. If the caster is examining vegetable matter destroyed by defiling magic, there is a 10% chance the priest can identify the spell that destroyed it.

### Coat of Mist

(Summoning)

Sphere: Air, Rain, Water

Level: 2

Range: 0

Components: V, S

Casting Time: 4

Duration: 1 round/level

Area of Effect: The caster

Saving Throw: None

A priest can use this spell to create a magical mist about himself. The spell can be used only at night, during a rainstorm, or at any other time natural mists might be present. The coat of mist improves the caster's Armour Class by +2, and gives a +2 bonus on saving throws against fire- or sun-based attacks. These modifiers are cumulative with other bonuses the priest might have, but the caster can benefit from only one *coat of mist* at a time.

### Commune

In Dark Sun campaigns, a priest cannot contact deities or creatures from the Outer Planes. Instead, he is able to contact powerful beings from the elemental planes to answer his questions.

### Conjure Elemental

(Conjuration/Summoning)

Reversible

Sphere: All Elements

Level: 5

Range: 80 yards

Components: V, S

Casting Time: 5 rounds

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

On Athas there is no 6th-level *conjure fire elemental* spell or 7th-level *conjure earth elemental* spell for priests. Instead, the *conjure elemental* spell gives priests the ability to summon elementals of a type specific to them. This spell allows the caster to open a special gate to any elemental plane to which he has major access and summon an elemental to step through. The Hit Dice of the elemental are determined randomly, as follows.

#### 1d100 Hit Dice

1-65 8

66-90 12

91-100 16

The elemental will not turn on the caster, so concentration need not be maintained. The elemental summoned remains for a maximum of one turn per level of the caster, or until it is slain or magically banished by *dispel magic* or the reverse of this spell, *dismiss elemental*.

## Conjure Greater Elemental

(Conjuration/Summoning)

Reversible

Sphere: All Elements

Level: 7

Range: 30 yards

Components: V, S

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell allows the caster to summon a single greater elemental from their sphere of major access. The Hit Dice of the elemental are determined randomly.

**Id100 Hit Dice**

1-65 10

66-90 14

91-100 18

The elemental will not turn on the caster, so concentration need not be maintained. It remains for one turn per caster level, or until slain or banished by *dispel magic* or the reverse of this spell, *dismiss greater elemental*.

## Conjure Lesser Elemental

(Conjuration/Summoning)

Reversible

Sphere: All Elements

Level: 3

Range: 30 yards

Components: V, S, M

Casting Time: 3 rounds

Duration: 1 turn +1 round/level

Area of Effect: Special

Saving Throw: Special

With this spell, a priest can summon a lesser elemental from his own elemental sphere. The elemental will do anything within its power to aid the caster. Only clerics and druids can cast this spell; templars cannot.

Once cast, there is a 50% chance for 1d3 2 HD elementals to appear; a 25% chance for 1d2 4 HD elementals; and a 25% chance that one 6 HD elemental will appear. The elementals can be sent back by the caster, one at a time or all at once, at any time. They automatically return to their home plane when the spell ends or when slain or banished by *dispel magic* or the reverse of this spell, *dismiss lesser elemental*.

Conjured lesser elementals must be controlled by the priest; otherwise, they simply assume a defensive posture until they return to their plane. Lesser elementals won't attack the priest when uncontrolled. Lesser elementals can be controlled up to 30 yards away per level of the caster. Lesser water elementals are destroyed if they are ever more than 30 yards from a large body of water. This spell requires a handful of material representative of the elemental being's home plane:

- **Lesser Air Elemental:** Breath of the caster
- **Lesser Earth Elemental:** Dirt, dust, or other earth
- **Lesser Fire Elemental:** Any burning object
- **Lesser Magma Elemental:** A heated rock
- **Lesser Rain Elemental:** Water cast into the air
- **Lesser Silt Elemental:** A handful of silt
- **Lesser Sun Elemental:** The sun
- **Lesser Water Elemental:** Water, sweat, spit.

## Conversion

(Abjuration)

Sphere: Cosmos

Level: 7

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: Permanent

Area of Effect: One individual

Saving Throw: None

This potent dweomer is used to convert a repentant defiler or tainted wizard into a preserver or vice versa (all subsequent references, though phrased as converting a defiler, may be reversed and applied to a preserver). It is only used on defilers who willingly seek to change their ways and embrace the opposite path. In essence, the caster and target cooperate in casting the spell.

The target must freely give up experience and be reduced in level. Following this, he must destroy his former spell book. 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 savoury 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 druid at least one level higher than the defiler who wishes to change. Clerics cannot cast this spell.

When the target awakens 24 hours later, he has lost experience points but is now a preserver – the amount of times he has defiled is reset to zero. A defiler loses enough experience points to place him at the start of the next lowest level. A tainted wizard loses enough experience points to place him back at the start of his current level.

When he first awakens, the new preserver is very weak and must rest for 24 hours. Defilers must relearn how to cast as a preserver – the rigours 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 another preserver learning a new way of drawing energy and spellcasting and making a new spell book. Former tainted wizards do not need to relearn preserving, but do need to craft a new spell book.

The material components for converting a defiler or tainted wizard to a preserver are ashes and ground gemstone worth at least 300 cp. 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.

## Create Food & Water

(Alteration)

Sphere: Water

Level: 3

Range: 10 yards

Components: V, S

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 cubic foot/level

Saving Throw: None

When this spell is cast, the priest causes food and water to appear. The food thus created is bland; each cubic foot of the material sustains three Medium creatures or one Large creature for a full day. The food decays and becomes inedible within 24 hours, although it can be restored for another 24 hours by casting a *purify food and water* spell upon it. The water created by this spell is the same as that created by the 1st-level priest spell *create water*. For each experience level the priest has

attained, 1/2 a gallon of water or 1 cubic foot of food is created by the spell. For example, a 2nd-level priest could create 1 cubic foot of food and 1/2 a gallon of water.

## Create Holy Element

(Alteration)

Sphere: All Elements

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 hour

Duration: Permanent

Area of Effect: Special

Saving Throw: None

This spell changes a specific volume of an element associated with the caster into a holy element. The holy element is pure and blessed, a physical manifestation of the elemental priest’s faith and devotion.

To cast this spell, the priest spends the casting time deep in prayer. He focuses on his holy symbol, praying over a specific quantity of his patron element and contemplating the pure strength of its planar form. At the end of the hour, the priest makes a Wisdom check and plunges his hand and holy symbol into the element, causing it to become invested with holy power. Note that no harm befalls the priest or the holy item if he rolls a successful Wisdom check; a failed check indicates no damage, with the exception of the fire or magma elements, which cause 1d4 points of damage to the caster.

The prayer must be vocalised throughout the casting, accompanied by distinct hand motions unique to each element. For example, a fire cleric’s fingers dance like wild flames, an earth cleric makes slow, deliberate motions, a water cleric’s hands move with fluid grace, and an air cleric’s movements are filled with erratic fluttering.

Holy elements retain their purity and blessed state until they are used. Some priests carry holy elements with them as another sign of their faith, while certain ceremonies require a priest to make use of a holy element. If employed as a weapon against undead or creatures from the Lower Planes, a holy element loses its sacred nature immediately after it is used. See “Holy Elements” below for details on using these elements as weapons and for the damage inflicted by them.

The specific quantities of material altered by this spell are as follows: a palm-sized rock or loose silt that fills a small sack; an amount of fire equal to a torch; six ounces of water.

Air and sun are special cases. These are the hardest holy elements to retain, but the fastest to imbue with power. The elemental air or sun cleric must pray as described above, but his casting time is reduced to one full round. At the end of that round, the priest makes a Wisdom check. If successful, the air or light around the hand holding the holy symbol becomes pure and blessed. It retains this holiness for  $1d4$  rounds, then returns to its normal state. Any time during this duration, the priest can use the holy element as described above. He holds his hand toward the intended target and softly blows or gestures in that direction. The holy element rushes forth, releasing its sacred power when it strikes a solid object or comes in contact with an incorporeal entity.

### Holy Elements

Elemental clerics have the ability to imbue the element they are connected to with holy power. In this way, holy elements can be created.

Holy elements are rare, powerfully blessed versions of the raw elements of the planes. They affect most forms of undead and creatures from the Lower Planes. Damage caused by a holy element can't be regenerated; it must be healed normally. Holy water, magma, silt, rain, and earth have no effect against creatures in gaseous form or incorporeal undead, however, holy air, sun, and fire do affect these creatures.

Holy water, magma, silt, rain, and earth can be thrown at a target for  $1d6+I$  damage. The flames of holy fire cause  $1d6+2$  points of damage, while holy air, fire, and sun cause  $1d2+I$  damage to incorporeal creatures.

Holy air and sun are more fleeting substances, but they can be created more easily than the other types of holy elements. Their touch causes  $1d4$  damage.

### Create Mirage

(Illusion)

Reversible

Sphere: Sun

Level: 2

Range: 60 yards +10 yards/level

Components: V, S, M

Casting Time: 5

Duration: Concentration

Area of Effect: 400 cubic feet

Saving Throw: Special

Under the heat of the sun, a priest can cause an illusory image exactly like the 1st-level wizard spell *phantasmal force*. The exception is that the mirage will instantly disappear if touched. Reversing this spell reveals things as they really are, negating any mirages or illusions.

The material component is a fragment of mirror.

### Create Shrine

(Invocation)

Sphere: All Elements

Level: 7

Range: Special

Components: V, S, M

Casting Time: 3 months

Duration: Permanent

Area of Effect: Special

Saving Throw: None

An elemental cleric of Athas who finds a power conjunction will often begin the magical process of turning it into an elemental shrine. The entire process takes about three months and requires a substantial investment of time and energy.

The first requirement of the spell is to find a natural area where the cleric's patron element is strong.

Shrines of rain must be in special places where natural rainfall is common. Sun clerics may build their shrines on high mountains. Shrines to the lords of fire require more effort. First, the priest must cast *everlasting fire*. Atop this fire, the priest must place an item of great value to himself. When the blaze finally dies to the size of a campfire, the priest begins the *create shrine* spell, and the flame burns forever. The item is sacrificed to the lords of fire and destroyed in the conflagration.

Once the area has been prepared and any threats removed from it, the priest sits and meditates on the name of his element. This continues for at least eight hours every day for the next three months. Any time missed negates the spell, and the priest must begin again from scratch.

When three months have passed, the shrine grants the caster a number of special, temporary hit points, equal to  $12$  times the caster's level. These are good only while the priest is actually at the shrine, and can be used only to absorb damage from defiling magic.

Also, while on the grounds of the shrine, the cleric can exercise his ability to ignore the elements an unlimited number of times per day. The power continues if the cleric leaves the shrine, but then it expires normally. This counts as a use for that day, so the cleric can only exploit this ability again by returning to the shrine.

There is no limit to the number of clerics who can benefit from being at a shrine, and none can be affected by spells of that element while there.

The cleric is under no obligation to remain at the shrine after it is created, but many do, ensuring its protection.

## Create Smoke

(Conjuration)

Reversible

Sphere: Air, Fire

Level: 3

Range: 10 yards +10 yards/level

Components: V, M

Casting Time: 6

Duration: 4 rounds

Area of Effect: 90-foot radius

Saving Throw: Special

By igniting even a tiny spark of flame, the priest creates a dense plume of smoke that obscures vision in 90-foot radius and makes breathing in the area difficult. Any air-breathing creature within the cloud must make a saving throw vs. death magic. Failure means the creature can only retreat from the cloud, coughing and rubbing its eyes. Such creatures have a -4 penalty to their attack rolls for 4 rounds after they leave the cloud. Those who make their saving throws can remain in the cloud, but fight at a -4 penalty while there. Those who make the saving throw and leave the cloud suffer no further ill effects. The smoke cloud lasts for 4 rounds and then dissipates. Strong winds will reduce the duration by half and gale force winds dissipate the smoke immediately.

The reverse of the spell, *dissipate smoke*, clears smoke from the area for the duration of the spell. It affects only smoke, not mists, fog, vapours, or other visible gases

## Create Tree of Life

(Alteration, Enchantment)

Sphere: Cosmos

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 tree

Saving Throw: None

By means of this spell a priest of Athas can enchant a living sapling to become a *tree of life*, a magical item of tremendous power. Any tree less than one year old will suffice; it cannot be cast on an older tree. The sapling must have already sprouted from the ground, though the priest can transplant such a sapling before casting the spell.

The sapling grows to its full size in one week, but has its full powers immediately after the spell is cast.

The material component is a piece of copper wire formed in the shape of a tree.

## Create Water

(Alteration)

Reversible

Sphere: Rain, Water

Level: 1

Range: 30 yards

Components: V, S, M

Casting Time: 1 round

Duration: Permanent

Area of Effect: Up to 27 cubic feet

Saving Throw: None

When the priest casts a *create water* spell, up to 1/2 a gallon of water is generated for every experience level of the caster (for example, a 2nd-level priest creates up to 1 gallon of water, a 4th-level priest up to 2 gallons, etc.). The water is clean and drinkable (it is just like rain water). The created water can be dispelled within a round of its creation; otherwise, its magic fades, leaving normal water that can be used, spilled, evaporated, etc.

The reverse of the spell, *destroy water*, obliterates without trace (no vapour, mist, fog, or steam) a like quantity of water. Water can be created or destroyed in an area as small as will actually contain the liquid, or in an area as large as 27 cubic feet (1 cubic yard).

Note that water can neither be created nor destroyed within a creature. For reference purposes, water weighs about 8 pounds per gallon, and a cubic foot of water weighs approximately 64 pounds.

The *create water* spell requires at least a drop of water; the *destroy water* spell, at least a pinch of dust.



## Crumble

(Alteration)

Sphere: Earth, Silt, Water

Level: 5

Range: 10 yards/level

Components: S, V

Casting Time: 1 round

Duration: Permanent

Area of Effect: 1 item of 1 cubic foot/level

Saving Throw: None

*Crumble* instantly reduces an inanimate object's water content to zero. Up to one cubic foot of clay, rock, soil, or other solids per level of the caster can be desiccated to the point that they lose cohesion, crack, and crumble. A 9th-level priest could affect 9 bone swords, or a stone of no more than 9 cubic feet.

Non-living organic materials such as hide, leather, bone, and wood split and crumble into dust when affected by this spell. Liquids disappear instantly and potion fruits turn to withered husks. Metals and living organic material and silicates such as glass are entirely unaffected. Mindless corporeal undead like zombies and skeletons take 1d6 points of damage for every 3 levels of the caster.

## Crystallise

(Alteration)

Sphere: Rain, Water

Level: 2

Range: 30 yards

Components: V, S

Casting Time: 1 round

Duration: Until the ice melts

Area of Effect: 5-inch radius/level

Saving Throw: None

This spell turns 1 cubic foot of water per level of the caster into ice, or forms a one-inch-thick layer of ice over any existing pool. Many of the people and creatures of Athas have never seen ice, and may consider it a treasure, even if told it will only last for a short time. Of course, the priest doesn't have to tell them the ice will melt. The spell is also effective against elemental water beasts, affecting them as a *slow* spell. Anyone walking on a patch of ice must make a save vs. paralysis to remain standing. If failed, the victim spends the round trying to stand up.

## Curse of Black Sand/Silt

(Alteration)

Sphere: Earth, Silt

Level: 3

Range: 10 yards

Components: S

Casting Time: 6

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: Neg.

When this curse is cast and a save vs. spell fails, the victim leaves black, oily, footprints in the earth or on silt. The prints are easily tracked, and cannot be erased or destroyed until the spell expires. They can be covered, but not by earth. A giant leaf, for example, could hide a few footprints, but this would be a temporary measure at best. A creature that flies or takes to the trees leaves no footprints until returning to the ground.

In silty areas, a black streak resembling a slow current follows the cursed creature whenever it touches the surface. This includes wading, swimming, or walking on the silt via spell or magical device. It does not affect those who fly or use teleportation.

A priest who casts several of these spells on different creatures can tell the trails apart, even if they cross or overlap.

The trail disappears when the spell expires.

## Curse of the Choking Sands

(Alteration)

Sphere: Silt, Water

Level: 4

Range: 30 yards

Components: V, S

Casting Time: 7

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: Neg.

Clerics of elemental water use this spell only against those who have truly angered them, for it transforms good water into lifeless sand. Clerics of silt are less discerning. When cast on a creature that fails a saving throw vs. spell, the creature is unable to drink liquids for one day per level of the caster. Liquids turn to sand as they touch the victim's lips. Every 8 hours under the curse, the victim must make a successful Constitution

check or lose 2 points of Strength. All Constitution checks are made with a cumulative -I penalty (-I the first period, -2 the second period, -3 the third period, and so on). Death occurs when Strength is reduced to 0. A victim who has not died from dehydration when the spell ends can begin to drink normally. Liquids turned to sand by the curse remain sand.

A *remove curse* spell ends the curse of the choking sands immediately. Overloading the spell by completely immersing the cursed creature in water also terminates the curse.

### Curse of Tongues

(Alteration)

Sphere: Air

Level: I

Range: 5 yards/level

Components: V, M

Casting Time: 4

Duration: I round/level

Area of Effect: I creature

Saving Throw: Neg.

This minor spell makes its target's speech completely unintelligible by distorting the air waves that project the voice and dispersing them. This interrupts any spell casting requiring verbal components.

The material component is string or cord tied in a knot.

### Deep Breath

(Alteration)

Sphere: Air

Level: I

Range: Touch

Components: V, S, M

Casting Time: I

Duration: I round/level

Area of Effect: Creature touched

Saving Throw: None

With this spell, the caster allows one creature to take a single breath that lasts for the duration of the spell. The spell bestows no ability to manoeuvre or function underwater or while buried in sand but it does temporarily remove the need to breathe. Once the spell ends, an individual who cannot breathe normally begins to suffocate after 1/3 his Constitution score in rounds

(a Constitution check is required each round, with a -2 cumulative penalty: after failing a check, the individual dies if he is unable to take a breath immediately).

If the *deep breath* spell is cast on a creature that has already held its breath for a few rounds, the spell acts as a clean gulp of air - when the spell wears off the creature begins the suffocation procedure fresh. The spell also lets an individual avoid the ill effects of most gases, magical and otherwise.

The material component for this spell is a tiny bladder of air, usually made from animal skins, which is burst over the recipient's mouth and nose.

### Defiler Scent

(Divination)

Sphere: Air

Level: 4

Range: 10 yards/level

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: I creature

Saving Throw: None

Using this spell a priest can discern whether a particular being is a defiler, although it doesn't tell him if the creature is a spellcaster.

A priest picks a creature in a radius of 10 yards for each level he has attained. He concentrates for one round and waits as the spiritual odours of the suspected defiler waft toward him. Preservers and creatures by race and species smell normally. Defilers carry the bitter scent of smouldering meat.

### Dehydrate

(Evocation)

Sphere: Sun, Water

Level: 7

Range: 5 yards/level

Components: V, S

Casting Time: I round

Duration: Concentration

Area of Effect: I creature

Saving Throw: None

This awful spell causes water to evaporate rapidly from the target's body. The victim loses 1 hit point per round as his body fluids seep to the surface of the skin and

are absorbed by the spell. This continues until either the subject is dead or the spell is disrupted.

Drinking a canteen of water will stop all damage for 4 rounds and heal 1d4 points of damage. The spell not only steals its victim's water, it transfers it to the caster as well. The priest will not have to drink again for a number of days equal to 10% of the stolen hit points. If 20 hit points were stolen, the priest does not have to drink for 2 days.

If the victim survives, healing spells work normally, and drinking good water returns all but 1d6 of the lost hit points.

## Dispel Water

(Abjuration)

Sphere: Silt

Level: 5

Range: 100 yards +10 yards/level

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: 200 cubic feet of water/level

Saving Throw: Special

This spell allows the priest to counter and dismiss water creatures, spells, and effects. However, *dispel water* cannot counter an instantaneous spell or effect. The caster can use *dispel water* in one of three ways: to dry up a body of water, to counter a water-based spell or effect, or to dismiss an extraplanar water creature.

**Counterspell:** Used in this way, *dispel water* targets a spellcaster and is cast as a counterspell. It only counters spells and spell-like abilities that have the water descriptor, appear on the Water or Rain element lists, or clearly involve water. To successfully counter the other spell, the caster must make a dispel check, as per *dispel magic*. If successful, the target spell is countered.

**Dry up water:** This effect instantly destroys 200 cubic feet of water per level. Remaining water rushes in to fill the void. Cast in a large body of water, the destruction of 1,000 or more cubic feet of water produces a strong current that pulls boats and creatures down. Creatures caught in the current must make a Strength check at -5 to avoid going under. A creature that fails the Strength check is pulled down to a depth of 10 feet per caster level and must hold its breath or begin to drown. The current also causes vessels to make a silt-worthiness check (see the section on silt skimmers for details).

**Dismiss water creature:** Cast in this way, *dispel water* targets a single extraplanar creature of the water subtype within range. The creature can negate the effect by making a successful saving throw against spells (and its magic resistance, if any, applies). If it fails to save or resist the spell, the creature is forced back to its home plane.

## Earthen Grasp

(Evocation)

Sphere: Earth

Level: 2

Range: 10 yards +10 yards/level

Components: V, S, M

Casting Time: 3

Duration: 3 rounds +1 round/level

Area of Effect: 1 creature

Saving Throw: Special

This spell causes an arm made of compacted soil to rise from the ground. The spell must be cast on open earth, such as a verdant belt or a dirt floor.

The earthen arm and hand (which are about the same size as a normal human limb) arise from the ground beneath one creature targeted by the caster. The hand attempts to grasp the creature's leg. The victim must attempt a saving throw; if successful, the hand sinks into the ground. Each round thereafter (until the spell ends or the target moves out of spell range), the hand has a 5% chance per level of the caster of reappearing beneath the targeted creature, at which time another save is required.

If a saving throw is missed, the earthen limb firmly grasps and holds the creature in place. An individual held by the hand suffers a movement rate of 0, Armour Class penalty of -2, and attack penalty of -2. All Dexterity combat bonuses are negated. The hand causes no physical damage to the victim.

The arm may be attacked by any creature, including the arm's victim. The arm has AC 15 and hit points equal to double the caster's maximum hit points. For example, a caster who normally has 15 hit points can create an earthen hand with 30 hit points. The maximum number of hit points that an earthen hand may have is 40. When the arm's hit points are reduced to zero or when the spell duration ends, the hand crumbles.

The material component is a miniature hand sculpted from clay, which crumbles to dust when the spell is cast.

## Earthwrack

(Alteration)

Sphere: Magma

Level: 6

Range: 20 yards/level

Components: V, S, M

Casting Time: 1 round

Duration: 2d4+10 years

Area of Effect: 30-foot radius/level

Saving Throw: None

This spell poisons an area of soil with volcanic fumes, causing it to become barren and blighted. Healthy plants wither and die within 1d4 days of casting. No seed planted there will grow for the duration of the spell. Plant-based creatures entering the despoiled area can see the ruin and feel an intense wrongness within the soil. Each round such creatures remain within the area, they suffer 1d4 points of damage.

The blight can be cured with a *limited wish*, a *wish*, or by casting a *remove curse* spell (at the 12th level of experience) and a *plant growth* spell simultaneously. Most druids consider *earthwrack* an abomination, although some use it as last-ditch, scorched earth vengeance against defilers – an area under an *earthwrack* spell does not provide life energy for wizard spells and wizards must have an alternative source of life energy or be unable to cast spells in that area.

The material component is the priest's holy symbol.

## Elemental Bonding

(Alteration)

Reversible

Sphere: All Elements

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: None

With this spell the priest attempts to repair physical damage done to another being or creature. In an elemental sense, part of the damage incurred by combat wounds or disease is, in fact, an imbalance created in the body's elemental proportions. Through this spell, the priest restores some of this balance.

The amount of damage healed is 1d4+I points, but there are restrictions. If the damage is from disease or combat, the spell only heals the recipient to within three hit points of perfect health. Other magic can heal the remaining damage. If the wounded individual took all damage solely from an elemental, however, the priest heals all damage with this spell.

The reverse of the spell, *elemental imbalance*, deals 1d4+I damage, but cannot take the target below 4 hit points.

The material component for this spell is an amount of elemental material sufficient to cover the recipient's wounds. The priest must abide by his sphere of elemental worship when performing this spell.

## Elemental Forbiddance

(Abjuration)

Sphere: All Elements

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 round

Duration: 1 turn/level

Area of Effect: 5-foot cube/level

Saving Throw: None

This spell prevents the entry of all elementals into the area of effect. Elementals outside the area can't make physical attacks against those inside, but they can cast spells and make missile attacks into the area. The spell affects a cube with sides equal to the caster's level times 5 feet (a 12th-level priest could affect a 60-foot x 60-foot x 60-foot cube).

*Elemental forbiddance* has no effect on elementals within the area of effect when the spell is cast. If such elementals leave the area of effect, they cannot re-enter.

The material components are the priest's holy symbol and four glass beads, each of a different colour (yellow, green, red, and blue). The priest must pace out the perimeter of the warded area at the time of casting.

## Eruption

(Invocation)

Sphere: Magma

Level: 7

Range: 10 yards/level

Components: V, S

**Casting Time:** 1 round

**Duration:** 1 round/level

**Area of Effect:** 30-foot diameter

**Saving Throw:** 1/2

This spell can be cast only upon ground with a foundation of earth or natural rock. It causes the area to erupt into geysers of molten rock. Columns of fiery stone burst from the ground and spew deadly lava over everything in the area of effect. Creatures within the area must attempt to move out (unless protected from fire or heat) and take 3d8 points of damage every round they remain in the area (save for half damage). Exposed flammable items are likely to burn.

The molten rock sticks to skin and continues to burn, inflicting 1d8 points of damage per round until cooled or until 10 rounds have passed (immersing a creature or dousing it with water may reduce this duration). The DM adjudicates the effect of this spell on structures; stone fortifications are likely to survive.

The spell leaves a scar of natural, cooling volcanic rock in the area of effect when the spell ends, which will harden into a thin layer of stone.

## Everlasting Fire

(Evocation)

**Sphere:** Fire

**Level:** 4

**Range:** 5 yards

**Components:** V, S, M

**Casting Time:** 4

**Duration:** Permanent

**Area of Effect:** 1 object or construct

**Saving Throw:** None

This spell creates a very small gate to the Elemental Plane of Fire, calling through flame about equal to that of a torch. The flame is completely normal in all ways, except that, since it comes from the Elemental Plane of Fire, it needs no fuel and continues to burn under any circumstance - without air, underwater, when covered with sand etc. The flame ignites any flammables that touch it, and never goes out unless a *dispel magic* (or stronger spell, like *limited wish*) is used to extinguish it.

The *everlasting fire* spell can be cast on a mobile or stationary object, but it burns anything flammable. The spell cannot be placed on any type of creature except a magical construct. Most casters place *everlasting fire* on an object made of stone or sturdy metal.

The spell can be used to make a magical item in the same manner as *continual light* can be placed on a rod. Such an “everburning torch” must be made of some non-flammable material. In order for the item to be carried safely, some kind of insulation should be used.

The material components for this spell are a bit of wood soaked in lamp oil; the material is consumed during casting.

## Feather Flight

(Alteration)

**Sphere:** Air

**Level:** 1

**Range:** 0

**Components:** V, S, M

**Casting Time:** 1

**Duration:** 1 round/level

**Area of Effect:** The caster

**Saving Throw:** None

Upon casting this spell, a feathery membrane grows under the priest’s arms, extending along his sides to his feet. The membrane appears to merge with the caster’s skin and clothing.

If the caster spreads his arms and jumps from a height, he can glide through the air. For each foot of elevation, the priest can glide five feet horizontally. Thus, a priest jumping from a 10-foot wall could glide up to 50 feet. Gliding characters have a movement rate of 12 and Manoeuvrability Class E.

A priest attempting to carry more than his normal weight allowance plummets to the earth upon take-off. When the spell expires, the feathers instantly disappear. If the priest is airborne, he immediately plummets toward the ground.

The material component is a kes’trekel’s feather.

## Fiery Constrictor

(Conjuration/Summoning)

**Sphere:** Fire

**Level:** 6

**Range:** 10 yards/level

**Components:** V, S, M

**Casting Time:** 6

**Duration:** 1 round/level

**Area of Effect:** 1 fire source

**Saving Throw:** Special

This spell causes a tentacle of magical flame to snake forth from any existing source of natural or magical fire. The flaming tendril is 10 feet long, has AC 13, can be hit only by magical weapon of +2 or better enchantment, and has hit points equal to double the caster's level (24 hit points for a 12th-level caster).

Any creature within 20 feet of the tentacle is subject to attack as directed by the caster. The victim must attempt a saving throw vs. spell. If successful, the target only suffers 1d6 points of fire damage from contact with the tendril. If the saving throw is failed, the victim is entangled and suffers 3d6 points of damage each round until the tendril is destroyed or the spell expires.

If the fire source from which the tentacle emanates is extinguished, the remaining time that the *fiery constrictor* can exist is cut in half.

The material component for this spell is a fire drake's scale.

### Fire Burst

(Alteration, Evocation)

Sphere: Fire

Level: 1

Range: 5 yards/level

Components: V, S

Casting Time: 3

Duration: Instantaneous

Area of Effect: 10-foot radius

Saving Throw: Neg.

When this spell is cast upon a non-magical fire (such as a campfire, lantern, or candle), it causes the fire to flash and shoot arrows of flame. All creatures within 10 feet of the fire source suffer 1d3 damage plus one point per level of the caster (maximum of 10 points). Those who roll a successful saving throw vs. spell suffer no damage.

### Fire Lance

(Evocation)

Sphere: Fire

Level: 4

Range: 100 yards

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: 1/2

This spell creates a burning lance of flame that leaps from the caster's hand, hitting automatically and inflicting 1d6 points of damage per level of the caster, to a maximum of 10d6. Unlike many other fire spells, *fire lance* does not damage clothing or equipment.

The material component is a lit torch in the caster's hand or one fire source of at least torch size within 30 feet of the caster. Casting this spell extinguishes a torch-sized fire but only slightly diminishes a larger source.

### Fire Wake

(Abjuration, Evocation)

Sphere: Fire, Magma

Level: 4

Range: 10 yards/level

Components: V, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Special

This spell creates superheated air directly behind the target. The heated area is the height and width of the target and causes their non-metal and non-magical possessions to save vs. magical fire or burst into flame. The target takes 1d6 points of damage plus one point per caster level (save vs. spell for half damage).

The material component is a small fan that is set alight as the spell is cast.

### Fist of Stone

(Alteration)

Sphere: Earth

Level: 1

Range: 0

Components: V, S

Casting Time: 3

Duration: 1 round/level

Area of Effect: The caster's hand

Saving Throw: None

This spell turns one of the caster's hands to stone. It is flexible and can be used to punch, smash, or crush objects and opponents as if the priest had Strength 18 (+3 to hit and damage). Combat bonuses for Strength apply only if the caster uses his fist as a weapon.

While the spell is in effect, the priest cannot cast spells with somatic components.

## Flame Harvest

(Conjuration, Invocation)

Sphere: Fire

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 hour

Duration: Special

Area of Effect: Special

Saving Throw: 1/2

This powerful spell creates a trap from a large field, stand of cacti, or other flammable area, triggered by certain, predefined conditions.

The priest slowly walks the area to be trapped for a period of an hour, envisioning the rising flames and deciding on the conditions that trigger its activation. When the meditation period ends, the priest can leave the area and the trap remains set for 1 month.

The player must write the conditions of the spell on paper for the DM, and the DM should take these words as literally as possible. The conditions can be as simple or as complex as the player likes, but they must be written. Some possible conditions are: whenever anyone sets foot in this grove or whenever templars draw their weapons.

When the condition is met, the area is engulfed in flames, and those inside take 6d8 damage. The site continues to burn normally, and anyone trapped takes 1d4 damage per round until the fire burns itself out.

The area affected is 90 feet square, or its equivalent, and the engulfing flames rise to a height of 10 feet. The shape of the area does not affect the spell in any way.

## Fossilisation

(Enchantment)

Sphere: Earth

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: 5 rounds/level

Area of Effect: Weapon(s) touched

Saving Throw: None

This spell causes wood weapons to become equivalent to their stone or obsidian counterparts, cutting their attack and damage penalties from -3/-2 to -2/-1.

This spell is not as potent as *stoneiron*, but is far more common on Athas. One Large, two Medium, or three Small weapons can be affected by this spell; missiles lose their enchantment when used.

The material component is a piece of fossilised bone.

## Fool's Gold

Copper coins are seldom minted on Athas. However, copper is still the medium of this spell and can be turned into solid gold. In Dark Sun campaigns, the area of effect is reduced to 1 cubic inch, or about 15 gold coins, per level.

## Footsteps of the Quarry

(Divination)

Sphere: Earth

Level: 2

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 1 hour/level

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 travelled 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 caster level 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.

## Frost Breath

(Evocation)

Sphere: Rain

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: Jet, 5 feet diameter x 20 feet long

Saving Throw: Special

This spell allows the caster to exhale a jet of freezing air to a distance of 20 feet. The first creature to come into contact with the jet suffers 2d4+2 points of cold damage, and must make a successful saving throw vs. spell or be chilled and shuddering for the rest of the round (attacks not yet taken in the round are lost).

Additional creatures struck by the jet suffer 1d4 points of cold damage (half if they make a successful save vs. spell).

The material component is a group of three drops of water (or fragments of ice) held in the priest's cupped palm and breathed upon.

## Frost Fingers

(Evocation)

Sphere: Rain

Level: 1

Range: 0

Components: V, S

Casting Time: 3

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: 1/2

When cast, this spell causes freezing cold and shards of ice to blast from the caster's fingertips to a distance of 3 feet in a 120° arc in front of the caster. Any creature in this area suffers 1d3 points of damage plus 2 points for every level of the spellcaster, to a maximum of 1d3+20 points of cold damage.

Those creatures who make a successful saving throw vs. spell receive half damage. Liquids engulfed by the cold freeze unless they make a successful item saving throw vs. cold.

## Glass Storm

(Evocation, Summoning)

Sphere: Earth, Silt

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 round

Duration: 1 round/level

Area of Effect: 30-foot radius

Saving Throw: Special

This powerful version of the *glass spray* spell lifts and separates tiny crystal shards from sand or silt and creates a terrible wind to propel them. The particles whip about the storm's area leaving a circular 5-foot "eye" where the caster and companions can stand unharmed. The storm moves with the caster.

Missile combat is impossible in the area of effect. Everyone inside the area is blinded and distracted, unable to cast spells. The storm damages leather armour, flesh, and other soft targets. Equipment composed of such material must save vs. normal fire or become useless. Living and undead creatures take 4d8 damage per round until they leave the storm. A character escaping the area will be facing a randomly determined direction.

## Good Weather

(Alteration)

Reversible

Sphere: Air, Rain, Water

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 1 hour/level

Area of Effect: 10-foot/level radius around target

Saving Throw: Neg.

With this spell, a priest can create an area of moderate weather. The area affected is a sphere centred on and mobile with the subject. It has a radius equal to 10 feet per caster level - the sphere does not extend beneath the ground. The temperature and level of wind are moderated toward a comfortable level for the subject.

Temperature is adjusted by as much as 20°, and wind speed by as much as 10 miles per hour. "Comfort" is subjective, varying by race. What a thri-kreen finds tolerable is sweltering for a halfling.



Race	Preferred Temp (F)	Preferred Wind (mph)
Human	80	0
Dwarf	85	0
Elf	100	20
Half-elf	90	20
Half-giant	70	30
Halfling	70	0
Mul	85	0
Thri-kreen	120	20

For example, if the spell was cast on a human while the temperature outside the radius is 100° and the wind speed is 5 miles per hour, the *good weather* spell would adjust the temperature to 80° and the wind speed to 0 within the area of effect. If the spell was cast on a thri-kreen, the temperature would be raised to 120° and the wind speed to 15 mph.

Every creature within the sphere that is made more comfortable by the spell receives a +2 bonus to all morale rolls. They can extend their marching time by up to half the spell's duration in hours every day (provided the spell's duration covers the entire length of the march).

The material component is a piece of cloth from a casual garment.

The reverse of this spell, *bad weather*, has exactly the opposite effect, moving the outside temperature and wind speed away from the comfortable range. In the above example, the human's sphere has a 120° temperature and a 15 mph wind speed. Wind speeds above 20 miles per hour cut visibility by half. Creatures made less comfortable receive a -2 penalty to all morale checks and have their marching speed halved for the duration of the spell. A successful saving throw vs. spell negates this effect.

The material component is a bleached bone.

## Hailstone

(Evocation)

Sphere: Rain

Level: 2

Range: 3 yards +1 yard/level

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature or a 10-foot to 30-foot cube

Saving Throw: Special

When a priest casts this spell, one large hailstone or a swarm of smaller stones burst from his or her finger, travelling in a straight line to the target creatures. The caster chooses which form the spell takes at the time of casting.

**Large Hailstone:** The caster creates one hailstone. This automatically hits one creature in a straight line from the caster for 1d4+I points of damage. The large hailstone fractures on impact with a hard object (shield, helmet, medium or heavy armour, a wall), inflicting 1 point of damage on any creature within 3 feet of the point of impact. The hailstone does not fracture on impact with soft surfaces. For every two experience levels the caster achieves above 2nd, one additional hailstone can be created (two at 4th, three at 6th, to a maximum of five at 10th level). These can be directed against different foes, provided all are at least partially within a 10-foot cube.

**Hailstorm:** The caster creates a swarm of smaller hailstones. These strike all creatures in a 10-foot cube for 1 point of damage. Each affected creature must also make a successful saving throw vs. spell or be temporarily stunned, losing its next action. At 6th level, the caster can affect a 20-foot cube, and at 10th level the area increases to a 30-foot cube.

This spell is ineffective underwater and when exposed to high heat (for example, a *wall of fire* provides complete protection). Since most of the *hailstone* effect is impact, it affects creatures immune to cold. Fire-based creatures with special vulnerability to cold-based attacks suffer from their normal penalty.

## Hand of the Sorcerer-King

(Summoning)

Sphere: Cosmos

Level: 1

Range: 0

Components: V

Casting Time: 4

Duration: 1 turn +1 round/level

Area of Effect: The caster

Saving Throw: None

A templar who casts this spell is immediately protected from magical spells. The shimmering field diffuses magical energy, giving the templar a +2 bonus against all spells cast against him or her, be the caster a priest, defiler, or preserver. Only templars can use this spell.

## Healing Rays

(Necromancy)

Reversible

Sphere: Sun

Level: 2

Range: 30 yards

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: I creature

Saving Throw: Neg.

This spell causes a beam of healing sunlight to caress a creature, healing  $1d8+2$  points of damage. The material component is sunlight.

The reverse, *radiation*, fires a beam of sunlight that inflicts  $1d10$  points of damage (save vs. spell for no damage) or  $2d10$  against undead.

The material component is a small shard of glass.

## Heart Call

(Alteration)

Sphere: Cosmos

Level: 5

Range: 30 yards

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: I Medium or smaller individual

Saving Throw: Special

This spell was developed by the sorcerer-king of Draja, and, so far as is known, only his templars make use of it. When this spell is cast, the templar points a hand at the targeted individual, who must then save vs. death magic. Failure means the subject's heart is literally torn from his or her breast, ripping through any covering clothing or armour in the process. It flies toward the caster's hand, where it can be grasped, and the subject dies instantly.

A victim who makes a successful saving throw only takes damage equal to that of a *cause serious wounds* spell ( $2d8+1$ ). Creatures larger than Medium size are not affected by this spell.

The material component is a dried-out chunk from the heart of a humanoid being.

## Heart of Ice

(Alteration, Necromancy)

Sphere: Rain

Level: 7

Range: Touch

Components: S

Casting Time: 1 round

Duration: Permanent

Area of Effect: I creature

Saving Throw: Special

This spell requires intense concentration and requires a successful attack roll to deliver on any but totally immobilised opponents. Subjects turn black, are covered by a thin sheen of white frost, and shiver uncontrollably, making spellcasting, attacks, or any other activity except falling in a certain direction or shouting impossible. Subjects must save vs. death magic or die, as their hearts freeze and shatter. Those who successfully save suffer  $5d8$  points of internal damage instead, but are also immune to all cold damage for 1 turn per level of the caster of the *heart of ice*.

Creatures normally able to exist in frigid conditions are immune to this spell or suffer only  $1d4+1$  points of damage from internal bruising.

## Heartseeker

(Enchantment)

Sphere: Earth, Water

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 15 minutes

Duration: 6 hours

Area of Effect: I item

Saving Throw: Special

This terrible spell is cast on a piercing weapon, a spear, or an arrow. When the point of the weapon penetrates flesh (causes damage), the wooden tip begins to sprout as if growing. The roots and branches seek out vital organs as a source of nutrients. If a saving throw vs. death magic isn't made, the vines burst through the subject's vital organs, killing him or her instantly. If the saving throw is successful, the subject manages to pull the weapon out, but takes an additional  $1d8$  damage.

This spell does not work on undead or creatures without internal organs.

## Heat Exhaustion

(Summoning)  
 Sphere: Fire, Sun  
 Level: 3  
 Range: 50 yards  
 Components: V, S, M  
 Casting Time: 4  
 Duration: Special  
 Area of Effect: 1 creature  
 Saving Throw: None

A beam of light streaks from the caster's finger and strikes the target's forehead, causing the brain to overheat. This causes confusion and delirium and, until the creature is healed by any *cure* spell, they suffer a -2 penalty to attack rolls, saves, and proficiency or ability checks.

Cooling the subject dispels *heat exhaustion*; pouring a canteen of water or cool liquid over the creature's head is also effective. *Dispel magic* removes the effect, as do *cure light wounds* and similar healing spells.

The material component is the priest's holy symbol.

## Hold Person

On Athas, this spell affects all player character races except thri-kreen, plus anakore, belgoi, and gith.

## Ice Blade

(Alteration, Evocation)  
 Sphere: Rain  
 Level: 4  
 Range: 0  
 Components: V, S, M  
 Casting Time: 4  
 Duration: 1 round/level  
 Area of Effect: 4-foot-long, 4-inch-wide blade  
 Saving Throw: None

This spell creates a sword-shaped blade of jagged, swirling ice shards extending from the caster's hand. Weightless and non-metallic, it is considered a +2 weapon for purposes of determining what it can hit and strikes with a +14 attack bonus, regardless of the caster's normal combat abilities. An *ice blade* can pass around parrying weapons and obstacles without being stopped by them, its touch lacerates for 3d4 points of damage and chills for an additional 1d6 damage.

The material component is a shard of ice, glass, or crystal.

## Ice Spikes

(Alteration)  
 Sphere: Rain  
 Level: 3  
 Range: 0  
 Components: V, S, M  
 Casting Time: 6  
 Duration: 1 round/level  
 Area of Effect: The caster's fist  
 Saving Throw: None

This spell brings into being a ball of rock-hard ice around one of the caster's fists, that bristles with spikes, resembling an exaggerated replica of the head of a mace. The magic of the spell protects the fist from all damage while the spell lasts (it can be ended at any time by the silent will of the caster). It improves the caster's attack bonus (for smiting blows with the fist only) by +2.

A blow from an *ice spikes* fist does 1d4+4 points of damage, and the fist is considered a +2 magical weapon for purposes of determining what it can hit. Note that the spell effect precludes most spellcasting and the performance of many other activities (such as climbing at the usual rate, casting additional spells, tying knots, and so on).

If the caster willingly sacrifices some of his hit points, the damage done by a single attack with the *ice spikes* fist can be augmented by a like amount. For example, if 4 hit points are sacrificed by the caster, the blow they empower inflicts 1d4+8 points of damage. Hit points sacrificed are not lost if the attack misses, and are restored by normal rest or healing magic. (A sacrifice is not automatically assumed for the next blow of the fist after a miss: the caster decides separately for each fist attack.)

Whenever an augmented fist attack strikes a natural or magical mass or a *wall of ice* (regardless of how many points have been sacrificed), the caster of the *ice spikes* spell must make two saving throws vs. spell. If both saving throws succeed, the mass of ice shatters and collapses. If only one saving throw is successful, the struck ice is marred enough to form a handhold, but takes no additional damage. If both saving throws fail, the target ice is entirely unaffected.

The material component is an icicle or sliver of ice, glass or crystal of any size and origin.

## Image of the Sorcerer-Kings

(Alteration)

Sphere: Cosmos

Level: 4

Range: 1 yard

Components: S, M

Casting Time: 1 round

Duration: 1 turn +1 round/level

Area of Effect: 1 templar's sigil

Saving Throw: None

This spell can be used only by templars. When cast on a templar's sigil, the templar is surrounded by a shimmering field that grants him a +2 bonus on saving throws vs. spells. The templar also gains the ability to *cause fear* by touch. Targets touched receive a saving throw vs. spells to avoid this effect.

## Infestation

(Summoning)

Sphere: Earth

Level: 4

Range: 20 feet

Components: S, M

Casting Time: 1 round

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell is similar to *insect swarm* except that it summons thousands of tiny parasites from the surrounding area that take root in the clothes, hair, and sometimes even the skin of the victim. The target rarely knows a spell has been cast on him, so the horrible effects of whatever parasites take hold are the first sign of the spell's success. There is no saving throw against *infestation*; magical healing is the target's only hope of a cure.

*Cure serious wounds* or greater, *heal*, and *remove curse* destroy the parasites instantly. If *infestation* is not removed before destructive effects begin to affect the victim, he must be treated for those as well. A person who lost his sight to eye mites, for example, would need a *cure blindness* spell to restore his vision.

This spell does not work against undead, ethereal creatures, and any other creatures that would be unaffected by parasitic infestation.

The material component can be any item that belongs to the victim. It should be buried just beneath the earth as the spell is cast, and can be dug up and reused anytime thereafter.

The spellcaster has no control over what kind of parasites are summoned. Roll on the table provided below to determine parasitical type.

It takes about 1 day before infestation sets in.

### 1d6 Roll

- |   | <b>Results</b>  |
|---|---|
| 1 | <b>Ear Mites:</b> These microscopic creatures will cause permanent deafness in 1d6+6 days.  |
| 2 | <b>Eye Mites:</b> Eye mites cause permanent blindness in 1d6+6 days.  |
| 3 | <b>Desert Lice:</b> Desert lice cause their host to feel generally unhealthy, and any saving throws made vs. disease or poisons are at -2. The lice may be removed by smothering affected areas in oil or non-porous salves, or by magic.   |
| 4 | <b>Skin-Worms:</b> These are the most dreaded parasitic organisms in all the wastes of Athas. They live off flesh and secrete a toxic waste that slowly poisons their hosts. Every day after the third day of infection, a saving throw vs. poison must be made. If it fails, death results in no more than 24 hours. <i>Cure light wounds</i> does not affect skin-worms, but <i>slow poison</i> allows the victim to make a save for the day the spell was cast. All other <i>cure</i> spells, and <i>neutralise poison</i> , kill the parasites. A person always knows that he has skin-worms; the tell-tale sores mark his flesh and cause constant itching and pain.   |
| 5 | <b>Sand Fleas:</b> While these tiny creatures aren't deadly, they are a source of constant itching and discomfort. Anyone infected by sand fleas will cease to heal at the normal rate, due to misery and discomfort. The victim becomes cranky and irritable, resulting in a -3 penalty on all reaction rolls. Sand fleas notoriously leap from host to host, almost like a contagious disease. Anyone travelling with the victim should roll a save vs. breath weapon every day. Failure indicates infestation.   |
| 6 | <b>Mind Worms:</b> The Athasian mind worm is one of the strangest insect creatures on any world. These tiny vermin infest a victim's hair and secrete a drug that excites certain portions of the brain, causing hallucinations, delirium, and hysteria. The host is always confused, as if by a <i>feblemind</i> spell, and often sees terrifying illusions of things crawling over him or lurking just beyond the next sand dune. The worms' effects grow in time, so the first few hallucinations are mild and probably undetectable by the victim's companions. Eventually, his condition deteriorates, and it becomes obvious that he is suffering from some mind-altering ailment. Normal healing spells kill the bugs, as does shaving the head and scrubbing the scalp. |

## Initiation

(Invocation)

Sphere: All Elements

Level: 7

Range: Special

Components: V

Casting Time: 12 hours

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: None

This is the spell used to protect a student from the element allied with the caster, and to open a link between him and the beings he will serve. Each elemental initiation has its own requirements. A successful initiation marks a student's achievement of status as an elemental cleric. The rites all involve a long journey to a desolate place and long sessions with the initiate's mentor. Thereafter initiations differ:

- **Air:** Fall from a mountain peak.
- **Earth:** Burial without food, water, or air
- **Fire:** A night spent in a blazing bonfire
- **Magma:** Immersed in the caldera of a volcano
- **Rain:** Staked out in a mountain rain storm
- **Silt:** Cast into the Sea of Silt
- **Sun:** Abandoned in the deep desert
- **Water:** A night under natural, murky water

Rumours abound that if an applicant is being protected by this spell and his mentor dies, a terrible new undead creature is created, a ghastly fusion of the student's remains and the element he sought to serve.

## Ironskin

(Alteration)

Sphere: Earth

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell grants the affected creature virtual immunity to any attack by cut, blow, or projectile. Physical attacks by weapons (even enchanted ones), natural animal weapons (such as fangs and claws), and hurled projectiles (giant boulders) cannot penetrate *ironskin*. Magical attacks

from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth have normal effects. The spell blocks Id6 attacks, plus one for every two levels of the caster. For example, an *ironskin* cast by a 13th-level priest protects against 7 to 12 attacks. Unlike *stoneskin*, only physical attacks that would otherwise have scored a hit on the creature count against that total. For example, a fighter can attack with a sword and fail the attack roll without bringing down the total, while three *magic missiles* would hit, cause damage, and reduce the protection by three.

The material component is a small iron statue worth at least 500 cp.

## Isolate Templar

(Abjuration)

Sphere: All

Level: 6

Range: 100 yards

Components: V,S,M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 templar

Saving Throw: None

This is a specialised, offensive version of *anti-magic shell*, designed to affect one humanoid creature. When this invisible field surrounds a templar, that templar is automatically cut off from his sorcerer-king in regard to acquiring priestly spells. If the templar is maintaining a spell, such as *wall of fire*, then that spell automatically ends as the supporting magical energies are cut off. The templar is thrown back on his own resources, including magical items, normal weaponry, and whatever psionic powers he has. The templar still retains those spells granted but not yet cast.

Unless the sorcerer-king is watching the templar or a messenger tells him what's happening, the sorcerer-king will not realise that this spell is in operation. Only a sorcerer-king can cast a *dispel magic* spell powerful enough to get rid of an *isolate templar* spell. By the same token, the spell cannot be successfully cast on a sorcerer-king to cut off all his templars from spells.

Druids can use *isolate templar*, though in their version the magical field is visible and composed of either violet mist, flame, blown sand, or steam, depending on the druid's elemental sphere

The material component of this spell is a gemstone of at least 1,000 cp value.

## Lungs of Water

(Conjuration)

Sphere: Water

Level: 4

Range: 20 yards

Components: V, S, M

Casting Time: 7

Duration: Concentration

Area of Effect: I creature

Saving Throw: Neg.

This curse magically creates water inside a subject's lungs. Non-breathing creatures and undead are not affected by this spell. Any other creature that fails a saving throw vs. spell immediately begins to drown.

The spell can be stopped with *remove curse* or by disrupting the caster. A *dehydrate* spell will also cancel *lungs of water*, and the subject suffers no other ill effects.

The material component is the caster's saliva, spat at the intended subject.

## Magma Blade

(Enchantment)

Sphere: Magma

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 5 rounds

Duration: Special

Area of Effect: I obsidian sword

Saving Throw: None

When used on a specially prepared obsidian sword, this spell sharpens the blade to a razor edge and stores a burst of magical energy within. The sword deals +3 damage. When desired, the caster can command the blade to burst, showering the foe with burning magma and causing an additional 2d6 points of heat damage. This ends the spell.

The magma can destroy equipment (save vs. magical fire), and continues to burn for 1d8 points of damage per round, up to 10 rounds. A sizable body of water cools the magma in 2 rounds. A full canteen only halts damage for 1 round. Ice spells or *resist fire* are the most effective forms of protection. Also, the subject can drop and roll, extinguishing the magma in 1d4 rounds (rolling in loose sand or wet earth expunges the magma in 1d2 rounds).

To create the weapon, a priest must find or craft an obsidian blade, take it to a source of magma and, while chanting in an ancient language, plunge it into the lava. When it emerges, the weapon is a *magma blade*. Since creating such a weapon is governed by pacts with elemental forces, a priest with a *magma blade* cannot make another until the first has been used.

## Magma Blast

(Evocation)

Sphere: Magma

Level: 6

Range: 60 yards

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: 5-foot radius x 30-foot column

Saving Throw: 1/2

The *magma blast* spell summons a vast gout of magma from the paraelemental planes, which envelops the target area. All creatures in that area must save vs. spells or take 6d8 points of damage (a successful save halves this damage).

Magma destroys equipment (save vs. magical fire), and burns for 1d8 damage per round, up to 10 rounds. A body of water cools magma in 2 rounds; a canteen will halt damage for one round. The target can drop and roll, extinguishing the magma in 1d4 rounds (rolling in loose sand or wet earth expunges it in 1d2 rounds).

The material component is a handful of cooled lava.

## Magma Jet

(Invocation/Conjuration)

Sphere: Magma

Level: 3

Range: 2 yards/level

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: I creature

Saving Throw: None

A priest casts this spell by simply pointing his finger at a target and screaming the praises of the magma lords. A gout of sticky, molten rock will gush and cover the victim in fiery goo. This causes 2d6 points of damage the first round and 1d8 points every round thereafter.

until the magma is cooled or removed, for up to 10 rounds. A body of water will cool magma in 2 rounds; a canteen will halt damage for one round. Ice spells or *resist fire* are the most effective forms of protection.

A victim can drop and roll, extinguishing the magical flame in 1d4 rounds. If he rolls in loose sand or wet earth, the magma is expunged in 1d2 rounds

## Magma Shield

(Conjuration/Invocation)

Sphere: Magma

Level: 4

Range: Touch

Components: V, M

Casting Time: 6

Duration: 1 round/level

Area of Effect: Special

Saving Throw: None

This spell forms a swirling mass of magma around a common shield carried by the caster. The priest must be able to use a shield to cast this spell, and it is destroyed when the spell ends. Anyone in melee with the priest must save vs. spells or take 1d4 damage each round. Any hits that miss the caster by the shield's Armour Class modifier are considered to have hit the shield, and the weapon must make a saving throw vs. acid or be destroyed.

Wielders of the shield are protected from the intense heat it generates, but not from any other heat source.

## Magma Tunnel

(Alteration)

Sphere: Magma

Level: 7

Range: 0

Components: S, M

Casting Time: 1 round

Duration: 1 turn/level

Area of Effect: 30-foot x 10-foot cylinder

Saving Throw: None

By using this spell, a priest can tunnel through solid earth or rock, but not sand or silt, by turning it into magma. The liquid rock moves out of the way to allow the caster to pass, and hardens in that position, creating a permanent tunnel. *Dispel magic* has no effect once the tunnel is formed. It takes 24 hours for the heat to

dissipate enough for the unprotected to enter, although the caster is protected for the duration of the spell. The priest's movement rate is 3 while in the tunnel.

A torch is applied to the spot of earth the priest wishes to melt. The torch does no damage to living material, but armour, rock, weapons, and material objects must save vs. fire to survive.

## Mark of the Hunted

(Summoning)

Sphere: Air

Level: 6

Range: 30 yards

Components: S, M

Casting Time: 2 rounds

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: None

This curse summons a dreadful beast from the surrounding vicinity and marks the target for its prey. Whenever this spell is cast, the DM should pick a suitably foul creature, the most powerful beast found in that area, to be the hunter. This cannot be an ethereal or undead creature, or a creature that does not eat meat. Nightmare beasts, megapedes, and drakes are the most commonly attracted creatures.

Whatever the hunter, it believes the prey to be the sweetest meat it has ever smelled, and begins to follow 1d4 hours after the spell is cast. From that point until the expiration of the spell, the beast pursues the subject and cannot rest until it feeds or it is slain.

When the spell has expired, the beast returns to its lair, unless it detects its prey. In this case, the beast continues to pursue the subject until it is evaded, slain, or has eaten its prey.

## Melt Metal

(Evocation)

Sphere: Magma

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: 1 round/level

Area of Effect: 1 cubic inch/level

Saving Throw: None

Using this spell, the priest can touch a normal metal item, causing a charge of elemental energy to pass from his fingertip into the metal. This creates such heat that the metal begins to melt and flow at a rate of one cubic inch per round. Bars and locks can easily be cut with this spell. During the spell, the priest must concentrate on focusing the energy and can take no other action. The spell only affects normal metallic items.

The material component for the spell is a polished piece of obsidian worth at least 100 cp.

### Merciful Shadows

(Evocation)

Reversible

Sphere: Air, Sun

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: 1 day/5 levels

Area of Effect: Person touched

Saving Throw: Special

This spell creates magical shade to protect an individual from the sun. Once cast, the individual is treated as being in temperature of one category lower (very hot becomes hot, warm becomes cool etc.). The individual appears normal, except that he doesn't sweat as much as expected and his colouration is a bit gray.

The reverse of this spell, *blistering rays*, intensifies the light and heat of the sun on the victim. The individual is treated as being in temperature of one category higher. Also, in each round of combat in the open sun, the individual must make a Constitution check to keep from passing out. The saving throw, applicable only to the reverse of the spell, negates its effects.

This spell (and its reverse) has no effect on an individual who is in the shade.

The material component of this spell is a piece of a palm leaf (or black fabric for the reverse).

### Might of the Sorcerer-Kings

(Summoning)

Sphere: Cosmos

Level: 2

Range: Touch

Components: V

Casting Time: 5

Duration: 5 rounds +1 round/level

Area of Effect: Templar touched

Saving Throw: None

This spell, developed by the sorcerer-kings, empowers a minion with unnatural aggressiveness. A templar under its influence fights at +2 to hit and +2 damage. The templar loses 1 hit point as the spell ends. Hit points lost in this way can be regained normally.

### Mirage of Despair

(Illusion)

Reversible

Sphere: Sun

Level: 4

Range: 30 yards

Components: V, S

Casting Time: 1 round

Duration: 1 hour/level

Area of Effect: 1 creature

Saving Throw: Special

This spell is similar to *create mirage*, except that it affects a single target. The victim sees everything in its worst possible light; friends are monsters, oases of beauty are deformed pools of black water.

Once a character has been affected by the mirage, he should make a second saving throw vs. paralysis. Failure means he is terrified of the things he sees and flees as if under the 4th-level wizard spell, *fear*. If the target makes the save, he attacks the closest target. It doesn't matter whether the target is friend or foe - all are monstrous.

The reverse of the spell, *mirage of deception*, makes everything seem beautiful, warm, and friendly. Athasian sloths are harmless woodland creatures, and an ancient enemy is suddenly friendly and trustworthy. As the victim becomes more trusting and gullible, he will agree to any reasonable requests for the duration of the spell. Requests of a dangerous or suicidal nature grant him a second saving throw.

Either version of the spell affects only one creature of at least Intelligence 9. Companions who notice strange behaviour from a friend can try to talk him out of the mirage, and this gives the victim one additional saving throw. *Dispel magic* or reversing the spell ends the illusion.



## Mirage Wall

(Illusion)

Sphere: Sun

Level: 4

Range: 20 yards/level

Components: V, S, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: 2-foot thick wall, 10 feet x 10 feet/level

Saving Throw: None

This spell creates a stationary illusion much like a backdrop or scenery curtain for a theatrical play. The *mirage wall* need not be vertical or even regular in its confines. It blankets the true scene and conceals it with another. For example, a cavern entrance might look like the adjacent cliff face, or a lush oasis might appear to be sandy dunes. Or a party of warriors lying in ambush might appear not to “be” at all.

The priest must see the location that he intends to disguise before casting this spell. When the mirage is in place, the caster does not have to concentrate to maintain it. The mirage disappears if the caster wills it, or when the duration of the spell has ended. *Dispel illusion* can destroy the *mirage wall*. In addition, the *mirage wall* ends if a living creature or spell passes through it. (Poking a hand through it is enough.) Physical objects, such as missile weapons, don’t destroy it, although they may provide a visual clue when sailing through it. A *mirage wall* does not block odours and sounds, either. (Hence, an ambush party must remain silent and, preferably, downwind.)

The material components of this spell are an eyelash, a pinch of sand, and some sweat from any source.

## Obsidian Blade

(Alteration)

Sphere: Magma

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 round/level +1d6 rounds

Area of Effect: 1 handful of sand

Saving Throw: None

This spell turns a fistful of sand into a keen-edged obsidian knife, held firmly by the caster. The blade is

double-edged and curved and can measure no more than twice the length of the caster’s own hand, nor weigh more than five pounds. The caster decides the size.

The *obsidian blade* deals 1d4+1 points of damage. For determining which creatures or objects are vulnerable to it, the blade is considered a +1 magical weapon. The blade crumbles into loose sand under the following conditions: when it’s dispelled, upon the caster’s mental command, upon the caster’s death or loss of consciousness, or at the end of the spell’s duration.

## Oil Spray

(Evocation/Conjuration)

Sphere: Earth, Silt

Level: 3

Range: 10 yards

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: 15-foot radius

Saving Throw: None

When a priest casts this spell over rough earth or sand, fountains of flammable oil spout up from the ground, covering everything within a 15-foot radius.

The oil itself isn’t particularly dangerous, though it will cause the victim’s attacks and saves to suffer by –2. The real danger occurs if the target is ignited. Burning oil causes 2d6 points of damage in the first round, and 1d6 in the second. The victim should also check his equipment each round to make sure that it doesn’t ignite. The oil burns off by the third round, and attack and saving throw penalties are ignored.

If the oil isn’t ignited, it will remain until removed by no less than 3 turns of scrubbing or washing.

## Pit

(Alteration)

Sphere: Earth, Magma, Silt

Level: 2

Range: 60 yards

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: Special

This spell conjures a circular pit 20 feet across and 20 feet deep within the caster's range. The pit forms only in earth, sand, clay, loam, mud, or similar soft soil; the spell fails if used upon natural or dressed stone. If the caster creates the pit under an opponent, or directly in front of a fast-moving opponent, the intended victim is allowed a saving throw vs. spell; success means the opponent avoids the pit. Stationary or slow-moving characters who fall in suffer 2d6 damage; running or charging characters suffer 3d6 damage if they fall in.

The pit sides are steep, but not unclimbable. Any character can scramble free in 2d4 rounds; characters with special climbing abilities escape in a single round.

The spell lasts until six creatures have fallen in or until it is dispelled. As the spell ends, those in the pit are returned to ground level.

The material component is a claw-bone from a ground-mole

### Proof against Fire

(Abjuration)

Sphere: Fire

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Permanent

Area of Effect: 1 object, 1 cubic foot/level

Saving Throw: None

This spell grants permanent immunity to fire to the object on which it is cast. The protected object cannot be burned by any means. The caster can affect up to one cubic foot of material per caster level; thus, a 14th-level priest can protect an item with up to 14 cubic feet of mass. Only solid objects can be affected by the spell. The item affected remains cool to the touch.

If *proof against fire* is cast upon an item large enough to be worn (such as a suit of armour or a cloak), that item can be used as protection against normal fires, granting immunity to the effects of any normal flame that is blocked by the item when it is worn. The individual wearing the item also receives a +2 to any saving throws against magical fire.

The material component is an ink made of fire drake blood and a crushed ruby of 5,000 cp value. Protective runes are brushed onto the item before casting the spell; these fade and disappear when the spell is cast.

### Proof against Undeath

(Necromancy, Alteration)

Sphere: Cosmos

Level: I

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: Special

This spell is cast on a dead creature to prevent it from being raised as a skeleton or zombie with an *animate dead* spell. The creature cannot have been dead for a number of days greater than the caster's level; otherwise it has no effect. The size, level, or Hit Dice of the dead creature makes no difference. *Detect magic* reveals the enchantment on the body, and it can be removed with a *dispel magic* spell. This spell has no effect on living creatures or those already animated as skeletons or zombies. Corpses being magically enchanted into some other, more powerful form of undead are granted a save vs. spell (based on the corpse's level and class from his previous life): if it makes this save even once, the corpse cannot be raised as any form of undead.

The material components for this spell can vary; either metal coins must be placed on the recipient's eyes, the petals of flowers must be sprinkled beneath him, or dust from his homeland must be sprinkled on him.

### Protection from Gas, 5' Radius

(Abjuration)

Sphere: Air

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 2 rounds/level

Area of Effect: 5-foot radius around creature touched

Saving Throw: None

All remaining within this globe of protection are immune to toxic gases, poisonous vapours, and similar hazards. The 5-foot radius sphere is centred on and moves with the caster. Harmless vapours that only obscure vision are unaffected, and the sphere has no effect on gaseous creatures. The degree of protection depends on the caster's level.

At 7th level, this spell protects against gases of non-magical origin and those created by 1st- and 2nd-level spells (such as *stinking cloud*). Against other magical gases, the protected creatures receive a +2 bonus to any saving throw allowed.

At 9th level, immunity is gained to magical gases created by spells of 4th level or magical creatures of less than 8 Hit Dice.

At 12th level, the protection is extended to spells of 6th level and creatures of less than 16 Hit Dice (such as a gorgon's breath).

At 15th level, protection is extended to all such effects except those that are of artifact-level origin.

The material component is the caster's holy symbol.

## Protection from Weather

(Abjuration)

Reversible

Sphere: Air, Water

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 hour/level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient, who ignores natural weather effects. Driving rain, wind, or sand do not impede progress. Incredible heat does not affect water intake or dehydration. Natural lightning cannot affect him. Normal light and darkness are not considered weather effects for this spell. The after-effects of weather – floodwaters, muddy ground, or drifted sand, for instance, impede progress normally.

The recipient receives a saving throw bonus of +6 to magically created weather effects such as *lightning bolt*, *wind wall*, *cone of cold*, *chain lightning*, *incendiary cloud*, *call lightning*, and *sunray*, and a normal saving throw against magical weather spells that are normally listed as having none, such as *wall of fog*, *fog cloud*, *gust of wind*, *ice storm*, *solid fog*, *death fog*, *control temperature*, *10' radius*, *control weather*, *weather summoning*, and *control winds*. The recipient can save vs. spells against a *dust devil*, success indicating it cannot attack him. As a side effect, spells such as *whispering wind* and *wind walk* cannot be cast or received by the recipient of this spell.

The reverse of this spell, *intensify weather*, subjects a creature to effects more severe than the actual weather would inflict. Driving wind or rain drastically slows the creature. Natural lightning inflicts double damage. A creature in the heat requires double the normal ration of water to avoid dehydration. The creature loses any possible save against magical weather spells, and those causing damage add one hit point per die inflicted. The creature gets a save to avoid the effects of this spell.

The material components for this spell are a small paper umbrella (or, for its reverse, a tiny lightning rod).

## Ranike Cloud

(Evocation)

Sphere: Cosmos

Level: 3

Range: 10 yards

Components: V, S, M

Casting Time: 3

Duration: 1 round/level

Area of Effect: Cloud, 40 x 20 x 20 feet

Saving Throw: None

This spell creates a cloud of pungent smoke exactly like that produced when the sap of the ranike tree is burned. This smoke limits visibility as a blizzard or dense fog does, but its main asset is its ability to repel all insects and insectoid creatures, including thri-kreen, that come in contact with it. Once those creatures are engulfed in the cloud, they immediately flee the area in the manner of undead turned by a cleric. Intelligent insects like the thri-kreen may run before they are touched, once they see what's coming.

The cloud moves away from the caster at a speed of 10 feet per round, rolling along the surface of the ground. A moderate breeze can alter the cloud's course, but it won't move back toward its caster. A strong wind breaks it up within four rounds, and stronger winds keep the cloud from forming in the first place. Very thick vegetation disperses the cloud in two rounds, but the only places on Athas that qualify as such terrain are the Crescent Forest and the Forest Ridge. The smoke does not sink as many vapours do (like a *cloudkill* spell); it also cannot penetrate liquids or be cast underwater – not a great concern on Athas.

The material component is a chunk of wood from the ranike tree.

## Reflect

(Alteration)  
 Sphere: Sun  
 Level: 5  
 Range: 0  
 Components: V, S, M  
 Casting Time: 1  
 Duration: 1 round  
 Area of Effect: Special  
 Saving Throw: Special

Creatures with infravision or ultravision are struck blind for 1 turn if looking at the priest (no saving throw). Other creatures are allowed a save vs. spell if within 30 yards (if further away, with eyes closed, and so on, they are not subject to the spell effect).

If light conditions are equivalent to full sunlight, the blindness duration is doubled and saves are at -2. A reflecting priest struck by *lightning bolt*, *chain lightning* spell, or the equivalent suffers only half damage.

A light source at least as bright as a single candle must be present for this spell to function.

## Reincarnate

Use the following list when a character is reincarnated:

D100 Roll	Incarnation
01-03	Aprig
04-08	Bear, Athasian
09-12	Carru
13-16	Cat, tigone
17-19	Dagorran
20-23	Dune freak (anakore)
24-28	Eagle
29-31	Elf
32-34	Feylaar
35-38	Gith
39-40	Gorak
41-44	Hawk
45-58	Human
59-61	Jhakar
62-64	Owl
65-68	Pterran
69-70	Rasclinn
71-75	Sloth, Athasian
76-80	Takis
81-85	Zhackal
86-00	DM's choice

## Rejuvenate

(Alteration)  
 Sphere: Cosmos, Earth, Water  
 Level: 5  
 Range: Touch  
 Components: V, S, M  
 Casting Time: 1 round  
 Duration: Special  
 Area of Effect: 10-foot radius/level  
 Saving Throw: None

This spell grants the ability to support vegetation, to an area of ground. In the case of ground made barren by defiler magic, *rejuvenate* counters the ground's sterility, making it immediately capable of supporting vegetation. The spell can be cast on any ground short of solid rock, including sand, rocky sand or soil, or dust.

In either case, the spell affects the ground in a circle extending away from the caster, so he must stand in the middle of the area he wishes to revitalise. The radius of the circle is 10 feet per level of the caster. Once cast, the soil is enriched and moistened, and a layer of fine grass emerges instantly.

The duration of the spell varies. Once cast, the moist soil and grass are not magical, and are subject to all natural forces upon them. However, they will survive a week in even the worst of conditions. *Rejuvenate* otherwise lasts until another defiler spell destroys the vegetation,

The material component is a seed (of any type) and a drop of water.

## Return to the Earth

(Necromancy)  
 Sphere: Earth  
 Level: 4  
 Range: 0  
 Components: V, M  
 Casting Time: 3  
 Duration: special  
 Area of Effect: 30-foot radius  
 Saving Throw: Special

This spell turns the physical bodies of undead creatures within 30 feet of the caster into dust. The affected undead must actually have physical forms; for example, ghosts and spectres are not subject to this spell. Corpses inhabited by spirits (such as wights) and undead with

more than 4 Hit Dice are allowed a saving throw vs. death magic, but zombies, skeletons and similar animated undead with 4 Hit Dice or less are not. The caster can affect 1 Hit Die of undead for each level of experience. Once cast, bits of the undead creatures begin to crumble and fall to the ground, completely destroying them in 3 rounds. As they deteriorate, affected undead creatures suffer a cumulative -1 to attack rolls each round after the spell has taken effect.

The material component is a pinch of dust.

### Sand Blade

(Enchantment)

Sphere: Earth, Silt

Level: 6

Range: 0

Components: S, M

Casting Time: 1 day

Duration: Permanent

Area of Effect: 1 sword

Saving Throw: None

This spell requires a sword made of a crystalline stone (such as quartz) or glass. The weapon must be of the highest quality and craftsmanship, and forged without aid of magic or psionics.

The enchantment of the sword takes an entire day, and at day's end the caster must make an unmodified saving throw vs. spells. Failure indicates that the blade must be enchanted for another day and another save vs. spells required, now at -1. The caster is permitted a number of attempts equal to 1/2 his level (round down). Each additional attempt is made at a cumulative -1 penalty. If the save is made, the sword has been enchanted. If all fail, the sword is ruined and can never be used for this spell again.

A successfully enchanted *sand blade* is razor-sharp, inflicting +2 damage on opponents. It has no attack bonus, and cannot affect creatures immune to ordinary weapons. It is very difficult to see and is effectively invisible in dim light, from a distance, or underwater. *Sand blades* are also completely invisible to magic that detects metal and minerals.

If a wielder rolls an unmodified 1 while using the sword against an armoured target, it splinters into thousands of deadly shards. The damage from the blow is doubled due to the spray of glass, but the sword is shattered and now forever useless.

### Sand Spray

(Evocation/Summoning)

Sphere: Earth, Silt

Level: 3

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: Cone 20 feet long x 10 feet wide

Saving Throw: Neg.

This spell sprays shards of sand or silt into an opponent's eyes. It doesn't create the shards; the priest must be on sand or silt when casting. Targets save vs. breath weapon or take 1d10 damage and are blinded for 1d6 rounds.

The material component is a shard of glass, mica, quartz, or other transparent substance.

### Sand Warriors

(Conjuration/Enchantment)

Sphere: Earth, Silt

Level: 4

Range: 30 yards

Components: S, M

Casting Time: 1 round

Duration: 1 round/level

Area of Effect: Special

Saving Throw: None

This spell summons 1d4 warriors from beneath the sand. They serve the caster but can be banished by *dispel magic*. They are AC 15, HD 2, MV 15, wield swords of compressed sand (1d10 damage, +2 attack bonus), and take double damage from water-based attacks.

The material component is a cup of water poured onto the sand where the warriors are to rise.

### Sands of Time

(Alteration)

Reversible

Sphere: Air, Water

Level: 5

Range: 10 yards

Components: V, S, M

Casting Time: 8

Duration: 1 round

Area of Effect: Up to 10 cubic feet/level

Saving Throw: Neg.

## Priest Spells

By means of this spell, a priest can reverse the effects of aging and erosion on any non-living, material object. The amount of aging that can be so reversed depends upon the level of the caster. Consult the table below.

The table also indicates the average effects of time and the elements on various materials (items protected from the elements might take longer to erode, but use these times for all restoration). Papyrus and wooden objects **fade** over time, making it difficult, but not impossible, to read or identify surface features. **Fragile** objects must survive an item saving throw vs. fall every time they are used; **brittle** items must survive vs. crushing blow. **Crumbled** items are unusable but still identifiable as papyrus or wood; **dust** is completely unidentifiable and unusable.

Stone and metal items wear away over time, and their shapes smooth out until the item is completely worn away. **Paint** indicates that artificial colouration is gone or unrecognisable; **Etching** means carved letters or pictures are worn away; **Relief** indicates that deeply carved letters or images are severely eroded; **Form** indicates that time has eroded away all but the basic form of the original stone or metal. The fractions **1/2** and **3/4** tell when

the item has lost that amount of its original mass. **Dust** means the original item is completely gone, eroded away to nothing.

A 14th-level priest could, for example, turn even a pile of dust back into the new, clean piece of papyrus it once was, or turn the crumbled remains of a staff back to its original form, or even restore a painted map on the wall of a temple constructed of soft stone. This spell cannot restore damage done to an object by anything other than natural aging or erosion. Use this table as a guide for other objects that don't exactly fit into these categories.

The material components for this spell are a tiny hourglass (during the spell, the sands run upward) or, for the reverse, a miniature sundial that has timed the passage of at least one year. Neither is consumed in the casting.

The reverse of this spell, *accelerate erosion*, allows the priest to speed up erosion on any non-living material object. In the example above, the 14th-level priest could turn a clean piece of papyrus to dust, or turn a new staff of wood into crumbled pieces, or erase a painted map from a wall of soft stone.

### Effects on

Level	Time Reversed	Papyrus	Wood	Soft Stone	Hard Stone	Metal
9	30 days	Faded	—	—	—	—
10	1 year	Fragile	—	—	—	—
11	2 years	Brittle	Faded	—	—	—
12	5 years	Crumbled	Fragile	—	—	—
13	10 years	Dust	Brittle	—	—	—
14	20 years	—	Crumbled	Paint	—	—
15	50 years	—	Dust	Etching	—	—
16	100 years	—	—	Relief	—	—
17	200 years	—	—	Form	Paint	—
18	500 years	—	—	1/2	—	Paint
19	1,000 years	—	—	3/4	Etching	—
20	2,000 years	—	—	Dust	—	Etching
21	5,000 years	—	—	—	Relief	—
22	10,000 years	—	—	—	—	Relief
23	20,000 years	—	—	—	Form	—
24	50,000 years	—	—	—	—	Form
25	100,000 years	—	—	—	1/2	—
26	200,000 years	—	—	—	—	1/2
27	500,000 years	—	—	—	3/4	—
28	1,000,000 years	—	—	—	—	3/4
29	2,000,000 years	—	—	—	Dust	—
30	5,000,000 years	—	—	—	—	Dust

## Sandstorm

(Conjuration/Summoning)

Sphere: Air

Level: 5

Range: 60 yards

Components: V, S, M

Casting Time: 1 round

Duration: 3 rounds/level

Area of Effect: Special

Saving Throw: 1/2

This spell conjures a very large version of *dust devil* that can engage and attack a number of targets at once. The storm has AC 20, MV 12, and Hit Dice equal to the level of the caster. The sandstorm is a whirlwind of dust and sand twelve feet tall that covers a 10-yard by 10-yard square per level of the caster. The storm's shape can be determined by the caster and changed on any round after casting, provided no portion of the storm moves further than its movement rate.

Any creature within the storm is subject to an attack that inflicts 2d6 points of damage (save vs. spell for half). The storm is subject only to attacks by magical weapons. The winds of the storm put out normal fires. Items exposed to the storm must make saving throws vs. acid with a +5 bonus each round or be destroyed.

The storm can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster. The cloud obscures vision, and creatures must save vs. spell or be blinded while in the storm and for 1d4 rounds after emerging from it. Spellcasting in the storm is not possible; any casting interrupted by the storm is ruined.

The material component is a small bottle of air collected on a windy day.

## Sea Legs

(Enchantment/Charm)

Reversible

Sphere: Silt

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: 1 hour/level

Area of Effect: 1 creature

Saving Throw: None

This spell stops the effects of oncoming motion sickness in its recipient. If unable to do so before, that person also gains the ability to balance and manoeuvre easily even on a violently heaving deck, just as the most experienced sailor can. At the DM's discretion, a person under the effect of this spell need not make Dexterity ability checks for shipboard actions in stormy weather that could easily be done in calm weather.

The reversed version of this spell, *land legs*, causes the target of the spell to make a Dexterity ability check to move or attack while on board a ship or boat. Failure of the check means the character falls down and a second check is required to stand up again.

The material components are the priest's holy symbol and a tiny vial of strong-smelling chemicals.

## Silt Cyclone

(Conjuration)

Sphere: Air, Earth, Silt

Level: 7

Range: 120 yards

Components: V, S, M

Casting Time: 1 round

Duration: 2 rounds/level

Area of Effect: Special

Saving Throw: None

By casting this spell on a large area of silt (the Sea of Silt or silt basins or estuaries), the priest creates a powerful whirlwind of silt. The cyclone, 10 feet wide at its base and 20 feet wide at its top, rises from the silt's surface to a height of 100 feet, spinning violently and picking up tons of dust. The caster can move the cyclone up to 30 feet per round, but it cannot go beyond 120 yards from him.

The cyclone spins so quickly that its centre becomes extremely hot, shooting off balls of searing dust as the whirlwind spins faster and faster. Any creature within 90 yards of the whirlwind must save vs. spell every round or be hit with a 2d12 ball of super-heated dust. Any creature that touches the cyclone suffers an attack at +15 that inflicts 10d6 points of damage. A creature that takes damage from this attack is also thrown 3d6 yards away, suffering another 1d6 points of damage.

The cyclone can be dissipated by an air elemental or other powerful being from the Elemental Plane of Air on command, by *dispel magic*, or by forcing its base away from the area of silt where it was cast.

The cyclone can be moved by a powerful magical wind (*gust of wind* is insufficient); *control weather*, *weather summoning*, or *wild weather* spells can move it 10 yards for every 10 miles per hour of wind sustained against it for an entire round.

The material components are silt from the Sea of Silt and a child's toy top.

### Silt Swimmer

(Alteration)

Sphere: Silt

Level: 1

Range: Touch

Components: S, M

Casting Time: 4

Duration: 1 round/level

Area of Effect: 1 willing creature

Saving Throw: None

This spell causes fine webbing to grow between the fingers and toes of the target creature, granting it a swim speed of 12. It has no effect on other forms of movement and does not grant the target the ability to breathe when submerged in silt (or water).

The material component is the priest's holy symbol.

### Silt Tides

(Alteration)

Reversible

Sphere: Air, Earth, Silt

Level: 6

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 4 hours/level

Area of Effect: 10-yard radius/level

Saving Throw: None

This spell creates an area of low tides in a body of silt. In this area, the silt drops 10 feet, usually enough to expose the maze of rock walkways common to coastal areas of the Sea of Silt. The spell moves with the caster, so he can travel the rock walkways while exposed to the air. Strong winds and the like affect the silt normally.

The reverse of this spell, *high silt tides*, causes the silt to rise 10 feet higher within the area of effect. The silt can overwhelm vessels or wading creatures not tall enough to wade through ten additional feet of depth.

If cast outside the Sea of Silt or silt basins, this spell has no effect. The material component is a small, oval lump of lead that has been cast by moonlight.

### Sirocco

(Evocation)

Sphere: Air, Silt

Level: 7

Range: 10 yards/level

Components: V, S, M

Casting Time: 1 round

Duration: 1d6 turns

Area of Effect: 10 feet/level

Saving Throw: Special

With this spell, a caster summons up a *sirocco*, the burning desert wind of legend. The caster must be able to see the sky to cast this spell, and he must be in an area covered with sand or loose stone. Calling up a *sirocco* is dangerous, because the priest cannot control it once it is summoned.

At the end of the round in which the spell is cast, a blast of scorching wind emanates from the caster and sweeps along the ground before him, whipping up small objects and particulate matter, and carrying them along at tremendous speed. Large or smaller creatures must save vs. petrification at -4 or be bowled over by the force of the wind, and spend both the current round and the next one in the *sirocco* attempting to stand. All items caught in the storm (including metal) are abraded by flying grit and must save vs. acid or be destroyed. Magical items save with their bonuses added to the basic roll. Living creatures suffer 2d10 points of damage per round of exposure. The only way to escape a *sirocco* is to move outside its area of effect.

Ground movement rates for all creatures inside are reduced to 10% of normal; all other movement (except innate teleportation or planar travel) is impossible. Killing the caster or rendering him unconscious will not end the spell, and he cannot end it prematurely. The caster is not bound to remain in place after the spell has been cast, but may not cast other spells until the *sirocco* has run its course or been dispelled.

Once the *sirocco* has started, it will begin to drift in a random direction every round. Each round, select a direction to be 12 o'clock, and roll a d12. The number indicates the direction the *sirocco* will move for 2d10 yards.



The range of the spell is dependent upon the caster's level, and he may have the storm's centre appear at any point up to the limit of that range. He is not immune to its effects.

The material components are a leather fan and a grindstone chip.

### Slave Scent

(Divination)

Sphere: Air

Level: 2

Range: 10 yards

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 person

Saving Throw: None

When this spell is cast, the priest can use scent to discover whether a person is a freeman, slave, escaped slave, or noble. Templars frequently use this spell to detect escaped slaves. If an air cleric finds a slave with this spell, air elementals demand that he or she free the person

### Smelting

(Alteration)

Reversible

Sphere: Magma

Level: 2

Range: 0

Components: V, S

Casting Time: 3 turns

Duration: Special

Area of Effect: Up to 2,000 lbs. of ore

Saving Throw: None

This spell refines ore into ingots of pure metal. Only metal of the proper type can be extracted from a pile of ore, and the better the quality of ore, the better the results. High-grade ore releases 1 lb. of metal for 10 lbs. of ore; low-grade ore releases only 1 lb. metal for 100 or even 1,000 lbs. of ore.

This spell does not affect gems or semiprecious stones, and fails when cast on stone that contains no metal. Interrupting the casting stops the process at that point, but even a *dispel magic* spell will not return refined ingots to their original ore.

The reversed form of this spell, *hide normal metal*, takes ingots or worked metal and makes it part of the nearby earth again, magically hiding it from sight. Dispelling the reversed form restores the metal to its original condition. The reversed form cannot affect enchanted metals or any creature.

### Snake Charm

Yuan-ti and silk wyrms can be affected by this spell.

### Soften Earth and Stone

(Alteration)

Sphere: Earth, Silt

Level: 2

Range: 20 yards

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 10-foot square/level

Saving Throw: None

This spell softens all natural, undressed earth or stone in the affected area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily moulded or chopped. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must save vs. spells or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, but it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While this spell does not affect worked stone, cavern ceilings or vertical surfaces such as cliffs can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. Most well-built structures will only be damaged by this spell, not destroyed.

## Soothe

(Invocation)

Sphere: Rain, Water

Level: 4

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 round/2 levels

Area of Effect: 10-foot radius

Saving Throw: None

The caster claps his hands together, making the sound of thunder, and rain begins to fall in a 10-foot radius. Every creature beneath the cloud regains 2 hit points per round, up to the duration of the spell. The rain also causes a -1 penalty to all melee attacks within its area of effect.

## Spark of Blinding

(Conjuration)

Sphere: Sun

Level: 1

Range: 15 yards

Components: V, S, M

Casting Time: 3

Duration: 1d4 rounds

Area of Effect: 10-foot radius

Saving Throw: Neg.

This spell causes a brilliant but tiny spark of light to flash before a creature's eyes, blinding it for 1d4 rounds. During that time, the creature fights as if blinded, and makes all saving throws at a -2 penalty. A successful saving throw vs. spell negates this effect. The priest can cast this spell only above ground and in the presence of the sun.

## Spawn Song

Conjuration/Summoning)

Sphere: Cosmos, Earth, Silt

Level: 4

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: 1 turn

Area of Effect: 240-yard radius

Saving Throw: None

This spell summons 2d6 silt spawn. It must be used carefully, because it convinces the silt spawn that the priest is a meal that will satisfy their raging appetites. The priest sings the spell while in contact with the silt. So long as he sings, the spell calls to the silt spawn. The song lasts 10 rounds, after which the spell is broken.

To make effective use of this spell, the priest works with spawn trappers. The priest is extremely vulnerable. The trappers must scoop up the silt spawn from the silt before they get too close to the caster. Fortunately for the trappers, the spawn are oblivious to everything except the singing priest.

If this spell is used to lure specific silt spawn, those creatures receive a saving throw vs. spell to ignore the spell. The 2d6 silt spawn drawn to the priest are assumed to be those who failed their saving throws.

## Speak with Water

(Divination)

Sphere: Water

Level: 2

Range: Touch

Components: V, S

Casting Time: 4 rounds

Duration: 1 question/level

Area of Effect: Body of water

Saving Throw: None

Water, or the spirits that dwell within it, can speak to casters of this spell. It will know such things as what creatures drank from it last and what they looked like, where a particular fish is, or if a specific item lies at the bottom. It has no concept of names or time, and generally only remembers events that have occurred in the past week. This is a good way of finding out how long a given water supply will last, or if it has been enchanted or poisoned. The caster must be able to see the water to speak with it.

## Spirit of Flame

(Evocation)

Sphere: Fire

Level: 6

Range: 2 miles/level

Components: V, M

Casting Time: 6

Duration: Special

Saving Throw: None

With this spell, a priest can walk into a fire and teleport to any other up to the limit of his range. The priest may go blindly, and will appear in a random campfire in a place determined by the DM. If the caster isn't near a settlement, there is 30% chance there will be no campfire and the spell is wasted. A better course is to cast *watchfire* and see. The destructive fire elementals demand a high price for this spell, and the priest must sacrifice 1d6 hit points every time he uses it. The damage heals normally.

### Steal Breath

(Evocation)

Sphere: Air

Level: 2

Range: 120 yards

Components: V, S, M

Casting Time: 5

Duration: 3 rounds

Area of Effect: 1 creature

Saving Throw: None

This spell forces the air out of an opponent's lungs. It causes him to lose one round of action and suffer a +3 initiative penalty for the next three rounds. Non-breathing creatures are unaffected by this spell. *Steal breath* can be used to disrupt spellcasting.

The material component is a braided length of cat hair.

### Stone of Sharpening

(Alteration)

Sphere: Earth

Level: 4

Range: 0

Components: S, M

Casting Time: 5 rounds

Duration: Special

Area of Effect: 1 weapon/level

Saving Throw: None

The caster wraps a cloth around a stone no more than 2 feet in diameter, and soaks it with oil. He sets the cloth on fire and allows it to burn until it disintegrates. Once this is done, any sword or edged weapon struck against the stone has its edge perfectly sharpened and oiled, giving it a +3 damage to the next target it hits, +2 to the second, and +1 to the third. There are no

special effects after the third blow has been struck. The stone will sharpen as many weapons as the level of the caster. It works on metal, obsidian, and bone.

### Stoneflame

(Enchantment)

Sphere: Magma

Level: 2

Range: 10 yards

Components: V, S, M

Casting Time: 5

Duration: 5 rounds/level

Area of Effect: 1 open flame

Saving Throw: None

When this spell is cast upon an open flame no larger than that of a torch or a very small campfire, the flame is turned into an orange stone, holding the size and shape of the flame at the time of casting. The stone remains attached to the torch or ground as if it were a part of it. The stone gives off illumination as if it were flame, but no heat. It will return to flame at the end of the duration. If the stone is shattered, the flame is extinguished.

The material component for this spell is a mix of fine sand and sugar, which is sprinkled in the air as the caster chants the verbal component and points at the desired open flame.

### Stoneiron

(Enchantment)

Sphere: Earth

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: 5 rounds/level

Area of Effect: Weapon(s) touched

Saving Throw: None

This low-powered version of the *enchanted weapon* spell causes stone (flint, obsidian, etc.) weapons to have the attack and damage scores of ordinary steel weapons (no penalties to hit and damage), eliminating all chances of breakage. One Large, two Medium, or three Small weapons can be affected by this spell, and the dweomer can be dispelled early only if an enchanted missile strikes its target. The only way to make the effects

permanent is to use *enchant an item* and *permanency* spells as well; repeated castings do not improve the weapon's abilities any further.

The material component for this spell is a small chunk of stone, of the same type as the weapon to be enchanted.

## Sunblade

(Conjuration)

Sphere: Sun

Level: 3

Range: 0

Components: V, M

Casting Time: 4

Duration: 1 round/level

Area of Effect: Special

Saving Throw: None

A brilliant sword of fiery sunlight appears in the caster's hands when this spell is cast. It acts as a magical long sword and grants a +2 to attacks and damage. Blinding rays emanate from the flaming blade, subtracting 1 from enemies' attacks as long as they remain in melee. The sword inflicts double damage on any creatures with a vulnerability to sunlight or bright illumination.

The material component is a miniature sword made from ceramic, glazed and highly polished.

## Sunburst

(Evocation)

Sphere: Sun

Level 4

Range: 30 yards

Components: V, S

Casting Time: 7

Duration: Instantaneous

Area of Effect: 40-foot radius globe

Saving Throw: Special

This spell creates a brilliant flash of golden light. Undead within the area of effect take 6d6 points of damage (no save). All other creatures within or facing the burst must save vs. spell or be blinded for 1 round. Creatures without eyes and those not sensitive to visible light are not affected.

A *sunburst* negates *darkness* spells within its area, provided the *darkness* was cast by someone of equal or lower level than the priest.

## Sunscorch

(Alteration)

Sphere: Sun

Level: 1

Range: 40 yards

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This spell creates a brilliant ray of scorching heat that slants down from the sky to strike one creature of the caster's choice. The creature is allowed a saving throw against spell to avoid the ray - a successful save indicates that it missed altogether.

Any creature struck by the ray sustains 1d6 points of damage, plus 1 point per caster level. Undead creatures and monsters vulnerable to bright light sustain 1d6 points of damage, plus 2 points per caster level. In addition to sustaining damage, living victims who fail their save are also blinded for 1d4 rounds by the spell.

The sun must be in the sky when *sunscorch* is cast, or the spell fails entirely. It cannot be cast underground, indoors, or in hours of darkness, although routine overcasts do not hinder the *sunscorch*.

## Sunstroke

(Summoning)

Sphere: Fire, Sun

Level: 6

Range: 10 yards/level

Components: V, S

Casting Time: 7

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

The caster points his finger at a creature and a brilliant beam of sunlight shoots outward to cause severe heat exhaustion. The creature must save vs. spell or instantly collapse into a convulsive mass until treated or dead. The creature's skin becomes cold and clammy, it does not sweat regardless of the heat, and its muscles convulse dangerously. This causes the creature to lose 1d4 hit points per round. The condition can be stopped by a *heal* or *cure critical wounds* spell, or by pouring at least one gallon of cool water over the creature's head.

A creature that has suffered a severe heat stroke once is forever susceptible. Those affected require twice their normal amounts of water if exposed to the sun for more than four hours, and may go into convulsions if not adequately hydrated.

If the saving throw is successful, the creature is affected as if by the 3rd-level *heat exhaustion* spell. All attack rolls and saving throws are made at a -2 penalty until the effect is countered by cooling (a canteen of water poured on the head is sufficient), by magical healing (such as *cure light wounds*), or by a *dispel magic* spell.

### Thorns of Binding

(Alteration)

Sphere: Earth, Water

Level: 4

Range: 10 yards

Components: S

Casting Time: 5

Duration: 1 turn +1 turn/level

Area of Effect: 1 creature

Saving Throw: Neg.

By casting this spell, the priest causes a thorny vine to appear and wrap itself around a chosen creature. A successful save means the attack is foiled and the vine dissipates harmlessly. Failure results in 1d4 points of damage, plus a number of additional points of damage equal to 10 minus the Armour Class bonus of the creature. Thus, a human in plate mail (AC +7) takes 1d4+3 points of damage. The creature is also bound and cannot take any other actions until it escapes.

To escape the bonds, a creature must make a successful saving throw vs. spell at -4. The creature takes damage for every escape attempt, regardless of success. Exceptionally large and powerful creatures can snap the vine easily. Otherwise, the caster can, by concentrating for a full round and squeezing, cause the vine to constrict and inflict damage (as above), or can dismiss the *thorns of binding* with a gesture.

### Transmute Rock to Magma

(Alteration)

Reversible

Sphere: Magma

Level: 6

Range: 10 yards/level

Components: V, S

Casting Time: 7

Duration: Special

Area of Effect: 5-foot cube/level

Saving Throw: 1/2

This spell turns a patch of rock or solid earth into fiery magma by superheating it in a matter of seconds. Anything caught within the area should make a saving throw vs. paralysis or take 6d8 points of damage (half damage on a successful save). The magma will remain for about 2 days, and then cool to a black circle of ash.

The reverse, *transmute magma to rock*, is only of temporary duration. It transforms magma to stone cool enough to walk on for one hour.

### Transmute Sand to Glass

(Alteration)

Reversible

Sphere: Magma

Level: 6

Range: 10 yards/level

Components: V, S, M

Casting Time: 6

Duration: Permanent

Area of Effect: 5-foot cube/level

Saving Throw: Special

This spell transforms a mass of normal sand of any depth into solid glass permanently. Any creature in the sand is allowed a save vs. paralysis to escape before the area transforms. Creatures unable to escape the area are trapped and must be broken out. A creature so caught can break free by making a Strength check at -4 to break the glass (one per cube) or by dealing damage to the glass. Each glass cube has 30 hit points. A creature partially caught takes a -2 penalty on attack rolls, -4 penalty to Dexterity, and is unable to move.

When breaking glass, a creature takes 1d6 damage each time it makes a successful Strength check to break free. If broken free by others, the creature takes 1d6 points of damage from broken glass. A creature trapped beneath the surface of the glass may begin to suffocate.

The material component is a mixture of crushed glass and sand.

The reverse, *transmute glass to sand*, destroys glass it is cast on, turning it to an equal amount of sand. Characters receive a saving throw as above to avoid being engulfed by sand (if there is enough) and may suffocate if buried.

## Transmute Water to Dust

In Dark Sun campaigns, this spell has no reverse.

## Tree Growth

(Enchantment)

Sphere: Cosmos, Earth

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 round

Area of Effect: Special

Saving Throw: Special

This spell causes a normal tree to grow from a seed to full size in only one round. The tree is not magical; only its accelerated growth is a magical effect. The priest places the seed where he wishes the tree to grow; if this is not already on soil or earth, the tree will seek out soil no more than 1 foot below, even through rock or metal.

The priest can simply drop the seed. If he wishes to toss it to a specific location within 12 feet, a successful Dexterity check is required – failure means a miss, but by no more than 3 feet.

During its rapid growth, the tree tries to attain its full size and height, smashing through barriers with a Strength score of 25. Wooden structures splinter; rock walls, ceilings, and foundations split and crumble; metal barriers bend or split against the massive growth of the tree. Should a structure collapse because of the tree's growth, creatures may have to save throw vs. spell or take damage, at the DM's option. Though rapid, the growth of the tree can easily be avoided by most creatures.

The material component is the seed itself, which must be undamaged but need not be magically enchanted before this spell is cast.

## Unearthly Heat

(Alteration)

Sphere: Sun

Level: 5

Range: Touch

Components: V, S

Casting Time: 7

Duration: 1 round/level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell subjects the target to unearthly heat. Each round, the target creature takes 1d6 points of damage and loses a point of Constitution. The target is allowed to save vs. spells each round to negate the damage and Constitution loss. A successful heat protection check grants the target a +2 on their saving throws. Even if the target creature makes its saving throws, it is exhausted from the heat and cannot run or charge for the duration of the spell.

If the target survives the spell, lost Constitution points return at a rate of 1d8 points per day.

## Unliving Identity

(Necromancy)

Reversible

Sphere: Cosmos

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: 1 day/level

Area of Effect: Creature touched

Saving Throw: Neg.

A priest employs this spell to give temporary personality and identity back to mindless undead, namely skeletons and zombies. The undead's previous consciousness and identity are restored, including memories, preferences, personality, and alignment. The creature is still undead, but now has the ambitions and thoughts it had as a living being.

There is a 1% chance per year that the creature has been dead (not necessarily undead) that it goes immediately mad, unable to accept its undeath and the changes to its world over that time – a mad undead immediately flees, its identity forever lost.

In instances where the history of a particular undead is known, the DM can apply what he knows to the new free-willed skeleton or zombie. However, in cases where the undead's history is unknown, the DM should select its former class, alignment, and level according to what best suits the adventure, or decide these statistics randomly.

The undead does not retain any of its class or level bonuses; it is still simply a skeleton or zombie. None of this information will be readily apparent for a skeleton, though characters may be able to guess at class from the tattered clothing still worn by a zombie.

The reverse of this spell, *unliving mindlessness*, permanently returns any free-willed skeleton or zombie to its former mindless state, or temporarily makes other undead mindless. The creature retains its combat and special abilities, but has no sense of who it is, was, or what its previous plans were. For the spell's duration, the undead wanders aimlessly, slaying and draining life until destroyed. This spell does not work on kaishargas.

The material component for this spell is any article significant to the undead's former life, such as a piece of clothing or equipment, a favourite weapon, a letter he had written, etc.

## Watchfire

(Divination)

Reversible

Sphere: Fire

Level: 6

Range: 2 miles/level

Components: V, M

Casting Time: 3 rounds

Duration: 1 hour

Area of Effect: Special

Saving Throw: None

This spell allows a caster to know how many fires burn within the area of effect and their approximate locations. He can choose any one of these fires and peer out of it as if he were within the flames. Anyone watching the fire sees a face peering out at them but can dispel it only by extinguishing the fire or casting protections from scrying. The caster can communicate through the flames, but cannot cast spells or use special abilities without other magic that enables this.

The reverse of this spell, *sealfire*, protects all fires in range from being used in this way.

## Watchful Eyes

(Enchantment, Divination)

Sphere: Air

Level: 6

Range: Special

Components: V, S, M

Casting Time: 1 round/object (minimum 1 hour)

Duration: 12 hours/level

Area of Effect: Special

Saving Throw: None

This spell enchants several small items and allows those present at the casting to use them as scrying devices, to observe distant locations or people of interest.

The spellcaster must choose easily portable objects to enchant, and must make them identical (within reasonable limits). The objects together undergo an elaborate "curing" process that resembles psionic empowering of an item. This takes the spellcaster at least one hour per day for one month. If the spellcaster skips a day, the process must start again from scratch.

Each spell enchants up to 100 items. The priest must touch each item during casting. A priest who has more than 100 items can cast *watchful eyes* consecutively, so long as the curing process continues daily.

Any number of spellcasters can attend. When the caster finishes with the final item, the spell activates for all items at once. The items appear unchanged but now detect as magical for the duration of the spell.

Thereafter, those who attended all the castings can select and tune in on any enchanted item up to 100 miles away and sense anything in its vicinity, as though present themselves. They cannot cast spells or use psionics through the eyes.

Viewing the vicinity of a *watchful eye* takes 1d6 rounds. This clairsentient effect works normally, independent of circumstances: for instance, it works even if the item is concealed. The DM may assign negative modifiers for extreme range, presence of interfering magic, etc.

The *watchful eyes* carriers become aware of this magical sensing only if they would ordinarily detect magic used in their presence. *Detect scrying* identifies the item, but nothing can trace the clairsentience back to its source.

This spell requires one other material component: a conventional magical scrying device, such as a *crystal ball*, which is not expended in the process.

## Water Form

(Alteration)

Sphere: Rain, Water

Level: 7

Range: Touch

Components: V, M

Casting Time: 1 round

Duration: 1 turn + 1 round/level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell transforms the recipient into a creature made of elemental water, enabling him to flow as a liquid. The recipient no longer needs to eat or breathe. The *water form* is cohesive, and the recipient can shape himself as desired – even retaining his original shape. When submerged in an oasis or other watery environment, the *water form* becomes invisible.

The recipient suffers only half damage from all piercing and slashing attacks. Furthermore, the creature is immune to poison and gas attacks while in this form. Full sunlight, however, inflicts 1 point of damage each round from evaporation.

Most magic affects the recipient, although some spells have greater effects than others. All fire-based spells inflict –1 point per die of damage (minimum 1 point per die) while electrical attacks inflict +1 point per die of damage. If targeted by a spell that affects water, the recipient must attempt a saving throw vs. spell. Spells that transmute water into another substance end the effect prematurely; the recipient reverts back to his own form, subject to the restrictions below. The caster can end the effects of the spell whenever he desires. It otherwise lasts for 1 turn, plus 1 additional round per level of the caster.

### Water Trap

(Alteration)

Sphere: Rain, Water

Level: 4

Range: 0

Components: V, S, M

Casting Time: 5 rounds

Duration: 1 hour/level

Area of Effect: 20-foot diameter

Saving Throw: Special

With a *water trap* spell, the caster turns a normal body of water, no more than 20 feet in diameter, into a deathtrap. The spell magnifies the natural surface tension of the water, giving it the strength to pull Medium and smaller creatures to a murky death. Whenever a creature of affected size attempts to drink from a pool, oasis, or watering hole altered by this spell, it must make an immediate saving throw vs. death magic. Failure indicates that the creature is instantly pulled under the surface and trapped.

Creatures pulled under by this spell will find that the surface of the water now has a tough, rubbery

consistency (at least from below) that makes escape very difficult. A trapped creature can escape by attempting a second save at a –6 penalty.

Friendly creatures outside the pool add +1 to the creature's save every round, and are in no danger of being sucked under themselves once the trap has been sprung. Large or greater creatures can free one trapped creature per round. This spell is most often used to trap desert oases and private wells.

The material component is a small wooden or stone figure of a man trapped in a hardened bit of amber or other translucent stone.

### Water Witch

(Divination)

Sphere: Water

Level: 2

Range: Special

Components: V, M

Casting Time: 3 turns

Duration: Until water is found

Area of Effect: Special

Saving Throw: None

The priest must first find two wooden or metal rods no more than 2 feet long and 1/8 inch thick. One is held in each hand level with the body, as the priest begins to walk. When water is detected the rods are attracted to each other; they form an “X” over the spot. The sticks are only magical for the duration of the spell, and the caster is guaranteed to find any quantity of water of at least 2d6 gallons no more than 1 foot below ground level. The water will be muddy, so each thirsty creature has to drink twice the amount normally needed. Disturbing the caster breaks the spell; the caster can abandon it at any time, as well.

### Waters of Life

(Alteration)

Sphere: Water

Level: 6

Range: 0

Components: V, S, M

Casting Time: 9 rounds

Duration: Special

Area of Effect: 1 creature

Saving Throw: None



This powerful spell is representative of the life-giving nature of water, and the sacrifices that the clerics of that sphere are willing to make for those they believe worthy.

The priest makes an elixir from local herbs. Once made, the priest gives half the potion to the patient, and takes the rest himself. The former patient is now healed of all damage, poisons, or diseases, but the effects, wounds, and other symptoms are transferred to the priest. Soon the healer falls into a near comatose state for a period of two hours while his body fights off infections and repairs the damage.

At the end of this period, the priest makes a system shock roll. If he passes, he awakens from the coma and all is well. If he fails, he suffers the effects of whatever was wrong with the former patient. This cannot result in the priest's death. Conditions that would cause his death are halted, and the priest goes into a trance for another 24 hours. When he awakes, he will have only 1 hit point, but no other ill effects, scars, or contagion.

If friendly spellcasting heals the damage, the priest quickly recovers from his coma, losing 1d4 hit points representing fatigue.

Magical afflictions, diseases, or curses cannot be cured by the *waters of life*.

## Weather Stasis

(Abjuration)

Sphere: Cosmos

Level: 4

Range: 30 yards

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hour/level

Area of Effect: 10-foot cube/level

Saving Throw: None

*Weather stasis* maintains the weather conditions prevalent in the area of effect when the spell is cast. The spell affects a cube with sides equal to the caster's level times 10 feet (a 10th-level caster could affect a 100' x 100' x 100' cube).

An area protected by *weather stasis* is unaffected by temperature variations in the surrounding environment. The spell also acts as a shield against rain, snow, and hail, which cannot enter the protected area. If conditions of precipitation existed in the area of effect when the spell was cast, the identical weather will continue for the duration of the spell.

For example, *weather stasis* is cast in an area where the temperature is 75° F and no precipitation is currently falling. Half an hour later, the temperature drops to 60° and rain begins to fall. The protected area remains dry and the temperature stays at 75°. If the *weather stasis* spell had been cast while rain was falling in the area of effect, rain would continue to fall for the duration of the spell, even after it had stopped raining in the surrounding area.

All physical objects other than rain, snow, and hail can pass into the protected area. All creatures and characters can move freely into and out of the area. The spell does not prevent water-based spells or water-based creatures (such as water elementals) from operating in the area.

The *weather stasis* spell protects against both natural and magically generated weather. Night and day pass normally in the area protected by the spell, although temperature variations associated with night and day do not occur.

The material components are the priest's holy symbol and a drop of water.

## Whirlpool of Doom

(Evocation)

Sphere: Earth, Magma, Silt

Level: 4

Range: 10 yards/level

Components: V, S

Casting Time: 5

Duration: 1 round/level

Area of Effect: 5-foot radius/level

Saving Throw: Neg.

This terrible spell turns earth or silt into a swirling sea of rock and earth. Anyone standing in the area of effect must make a save vs. spells. Failure indicates that they have been sucked into the centre of the whirlpool and must begin to make Strength checks each round at a -5 penalty (or swimming checks at -3, if the character has that non-weapon proficiency).

Creatures that make three successful checks in a row are able to make their way to the edge of the pool and pull themselves free of the whirlpool. Failing a Strength or non-weapon proficiency check means the character has been pulled under and begins to drown immediately.

## Whispers

(Summoning)

Sphere: Air

Level: 2

Range: Sight

Components: V, S, M

Casting Time: 3

Duration: Concentration

Area of Effect: Special

Saving Throw: None

The *whispers* spell allows a priest to overhear anything said by any individual he can see. The caster must focus his attention on one creature at a time, but can shift it instantly to keep up with a conversation, for example. Because the sounds are actually carried on the wind between the priest and his target, the caster may not use *scrying* or other spells for the purpose of seeing.

The material component is the priest's holy symbol.

## Wild Lands

(Alteration/Necromancy)

Sphere: Cosmos

Level: 7

Range: 0

Components: M

Casting Time: 4 hours

Duration: Permanent

Area of Effect: 1/2 mile/level

Saving Throw: None

This spell transforms an area into a wild place that attracts monsters and savage peoples. Druids frequently use it to protect guarded lands, and clerics use it to shield rare power conjunctions and shrines. Templars cannot use the *wild lands* spell.

The priest focuses the spell on an inanimate object, a rock or a statue, and it becomes the focal point of the spell. Violent creatures will slowly gravitate to the spot – usually a new creature appears in the area every two weeks.

Roll on the encounter table for the appropriate terrain. If a passive creature is generated, roll again. Neutral creatures are possible, but should be wild and dangerous. Intelligent creatures such as humans, gith, or thri-kreen will be savage and war-like. They are not necessarily evil, just fiercely protective, proud, and belligerent.

The only way to dispel a *wild lands* spell is to destroy the item that serves as its focus. It is not protected by the spell, but casters often trap the object with other spells to keep people from interfering with the spell.

## Winds of Change

(Enchantment/Charm)

Sphere: Air

Level: 2

Range: 30 yards

Components: V, S, M

Casting Time: 5

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell alters the judgment of one creature at random intervals, depending on the direction of the winds. The spell can divert a creature from its goal for an extended time without physically harming it. If the wind changes between east and west, the creature's distinction between good and evil alters. Wind that varies between north and south alters its attitude towards law and chaos. In calm conditions, the creature becomes true neutral.

The creature behaves normally from moment to moment and suffers no obvious harm such as starvation or confusion, but cannot pursue a given goal for long without changing its mind.

The general wind direction usually changes every two hours, often more frequently. The DM chooses wind direction randomly or based on whatever behaviour change seems most dramatic or entertaining. Magically altered wind direction can also change the creature's attitudes. Wind speed has no effect on this spell.

The material component is a set of wooden dicing sticks, which are not consumed when the spell is cast and are reusable for subsequent castings.

## Wisdom of the Sorcerer-Kings

(Summoning)

Sphere: Cosmos

Level: 6

Range: 0

Components: V, S

Casting Time: 1 round

Duration: 1 turn

Area of Effect: The caster

Saving Throw: None

This spell allows a templar to cast another spell from the templar spell list. Upon casting the *wisdom*, the templar picks another spell of 1st to 5th level to be cast in the following round. The chosen spell must be cast – the priest cannot cancel its activation, although its duration can be shortened if the nature of the spell allows. The templar cannot use *wisdom of the sorcerer-kings* to cast more than one spell in a round.

This is representative of the sorcerer-king's ability to channel spell energies directly to his followers.

### Withering Touch

(Alteration, Necromancy)

Sphere: Rain

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 round

Duration: 6 rounds

Area of Effect: Special

Saving Throw: None

This spell transforms one of the caster's arms into a withered, desiccated claw. The claw can grasp or manipulate objects (at a -2 penalty from the caster's normal Dexterity), wield weapons (at a -2 penalty to attack rolls), strike for 1d8 points of damage plus 1 point per level of the caster, or enact its withering power (if the caster wills it to): sucking moisture from a living body it is touching.

To wither, the claw must make a successful attack roll at the caster's to hit score with a +4 bonus. A successful withering attack causes 1d8 points of damage plus 1 point per level of the caster and the loss of sensory or motive use of the struck body part for one round with no saving throw. (Determine which body part is struck through random dice roll between possible targets.)

If the head is struck, a round of blindness and deafness inescapably results. If a leg is struck, that leg cannot move for one round. A struck arm cannot move or hold things and drops anything already in its grasp. The claw can repeatedly affect a creature, inflicting another 1d8 points of dehydration damage plus 1 point per level of the caster each round and disabling a new limb or the same limb, if it can maintain contact with the being.

The caster can end this spell early at any time by silent act of will, causing the claw to revert back to a normal hand.

While the claw is disappearing, the caster does not have any use of it for one round. While the claw is in existence, the caster cannot engage in other spellcasting and may be hampered in some activities.

The material components are a fragment of bone or small complete bone and a handful of ash.

### Woodiron

(Enchantment)

Sphere: Earth

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: 5 rounds/level

Area of Effect: Weapon(s) touched

Saving Throw: None

This is a specialised version of *enchanted weapon* that works on wooden weapons. When cast on a wooden weapon, it becomes as hard as iron (no penalties to hit and damage and no breakage chance). Only one spell can be cast on a weapon at a time; the effects are not cumulative. One Large, two Medium, or three Small weapons can be affected by this spell.

Wooden shields are also affected, becoming +1 for defensive purposes. Weapons and shields are fireproof for the spell's duration. Missiles enchanted in this manner lose their dweomer when they hit a target; otherwise, the spell lasts for its full duration. It is also used to manufacture regular magical weapons and shields.

The material component for this spell is a chip of the bronze-hard agafari wood of Nibenay.